

STAR WARS™



ESCAPE FROM SMUGGLER'S HOLD

A FAN MADE ADVENTURE BY FANDOM COMICS FOR THE
STAR WARS EDGE OF THE EMPIRE ROLEPLAYING GAME

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An art-lover and a fighter, Eli tends to sleep early and rise earlier. If he isn't busy binging on visual art, he's either reading or writing. As of this documentary, he's got several projects that combine the best of his abilities in the tube, soon to be released. Graphically, he aims for the presence of favorites John Romita and Neal Adams, while shooting for the freshness and detail of Adam Hughes and Paulo Siqueira. Eli's famous for his traditional art, but is also good behind a tablet and pen for digital illustrations.

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ESCAPE FROM SMUGGLERS HOLD

Hidden in the fringe of the galaxy, far from the mighty grip of the Galactic Empire, shadowports give haven and refuge to smugglers and criminals looking to lay low.

One band of brave adventurers, short on credits and long on ambition, are contacted by the mysterious Skar'kla Consortium, who wish to meet with them at a shadowport in Smuggler's Hold to discuss a job opportunity.

The spacers race to Smuggler's Run, hoping their problems are about to be over...

EPISODE I: SMUGGLER'S RUN

Who's the more foolish: the fool, or the fool who follows him?

–Jedi-in-Exile Obi-Wan Kenobi

In this episode the party is hired to locate a smuggling ship that crash-landed on Mon Gazza, and recover the cargo. Things go wrong when the ship is located mostly intact, but crewless, just as Sector Rangers show up in force.

TAKING THE JOB

The party has been contacted by representatives of the notorious Skar'kla Consortium to attend a meeting on Skip One within the Smuggler's Run Asteroid Field at rimward end of the Corellian Run.

As your ship drops out of hyperspace, the star lines resolve into faint points of light. Dozens of micro-meteor impacts immediately bombard the ship. A refitted Clone Wars-era gunship dispatched by your Skar'kla Consortium contact dutifully pulverizes rogue asteroids off your starboard side to clear a safe approach vector to Skip One. All manner of shuttles, junkers, and tramp freighters weave through the asteroid field from skip to skip.

SMUGGLER'S RUN

Astronavigation Data: Smuggler's Run System, Gaulus Sector, Outer Rim Region

Orbital Metrics: 977 days per year / 24 hours per artificial day

Government: none

Population: 85,000 (Humans 45%, Duros 3%, Sullustans 2%, Other 50%)

Languages: Basic, Huttese

Terrain: asteroid warrens

Major Cities: Skip One, Skip Five, Skip Seventy-Two

Areas of Interest: Nandresson's Palace, Fast Eddy Customs

Major Exports: spice, asylum

Major Imports: foodstuffs, water, luxury goods, technology

Trade Routes: Corellian Run

Special Conditions: none

Background: Smuggler's Run is an asteroid field at the far end of the Corellian Run trade route used by smugglers as both origin and endpoint for running spice throughout the galaxy. Dozens of criminal syndicates, including the Hutt cartels, Black Sun, and the Zann Consortium, have some kind of presence at Smuggler's Run. The Run has thousands of asteroids, but most are small with erratic orbits. Several of the largest asteroids are hollowed out and used as shadowports and bolt holes.

Skip One is the first such asteroid used for smuggling, and is by far the largest and most populated station within the asteroid field. Skip One has been in use for centuries, and as smuggling activity increased and shadowports sprang up throughout the asteroid field, it has remained the primary destination within Smuggler's Run. Denizens of the underworld can find anything they need in Skip One if they know how to ask.

Cheap berths and plenty of cantinas make Skip Five another popular location for smugglers to lay low. Dozens of permanent residents live in squalor, dependent on the generosity of successful smugglers who frequent the port. Skip Six is controlled by Nandresson, a Glottalhib crime boss who increases his powerbase by accruing favors and debts from other major criminals within Smuggler's Run. Skip Seventy-Two is a medium-sized rock, and home to Bric, a retired Siniteen bounty hunter running a posting agency specializing in underworld bounties, and home to a sizable class four arsenal.

USING SMUGGLER'S RUN

While the detailed information on Smuggler's Run isn't quite necessary for **ESCAPE FROM SMUGGLER'S HOLD**, it is a perfect setting for an entire campaign in **EDGE OF THE EMPIRE**. A famous haunt of Han Solo during his early days, according to Star Wars Legends stories *Hutt Gambit* and *The New Rebellion*, GM's should feel free to utilize Smuggler's Run as an iconic second home for PCs on the run or looking for work in any campaign.



Smuggler's Run by Jonas Scharf

SKIP ONE

Upon entering Smuggler's Run, Skip One is the thirty-fifth stable asteroid from the Corellian Run, and is the largest asteroid in the entire system. The asteroid features two primary hollowed out caverns. The first is a deep gash along the asteroid's equatorial line, outfitted with a mag-shield to function as a hangar bay. Skip One's main bay can hold as many as forty-eight light or medium transports (Silhouette 4 or smaller), and dozens of smaller, private bays and docking ports spread randomly over the surface. Smaller shuttles use these ports to transfer personnel and small cargo, but they remain vulnerable to asteroid strikes outside the mag-field.

All landing areas lead directly to the entry chamber, a security checkpoint that has up to six experienced gun hands standing watch to deter troublemakers. Beyond the entry chamber is the main commercial space on Skip One called the Cavern. Dozens of sabacc tables sit prominently in the hall past the entry chamber. One of the table dealers is Sinewy Ana Blue, an attractive card shark who regularly cleans out rookie smugglers.

Behind the tables is a clear and spotless transparisteel bar with a variety of liquor from all across the galaxy on display. Off to the side is a hokum pit, where the spice flows and anything goes. At the center of the Cavern is a food court, which somehow always seems to acquire a galactically-renowned chef, even if they don't last long.

Tunnels sprawl from every direction of the main cavern, which lead to inns and living quarters for permanent residents. There are also smaller cantinas and diners, many of which only serve one drink or dish. Throughout Skip One, a yellow-green ooze seeps

down most walls, which gives off a putrid, sulfurous odor. The gas is mildly flammable in open air, but no major fires have occurred yet. Once, a smuggler with a keen olfactory sense tried to plug the leak, and the resulting pressure buildup almost destroyed the entire asteroid.

SMUGGLING ROUTES AT THE RUN

Smuggling routes that end at Smuggler's Run often begin at Spice Terminus Space Station. There, smugglers are hired to make the Llanic Spice Run backwards, before turning rimward at Mon Gazza and returning to Smuggler's Run to deliver the spice. Stops on this route include Jermac, Socorro, Magravia, Llanic, Mon Gazza, and sometimes Ryloth. Spice consolidated at Smuggler's Run is distributed throughout the galaxy up the Corellian Run. Even spice amassed from the Perlemian Run at Junkfort Station finds its way to Smuggler's Run for distribution up into the Core Worlds.

Spice-producing worlds along the Smuggler's Run include the following:

- Jermac: Produces Death Sticks, Giggledust, and Gunjack.
- Socorro: Producer of Crash 'n' Burn spice, and a transshipment point for a variety of space from Wild Space beyond the Trailing Sectors.
- Magravia: Produces Magravian Cat-Spice.
- Llanic: A major transshipment point for spice originating from the Southern Territories. It receives regular shipments of Guilea spice from Cerea, Garconian Spice from Garconia, Muon Gold from Chryya, Eldratz spice from Krann, Thyssel bark from Haruun Kal, Kassoti spice, Millaflower, and Mummergy plants from the Naboo System, and Andris and Carsunum from Sevarcos.
- Mon Gazza: Thrusterhead spice is produced here, and a number of spices mined elsewhere are refined here.
- Ryloth: Ryll spice and its variants, Glitteryll and Ryll Kor, are produced here.

NEGOTIATING THE JOB

The PCs land inside Skip One and make their way toward the entry chamber. Read the following aloud:

A yellowish green ooze seeping from cracks in the walls bludgeon your senses with the stench of wet sulfur as you enter Skip One. Three rough-looking blaster hands narrow their eyes at you, looking you over cautiously.

“Don’t think I’ve seen you on the Run before,” a skeletal Duros says, chewing on a gimmer stick. “What’s your business here?” Light, hopping jizz music wafts from the main chamber as the Duros and his men block your way inside.

Let the PCs try to talk and scramble to answer the questions. If the PCs reveal anything about the Skar’kla Consortium, all future dealings with Lursk Payl’skar incur ■, as he values discretion. As the conversation continues, the Duros and his men become increasingly belligerent, gradually adopting combat postures.

Allow the PCs to make an **Average** (◆◆) **Cool** check to resist inciting a skirmish with the gun hands. Should they fail, the situation escalates, and the PCs either make ready for combat or attempt to flee. This failure incurs ■ on any social interaction checks with Lursk Payl’skar, as he also values strength of character. Before combat begins, read the following:

“Yes, you are all very tough,” a voice says from behind you. A short, cloaked figure walks around to stand between you and the gunmen before lowering his hood, revealing a russet-furred Bothan. “Saris, these beings are with me.”

The Duros straightens and nods at the Bothan, then glowers at you in contempt. The Bothan turns and gestures you toward the cavern beyond, “Shall we?”

Lursk escorts the PCs out of the main cavern and through a series of tunnels until they come across a very small tavern that only serves Corellian Lum. Other than a single bar-droid, the establishment’s only other occupant is a silent, hulking Barabel, whose scars and muscles seem to be competing for his most prominent feature.

Lursk & Nameless by TJ Colligan



“Thank you for coming,” the Bothan says, turning to face the group. “I am Lursk Payl’skar, and I represent the Skar’kla Consortium. As you may know, we have several discrete shipping concerns throughout the galaxy. Several hours ago, I received a message.” Lursk places a datacard on the table. “We lost a cargo, a ship, and her crew on Mon Gazza, and I want them all back, and any lingering evidence erased before local law enforcement shows any interest.”

Lursk slides a datacard across the table containing the message and all pertinent information regarding the recovery mission. Lursk would prefer the cargo, the ship, and the crew all recovered and returned to Skip One, but if forced to choose, he ranks their importance as first the cargo, then the ship, and finally the crew. If the PCs want more information, Lursk or the datacard can provide the following information:

- **Ship:** An aging HT-2200 medium transport called the *Spicy Lady*. The Consortium has used the ship for years, carrying “Confidential Shipments” all along the Corellian Run.
- **Cargo:** Twenty crates of an undisclosed product.
- **Pilot:** Sheena is a Zabrak female with a quick temper, quick draw, and always has time for a quick drink. The *Spicy Lady* allegedly used to be hers until she lost it to Dorgo.
- **Captain:** Dorgo, a very young Hutt, is also the ship’s financier and leader. He is still thin enough to navigate the narrow confines of the *Spicy Lady* without modification.

- **Navigator:** Des is a Duros spacer with a flimsy grasp on his sanity. Few would put up with his idiosyncrasies if not for his astounding skills as a navigator.
- **Gunners:** Aimlo and Shuuto are Rodian sisters who love a good firefight.
- **Mechanic:** Kidd is a young blue-skinned Twi'lek who has been with the crew for a few months. He is capable and confident, and is able to make his voice heard, even with Dorgo and Sheena.

Lursk offers payment of 3,000 credits per party member plus expenses, payable upon successful delivery of the ship's cargo and flight recorder. The PCs may make an opposed Negotiation check to barter for equipment or additional pay contingent on rescuing members of the crew, but Lursk urges them to make haste, as local law enforcement could happen upon the wreck at any time.

LURSK PAYL'SKAR [NEMESIS]

Lursk is a middle-aged Bothan with chocolate-colored fur often dressed in fine, yet modest, robes that compliment his fur patterns. Lursk is direct and unafraid to throw the weight of his employers, the Skar'kla Consortium, behind his actions. Still, beneath his carefree exterior is a ruthless guile that creates galaxy-spanning plots with vast complexity and hundreds of moving parts. His ability to manage all these disparate elements and adapt to unforeseen events is why the Skar'kla Consortium has put so much trust and power in him. He is almost never without his bodyguard, a hulking Barabel.



THE DATACARD

In addition to some general information and the reported coordinates for the wreck, the datacard has a message on it recorded by Sheena. If the party wishes to view the message, read the following message aloud:

Sheena can be seen being helped by a Duros onto a hover sled in a desert region with imposing cliffs in the background. A small cut from her head is leaking blood down the side of her face.

“Not sure if this is going to get to anyone in time. Crashed on Mon Gazza, put her down near some canyons.” The Duros dabs at her head wound with a first aid kit as she continues.

“Should buy a day or two before anyone finds the wreck. Coordinates are attached to the message. Guild enforcers are bound to be looking, though. Most of my crew is wounded. We’re gonna try and make it to town and—leave it, I’m fine! Give me the brandy! No the other one! Thank you!”

Sheena turns her attention back to the holorecorder. “The ship is busted up, needs new power couplings and a hull patch from what we can tell. Our replacements were lost in the crash. Send a recovery team, and tell them to watch out for—,” at which point the feed cuts out.

Skills: Charm 2, Coercion 1, Cool 4, Deception 3, Discipline 3, Knowledge (Education) 2, Knowledge (Underworld) 4, Negotiation 4, Perception 2, Streetwise 3, Ranged (Light) 1.

Talents: Convincing Demeanor 1 (remove ■ from any Deception or Skulduggery check).

Abilities: None.

Equipment: Comlink, encrypted datapad, holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting).

