# STAR WARS
# Edge of the Empire
## ROLEPLAYING GAME

**BLACK SUN RISING**

# Adventure Background

*Black Sun Rising* is an adventure for the *Star Wars: Edge of the Empire* roleplaying game. It is designed as a prelude and setup for the adventure *Under a Black Sun* and covers a

possible set of activities players can undertake that will ultimately land them in the Black Sun Facility at the start of the aforementioned adventure.

## THE PYKE SYNDICATE

The Pyke Syndicate is a criminal organization of spice dealers based out of their home world of Oba Diah, a system located just outside the Kessel Run. Their reach in the distribution of spice extended throughout the galaxy. The Pyke Syndicate was led by Lom Pyke and made up entirely of members of the Pyke species. The organisation had formed an alliance with Shadow Collective, a criminal syndicate formed by Darth Maul and Savage Opress during the Clone Wars.

Recently, a Nikto Bounty Hunter, tasked with transporting a shipment of spice, absconded with the shipment, costing the Pykes a lot of money and some reputation. While The Pykes wanted to make an example of this Bounty Hunter, it was soon discovered that he was using an alias. It was also discovered that the Bounty Hunter had ties to the Black Sun criminal organisation.

The Pykes have therefore hired the PCs to travel to the galactic capitol of Coruscant, find their way into a Black Sun facility, steal the data that will reveal the true identity of the Bounty Hunter, and deliver it to their contact on planet, a Besalisk slicer named 'Chopper'. Once the data has been analysed, and the name of the Bounty Hunter established, the PCs will need to track down the Bounty hunter and deal with him...

## GETTING THE PCs INVOLVED

Getting the PCs involved in the job can take a number of approaches, dependant on the group involved. Obligation can play a large part in this; maybe the group owe the Pykes or one of their associates a favour, perhaps they are being blackmailed into helping, or they could simply be hired for the task. The GM should tailor the situation to the group at hand, taking into account their motivations and past actions, reputations, obligations and style of gameplay.

Once the players have agreed or been coerced into taking the job, have them meet the Pyke representative, or one of their agents or associates, at a location that is convenient to the party. Upon arrival at the specified location, read the text at the right to the players.

After this introduction, the players have the chance to ask any questions they may have. This is an idea opportunity to give the players any hints they may require, and glean any further information that they may require to make their job easier. If the players have any questions, the Pyke representative can assist. Following are some example questions and answers.

*Firstly, let me welcome you to our home. We thank you for coming at short notice. Now, that we have dispensed with the pleasantries, let us get to the business at hand shall we?*

*You have been asked here because we believe you have the skills we require, and have come highly recommended.*

*Your task is two-fold. Firstly, you will travel to Coruscant, gain entry to a Black Sun building there, access their systems and retrieve as much data as you can on the Bounty Hunter we are currently seeking. It is likely that the data will be highly encrypted. This should be of no concern to you, as we have a very capable contact on Coruscant who should be able to decrypt it promptly for us, once the data is in our possession. Your job is simply to acquire the data and deliver it to him. Once he has decrypted it, and the identity of the bounty hunter has been established, you are to capture him, if possible. Are there any questions?*

**Who is this Bounty hunter?**
*"All we know is he is a Nikto, and quite dangerous. He gave his name as Kree'aso Nakrea, but we know that name is false."*

**Where is the building with the data?**
*"We don't know precisely, but we do know it's in quadrant 715, it's a small business district; it shouldn't be too hard to work out which building it is, it's probably well-guarded and secured."*

**How do we get the information?**
*"Well that's really for you to work out. After all, that's what you're here for isn't it? What we do know is that you will certainly need to slice your way in. A data breaker to acquire and store the information would be a must since you are taking it off site, and I suppose a computer spike designed to attack the systems own security wouldn't hurt. But you would need to know what the security protocols are first, one would assume."*

**What do we do once we have the data?**
*"Take it to our contact on Coruscant. His name is Chopper. He should be able to decrypt it and tell you who the Bounty Hunter really is… then you'll need to find him, and ideally bring him to us… or dispose of him if necessary."*

**How much are we getting paid?**
*"Well that depends on how well you perform really. But if the situation is resolved to our satisfaction, we can extend you our gratitude to the sum of… let's say… 5000 credits."*

## OPTIONAL ENCOUNTER: PINK SLIPS

If the players are using a ship, it might be worth noting that flying into Imperial Capital in a ship who's documents don't match the crew or that of BoSS records, could be a dangerous proposition since the authorities on Coruscant might be more thorough than their Outer Rim counter parts. Consequently, the PCs might want to make efforts to cover this just in case.

In the event that the players are operating in a less than legally obtained vessel, dealing with this discrepancy can be handled in a number of ways, as detailed in *Fly Casual* such as through the use of forged documents, by having the vessels transponders modified and slicing into the BoSS records directly to modify the ship's records.

### FALSE RECEIPTS

The character may wish to forge a bill of sale that puts the ship in the player character's names. This is likely the cheapest, easiest and quickest method; however it has its own set of problems.

When presenting the forged documents, the documents may obviously raise suspicions unless the PCs have gone to the effort of having the BoSS records match those of the forged documents. Any BoSS personnel looking too closely at the receipt may easily discover its illegitimacy.

Have any inspectors make a **Perception** check opposed by the **Skulduggery** check of the person who made the forged documents, wether than be the PCs themselves or a third party. The GM may wish to reverse this process and have the PCs make a **Skulduggery** opposed by the inspector's **Perception**. If this is the case, reverse the results below.

☼ may result in the player characters being found out, and the authorities will make every effort to arrest them. Any ۞ however would result in the inspectors demanding that the players immediately update the BoSS records rather than arresting them. At this point, the ruse may be up since the players cannot prove they are the legal owners. This would leave the only option being to use their social skills to get their way past the officials before they demand the player characters update their details then and there. ▼ will obviously result in the inspectors accepting the player character's story, while a ⬡ may result in the inspectors offering to update the BoSS records for them.

### TRANSPONDERS

The character may wish to attempt to change, mask or add transponder codes contained within the ship's sub-light engines. They may also rely on one of their contacts to perform this work for them. This works as described in *Fly Casual*.

Adding or changing the Transponder code (assuming the players have one suitable to change it to), is a **Hard (◆◆◆) Mechanics** check to access the transponder system, followed by a **Daunting (◆◆◆◆) Computers** check to adjust or add the new code to the system.

Alternatively, masking a transponder code is an **Average (◆◆) Computers** check, but this can draw more unwanted attention, simply because the ship no longer appears to be legal at all!

If the players do not want to attempt these changes themselves, they will need to find someone to do it for them. An **Average (◆◆) Streetwise** check at any local spaceport of suitably dubious origin and size will generate a

number of leads towards people who might be able to help. However, this kind of service is not particularly cheap, and the more expensive the slicer doing the job, the better the job will be. If the players attempt to locate someone to do the job for them, have the players make the above Streetwise check, and if they pass, read the following:

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## MAN FOR THE JOBEL

*After asking around the seedier parts of the spaceport, one engineer suggests Jobel; "He's a fidgety Bothan, but real good at what he does. Not overly expensive neither, depending on what you want done. He's paranoid though. You'll have to get on his good side before he opens up. He's got to the stage he thinks BoSS is round every corner, watchin' his every move."*

</div>

Jobel can be found in one of the spaceport cantinas, and it doesn't take much searching to find him secluded in a dark corner of one, nursing a drink of fine Corellian Whiskey. He watches the room furtively, and keeps to himself.

Jobel is a ship enthusiast; it's a bit of an obsession for him. His particular interest is in Corellian manufactured ships from any of the ship builders from the Corellian Sector. He has found he is very adept at tweaking the transponders on ships, and has used this ability to pay his way in life. However, he is also very aware that his actions are highly illegal.

Getting Jobel to take the job is a task within itself. He is paranoid and nervous and a bit reluctant to help just anyone who approaches him, to the point that if approached directly his paranoia goes into overdrive, and he will flee the scene in order to disappear into the small surrounding streets of the spaceport. If he flees, Jobel knows the area like the back of his hand, and tracking him down is a Perception or Survival check opposed by Jobel's Stealth, plus ■■ for his knowledge of the area. Once found, getting him to cooperate will upgrade any subsequent checks to gain his trust.

The base difficulty to gain Jobel's trust is Hard (◆◆◆). There are a number of approaches the players can take, and it is recommended that these be done through an intermediary. An intermediary can be found with the expenditure of ☢☢ during the initial Streetwise check to find a contact capable of making the required modifications.

The player characters can try getting him to relax by buying him a few drinks. The Bothan likes to drink, and for every hour spent "lubricating" his tongue with Corellian Whisky results in a ▢ to the social skill check made to gain his trust.