EMPTY HANDED

The datacard coordinates lead the party to the world of Mon Gazza, which requires an **Average** (◆ ◆) **Astrogation check** to plot a course. A ☞ could mean the PCs are immediately hailed by system security when they drop out of hyperspace directly in a patrol's sensor sweep. A ☜ could mean the player's ship is damaged by a rogue hunk of space debris, forcing them to land in Miner's Town, unable to use their ship in the following sequences until it can be repaired. An ☛ might mean the PCs arrive at Mon Gazza without being detected (skip ahead to *“The Crash Site” on page 8*), and ☚ could mean the PCs arrived early enough to gain an extra round or two before the Sector Rangers arrive. Otherwise, Mon Gazza ground control contacts the PCs soon after arriving in the system.

The party can obey and pay a 100-credit docking fee upon landing, or they can attempt an **Average** (◆ ◆)

Deception check to bluff their way into an alternate flight plan. Unauthorized landings are a serious offense, so failure means ground control is insistent, and failure to comply scrambles a pair of local defense Z-95 Headhunters to force the PCs to land or destroy them. If the party lands in town, they can reach the crash site in approximately six hours via airspeeders, or double that in landspeeders. Airspeeder rentals are available in town for 100 credits per day, or 50 credits a day for landspeeders.

MON GAZZA

Astronavigation Data: Mon Gazza System, Lambda Sector, Mid Rim Region

Orbital Metrics: 687 days per year / 25 hours per day

Government: Galactic Spice Mining Guild

Population: 1,420,000 (Humans 42%, Twi'leks 15%, Duros 13%, Other 30%)

Languages: Basic, Bocce, Huttese

Terrain: mountains, canyons

Major Cities: Miner's Town

Areas of Interest: Mon Gazza Speedway, spice mines

Major Exports: spice

Major Imports: foodstuffs, water, machinery, technology

Trade Routes: Corellian Run, Llanic Spice Run

Special Conditions: none

Background: Second only to Kessel, Mon Gazza is one of the few planets cleared for spice mining by the Empire. However, unlike Kessel, Mon Gazza utilizes a mixture of specialized droids, skilled foremen, and machinery operators instead of prison labor. While most of this spice is used for medicinal purposes and scientific study, a portion is siphoned by the black market.

Red sands and mountain ranges cover Mon Gazza, with deep cut canyons made by streams long run dry. The seemingly barren world boomed with industry with the discovery of spice beneath its surface. Clusters of temporary pre-fabricated shelters eventually solidified into a town built around spice mines, refineries, and support industries known as Miner's Town.

The Mon Gazza Speedway is among the planet's most popular attractions. This racetrack can function as a self-contained racecourse, or open up onto the rest of Mon Gazza, using the spice mines, quarries, and even Miner's Town as course obstacles. The Speedway accommodated podracing during its heyday, but now host mostly swoop races. Some of the more infamous

track layouts include Zugga's Challenge, named after an infamous Spice Mining Guild boss, the Spice Mine Run, which runs through active industrial zones, and the Mon Gazza Maze, where racers frequently run into dead ends in the Doom Pipes section of the course.

THE CRASH SITE

As the party comes upon the crash site, read the following aloud:

A dark scar of displaced sand cuts across the scrub and brush of a shallow valley and ends near a cave mouth at the base of a steep cliff. A thin wisp of smoke winds upward from the engines of a wrecked Corellian HT-2200 Medium Freighter. The hull bears a faded image of a scantily clad Zeltron female blowing a kiss above a looping script that reads, "The Spicy Lady."

Allow the party time to investigate the wreck and potentially the cave. An **Average (◆◆) Pilot (Space) or Pilot (Planetary) check** unveils some anatomy of the crash. No signs of ionization or vehicular combat are evident in the wreckage. The craft appears to have simply lost altitude and crashed in the Mon Gazza wastelands. A search of the ship reveals the following:

- Only two of twenty expected sealed cargo crates remain.
- A third crate is damaged, and its contents are spilled across the cargo hold.
- An **Average (◆◆) Streetwise, Underworld, or Medicine check** reveals the substance as high-grade Andris spice, or its street name, Jedi Rocks. If any PCs have the Addiction Obligation, discovery of the cargo may be an ideal time to trigger it.
- Blaster bolts have recently peppered the landing ramp, and the bulkheads around it.
- The flight recorder is scorched, and data is irretrievable. However, a **Daunting (◆◆◆◆) Mechanics check** allows the ship's port of origin at Smuggler's Run to be retrieved from the recorder, which could provide the PCs with clues of tracking down Lursk in Act III.
- A survey of the ship reveals it is near-functional, if damaged. The landing gear is sheared, and hull integrity is questionable. The engines are missing a power coupling, but otherwise seem serviceable.
- There are some signs of blood, but no other traces of the crew.



The Crew by Jonas Scharf

The cave appears empty, though a **Hard** (◆◆◆) **Survival check** reveals old tracks nearby and signs of recent activity inside. If the PCs opt to investigate the cave, they discover a cache of volatile nova crystals just inside the mouth of the cave, and are ambushed by a crazed pack of gundarks amped up on spice from a broken container overturned in their lair (use the gundark stats found on page 415 of the **EDGE OF THE EMPIRE** Core Rulebook). When the party explores the ship, they are greeted by a blaster pistol held by wounded, desperate-looking Rutian Twi'lek male in spacer's clothing hidden in the machine room. The party recognizes him as Kidd, one of the crewmembers. After convincing Kidd that they were sent by the Consortium, the Twi'lek happily reveals all he knows.

“It was supposed to be Skar’kla’s biggest run yet – come in with a hold full of food and leave stuffed full of spice. High risk, high reward, that sort of thing. It was all going fine until Sheena started flying like a drunken bantha. Come to think of it, she might have been drinking. Anyway, we crash and when I wake up my team is gone and so’s the spice. I think it was scavs, and they just didn’t bother to check the engine compartment.”

If asked about the blaster fire, Kidd sheepishly admits he must have been unconscious through the whole thing. If asked why the rest of the crew left him there, he again isn’t sure, but figures maybe they left him for dead. Kidd suggests the Consortium would compensate the PCs if they repair the ship and get it back to Skip One. If asked to aid in the repairs, Kidd diagnoses a problem with the oscillator in the ship’s landing gear fluidics, a half-meter length of power conduit connected to the now fried power couplings was sheared off in the crash and both the couplings and conduit need to be replaced, and a two by two-meter patch is necessary to seal the hull before the *Lady* is spaceworthy once more.

KIDD KAREEN [RIVAL]

This young and eager Rutian Twi'lek has served onboard the *Spicy Lady* as her mechanic for a short time. Kidd is a gifted when dealing with droids and machinery, but can be somewhat timid and naïve with the living. However, Kidd sometimes shows spurts of incredible street smarts and wisdom beyond his years. He is highly resourceful and quick on his feet. What no one realizes is Karen was once a famous swoop racer in his childhood, and is currently an undercover Sector Ranger trying to bring down the Skar'kla Consortium.

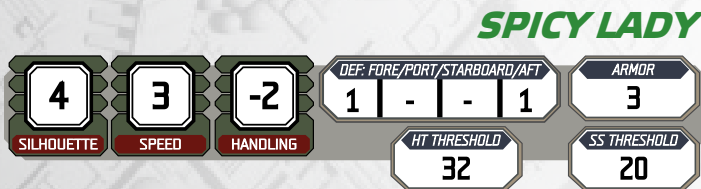


Skills: Cool 4, Deception 3, Knowledge (Underworld) 3, Mechanics 2, Pilot (Planetary) 4, Pilot (Space) 2, Streetwise 3, Ranged (Light) 3.

Talents: Convincing Demeanor 1 (remove ■ from any Deception or Skulduggery check).

Abilities: May remove ■ imposed due to arid or hot environmental conditions.

Equipment: Comlink, encrypted datapad, heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), heavy clothing (+1 soak).



Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 15.

Navicomputer: Yes.

Ship's Complement: One captain, one pilot, one navigator, one engineer, two gunners.

Encumbrance Capacity: 10,000 or more, depending on configuration.

Passenger Capacity: 600.

Consumables: Three months.

Cost/Rarity: 240,000 credits (R)/5.

Customization Hard Points: 5.

Weapons: Dorsal and Ventral Turret Mounted Medium Laser Cannons (Fire Arc All; Range Close; Damage 6; Critical 3).

REPAIRING THE SHIP

The party may choose to repair the ship, or simply transfer what little cargo remains to their own ship or speeders, and leave. An **Average** (◆ ◆) **Mechanics** check is required to repair each of the three damaged systems. With an **Average** (◆ ◆) **Perception** check, PCs can search the crash site to scavenge materials, which provides □ for any repairs to fix the landing gear, patch the hull, or replace missing conduit and couplings. ☺ or ☹☹☹ during any Mechanics checks means that all systems are restored when the authorities arrive.

If all checks succeed, a squadron of Z-95 Headhunters flying Sector Ranger colors appears over the valley ridge and interrupts them just as repairs are being completed. If the PCs opted to simply transfer cargo, then the Rangers arrive halfway through the cargo transfer. Any failed Mechanics check causes the Sector Rangers to arrive before repairs are finished, requiring one additional round to complete, plus an additional round for every net ▼ or ☹, and two additional rounds for each ☹.

HOLDING OFF PURSUIT

When the Sector Rangers arrive, read the following text aloud:

A dozen Z-95 Headhunters splay into a wide half-circle around the crash site, and half a dozen repurposed Old Republic gunships hover higher above. Armored Sector Rangers, ready to fight, hang from the gunships' bays.

"Attention! This is the Sector Rangers. By Moff Lankin's authority, you are ordered to submit to arrest. Any attempts to resist will be met with force."

The party may choose to flee, fight, stall, or surrender. If they choose to submit to arrest, skip ahead to the end of this section. If they choose to fight, the Sector Rangers bombard their vessels with ion cannon fire, preventing their escape, and initiate combat to capture the PCs. Should the party hole up in the cave, one minion group of six Sector Rangers per PC blitz them in an attempt to stun and arrest the party. When the PCs are overpowered and captured, skip ahead to the end of this section.

If the party isn't sure what to do, Kidd suggests they all make a run for it, and try to lose the Sector Rangers in the nearby canyon system. A **Hard** (◆ ◆ ◆)

social interaction check is required to stall for the time necessary to complete repairs on the ship and power up its systems unless repairs were completed ahead of time. Otherwise, a **Daunting** (◆◆◆◆) **Mechanics check** is required to complete the repairs during the impending chase.

RUNNING THE CHASE

The chase winds through one of Mon Gazza's twisting canyons, and uses the chase rules from page 241 of the **EDGE OF THE EMPIRE** Core Rulebook with the following exceptions:

- There may be more than one party vehicle making checks, but these results are compared only to the enemy, not to each other, for the purposes of gaining or losing a lead.
- The Sector Rangers make one check as a group during the chase. On a failed check, one of the Z-95s fails to get around an obstacle and is destroyed.

If the party successfully uses the Punch It vehicle maneuver to head for the canyon, they can make it there in one turn, and the chase begins with the party ahead by three range bands. Otherwise, the chase begins with the party ahead by one range band.

The first obstacle of the canyon is a winding turn, which adds ■ to Pilot checks. A sharp hairpin "S" curve is the second obstacle and upgrades one Difficulty die for the second Pilot check. The third area is a simple straightaway that requires an Easy (◆) Pilot check, modified by ■■ due to several tall trees. As the canyon begins to narrow, the gunships appear far overhead, and begin blasting the canyon up ahead, which creates rockslides, adding ■■ to the fourth Pilot check. The fifth and final obstacle is a narrow gap in the canyon that many ships have to tilt sideways to clear, which adds ■■■ to the Pilot check.

For each ☒☒ from Pilot checks, the ship scrapes or strikes the canyon wall, inflicting Hull Trauma equal to the ship's current speed. ☒☒☒ or ☒ means the ship has struck an obstacle, receiving a critical hit (see Table 7-9: Critical Hit Result on page 244 of the **EDGE OF THE EMPIRE** Core Rulebook). If the PCs make it through all five obstacles and successfully repaired the ship's damaged systems, they may make a break for space to escape. The remaining Sector Rangers give chase, and if the pursuit reaches upper orbit, they fire ion cannons in attempt to disable the ship, and initiate boarding actions to capture the party.

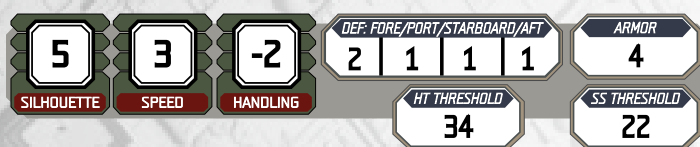
If the PCs fail two or more Pilot checks or are unable to repair the ship's critical damage before the final obstacle, read or paraphrase the following:



Mon Gazza Chase by Peter Thompson

As you shoot out from the narrow opening in the canyon, your cheers of victory are cut short as you come to a sheer wall, with north passages blocked off by dozens of gunships and fighters. You swerve southward, only to end up right back at the crash site with an overwhelming number of Sector Ranger craft waiting for you. The remaining Z-95s catch up behind you and all enemy craft open fire, bombarding your ship with ion blasts from all sides. Your ship's systems wink out, and the ship lurches and falls to the canyon floor with a heavy thud.