The player characters may also wish to soften him up by playing to his love of ships. Striking up a conversation about his favourite topic will make him relax and ingratiate the players to him. This also results in a ▢ to any social skill checks made to gain Jobel's trust. Threating Jobel may work, but the player characters will need to keep an eye on him, as he will make a break for freedom and vanish into the back alleys with ease. If the player characters manage to get Jobel to help them, he charges 2500 credits for the work and 500 credits if the players need a BoSS data pad in the event they don't have one. He can be negotiated down to 2000 and 250 respectively, but flat out refuses to forge bills of sale, as that type of work is not his area of ability, finding that method an insult to his skills. If it is suggested, he becomes offended and his price is doubled.



## JOBEL - BOTHAN SLICER [RIVAL]

| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE |
|-------|---------|-----------|---------|-----------|----------|
| 2 | 2 | 4 | 3 | 2 | 1 |

| SOAK VALUE | W. THRESHOLD |
|------------|--------------|
| 2 | 12 |

**Skills:** Computers 4, Cool 2, Mechanics 1, Skulduggery 1, Stealth 1.
**Talents:** Bypass Security (Remove ■ from any Computers or Skulduggery checks to bypass security; Also grants ▢ to his work on any Transponders).
**Abilities:** None
**Equipment:** Stun Blaster (Ranged [Light]; Damage 6; Critical -; Range [Short]; Stun Damage), Slicer Gear.

## GETTING THE GEAR

Any PC with even a hint of Computer skill will know that hacking into a secure system and acquiring data requires some specialist tools. While slicing gear is the bare minimum, a few other tools can make the task much easier.

A Data Breaker (Edge of the Empire Core Rule Book page 186) would facilitate a much quicker method of downloading the data, not to mention eliminating the issue of working out what data to take, a task that would require on site decryption and time which the players may not have. The device can also aid the slicer by simply allowing the protocols on the data breaker to simply take the data in its encrypted form for later decryption. An **Average (◆◆) Streetwise** check will allow the players to find someone prepared to sell them one of these illegal items.

A further piece of technology which may be of use is the Computer Spike (see The Computer Spike entry to the right). It should be noted that without a proper sampling of the security protocols involved in the target system, a Computer Spike's effectiveness can be limited. Attempts to use a Computer Spike without the security protocols results in a full upgrade to the difficulty check, plus any further adjustments to the difficulty of the final **Computers** check generated through its construction.

The fact that both these items are illegal, it might be more sensible for the players to source them once they are on Corsucant, which shouldn't be a difficult task in the Underworld of Imperial Centre. Getting a sample of the security protocols Black Sun are using however, is another matter. Assuming the players do manage to get this gear, the actual slicing roll at the end of the adventure should be modified with the following:

- PCs have a Data Breaker: ◻
- PCs have a Computer Spike: ◻
- PCs have the required protocols: ◻.

If they do not have the skills to create the Computer Spike themselves, it shouldn't be hard to find someone to make one for them at a cost of 300-500 credits.