SECTOR RANGER GUNSHIP / PB-950 PATROL BOAT



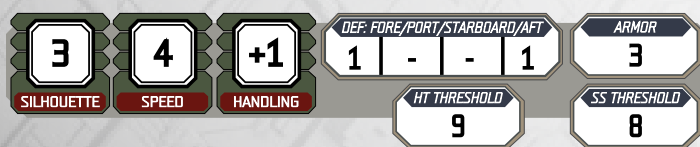
Manufacturer: Corellian Engineering Corporation
Hyperdrive: Primary: Class 3, Backup: Class 12
Navicomputer: Yes
Ship's Complement: One pilot, one co-pilot/navigator, 2 gunners
Encumbrance Capacity: 50
Passenger Capacity: 4 (as normal), 12 (as troops), and 8 (as prisoners)
Consumables: Three months
Cost/Rarity: 150,000 credits (R)/5
Customization Hard Points: 3

Weapons: Aft turret-mounted quad laser cannon (Fire Arc Aft, Port, and Starboard; Damage 5; Critical 3; Range [Short]; Accurate 1, Linked 3).

Port and Starboard turret-mounted medium ion cannons (Fire Arc Fore and Port or Fore and Starboard; Damage 6; Critical 4; Range [Long]; Ion).

Forward Concussion Missile Launcher (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Breach 4, Blast 4, Guided 3, Limited Ammo 8, Slow-firing 1).

SECTOR RANGER Z-95-SR2 HEADHUNTER



Manufacturer: Incom/Subpro
Hyperdrive: Primary: Class 2, Backup: none
Navicomputer: Yes

Ship's Complement: One pilot

Encumbrance Capacity: 8

Passenger Capacity: 0

Consumables: One day

Cost/Rarity: 55,000 credits (R)/5

Customization Hard Points: 1

Weapons: Two Light Ion Cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Short]; Ion, Linked 1).

SECTOR RANGER PILOT [RIVAL]

Sector Ranger pilots are typical of academy graduates and often have a grudge against pirates. These pilots typically favor the Z-95-SR2 model starfighter, though they are just as often found piloting a group of fellow Rangers in a Sector Ranger Gunship, or any number of modified freighters during deep cover work.



Skills: Gunnery 3, Ranged (Light) 3, Pilot (Space) 3, Streetwise 3, Survival 2.

Talents: Skilled Jockey (remove ■ from all Piloting checks).

Abilities: None.

Equipment: Comlink, encrypted comlink, heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun Setting), heavy clothing (+1 soak), Z-95-SR2 Headhunter.

SECTOR RANGER [MINION]

Not all Sector Rangers are given the wide-ranging authority that most are known for. Many are attached to sector headquarters or planetary outposts where they work a regular beat. These Rangers can be recalled for larger operations in the area.



Skills (Group Only): Athletics, Brawl, Ranged (Heavy), Ranged (Light), Vigilance.

Talents: None.




Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun Setting), comlink, heavy clothing (+1 soak).

BLIND JUSTICE

An overwhelming force rushes the party, slaps them in binders, and takes them into custody. While in Sector Ranger custody, High Judge Ranal Tarkin of the Lambda Sector Imperial Judiciary Committee, a gaunt middle-aged woman with a reputation of heavy-handedness toward smugglers, is contacted via holo to conduct a hearing. She sentences the players to 50 years in prison for their crimes without the opportunity for a full or public trial. If any of the PCs have the Criminal Obligation, now is a perfect time to trigger it.

WHAT IF THE PCS ESCAPE?

While the sheer numbers of Sector Rangers, their position, and their tactics should make escape almost unthinkable, an experienced and resourceful party may still get away. GMs are encouraged to upgrade checks to make escape as difficult as possible, where   or  should disable the getaway ship's hyperdrive. With a backup hyperdrive, the PCs can limp to Herdessa, the only inhabited star system within range to repair their ship or secure other transportation. The PCs come under heavy fire by Sector Rangers immediately upon their arrival, as a sector-wide holonet bulletin has alerted authorities of the party's escape and jump vector.

If the PCs still somehow manage to elude capture, they can return to Skip One to meet with Lursk to receive their payment. Of course, Lursk fails to appear at the rendezvous and is impossible to contact. Kidd suggests the party ask around the station for information on how to find or contact Lursk. Use the various snitch NPCs from Act II to create encounters for the PCs to make their way to Act III.

EPISODE II: ROCK BOTTOM

“Marching into the detention area is not what I had in mind.”

—Han Solo

The party arrives at Smuggler's Hold to serve their sentences. The Hold is a sprawling maximum-security prison complex built into the red mountains of Min Palla, on one of Mon Gazza's moons. After their arrival, the party runs into Kidd Kareen, who asserts he and the group have been set up, and confesses his plan to break out of prison. However, he he needs the party's help.

WELCOME TO SMUGGLER'S HOLD

Smuggler's Hold began as a cluster of spice mines, but has long-since run dry. The corridors run so deeply that no one knows exactly how far they penetrate into the mountain. The Hold contains Mon Gazza's most dangerous criminals — murderers, slavers, but most of all, smugglers. As the party exits the prison transport, read the following aloud:

As the prison shuttle's ramp lowers, the massive reinforced doors seal you into a tall hangar buried deep within a mountainside. Armored guards escort you toward a maze of bureaucratic processing stations opposite the shuttle pad. As you queue up behind several dozen other prisoners, an arachnid-like humanoid in military garb approaches, with a chromium-plated club tucked under one arm and holding a datapad in his bristled hand. Two guards brandishing blaster rifles stand at attention close by, and a repulsorcam droid slowly sweeps over the prisoners, scanning them.

The Arachnid being makes a show of smoothing his jacket before a heavy sigh escapes his mandible as he speaks, "I am Warden Lotch, and you are now property of the Lambda Sector Maximum Security Penitentiary. If you have experience with droid repair, your stay can be more pleasant serving the maintenance pool for our mining droids. We are quite capable of breaking even the hardest of criminals, so do your time, cause no trouble, and we will have no problems. Enjoy your stay." With that, the Warden turns and leaves.

During processing, inmates are scanned and any contraband on them is confiscated. They are also interviewed for medical and work histories, and how the prisoners can be beneficial to the warden's mining operation in E-Block. They also are interested in prisoners that can reduce overhead costs associated with maintaining the prison without compromising security, such as trained chefs and medical clerks.

Eligibility for special duty requires inmates to have at least two ranks in the appropriate skill, determined at the GM's discretion, or success of a **Hard** (◆◆◆) **Deception check**. Once processing is over, the guards escort the PCs to their various cellblocks. Allow the PCs to meet their cellmates and explore their cellblocks. An **Average** (◆◆) **Knowledge (Lore) check** when talking to the other prisoners can reveal the following information:

- Lambda Prison, also called Smuggler's Hold, sits atop several mines, most of which are abandoned. However, the prison supports itself from a handful of rich veins of Tirefin spice outside E-Block.
- Unlike many Imperial prisons, which are self-sustaining by way of prison labor working in spice mines, Lambda prison uses primarily droids.
- There have been no recorded escapes in the prison's history, with the exception of a mass breakout during the Clone Wars. Allegedly, all the escapees perished in the desert.

MIN PALLA

Astronavigation Data: Mon Gazza System, Lambda Sector, Mid Rim Region

Orbital Metrics: 687 days per year / 25 hours per artificial day

Government: Galactic Spice Mining Guild

Population: 88,000 (Humans 31%, Aqualish 17%, Twi'leks 15%, Harch 2%, Other 35%)

Languages: Basic, Huttese

Terrain: mountains, canyons, and caves

Major Cities: Miner's Village

Areas of Interest: Smuggler's Hold Prison, mines

Major Exports: spice, ore

Major Imports: foodstuffs, water, machinery, technology

Trade Routes: Corellian Run, Llanic Spice Run

Special Conditions: Type III atmosphere (breath mask required).

Background: Also known as the Penitent Moon, Min Palla is the smallest of Mon Gazza's satellites. The surface is covered in red, jagged mountain ranges separated by wide swaths of cool desert. Many of the mountain ranges contain mines that are largely automated with minimal sentient oversight. The most prominent fixture of the otherwise uninhabited moon is the Lambda Sector Maximum Security Penitentiary.

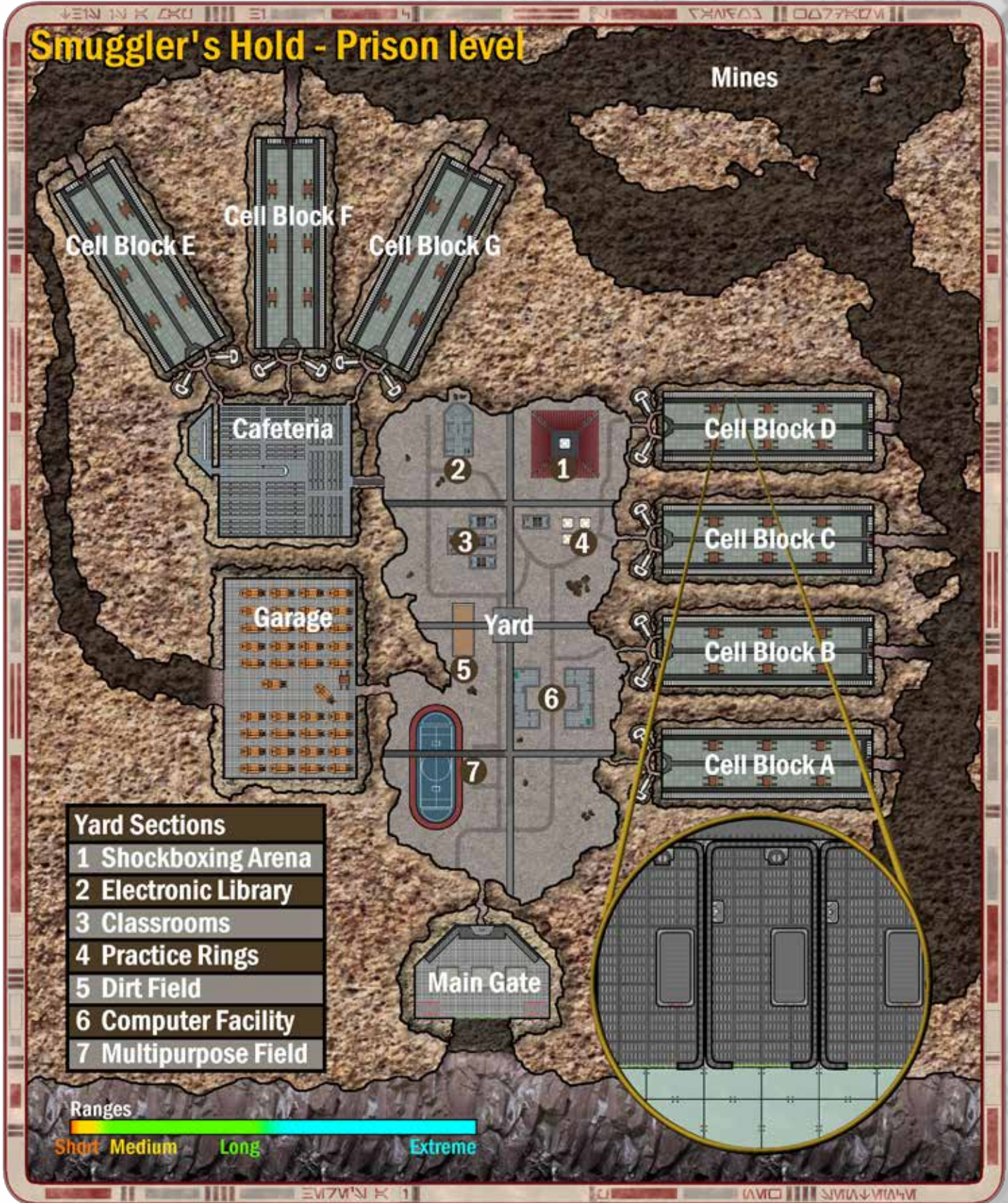
The Galactic Spice Mining Guild maintains mining rights for the entire moon, but with the exception of a small vein of Tirefin spice in the southern hemisphere, the guild has no operations on Min Palla. However, the guild has leased most of the other ranges to commercial ore miners. Automated digger-crawler and labor droids handle most of the mining operations, with only a token detachment of sentient overseers.

At the center of a wide valley within the Andza Mountain Range lies a small outpost beneath a geodesic transparisteel dome called Miner's Village. The village was a joint venture between four of the larger mining concerns working the Andza Range to house their workers and families, though it has since become a place open to any miner on the moon. Miner's Village has two dozen small landing bays with their own domes, run mostly by droids and overseen by a Spice Miner's Guild customs official within the village.