## FINDING THE BUILDING

The Pykes have provided the PCs with a rough idea of where the building is located, specifically somewhere in Quadrant 715 on one of Coruscant's lower levels. Once the PCs have made their way to the area, they now need to find the building they are tasked with infiltrating.
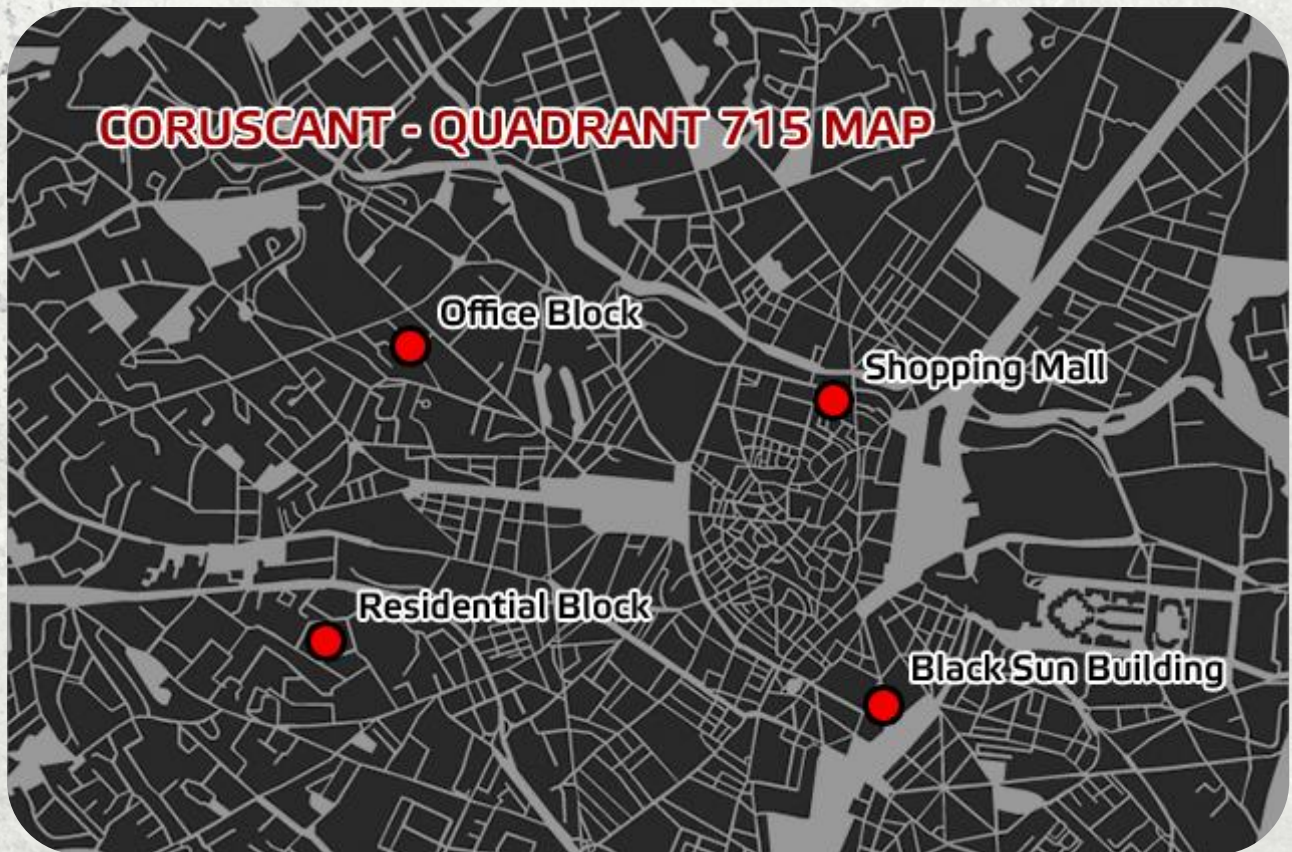
## THE COMPUTER SPIKE

One of the most important tools of a prepared slicer is a good Computer Spike. These single-use devices carry out automated functions, such as flooding a network with garbage data to mask the slicer's movements, and are designed to burn out to prevent the attack from being traced back by the network's administrators. Computer spikes are made for a specific task and are usually carefully calibrated to deal with a specific network. Slicers adjust their spikes for such variables as a specific planet's electromagnetic field or for local communication traffic patterns that could cause even the slightest signal modulation.

To prepare a Computer Spike of their own, the PCs need time to work as well as the appropriate materials to construct and program it to their specifications. The materials are simple enough to acquire; they can be repurposed from datapads and other electronic devices. Buying enough devices to build the spike in this way will cost about 300 credits. The materials may be found at some specialized retailers for half this cost, provided the PCs are willing to take the time finding one.

The work to create the spike requires at least ten hours, although it can be rushed to a few hours of feverish work if necessary. Doing so adds ■ to the **Computers** check to create the spike. Once these concerns have been handled, a **Hard (◆◆◆) Computers** check must be made to construct the spike. The creator of the spike should then compare the results of the check to the table below to see what bonus the spike will grant during the slicing job.

| Cost | Result |
|---|---|
| ✦ | Each ✦ on the **Computers** check adds one ◻ toward a slicing attempt aided by the computer spike. |
| ✪ or ⊕ | Remove a ■ from the **Computers** check. This option may be selected multiple times, requiring one more ✪ for each subsequent selection |
| ⚙⚙ | A subtle defect in the spike's manufacture could cause complications for its use. Using the spike adds ■ to the **Computers** check. This option may not be selected more than once. |
| ⊘ | A major defect in the construction of the device results in the **Computers** check to use the computer spike results in a single upgrade to the check. This option may not be selected more than once. |

CORUSCANT - QUADRANT 715 MAP

## SEARCHING FOR THE BUILDING

There are a number of buildings that could potentially be the target of the PCs mission. This adventure deals with 4 such buildings namely a tightly packed shopping mall, an office block, a residential facility and of course, the Black Sun Building. The base time for tracking down the building's whereabouts is 5 days.