SMUGGLER'S HOLD PRISON

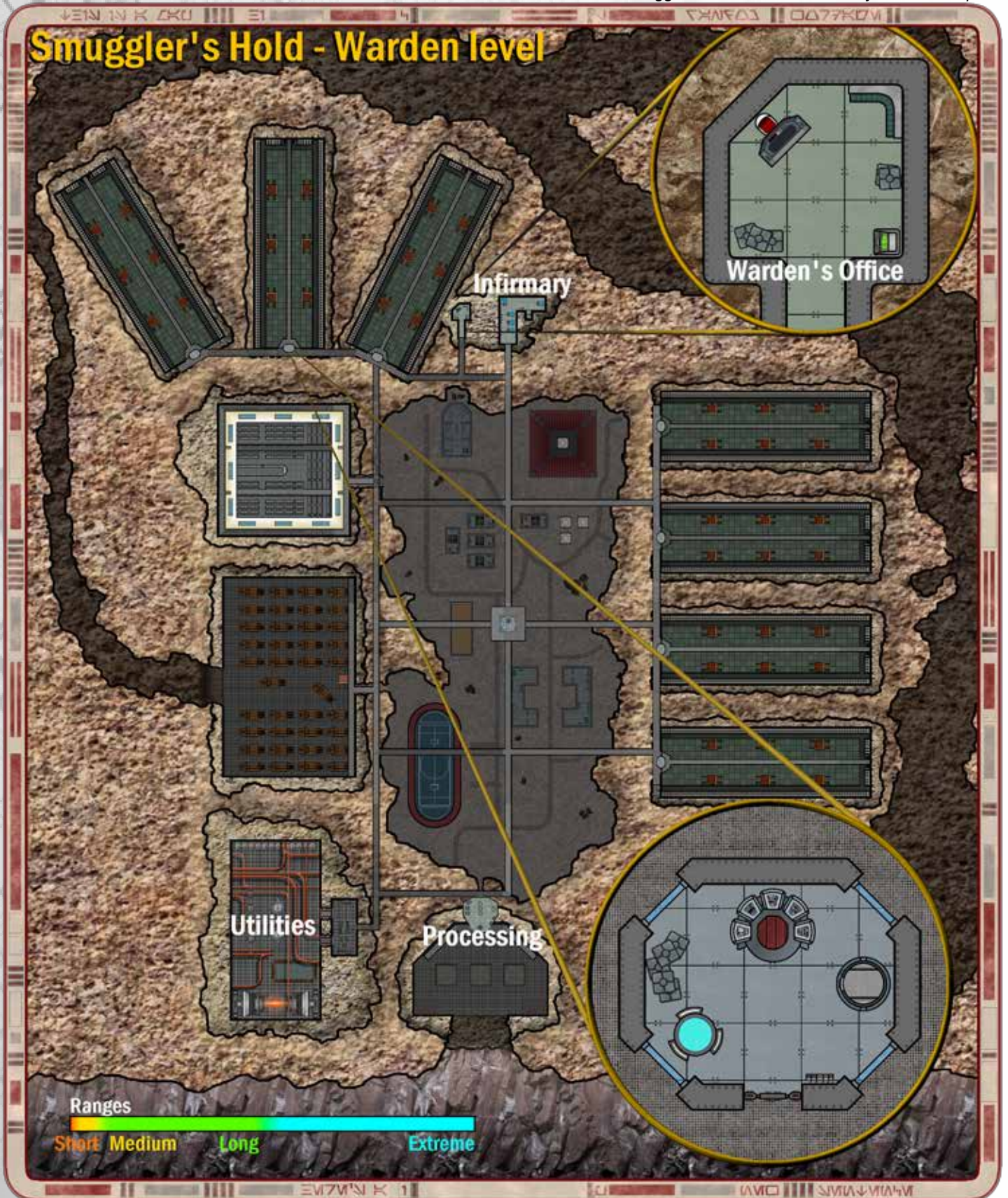
Officially classified as the Lambda Sector Maximum Security Penitentiary, local security forces and Sector Rangers have used Smuggler's Hold to house Lambda Sector's most violent criminals for centuries. Situated almost one-hundred kilometers from Miner's Village, the prison is remote and has an untarnished record of zero successful escapes. While some have escaped the prison proper, all were recovered, dead or alive, before making it off the moon.

The prison can hold up to eighteen-thousand inmates, though it presently contains less than fifteen-thousand. Most prisoners are from or were caught in the



Lambda Sector, and while humans are the single largest demographic, regional demographics have created larger percentages of Aqualish, Harch, Talid, and Xan inmates than found elsewhere in the galaxy. While

previous wardens put prisoners to work expanding the mines looking for fresh veins of valuable spice or ore, the current warden favors labor droids.



Warden Lotch has run Smuggler's Hold for almost two decades, and entertains himself with a sadistic game he calls chess boxing. Two prisoners equipped with shockboxing gear fight, and between each round,

they play a speed game of Dejerik Holochess. The loser receives a painful jolt of electricity at the start of the next round. Lotch is always interested in new participants, and frequently grants winners some sort of

luxury item, privilege, or job within the prison to make their life more bearable. The warden has even created tournaments where the ultimate prize is a full pardon.

Gangs dominate the social atmosphere of the Hold, and much of the prison population belong to one of the five major gangs or one of dozens of smaller crews. Those without gang ties often act independently to provide their unique skills to whoever can meet their asking price. Services might include legal advice and assistance with appeals, offering religious services, acting as infochants, or acquiring contraband. Other inmates avoid the gangs in an attempt to do their time without attracting notice.

PRISON GANGS OF SMUGGLER'S HOLD

The bulk of the prison population belongs to one of five major factions. These gangs maintain alliances with several smaller gangs within the Hold, which can turn even minor skirmishes into full-blown prison riots.

The Finners, Fists of Ando, and the Shadowlish are three Andoan gangs that break along racial divides, and perpetuate their homeworld race wars inside the prison walls. The Nova Sabres is mostly comprised of former Black Sun members, and is led by an old thief named Reist Zaret. Many short-term convicts recruited into the Sabres are often groomed and tested to join the Black Sun upon their release. The Dark Star Hellions Swoop Gang is one of the largest in the galaxy, with independent chapters in most sectors. The Lambda Sector Hellions are affiliated with the original gang out of the nearby Seswenna Sector and the Hutt Cartels, and are led by a massive T'surr named A'tat.

PROCESSING & MAIN GATE

The main gates of the prison complex are a massive set of durasteel doors reinforced by a series of powerful energy shields. Guards control each barrier from two separate control rooms, accessible only from the warden-level of the facility four floors above the prison level. Inside the main gate is a hangar to facilitate prison transports, and a processing area where new inmates are briefed, cataloged, chem-washed, vaccinated, and issued three uniforms before being ushered along a secure passageway leading to nexus where each of the seven cellblocks connect.

YARD

The central yard is a massive, natural cavern nearly a kilometer across. A guard catwalk four stories up provides prison security an unassailable position from which to monitor and respond to inmate activities. The yard has a variety of exercise and entertainment areas with workout equipment, a shockboxing arena, and holo library. There are also droid-led educational classrooms and religious services offered by missionaries.

For much of the day, the lower security cellblocks A through D enjoy free access to the yard and their origin cellblock, as well as the cafeteria. However, inmates in the higher security blocks E through G are kept on an opposite sleep cycle, have their meals delivered, and are only given a single hour, each at separate times, during the general population's lights out period. Services for the higher security inmates are limited to the gym and the library.

CAFETERIA

The cafeteria is designed to serve fifty-five thousand meals daily, and most of the food preparation is performed by droid labor. The fourteen thousand inmates of general population must eat during their yard time. The bulk of meals are a simple, bland, protein nutrient paste.

The cafeteria is built like a food court and divided up by species. Humans, Aqualish, Harch, Talid, Xan, Rodians, and Twi'leks have large enough presences to merit their own serving lines. Rarer species or those individuals of common species with medically cleared dietary restrictions are served by a separate line, which often has the longest wait. Clusters of circular tables seat a dozen inmates, many of which are staked out as turf by the various gangs and factions.

CELLBLOCKS

Cellblocks A through D are each accessed from long corridors connected directly to the yards. The blocks are massive caverns with banks of cells five stories high that surround three sides of a central courtyard, and can hold up to 3,500 prisoners per block. The fourth side, known as the entry side, contains the tunnel to the yards, showers, an additional library, and gym facilities, as well as secured guard stations. The guards have repulsorlift catwalks suspended above the courtyard, with guards and droids constantly vigilant to keep the peace.

Cellblocks F and G are isolation wards and solitary confinement for the most dangerous inmates. Located

off a trio of spurs from the cafeteria, these inmates have their food delivered directly, and are only allowed out of their individual cells for an hour a day. They have no cellmates, but the design of their cellblock and individual cell otherwise remains the same.

E-BLOCK

Inhabitants of E-Block receive preferential treatment over the general population. Inmates there have either earned the warden's favor, or possess mechanical and engineering skills to keep his fleet of mining droids operational. Perks include private cells, delivered meals to order of a much higher quality, access to a comms center, and more. Many inmates in general population strive for entry into prison training programs that can qualify them for transfer to E-Block.

CELLS

The confines of individual cells are simple two by three meter rooms. Each cell has a refresher, sink, and shelf. A narrow shaft near the cell door inadequately circulates stale air. The entire front wall of the cell is open, affording no privacy, and sealed with a faintly glowing energy barrier. The light from the barrier and open construction make it difficult to hide any activity in a cell from guards.

MINES

All the cellblocks have a sealed tunnel at their far end that leads to mineshafts burrowed deep within the mountain. Once, prisoners were forced to work the mines, but the warden has replaced laborers with droids maintained by skilled inmates from E-Block. The old mines that extend from the cellblocks are mostly considered dry, though the veins near blocks E through G are still active. Most of the active mining originates from a separate shaft near the crawler bay.

CRAWLER BAY

A fleet of a few dozen automated crawler-diggers are stored in a garage that connects to both the cafeteria and the warden level. The largest passage, however, leads to the new mine shafts. The garage is slightly larger than the processing bay, and the crawlers work around the clock to fill up a pair of massive cargo transports, which move the ore to Miner's Village, where it is refined and then shipped off world.

INFIRMARY

The warden deck has a small infirmary staffed by half a dozen medical droids and a Xan Chief of Medicine. There are also a fleet of fifty medical drones to perform mass inoculations, simple first aid, and triage duty in the event of mass casualties. Prisoner access to the infirmary always requires shackles and at least two guards per inmate. In most cases, a guard detail instead escorts a medical droid or doctor to the afflicted. The guard on security catwalks is typically doubled in such cases.

UTILITIES

Accessible only from the warden deck is a vast utility bay where all the various systems are housed. Here, labor and mechanical droids handle power distribution and life support. This massive room has very little security, owing to the fact that it is so difficult to access from the warden deck in the first place. The systems are antiquated and prone to failure.

GUARDS

There are approximately 500 guards on station at Smuggler's Hold at any given time. A dozen armed guards operate the catwalks in each of the four general population cellblocks, reinforced by a half dozen observer droids. E-block has six guards on duty at all times, while blocks F and G each have twenty-five guards. The catwalks in the cafeteria have twenty-five guards each supplemented by an observer droid. Another fifty guards are spread throughout the facility, acting as the warden's personal bodyguards, and guarding key access points, like the processing hangar and control rooms.

The remaining guards are divided into two shifts that keep watch over the prison yard. Shift changes occur as the yard opens and closes. During the change, the guard is doubled, so both shifts operate together, making shift change a time of strength rather than weakness. The yard and cafeteria operate at half size when those areas are closed to general population, though the guards on shift in high security blocks supplement these forces when their high-risk prisoners are escorted to the yard.

Prison guard armor can only be sealed and unsealed by its wearer. Guards rarely interact with the prisoners except to issue instructions. Most guards perform a six-month tour at the prison before being cycled out to discourage corruption and fraternization with the prisoners.

WARDEN LOTCH [NEMESIS]

Warden Lotch is an aristocratic Harch who has run Smuggler's Hold for nearly two decades. Lotch cares little for the day-to-day operations of the prison, so long as the spice mines that support the prison continue to yield a profit. The warden treats his post like an exile, and to pass the time, he created the Chess Boxing Tournament using the inmates as contestants. Lotch is a master at Dejerik holochess, and his calm, calculating play style seeps into every other aspect of his personality.



Skills: Cool 3, Discipline 3, Leadership 3, Negotiation 2, Perception 4, Ranged (Light) 2, Streetwise 3, Vigilance 3.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Nobody's Fool 1 (upgrade difficulty of all Charm, Coercion, and Deception checks targeting Warden Lotch), Plausible Deniability 2 (remove ■ ■ from any Coerce or Deceit checks).

Abilities: Prison Administrator (Guards add ■ to all Vigilance and Perception checks while in Warden Lotch's line of sight).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), datapad, comlink.

OBSERVER DROID [RIVAL]

Based on the Mark IV Imperial Military Sentry Droid, the observer droids of Smuggler's Hold assist the guards in their duties, monitoring prison activity to ensure order is maintained. These tiny round sentries flit about the prison on repulsors and quickly maneuver using rapid response thrusters to keep them out of harm's way during prison skirmishes. When prison riots occur, observer droids assist the guards and use their powerful stun beams to subdue troublemakers.



Skills: Perception 2, Ranged (Light) 1, Vigilance 2.

Talents: None.

Abilities: None.

Equipment: Holdout stun blaster (Ranged [Light]; Damage 8; Critical 3; Range [Medium]; Stun setting).

SMUGGLER'S HOLD GUARD [MINION]

The corrections officers serving in Smuggler's Hold stand watch over every corner of the prison yard. The guards maintain as little contact with the inmates as possible, remaining high above the prison yard on their catwalks and repulsorlift platforms. During chess boxing matches, the guards take to the prison yard to maintain order. To prevent fraternization with the prisoners, these guards are posted in different areas of the prison every few weeks, and are cycled out of rotation every few months.

Skills (Groups Only): Discipline, Melee, Perception, Ranged (Light), Ranged (Heavy), Vigilance.

Talents: None.



Abilities: None.

Equipment: Stun blaster rifle (Ranged [Heavy]; Damage 8; Critical 3; Range [Medium]; Stun setting), stun pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), Stun Baton (Melee; Damage 6; Critical 3; Range [Engaged]; Cumbersome 2, Pierce 2, Sunder).