There are a number of skills the PCs could draw upon to narrow down their search such as **Computers**, **Perception**, **Streetwise** or **Underworld**, all of which have a base difficulty of Hard (◆◆◆). Other skills may be used, but will increase the difficulty by ◆. The GM should add ■ if they feel the skills the players are suggesting may perhaps draw attention to PCs and thus potentially increase the time it takes to find their target, or ▢ if the GM feels the characters are particularly inventive with their skills. If the PCs watch the building for at least a day before making any checks, provide ▢ for each day beyond the first for any checks made.

For each ✳, reduce the time it takes to find the building by a day to a minimum of 2 days. The GM may suggest spending ☟☟ to gather further clues (see below). ⊕ may allow the location of the building to be found in in 2 days. ⚙ increases the time to find the building by a day, and ▽ indicates that the Black Sun know that the PCs have been asking after them, and

may result in Black Sun sending several bounty hunters to shake them off the scent or they merely upgrade the level of security on the building.

### CLUE #1: GUARDS, GUARDS
The PCs notice that some of the buildings have groups of lightly armed individuals, usually in groups of three, who circle the buildings at regular intervals, although their patrol routes are somewhat random. The buildings also don't seem to have anyone enter the buildings via the front doors. If the PCs are armed with this information, and watch the buildings for at least a day, the guards' patrol patterns are found to be created by a number of overlapping routes that vary over an 8 hour period. The guards also never seem to enter the building via the front door. It is not apparent they are guarding the building in question unless the PCs observe the patrols entering via the back door.

### CLUE #2: FLY ZONE
A number of the buildings have airspeeder traffic late at night. Speeders are seen accessing the rooftop landing pads located on each building, although some appear busier than others. Some neighbours in the area claim they have complained bitterly about the late night and early morning traffic noise traffic, but their complaints to local leaders have fallen on deaf ears for months. The local's frustrations have now reached fever pitch.

### CLUE #3: LOCAL KNOWLEDGE

A local street urchin divulges that some of the buildings have regular patrols which appear to be from the same security company. They also reveal that most people use the back door to gain entry to these buildings, more so than they use the front door.

### CLUE #4: ICU-41

Some of the buildings appear to have surveillance equipment outside. While this is not overly unusual, several of the buildings appear to be using high end equipment for that area of town. Rumours have been circulating of illicit businesses conducting illegal surveillance and that several glitches with local networked computer systems appear to malfunctioning.

## BLACK SUN BUILDING

The building appears to be a standard office block in a more upmarket area of the Quadrant. The building does not have any name or outward appearance of any business, which is readily known to not be uncommon.

The exterior is equipped with what appear to be low key monitoring equipment and sensors. In actual fact the building has been installed with a well hidden, state of the art surveillance system, fitted with a sophisticated droid brain tasked with analysing a multitude of holo-cam feeds and trip sensors. Any unusual activity is logged, and if of particular importance, or is perceived as a threat, the droid sends a message to the administrator of the building, alerting them to the situation.

The building is periodically patrolled by small group of lightly armed guards. These guards also patrol the two adjacent buildings in a seemingly random pattern. The front door leads to a lobby containing little more than some modest sculptures and a large reception desk manned by a single smartly dressed guard who appears to be from the same company as that of the patrolling guards.

The roof has a small landing pad that usually is home to a couple of speeders. Activity from the speeders is concentrated late at night and early in the morning, with little activity occurring during the day. There is no loading bay, but the back door is secured with both a digital and physical lock.

## SHOPPING MALL

The building is well attended, with only several guards patrolling the area. A small airspeeder service operates from the roof resulting in airspeeders moving around at all times of the day as customers request them. Drivers in uniforms arrive and leave for their shifts at all times during the day. This building does have some basic surveillance systems, but nothing of any great calibre.

## OFFICE BLOCK

The building is a well-kept office block housing a number of various businesses. If the PCs explore the building in any great detail, they find each business is just a front for a larger illegal organisation that owns the building.

This organisation deals in small time accountancy and administration fraud, labour forgery and similar offences. This company has no links to Black Sun and is of little interest to the PCs. This building has a surveillance system and numerous patrolling guards.