COMMOTION IN THE CAFETERIA

During the group's first visit to the cafeteria, read the following aloud:

The cafeteria is awash with the worst the Lambda Sector has to offer. Each table represents claimed turf for one gang of thugs or another. While waiting in the enormous lunch line, an oversized Aqualish lowers his shoulder and shoves his way past you. He turns and stands tall as he chuffs a challenge to you, and several more Aqualish head your way. Over his shoulder, several steps away, you can see Kidd Karen, eyes wide and jaw slackened.

Big Mondo approaches the largest of the PCs and leans in close, stating "courtesy of the Consortium," before attacking. This should touch off a wild brawl in the cafeteria, but the assaulted PC can instead opt to just suffer one attack from Mondo without retaliating, after which they walk off.



Cafeteria Brawl by Aaron Johnson

FISTS OF ANDO GANG MEMBER [MINION]

The Fists of Ando have well over one hundred members in their gang, though only two minion groups of four join Mondo's attack. One of the groups already has their food trays, and uses them as improvised weapons in the brawl.



Skills (groups only): Brawl, Melee, Perception, Ranged (Light), Streetwise.

Talents: None.

Abilities: None.

Equipment: Serving tray improvised weapon (Melee; Damage 6; Critical 3; Range [Engaged]; Cumbersome 2, Pierce 2, Sunder).

BIG MONDO [RIVAL]

The leader of the Fists of Ando, Big Mondo is bigger and meaner than the average Aqualish. On a bad day, Mondo picks fights with anything in arms reach. Even

the guards avoid him when he is in a particularly destructive mood. He has won two of the last five prison chess boxing matches organized by the warden. During the confrontation, Mondo brawls against the largest party member. Mondo and his gang are rumored to have recently earned the support of the Skar'kla Consortium.



Skills: Brawl 4, Coercion 3, Melee 2, Ranged (Light) 2, Ranged (Heavy) 3, Streetwise 2.

Talents: None.

Abilities: None.

Equipment: None.

HUNGRY FOR A KNUCKLE SANDWICH

Before the start of the third round of combat, let the PCs make a **Hard** (◆◆◆) **Perception or Vigilance check**. Anyone who succeeds notices an older man with a shock of white hair, who is later identified as Reist Zaret, leader of the Nova Sabres prison gang. Reist is

sitting nearby enjoying the carnage, but a Weequay has crept up behind him and pulled a long, thin improvised blade from the sleeve of his jumpsuit.

Success gives the PCs time to shout a warning. ☹ or ☹ might give the PCs a chance to throw a tray or solid food item at the Weequay. ☹ or ☹ can impose ■ on their next attack, or leave them open to suffering a free attack from the nearest enemy before the third round begins.

If the PCs warn Reist, he is able to disarm and incapacitate his attacker. Otherwise, the Weequay viciously stabs him repeatedly before fleeing. Warning Reist or providing him medical attention if he is stabbed places the PCs within his good graces, while failing to do so grants the PCs favor with A'tat, the leader of the Dark Star Hellions.

After the fight or during its fifth round of combat, the guards from the rails above order the inmates to surrender. Those who refuse are stun blasted and detained by security droids. Once the chaos is contained, the guards haul off Big Mondo and his primary player target, bringing them to the warden's office, while the other Aqualish are sent back to their cellblocks, the PCs are left standing in line. Big Mondo earns a day of solitary, while the player receives a warning and a stern lecture about the poor start of his prison time. Note that this is the protocol for dealing with troublemakers, as PCs may want to gain access to the warden's office during a later escape attempt.

SUITED FOR TROUBLE

Following the encounter with Big Mondo, Kidd tentatively approaches the remaining PCs and speaks. Read the following aloud:

"That was Big Mondo. Word is he just got put on Skar'kla Consortium payroll." The Twi'lek's face turns serious. "He's going to keep coming until we're all dead. Skar'kla set us up, and now they want to silence us. I mean, it's obvious we were set up, right? There were way too many Sector Rangers to be a patrol sent to investigate a simple crash. They knew what they were going to find. Now Big Mondo..." Kidd's voice drops to a whisper as he leans forward. "We need an escape plan. Fast."

Assuming the party is onboard with Kidd's desire to escape, he offers the following information:

- There are kilometers of mountainous terrain in an unbreathable atmosphere in every direction, making an escape from the prison is a death sentence without breathers or environment suits.
- The hangar bay doors can only be opened by occupying two control rooms on the warden deck that overlook the landing pad. The hangar is the only known way in or out of the prison.
- There are rumors of exits through the mines, but there are no maps or reason to believe it is anything but prison legend.
- The warden level is isolated from the prison levels carefully. Guards are armored, and are only equipped with stun weaponry. Guards rarely interact on the prison level, relying on droids while they watch from above on the warden level catwalks. The one exception to this is during a chess boxing tournament.
- Rumors tell of undercover guards living among the general population, spying on inmates for the warden.

CELLMATES

After the fight, the party has time to meet their cellmates if they have not done so already. GMs can assign the party members together, or, to expedite the number of NPCs they encounter, jump ahead to prison personalities, and pair a few up with PCs in various cells. It is also possible for Kidd Kareen to be one of the PC's cellmates. Cellmates in general can provide the following information:

- The prison population is dominated by various gangs, mostly with ties to Aqualish cultures or organized crime.
- It's best to avoid drawing attention from the gangs, as the various factions within the prison war with each other often, with lethal results.
- The warden has little interest in maintaining order inside the prison. As long as spice production goes uninterrupted and the chess boxing tournament remains unaffected, Lotch is unfazed by the plight of the prisoners.
- Lotch's chess boxing tournaments have recorded a number of fatalities, and it's believed to have been organized by Lotch himself as a way to eliminate troublesome inmates.

- The last chess boxing contestant, a Givin sentenced to life imprisonment for multiple murder counts, won a full pardon from the warden last year by running from his opponent in the ring, and then winning every chess match between rounds until his opponent died of electrocution.
- A slimy Rodian named Gifu can obtain virtually any contraband the PCs might want, though the price may be extreme.
- If the PCs need information of almost any kind, they should talk to a shifty-eyed Xan called Know-it-all.

PRISON BREAK

The PCs are encouraged to devise their own plan to escape the prison, but Kidd or other prisoners can provide information on several methods summarized below if they run out of ideas. GM's should impose cell checks, prisoner pat downs, and the like as they deem fit for dramatic effect.

THE PLANNING PHASE

In the following section, there is a wide variety of methods listed to escape Smuggler's Hold. However, presenting the PC's with so many options can become disorienting and paralyzing for some parties. The GM should feel an ability to say yes to any reasonable escape plan dreamed up by the party, and most GMs should be able to find support for running their plan, or something similar, amongst those escape plans listed below. Some PCs may decide to split the party, and have some members escape via one path, while others escape in a different way. The GM should allow the PCs to make their plan as convoluted or as simple as they like.

In order to give the PCs a chance to devise their own plan, GMs might give the PCs a brief tour of the prison, highlighting entrance points into potential escape plans based on party skill sets. Each escape plan has an entry point listed in bold to expedite tempting PCs with the plan the GM believes suits them best. However, any path the PCs might wish to wander down should be encouraged.

KIDD'S INPUT

Should the PCs come up with their own plan and share it with Kidd, he will pretend to play devil's advocate with the goal of minimizing or eliminating any potential

for direct confrontation with the guards. If such confrontation seems inevitable, Kidd might engineer an accident that gets him sent to the infirmary for a few days. During this time, he can talk with his handlers, who will try to swap out the standard prison guards for their own men, to stay largely out of the PC's way.

Kidd can also be used by the GM to point out some of the entrance points to escape plans to the party. He can also be used by the GM to point out obvious, glaring holes in their plan. Things the party might overlook could include how to get from the prisoner level to the warden level, how the party can secure breathable air to travel the surface of the planet, or how to ensure the shuttle is present when they attempt their escape. If the PCs seem stuck on forming a plan started, Kidd divulges his own escape plan with the PCs.

KIDD'S ESCAPE PLAN

If the PC's cannot come up with a plan, or are struggling to do so, and do not like the plan that might be offered by their prison gang affiliates, it is possible to have Kidd suggest a course of action.

The plan favored by Kidd is to slice the PCs' prison sentence. His status as an undercover Sector Ranger makes him want to avoid any plan that might result in a confrontation with the guards. In light of the events at the earlier cafeteria brawl, Kidd suggests the PC with the most skill in both computers and stealth, and one with deception pick a fight with each other to be escorted into Lotch's office for a dressing down. There, he can take an opportunity to use a pre-programmed computer spike to alter the PCs' sentences.

The hurdles for the plan include obtaining a computer spike, programming it, surviving the fight, and using the computer spike in the office without attracting attention.

WAYS TO ESCAPE SMUGGLER'S HOLD

Below are several outlined methods for escaping Smuggler's Hold. The PCs may try any number or combination of these various techniques or create their own. Note that the PCs are free to pursue a single escape plan for the entire group, or help each other with a variety of plans that play to each character's strengths for their individual escape. For instance, one character may win the chess boxing tournament, and during his

brief time with the warden to file his parole, takes the warden hostage or uses a computer spike to slice the sentences of other party members, or notices a vital piece of blackmail information he can use to help other party members gain their freedom.

GANG ESCAPE PLANS

Various avenues of escape open or become easier depending on associations formed by the players with certain prison factions. GMs are encouraged to use these options to help players assess their situation and determine a best course of action for escaping the prison before meeting an untimely demise.

Nova Sabres: The Sabres encourage the PCs to sneak out of the prison through the mines or out the front door. As a show of thanks for saving his life, Zaret will provide the party with transport schedules, breath masks, or door/digger security codes. With a successful opposed Social interaction check, the PCs may secure more than one asset from Zaret.

Dark Star Hellions: If affiliated with the Hellions the PCs are encouraged to fight in the chess boxing tournament, or blackmail or bribe the warden. In exchange for assassinating Reist Zaret (or Big Mondo should Zaret have died earlier in the adventure), Hellion leader A'tat will agree to have his cousin S'tarr throw his match to one of the PCs in the Chess Boxing Tournament. This can also be accomplished with a **Hard** (◆◆◆) **Negotiation check**. The PCs may also take on the Debt Obligation to A'tat's Hutt Cartel benefactors in exchange for information that uncovers the warden has been rigging some of the chess boxing matches in order to pad the books on the prison's mining operation.

Andoan Gangs: Regardless of which Andoan gang the PCs might have allied themselves with, the Aqualish suggest the PCs overpower the guards. The Aqualish thugs require very little convincing to start a riot, as the various Andoan gangs constantly fight amongst each other anyway. An **Easy** (◆) **Social interaction check** allows the PCs to convince the Aqualish to begin an enormous skirmish, drawing most of the prison guards' attention. The Aqualish inmates may also be convinced to use makeshift grappling hooks to assault the guards on the warden level with the right incentive.

OVERPOWER THE GUARDS

Although prisons are designed to withstand uprisings, it is possible for the PCs to successfully overpower the guards. Those looking to escape by forcing their way free should find a way to gain access to the elevated guard platforms, defeat some guards, steal their weaponry, and fight their way through the guard catwalk to the main gate. There, the PCs can steal a prisoner transfer shuttle and flee.

Plan Entry Point: The best way to get the PCs thinking about this plan is to have Kidd point out the guard catwalks while in the cafeteria, letting the PCs know how impossible he thinks it is to gain access without some sort of grapple. This is also the favored plan for the Andoan gangs, who the PCs might overhear discussing an attempt.

ESCAPE DETAILS

The guard platforms hover on repulsors 15-20 meters off the prison floor, but PCs may reach these guard platforms by constructing grappling lines from items found throughout the prison. The PCs must construct two essential components to create a grappling line, a hook, and a line. At the GM's discretion, PCs can use items like braided bed sheets, prison uniforms, or power conduit to fashion the line, while the hook can be rigged from items such as boots, carved meal trays, or specially machined using tools found in E-Block. It's even possible for Gifu to smuggle a true grappling hook or smart rope into the prison for a price. Hooking a guard platform requires an **Average** (◆◆◆) **Athletics check** and two rounds, but GMs are encouraged to modify these checks significantly based on the materials and construction methods used to make the improvised grappling hook.

While climbing to the guard platforms, PCs will likely come under heavy fire, so other party members may want to create a distraction to make the climb possible. Inside the cellblocks, prisoners can also climb and jump down to a guard platform from the fifth floor cell catwalk, which requires a **Hard** (◆◆◆) **Coordination check**. A ☹ should indicate the jumper misses the platform entirely and plummets five stories to the prison floor below, suffering a critical injury and adding +60 to the result. ☹ or ☹☹☹ might represent landing on a guard, as if making a successful Brawl attack with the knockdown effect, or disarming them.

Finally, a **Hard** (◆◆◆) **Deception check** can convince the guards a player needs immediate medical attention, sending them to the infirmary on the warden

level. From the infirmary, the player can begin their fight for freedom. However, two guards and one droid per player accompany the party to the infirmary. Furthermore, since the infirmary is the farthest point from the exit on the warden level, the party can expect to fight nearly every guard in the facility.

Once the PCs make it onto the guard platform and find weapons, they have to confront guards (if a diversion hasn't already cleared the area), preferably before they sound the alarm. Each section of catwalk should have six guards and three droids unless the PCs somehow enacted a plan to thin their numbers. Each catwalk junction and cellblock has a small control booth with alarms and one guard stationed. If an alarm sounds, four minion groups of three guards and four droids arrive within three rounds. Once clear, the party must make their way to the processing center control rooms. If successful, they can open the main hangar and commandeer a shuttle or mining digger, which they can use to reach Miner's Village and seek transport offworld.

The PCs may also choose to take the warden hostage to protect their escape. One of the PCs must convince the guards with an **Average (◆◆) Coercion check** that he is willing to kill the warden, but doing so prevents the guards from firing, and provides the PCs with a shuttle. However, the warden's office has a guard station, six guards, and six droids stationed on the catwalk outside. This number doubles if an alarm sounds anywhere in the prison.

SNEAK OUT THROUGH THE FRONT DOOR

Using stealth and trickery, the PCs may escape through the gate at the front of the processing area, through pure stealth, or with the aid of captured or forged prison guard armor and a false set of transfer orders.

Plan Entry Point: The best way to introduce this plan to the party is for someone in the party to have access to E-Block, and be given a machining task by the GM that, the GM should point out, reminds the PC of the chest plate of the prison guards' armor, though it likely wouldn't provide much in the way of protection, it might fool other guards. This is also the plan suggested by Reist Zaret, if the PCs ally with the Nova Sabres prison gang.

ESCAPE DETAILS

To succeed, this strategy more than likely requires at least one set of prison guard armor. Those with access to E-Block could fabricate a facsimile with eight hours of labor and a **Hard (◆◆◆) Mechanics check**. Note this armor is merely cosmetic, providing no protection, but adds ■ to all Perception checks made to see through the subterfuge. Otherwise, the PCs must acquire the armor from one or more disabled guards or steal them from the heavily trafficked guard barracks.

Guards rarely venture onto the yard or cellblock floors, making direct interaction with prisoners a rarity. One of the only exceptions is during chess boxing tournaments when almost half the guards flood the yard to protect the fighters during their walk to the ring and to ensure the crowd doesn't get too rowdy. This is one of the few opportunities the PCs may have to ambush guards, steal their armor, and mix in with the rest of the guards after the fight to gain access to the guard platforms. Otherwise, a **Daunting (◆◆◆◆) Deception check** is required to lure a guard away from his post sufficiently to ambush. ☹ could mean the guard is suspicious, imposing ■ on any further interaction, while ☹ ☹ or ☹ could land the player in solitary confinement.

On the catwalk, a disguised player could raid the guard barracks for additional suits of armor, breathers, or simply make their way to the processing area. While boarding a shuttle as it leaves is possible, shuttles often have half a dozen guards and a crew of three onboard, as well as dozens of prisoners being transferred or paroled. The PCs may find it easier to hide beneath the ship or inside maintenance panels long enough for the ship to exit the hangar bay before bailing out and making their way to Miner's Village.

SNEAK OUT THROUGH THE MINES

The mines are difficult to access, but finding or drilling a way out is simple once inside the tunnels. The easiest way to gain access to the equipment necessary to escape through the mines is to be assigned to E-Block upon entering the prison.

Plan Entry Point: The easiest way to suggest this plan to the PCs is for someone in the party to have access to E-Block, and be assigned to the crawler maintenance detail. The GM should point out that the crawlers could potentially dig their way right out of the mountain, which could then be used to escape. GMs should also highlight the cargo bay, which can comfortably fit two or three PCs.

ESCAPE DETAILS

Prisoners in E-Block must maintain the fleet of digger-crawlers that perform the mining operations that support the prison complex. Without being discovered, a player must download the digger-crawler schematics onto a datapad with an **Easy (◆) Stealth or Deception check**. Then, with a **Hard (◆◆◆) Computers check**, the player can write a program to take control of a digger-crawler as needed. The party then needs only to sneak the program back into the digger-crawler bay and upload the altered program without being noticed by the guards.

Once in control of a digger-crawler, the player might drill a tunnel into the rest of the party's cellblock to allow them to escape. The commotion allows a significant portion of the cellblock to escape their cells, which provides ample distraction for the party to flee. Inside the digger-crawler, the PCs can also burrow a tunnel straight out of the mountain through the front gates and make way for Miner's Village. However, the wisest strategy may be to escape covertly into the mines, making a **Hard (◆◆◆) Survival check** to navigate through the tunnels to an outside exit.

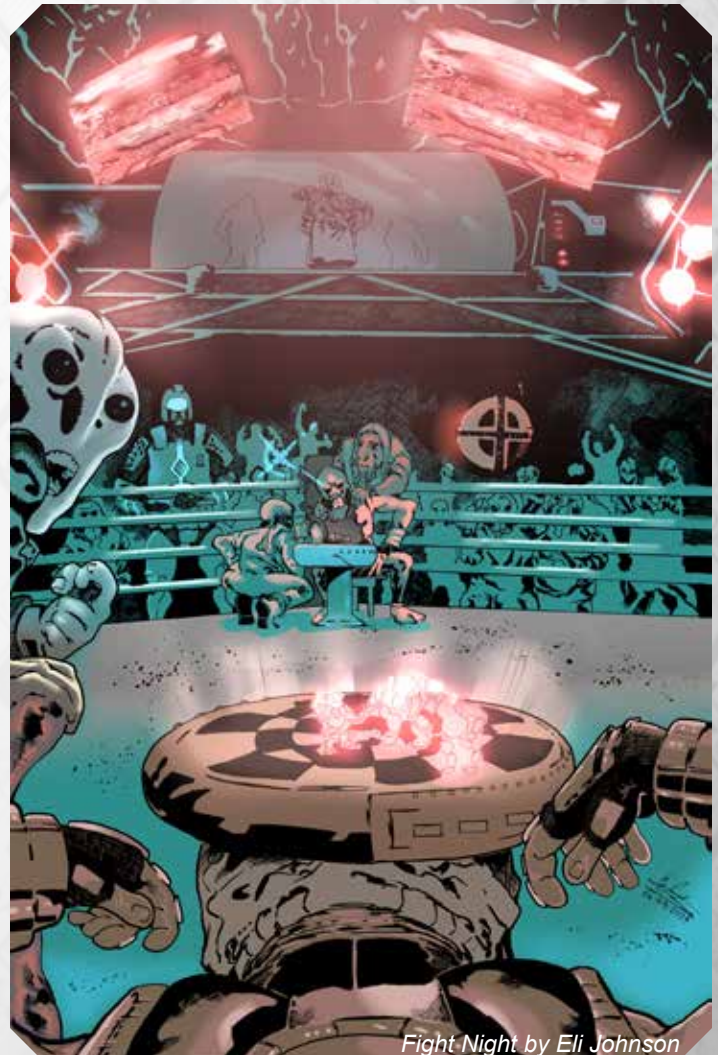
It is possible for the PCs to obtain a map of the mining tunnels from a variety of sources. Gifu can provide the party with a dated miner's map, which provides ■ to all Survival checks made to navigate the tunnel maze, but also incurs ■ to all Survival checks due to its age, since corridors collapse and hazards have formed that aren't represented on the map. Know-it-all may also provide a more updated map, adding ■ ■ to Survival checks, however, it also adds ■ to those checks since the Xan's cryptic scribbling is often difficult to discern. At the GM's discretion, the party may also encounter cavern creatures that have somehow gone totally unnoticed by the prison's inhabitants (see **Chapter XII: Adversaries** in the **EDGE OF THE EMPIRE** Core Rulebook for ideas).

The crawler-digger's cockpit is large enough to accommodate two characters of Silhouette 1 or smaller. Others may stow away inside the cargo storage container, but would require breath masks since the compartment is not climate-controlled. Also note the diggers have tracking beacons installed, though the prison guards would not react to a rogue crawler until it became clear the vehicle is leaving the mountain. The tracking device can be disabled with an **Average (◆◆) Mechanics check** or an **Easy (◆) Computers check**. Otherwise, the PCs may want to abandon the digger-crawler soon after escaping the prison to avoid recapture.

WIN THE CHESS BOXING TOURNAMENT

The Chess Boxing Tournament is a frequent event held by Warden Lotch. Contestants fight a five round shockboxing match, and between each round, the fighters play a quick game of Dejerik holochess. The loser of the chess match between each round suffers a horrific jolt of electricity to start the next round. The tournament begins just under a week after the party arrives, and a player must win three matches to win the tournament. The tournament winner is granted their freedom.

Plan Entry Point: To best convince the PCs to carry out this plan is to walk them past the shockboxing arena and the gym, where many inmates can be seen playing dejerik and training their shockboxing techniques. This provides an opening for Kidd, or another inmate, to explain the tournament to the PCs. It is also possible for an inmate to suggest a PC enter the tournament if they do well in the cafeteria brawl against Big Mondo. This is also the suggested escape route offered by the Dark Star Hellions, should the PCs ally with them.



Fight Night by Eli Johnson

ESCAPE DETAILS

Unfortunately, this ticket to freedom can only pardon one character. However, winners are brought to the warden's office to complete datawork, accompanied only by two armed guards. It is possible for a champion to defeat the guards and take the warden hostage to secure the freedom of his allies, switching to the Overrun the Guards escape method. This is also a possible way to access the warden's office to perform a few stealthy actions at the warden's computer, or even swiping his secure datapad, to help with escapes engineered by other party members.

CHESS BOXING RULES

In order to simulate Chess Boxing in game focuses on three skills. Each round of combat is governed by a single **opposed Brawl check**. The winner gets to do full brawl damage minus soak to the loser in stun damage. The loser does only half their Brawl damage, rounded down. Between rounds, each combatant makes an **Easy (◆) Resilience check** to recover strain or wounds, upgrading the difficulty by one for every round that character has lost during the match. Success recovers 1 strain or wound, plus one additional strain or wound for every net 5. Further, the two contestants make an **opposed Knowledge (Education) check** to determine the outcome of the Dejerik game. The loser suffers ■ on their next Brawl check.

These checks are made for five rounds, or until an opponent's strain or wounds are reduced to zero, which indicates a knockout. If there is no clear winner, the fighter that won more rounds is declared the winner by decision. Below are the three opponents a player can face.

DOABA, AQUALISH BRAWLER [RIVAL]

Doaba is a member of the Fists of Ando prison gang. It is possible for a player to convince the leader of the Fists of Ando to tell his fighter to take a dive, but it is more likely the gang members attempt to intimidate the player, or wound him before the fight to help their man advance.



Skills: Brawl 2, Knowledge (Education) 1, Resilience 1.

Talents: None.

Abilities: None.

Equipment: Shockboxing gloves (Brawl; Damage 3; Critical 5; Range [Engaged]; Stun Damage).

S'TARR, T'SURR PUGILIST [RIVAL]

S'tarr is a member of the Dark Star Hellions Prison Gang. Like Doaba, it is possible for gang politics to affect this fight. A player might be asked to take a dive to receive a critical component for a party member's escape attempt. If the PCs didn't warn the Nova Sabres leader of the attack in the earlier scene in the cafeteria, it takes a **Hard (◆◆◆) Negotiate check** to convince A'tat to have his cousin throw the fight.



Skills: Brawl 3, Knowledge (Education) 1, Resilience 2.

Talents: None.

Abilities: None.

Equipment: Shockboxing gloves (Brawl; Damage 4; Critical 5; Range [Engaged]; Stun Damage).

BADARUK, BARABEL SHOCKBOXER [RIVAL]

Badaruk is the favorite to win the tournament, as he has a small amount of professional shockboxing experience. He has no gang affiliation, and cannot be bribed.



Skills: Brawl 3, Knowledge (Education) 2, Resilience 4.

Talents: None.

Abilities: None.

Equipment: Shockboxing gloves (Brawl; Damage 4; Critical 5; Range [Engaged]; Stun Damage).

MY PCS WILL NOT COMMIT

With all the options for escape, the party might struggle to commit to a course of action. If a GM senses this might be a problem, despite attempts on the PCs by Mondo, or perhaps even a squad of guards, then the GM needs to ratchet up the pressure to escape.

In this instance, Big Mondo should gather his gang to assault the PCs in the sonic showers. The GM can use Big Mondo and six prison gang minions armed with truncheons that have the inferior quality for the encounter. When the thugs are defeated, have Mondo warn the PCs that the Consortium refuses to stop until the PCs are dead. Should Mondo be defeated, the Skar'kla Consortium places an open price on the PCs' heads, and they are attacked at least once a day, especially if separated.

The PCs can find out about this open price from their allied gang. If they are in the good graces of the Nova Sabres, Reist Zaret will inform the PCs right away that Skar'kla has placed a price on their heads, and while he can protect the party from his own gang, he has no control over the other factions of the prison. Should the PCs fall in with the Dark Star Hellions, A'tat resorts to extortion in exchange for the party's safety from his own men, but will be unable to guarantee safety from the other gangs. The party can gain respite from attack by the brutish Andoan gangs only by demonstrating ruthlessness and ferocity in combat, but will never be able to secure their loyalty under any conditions. Even then, Big Mondo will stop at nothing to exact revenge for the shame wrought by losing a fight to the party during their first meeting.

Finally, if even these attacks do not put ample pressure on the PCs, Kidd should inform them he has heard the Skar'Kla Consortium is sneaking in a professional hit squad in just under a week, the day after the Chess Boxing tournament. Make it clear to the PCs that if they do not escape the prison before then, they have little chance of survival. If the PCs go to the guards or warden about the infiltration, they are brushed off and given the distinct impression that the prison staff is paid off and complicit. The pressure of time should force the PCs to commit to a course of action.