## RESIDENTIAL FACILITY

The building is a residential facility, housing approximately 60 residences and is also the home of a rather well to do bureaucrat and his extended family who live on the top three levels of the building. There is an airspeeder pad on the roof, and several guards patrol outside. The guards do not enter the building via the front door, only accessing a private guard station at the rear of the complex. These guards have been employed by the residents for their own peace of mind due to a series of assaults by local gang members. The building appears to have very basic monitoring devices covering the entrances, but nothing one couldn't find in a local hardware outlet.

The GM should feel free to create more false leads if they feel it necessary should further ⚙. be generated when searching for the Black Sun building.

## SAMPLING THE PROTOCOLS

As mentioned earlier, getting a sample of the Black Sun security protocols for the Computer Spike will benefit the players in their attempts to steal the information. However, getting a copy of this is very difficult.

## SECURITY SERVERS

The required security protocols are in the building itself on their local servers. Obtaining the protocols in this way could cause problems later when the PCs try and get back in to steal the data. Should their entry be discovered, no doubt there would be upgrades and changes to the system. Any tampering found on the building will automatically generate ■■ to any computer or electronic security related checks made to break into the building. Further modifications may be applied depending on the results generated by the PCs upon their initial entry.

## DIATEK SECURITIES

This particular facility has purchased their security from a local security firm called Diatek Securities. If the PCs can work out that Diatek provided the protocols and maintains them, they might be able to get a sample from the source, rather than from the system itself. This could be accomplished in a number of ways.



If the PCs tamper with any external security points such as damaging one of the security monitoring devices on the outside of the building, building employees will call out the security company to repair or replace the device. PCs watching will see a small speeder arrive within 24 hours, the arrival of which will tell them who provides the system.

PCs may also wish to slice into the purchasing systems of various security firms on the planet in an attempt to find who has the contract for the building; however this task may take several days, at best, to perform.

The Company that has been sub-contracted to provide the security systems for the Black Sun office that the PCs are required to enter is Diatek Securities. Once the PCs know this, it only takes a local data terminal to track down their offices.

The company's headquarters is only a short air speeder trip away. The company is small, but is a well-respected family owned business, providing security and surveillance systems for small businesses and private individuals throughout Corsucant. A **Daunting (◆◆◆◆) Underworld** check plus ■■ if the character making the check has no connection with Black Sun, reveals a well-

kept secret in that Black Sun regularly uses this company in the security of many of its holdings.

When the PCs enter the offices, they are welcomed by a friendly well-dressed male Twi'lek sporting a Diatek company name tag. The PCs can be masquerading as anyone including new clients who are interested in purchasing a state of the art security system, or any other reason the PCs come up with.

In order to get a sample of the protocols, the PCs will need to plug in their slicing gear for a few minutes. The Twi'lek is hesitant to allow the PCs to do this without a very good reason, meaning they will either need to distract him, or find some other very good reason to allow them to do this.

Distracting the assistant can be as simple as a **Charm** check from an appropriate PC, or having someone chatter away about the little details of the system on a **Deception** check, thus creating a diversion to allow the slicer time to plug in to steal the data, or to allow a PC to steal the custom service datapad from the front desk. Fast talking PCs could also **Negotiate** their way to gaining a sample of the protocol.

Threatening him is also a possibility, but as soon as the PCs leave, he alerts his superiors the act of which could mean they roll out a blanket update of their protocols to all their clients, resulting in the data sample becoming ineffective. Additional security protocols would also come into effect thereby upgrading any **Computers** of **Skulduggery** checks to break into the system.

## DIATEK EMPLOYEE [RIVAL]

| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE |
|-------|---------|-----------|---------|-----------|----------|
| 2 | 2 | 4 | 3 | 3 | 3 |

| SOAK VALUE | W. THRESHOLD |
|------------|--------------|
| 2 | 12 |

**Skills:** Deception 2, Perception 2
**Talents:** None
**Abilities:** None
**Equipment:** Data Pad

## BREAKING IN

By now the PCs should have all the tools they require (or feel they need), and have hopefully watched the Black Sun building for a couple of days. They should be aware of the various entrances and exits, have a good idea of the security patrols and surveillance systems in place, but will not know exactly where in the building the system they are after is located.

This may not worry the party too much, as they could simple search the entire place once they are in. But such a foolhardy approach might not be in their best interests.