SLICE THE PRISON SENTENCE

Slicing a prison sentence can only be accomplished from the warden's office on the upper level of the prison. From the terminal within the warden's office, an **Average** (◆ ◆) **Computers check** is sufficient to change any records. The techniques described above provide several ways to gain access to the warden's office. However, there are also a few unique ways beyond brute force, stealth, or winning the chess boxing match to get inside Lotch's office.

Plan Entry Point: The best way to propose this plan to the PCs is to have Kidd bring up how nice it would if the PCs could just slice their prison sentence and be done with it, then lament that the only computer capable of that is in the warden's office. This is also Kidd's preferred method of escape, and he can offer more details if pressed by the PCs.

ESCAPE DETAILS

One possible route of entry is for a player to bluff and convince the guards they have important information for the warden. This requires a **Daunting** (◆ ◆ ◆ ◆) **Deception check**. However, note that gaining access this way makes that character known to the warden, upgrading the difficulty of any opposed Deception checks with the warden by 2 for the remainder of the adventure. While inside, the player can figure out how to alter the records on the warden's terminal without being discovered, be it convincing the warden to temporarily leave the room, or covertly installing a virus that performs the operation. Also, note that anyone who is admitted to the warden's office in this way is permanently labeled a snitch, upgrading the difficulty of all social interaction checks with other inmates by 2, and making them prime targets for violence.

A covert method of altering prison records may be to slice one of the many security droids that occupy the prison, and program it to enter the warden's office to modify parole dates on his terminal while Lotch is away. Prisoners might jury rig a rudimentary ion blaster to capture a droid for slicing, or bribe one of the other prisoners to have one smuggled into the prison. The PCs could merely bash several droids to bits, and construct a wholly new one completely under their control from the remaining parts, though failure of an **opposed Stealth check** may allow the droid to alert the guards before being attacked. The PCs might even be assigned to droid maintenance, and install the virus during routine diagnostics. They could even install malware to cause the droid to malfunction and attack

guards or cause some other type of violent distraction. An **Average (◆◆) Computers check** is necessary to slice a droid, while creating a droid from parts requires a **Hard (◆◆◆) Mechanics check**.

The earliest a player can change the parole date is one standard week away, since each week's parolees are printed in hardcopy and distributed in advance so the warden and his processing team can make preparations. On the day of the parole, the PCs are moved to processing and loaded onto a shuttle, which drops them off at the spaceport on Mon Gazza.

BRIBE OR BLACKMAIL THE WARDEN

Another potential way to leave the prison is to compel the warden to change the parole date for the PCs. Forcing the warden to provide the PCs with an early parole can be achieved through a variety of means, though there are three primary techniques. The PCs can expose Lotch's penchant for rigging his chess boxing matches. Alternately, the PCs can convince a rival gang to attempt an escape, and then inform on them. Finally, they can tempt the warden with social redemption once discovering his tarnished past.

Plan Entry Point: The best way to get the PC's thinking about this plan is to have Kidd, a cellmate, or Know-it-all share some rumors about the warden. Any of these pieces of information can then be further researched by the PCs by accessing computer terminals with holonet access in the library to set them along on a path to eventual coercion.

ESCAPE DETAILS

The only means of blackmail is to expose Lotch for his tendency to rig chess boxing matches, which are bet on across the galaxy via shadowfeeds. The warden is a Dejerik master, and can remotely take control of the game for one of the fighters between rounds to influence the outcome of the match, which requires a **Hard (◆◆◆) Perception check** while accessing archived chess boxing footage to discover. A player must record evidence of such activity and upload it to the holonet with instructions to send it to media outlets if something happens to them. Once this information is brought to the warden, an **opposed Negotiation or Deception check** can convince the warden to grant the player an early parole. Each ☉ or ☹☹☹ allows the player to secure the release of one ally.

Bribery is a much more difficult route, since the warden is already very wealthy and credits hold little interest for him. The player could bring information of

an impending escape, riot, or murder attempt within the prison with a **Daunting (◆◆◆◆) Negotiation check**. However, this labels the player a snitch throughout the prison, and the warden moves them to E-Block for their own safety while he verifies the PC's claims. If the information is good, the offending parties are punished, usually with a stint in solitary confinement, and the PC's parole is scheduled for the following week. However, that week is fraught with reprisal attempts by the allies of the captured, unless the PC informed on his own allies as a part of a greater plan. This can also be used to simply gain access to E-Block, if a PC needs to be there for his escape plan, such as a secret escape through the mines.

Private information about the warden can be obtained with a **Hard (◆◆◆) Computers check**, which reveals the nature of the warden's post. After several of Lotch's risky business ventures fell through, the warden's superiors assigned him to Smuggler's Hold as both a punishment and as a final chance to redeem his honor. After two decades of hard work, the warden has struggled to get the prison to turn a profit, and has grown complacent, having accepted his fate. The PCs can use this information to bribe the warden by promising to help the prison to yield net profits and save face with his superiors. Of course, the players must then figure out how to make good on their promise before earning their pardons.

SERVING THE SENTENCE

It is possible, no matter how unlikely, that the party may choose to simply ignore Kidd and serve out their prison sentence. While doing so negates the rest of the adventure, it can be used as a springboard for an entirely new campaign carried out inside the prison or a large leap forward in time to set the campaign in a future era once they are released. This might earn many party members additional Obligations to other former inmates. The party as a whole should also still be interested in some revenge on the Skar'kla Consortium, or at least feel like they are owed something for doing the time. However, whatever trail might have been in place at the time has long since grown cold, and it can take an entire campaign to track down the Consortium's new base of operations to confront its leader.

PRISON PERSONALITIES

Several inmates may prove to be major assets or hindrances to the party's escape plan. A number are detailed below, along with their interests and motivations. The prisoners can be assigned to whatever cellblock they are needed and some of them can even function as cellmates for the PCs.

REIST ZARET [NEMESIS]

This aging former thief is now the leader of the Nova Sabres inside Lambda Prison.

Despite being an infiltration specialist in a previous life, Zaret has been unable to escape the prison, though not from lack of trying. Zaret was hobbled during a previous escape attempt and now walks with a considerable limp, robbing him of much of the physical prowess necessary to continue attempting escapes. Black Sun makes his prison sentence comfortable, and he acts as a recruiter of local talent with short sentences.

If the party saves Reist from the assassination attempt during the cafeteria brawl, he considers himself in their debt. The party can use this advantage to ask one favor for any number of purposes. Reist can get a character assigned to E-Block, start a riot, acquire one piece of equipment from Gifu, or convince one of his men to take a dive in the chess boxing tournament.



Big Mondo & Reist Zaret
by Jonas Scharf



Skills: Brawl 2, Charm 3, Deception 2, Knowledge (Underworld) 4, Negotiate 2, Skulduggery 4, Stealth 2, Streetwise 3.

Talents: Bypass Security 1 (remove ■ from checks made to disable security devices or open locked doors).

Abilities: Bum Leg (upgrades the difficulty of any Athletics or Coordination check by one).

Equipment: None.

NOVA SABRES THUG [MINION]

The Nova Sabres are a Black Sun-allied prison gang with chapters throughout the galaxy. Their allegiance to the shadowy criminal organization is a closely-guarded secret, known only to a few of its leaders. The gang is unnaturally disciplined, and made up of only the most professional of scum.



Skills (Group Only): Brawl, Skulduggery, Streetwise

Talents: None.

Abilities: None.

Equipment: None.

A'TAT [NEMESIS]

Leader of the Dark Star Hellions and connected to the Hutt Cartels, A'tat is a calculating T'surr with a reputation for bloodlust. The enormous blue mountain of muscle is one of the few prisoners the guards actually fear ever since he ripped the arms off the last corrections officer who roused his ire. A'tat is serving multiple life sentences for a triple homicide on Coruscant, including a senator who was tough on crime.

Should the party run afoul of A'tat, he won't hesitate to use every opportunity to harass the PCs. A'tat is allied with the Hutt Cartels, which provide him and his gang with support from the outside. However, this affiliation is shaky at best, making it possible for the right manipulation to sever the tie.



Skills: Brawl 3, Coercion 3, Knowledge (Underworld) 3, Melee 2, Pilot (Planetary) 3, Ranged (Heavy) 2, Resilience 3, Survival 2, Streetwise 3

Talents: Adversary 1 (upgrade the difficulty of any combat checks against this target once), Lethal Blows (add 10 to any Critical Injury results inflicted on opponents), Knockdown (after hitting with melee attacks, may spend ☉ to knock target prone).

Abilities: Silhouette 2.

Equipment: None.

DARK STAR HELLIONS THUG [MINION]

A rough and tumble swoop gang from the Sesswenna Sector, the Dark Star Hellions are known to dabble in smuggling and arms dealing. However, they're most notorious as hired muscle used by all manner of criminals along the Outer Rim. Hellions love their swoops more than their own mothers, and those confined to Smuggler's Hold have pin-ups or holos of their own rides back home decorating their cells. Dark Star Hellions, like their leader, are quick to anger and prone to violence.



Skills (Group Only): Brawl, Coercion, Pilot (Planetary), Ranged (Light), Streetwise.

Talents: None.

Abilities: None.

Equipment: None.

KNOW-IT-ALL [RIVAL]

Know-it-all is a diminutive green-skinned Xan that most inmates suspect is either brain damaged or suffering some form of psychotic break. The Xan is a repository of seemingly useless information, such as the number of steps a specific guard might make on his route, or a number of rivets on a suit of armor. Know-it-all is constantly teased and bullied by the crueler gang members, and defending him from their harassment can earn the party an answer to a single important question. While most information provided by Know-it-all is helpful, some is highly cryptic, as the neurotic Xan speaks and writes in esoteric codes and phrases.



Skills: Knowledge (Education) 3, Knowledge (Underworld) 3, Knowledge (Xenology) 3, Mechanics 2, Medicine 2, Streetwise 2

Talents: Researcher 2 (remove ■■ from all Knowledge checks. Research takes half the time).

Abilities: Cold Sensitive (adds ■■ to all Survival checks made to resist the effects of cold weather conditions).

Equipment: None.

GIFU [NEMESIS]

This Rodian is every bit as slimy as he looks. Gifu is unaffiliated with any gangs, instead enjoying the unique position of power that being able to smuggle just about anything into the prison affords him. As long as it isn't blatantly a weapon or an obvious means of escape, Gifu has a supplier and a way to get it into the prison. Gifu's entire operation revolves around most of the prison owing him favors, including guards and the warden.

While serving a forty year sentence for arms dealing, Gifu ensured his own safety and comfort within the prison. Rumor has it, Gifu has access to more credits than he could ever hope to spend in a secret account the Empire failed to locate and seize during his arrest. The truth is Gifu works for the Skar'kla Consortium and secretly reports the PCs' activities back to his superiors. Under no circumstances will Gifu ever reveal this information, but any equipment he provides to the party to use in their escape is defective in some way.

When PCs request an item from Gifu, he demands certain tasks be completed as a favor in exchange. For instance, Gifu might ask a player to enter the chess boxing tournament only to throw the second match so he can make a fortune in gambling. Gifu may require the party to act as his personal security when making a special delivery to the Fists of Ando, which then falls under attack by the Finners. Lastly, Gifu may need the services of a player with slicing or mechanical skills to infiltrate the utility room to slice the system or plant an explosive that can disable power to the cells' laser gates after lights out.



Skills: Charm 3, Deception 3, Knowledge (Underworld) 4, Negotiate 4, Streetwise 4

Talents: Nobody's Fool 2 (may upgrade the difficulty of incoming Charm, Coercion, or Deception checks against this target twice).

Abilities: None.

Equipment: None.

GETTING TO MINER'S VILLAGE

Once out of the prison, if the PCs failed to secure a shuttle at the processing hangar as part of their plan, their alternate options are limited. If a player avoided capture and incarceration and somehow established contact with the rest of the party, he could devise a plan to spring his allies from prison or hide near the prison awaiting the party's signal for extraction. Otherwise, upon their escape, the PCs must survive an 80-kilometer trek to Miner's Village via digger-crawler or on foot. Walking takes two entire days to reach their destination.

TRAVEL BY CRAWLER

Making the journey in the digger-crawler takes only a few hours and requires little in the way of survival equipment. However, the vehicle is easily spotted on sensors and its tracks are highly visible. At the GM's discretion, the prison may send a detachment of guards out to recapture the party during their trip back to Miner's Village. Another team of guards could search for the PCs at the Miner's Village spaceport and attempt to prevent their escape.

MAKING THE HIKE

Traveling to Miner's Village on foot is a dangerous and problematic proposition. Min Palla's atmosphere is thin, so PCs must have breathers with sufficient air supply to last two to three days to make the trip. Food and other survival equipment might be necessary to reach Miner's Village. The PCs must make a **Hard** (◆◆◆) **Survival check** each day to stay on course and survive the elements. They might also need to make an **opposed Stealth check** if the prison learns of the party's escape and sends a team of guards to reclaim them, though any such act gives the PCs access to a shuttle should they defeat the would-be captors.

There are several options for acquiring breathers and survival equipment inside the prison. First, the guard barracks and infirmary have a number of emergency breathers, and the guard armor itself has limited life support built in that can be extended with some tinkering in the machine room inside E-Block. With a **Hard** (◆◆◆) **Mechanics check**, someone in E-Block could build breathers from scratch, though these bulky contraptions would be difficult to conceal

from the guards. Finally, there are several emergency breathers in the utility room that can be stolen. Note that ☉ or ☉☉☉ resulting from any rolls made obtaining stolen equipment could indicate the theft is discovered either before or during the party's escape.