They have no idea of the internal layout of the building, let alone any guards inside.
Of course, getting this information is not going to be easy. Slicing into the security system from outside is near impossible, and any foul ups at this point would trip alarms and making access all that more difficult.

A far more sensible approach would be to try and weasel the information from one of the guards who works there. A successful Skulduggery or Stealth check opposed by the guard's Perception will allow the PCs to follow one of the guards after their shift ends. Most guards either go home, or venture to a local bar which is well known to many local police and security personnel.

The PCs can try to converse with the guard using any social skill checks they feel may be appropriate. Allow the PCs to be creative in this endeavour, allowing interesting uses of their skills.

Pushing the guard too hard for information at the wrong time makes him suspicious. He will take any opportunity to leave and heads home. If enough ⚙ or ⬡ have accumulated during the encounter, the guard may return to the building to warn his fellow guards that people are asking suspicious questions. This will depend on how much he has divulged to the PCs before leaving their presence. How the guard reacts is dependent on the GM and if they wish any further complications to present themselves during the adventure. The GM may also have the guard simply return home, not wanting to be implicated in such a breach of security.

The guard does have his access card on him, and stealing this could provide an easy method of access to the building for the PCs. This action however will leave no doubt in the minds of Black Sun agents of the guard's duplicity in the matter. Consequently, the Black Sun agents could make an example of him, to the despair of his family and friends.

## ONCE INSIDE

Once inside the building, the PCs can use whatever method they feel is appropriate, as their main mission is to get to the data centre within the building and find the computer terminal containing the information they have been tasked by the Pykes to recover.

## WHAT ROLO KNOWS

Rolo has worked for Diatek for 5 years. He is fond of Ryll beer, and any attempts to ply him with this beverage provide a ◻ to any social skill checks. Rolo is reasonably professional, and attempts to limit his consumption of liquor. He will not reveal his employment by Black Sun, and resists any attempts to coerce this information. This provides ◼◼ to the check.

Rolo knows that there are a 30 security staff in total and is fully aware of the shifts the guards work. He knows that there are a two teams checking the exterior at any one time, with another guard on the front desk, and 2 teams sweeping the interior.

Rolo is aware of the building's weak points such as the touch pad on the roof doorway, and the rear entrance since they are the points least often used.

Rolo knows the positions of the holo-cams which cover the building's hall ways, main lobby, and exterior at street level. He does know the security codes to the doors but will not reveal this unless coerced and only with a ⬤.

### ROLO PRESAT [RIVAL]

| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE |
|:---:|:---:|:---:|:---:|:---:|:---:|
| 2 | 2 | 2 | 2 | 2 | 2 |

| SOAK VALUE | W. THRESHOLD |
|:---:|:---:|
| 4 | 4 |

**Skills:** Cool 1, Discipline 1, Perception 1, Ranged (Light) 1
**Talents:** None
**Abilities:** None
**Equipment:** Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Ranged [Medium]; Stun Setting, Access Card

The layout of the building has never been made clear to them, unless they managed to pry it from a guard as detailed previously. However, it is nothing out of the ordinary, and is simply a several story building with offices on each floor.

Two teams of 3 guards patrol the building in cycles, mostly just walking the halls, but occasionally looking into offices for any activity.

The PCs may need to sneak past any patrols to reach their destination, checking offices as they go if they do not know which room they are looking for.

The purpose of this office building has never been made clear to the PCs, and its true purpose is that of a front for Black Sun business, specifically data mining of the highest scale, appearing as a legitimate business when needed. The offices contain desks and conference rooms, file cabinets and the like, and utility rooms with cleaning supplies.

The system the PCs are specifically after is on the second to top floor, making escape to the landing platform a clear option.

Once they are in, it is simply a matter of plugging in the equipment they brought for the job, hacking their way in, and downloading the files. This action, sets off the unforeseen alarm as seen at the start of the adventure *Under a Black Sun* by Fantasy Flight Games.

It is important to note that the PCs should be successful in reaching the target computer system and stealing the data from the Black Sun mainframe. The aim is to create suspense and a believable chain of events which leads them to that point. If due to multiple ⚙ or ⊘, caused during this adventure, the GM may need to modify the start of **Under a Black Sun** as required.

## XP

As this adventure is intended as a prelude for *Under a Black Sun*, 10-15XP should be awarded before moving onto the next adventure. GMs may award additional XP for particularly inventive PCs and good role playing.