If the PCs are discovered on foot, a shuttle arrives and six guards and three droids attempt to recapture the party. By defeating or sneaking past their attackers, the party can steal the shuttle to use in their escape. Otherwise, if the PCs succeed in reaching Miner's Village, there is a small industrial spaceport where they can stowaway, bargain for passage, or shipjack a transport. Note that all PCs that escape from Lambda Prison earn 5 Bounty or Criminal Obligation at the GM's discretion.

SPACEPORT BATTLE

Just as the PCs select a transport, they are ambushed by the crew of the *Spicy Lady*. The Rodian sisters open fire on the party from a nearby rooftop, while Dorgo and Des move in from opposite sides to keep the party boxed in a kill zone. When it becomes clear they are beaten, Dorgo surrenders. However, if one of the sisters is killed or badly wounded, the other sister fights to the death. Des is unstable, and will fight until incapacitated or killed.

Note that if the party escapes on a prison shuttle instead of visiting the spaceport, this battle can be moved to Act III, when the party arrives at Smuggler's Run, replacing or adding to the confrontation with Saris.

DORGO [RIVAL]

This slender Hutt youngster served as the *Spicy Lady*'s captain and financier during the Skar'kla double-cross. Dorgo is a shrewd negotiator, and uses the Hutt stereotype of a well-connected gangster to his advantage even though his ties are to the Skar'kla Consortium and not a Hutt kajidic. Although Dorgo puts on a convincing show, he is positively spineless, even for a Hutt, and will fold if he feels his life is in danger.



Skills: Brawl 1, Coercion 3, Cool 2, Deception 4, Discipline 3, Knowledge (Underworld) 3, Melee 2, Negotiate 3, Ranged (Light) 1, Streetwise 3

Talents: Durable 2 (Subtract 20 from Critical Injury rolls made against the Hutt).

Abilities: Awkward (Hutts have great physical strength but their bulk imposes severe limitations in flexibility and agility. They add ■ ■ ■ to all Brawl, Melee, and Coordination checks they're required to make), Ponderous (Hutts can never spend more than one maneuver moving per turn).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), encrypted comlink, vibro-axe (Melee; Damage 9; Critical 2; Range [Engaged]; Pierce 2, Sunder, Vicious 3).

DES [RIVAL]

Des is a Duros spacer who isn't firing on all thrusters anymore. Rumor has it Des' ship went adrift in the Kathol Outback. After years of being stranded on his derelict craft, Aing-Tii monks found and rescued the marooned Duros. Eventually, Des made it out of the Kathol Rift and back to civilization, but his ordeal had taken its toll on his sanity. Des is an outstanding navigator, and serves onboard the *Spicy Lady* as its co-pilot.



Skills: Astrogation 4, Knowledge (Outer Rim) 3, Knowledge (Lore) 3, Mechanics 4, Pilot (Space) 2, Ranged [Heavy] 1.

Talents: Galaxy Mapper 2 (Remove ■ ■ from all Astrogation checks. In addition, Astrogation checks take 50% less time).

Abilities: Intuitive Navigation (Duros may add ☺ to all Astrogation checks they make).

Equipment: Comlink, null-burst projector rifle (Ranged [Heavy]; Damage 10; Critical 4; Range [Medium]; Concussive 3, Knockdown, Prepare 1, Slow-firing 1), vibroknife (Melee; Damage 3; Critical 2; Range [Engaged]; Pierce 2, Vicious 1).

AIMLO & SHUUTO [RIVAL]

Twin Rodian sisters, Aimlo and Shuuto love a good firefight. If it shoots, stabs, or explodes, these two cannot keep their hands off of it, and become giddy with anticipation for an opportunity to use it. This pair of Rodians shares a childlike exuberance when it comes to bloodshed and mayhem, which most sentient beings

find incredibly unsettling. Aimlo and Shuuto were the gunners onboard the *Spicy Lady*.



Skills: Brawl 2, Gunnery 3, Knowledge (Underworld) 2, Ranged (Light) 3, Ranged (Heavy) 3, Stealth 2, Streetwise 2, Survival 2

Talents: (Aimlo) Deadly Accuracy (Adds ranks in Ranged [Heavy] to all damage from attacks using that skill), (Shuuto) Deadly Accuracy (Adds ranks in Ranged [Light] to all damage from attacks using that skill).

Abilities: None.

Equipment: Comlink, (Shuuto) 2 heavy blaster pistols (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), (Aimlo) heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-fire, Cumbersome 3), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), vibroknife (Melee; Damage 3; Critical 2; Range [Engaged]; Pierce 2, Vicious 1).

ESCAPING MIN PALLA

Following the battle, the PCs can coax some answers from the crew if any are still alive to question. Des provides little to no information, and the Rodian sisters have no real information to provide other than they did the job for the credits and the chance at causing mayhem. Dorgo, however, is incredibly forthcoming if properly persuaded with opposed social interaction checks.

The Hutt attempts to negotiate for his life and stall for time, only willing to give the PCs useful information once they reach Smuggler's Run, where he claims Skar'kla is headquartered. Dorgo claims Skar'kla offered to promote him within their organization if he succeeded in killing the party, and are expecting him back within a day or two with their heads. This should provide the party with the idea of using Dorgo to help smuggle them onboard the Skar'kla's secret asteroid base.

If the crew is all killed, or the PCs seem lost, Kidd can ask who hired the mercenaries and where they were supposed to meet their Consortium contact after the job to dictate the party's next course of action. The lead points to Lursk, and the PCs should make their way to Smuggler's Run to confront the Bothan.

EPISODE III: PAYBACK

You got a lot of guts coming here after what you pulled.

–Lando Calrissian

The PCs make their way back to Smuggler's Run in search of Lursk to receive payment for the job or restitution for the double-cross. When the party manages to track down the Skar'Kla representative, some startling revelations come to light. An epic battle between the Sector Rangers and the Skar'Kla Consortium breaks out with the party caught in the middle.

BACK TO SKIP ONE

After escaping prison, the party returns to Skip One looking for answers or payback. An **Average** (◆◆) **Astrogation check** brings the PCs back to Smuggler's Run in search of Lursk. If they know the location of the Skar'kla headquarters by decoding the *Spicy Lady's* flight recorder in Act I, or successfully interrogating Dorgo for the coordinates, a **Hard** (◆◆◆) **Astrogation check** brings them out of hyperspace nearer to the secret facility.

When the party arrives at Smuggler's Run, the opposition they face varies depending on which ship they use and where they exit hyperspace. Using Dorgo's ship, the party can dock inside Skip One without incident, or they can approach Skar'kla's Skip 102 with an **Average** (◆◆) **Deception check** to fool system security when hailed. In a ship stolen from the Miner's Village spaceport, an **Average** (◆◆) **Deception check** is required to dock at Skip One, or a **Daunting** (◆◆◆◆) **Deception check** is needed to dock at Skip 102. If the PCs succeed and head for Skip One, continue on at the Tracking Down Lursk section, or skip ahead to the Now Boarding section if they succeed at gaining entry to Skip 102. If any checks fail or if the PCs arrive in the *Spicy Lady*, a prison transport, or their own ship, read the following text aloud:

Immediately upon reversion to realspace you feel something is wrong. What should be a heavily-trafficked area is completely empty, save for two ships off in the distance. Even before the sublight engines completely power up, the two ships begin closing fast, and weapons targeting alarms begin blaring throughout your ship.



If the players are headed for Skip One, these gunships close from medium range and begin firing after one round. If the party is headed for Skip 102, these gunships begin at short range instead. A **Hard** (◆◆◆) **Vigilance check** is needed to prevent the gunships from making a surprise attack on the party's ship. ☹☹ or ☹ can be used to bring shields up before the first attack.

HIDDEN PATH

The PCs can choose to stay and fight, or flee to lose their attackers in the asteroid field. Use the stats for the Sector Rangers gunships and pilots found on [page 12](#) for these attack craft. If the PCs make a run for it, they must clear three obstacles while in a chase to reach their destination. This chase can be run with the rules found on page 241 of the **EDGE OF THE EMPIRE Core Rulebook**. If a pursuer fails a Pilot check, but survives, he must make a **Daunting** (◆◆◆◆) **Cool check** to continue the pursuit; otherwise, he disengages from the chase though the dangerous asteroid field and runs for safety.

The first check is an **Average** (◆◆) **Pilot (Space) check** to reach cover within the asteroid field. The second check requires a **Hard** (◆◆◆) **Pilot (Space) check** to represent flying through a wide tunnel drilled through a particularly large and tumbling asteroid. The tunnel has sheared in some places, and the asteroid's movement causes sections of the tunnel to open and shut at regular intervals. Once through the tunnel, the PCs must avoid dozens of asteroids tumbling in various directions with a **Hard** (◆◆◆) **Pilot (Space) check**. Just beyond this area are the stable, drifting rocks of Smuggler's Run.

TRACKING DOWN LURSK

Once the party loses or eliminates their pursuers, they should make their way to Skip One. The control tower situates the party's ship facing outward so they are unable to see activity inside the hangar bay. A **Hard** (◆◆◆) **Vigilance check** allows the PCs to notice something is amiss during any social interactions with Skip One's control tower, affording them  on any initiative checks once inside Skip One. The PCs earn an additional  if they sneak aboard Skip One by avoiding detection by the control tower and dock with a private berth of hangar.

AMBUSH AT SKIP ONE

Read the following aloud:

As you exit your ship and make for the hangar bay exit, you are greeted by Saris, Skip One's security captain. Half a dozen snarling Rodian mercenaries armed to the teeth form up behind the Duros gunslinger. Saris' bony fingers tremble with anticipation only centimeters over his holstered blasters as he chews incessantly on his gimer stick.

"Don't know how stupid you have to be to come back here, but something about your ugly faces had me itching to blast them off since the first time I saw 'em. Rare thing for Lursk to offer top credits to kill someone I'd vape for free. Must be my lucky day."

The Duros and his mercenaries open fire on the party. The six Rodian mercenaries should be split into two minion groups of three, each focusing on a different threat. Saris deals with who the GM determines to be the best gun hand of the group.


SARIS [RIVAL]

Having claimed the dubious title of Skip One Security Chief, Saris gets to indulge in his two favorite pastimes, shaking down spacers and the occasional murder. Saris flaunts his authority, usually in service to the Skar'kla Consortium or whatever Hutt is bribing him that week, and his security details are rarely better than thugs provided by his criminal allies. Although Saris puts on a tough act for his subordinates, he has no qualms about retreating when caught alone or otherwise outgunned.



Skills: Coercion 2, Cool 3, Brawl 2, Perception 3, Streetwise 4, Ranged (Light) 3, Vigilance 4.

Talents: Adversary 1 (Upgrade all combat checks against this target once).

Abilities: Intuitive Navigation (Duros may add  to all Astrogation checks they make).

Equipment: Comlink, 2 modified blaster pistols (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Innate Talent (Quick Draw), Stun setting).

RODIAN MERCENARY [MINION]

Saris' mercenary band act as his security detail, ensuring illegal activity on Skip One remains reasonably non-violent. However, Saris' crew are little more than street thugs who shake down Skip One residents in blackmail and extortion schemes. These miscreants stay on the hunt for opportunities to fight rather than keep the peace.



Skills: Brawl, Perception, Streetwise, Ranged (Light), Ranged (Heavy), Vigilance.

Talents: None.

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), comlink.

Following the encounter, Saris (or one of the last mercenaries alive if Saris is killed) cowers away from the group and begs for mercy. When asked about Lursk, he simply points to the control room above the docking bay, where Lursk and his Barabel bodyguard watch the fight through the viewport. As soon as the PCs notice Lursk, he and his enforcer bolt.

SKIP CHASER

The chase is on. Lursk and his Barabel bodyguard make a break for his private docking ring, number twenty-two. The standard chase rules may be applied to this scene, replacing the Athletics skill for Pilot (stats for Lursk can be found in Act I on [page 7](#)). The party pursues Lursk through a maze of corridors, which requires an **Average** (◆◆) **Athletics check**. Moving around the clutter of tables and chairs through the Cavern requires

a **Hard** (◆◆◆) **Athletics check**, followed by an **Easy** (◆) **Athletics check** to make it through the corridors leading to the hangar bays on the far side of Skip One. Lursk's ship sits ready and waiting to launch at the end of the chase.

Inside the final corridor of the chase, Lursk orders his bodyguard to stay behind and stall the PCs. The party can elect to split into two groups, leaving one or more PCs behind to confront the Barabel while the others continue pursuit of Lursk. If the group chooses to ignore Lursk's protector, the Barabel receives a free attack on each of the players as they try to slip past. In this chase and confrontation, the party should be able to capture and defeat the Barabel, if not Lursk as well. Should Lursk escape, he can reappear in a later scene, and the following information should be given to the PCs by the bodyguard.

- Skar'kla has a major transshipment point for the entire southern end of the galaxy hidden within Skip 102.
- Lursk's employer, who set the party up, is there now overseeing a major spice shipment.
- If the PCs kill the Barabel and lose Lursk during the chase, they can search the bodyguard's corpse and find a comlink that leads the party to Skip 102 with an **Average** (◆◆) **Mechanics check**. If the PCs capture Lursk, they can use him and his security codes to gain access to Skip 102's landing bay without triggering alarms. With an **opposed Coercion check**, Lursk also reveals the location of his boss' secret shuttle bay to approach covertly and potentially sabotage the Skar'kla leader's escape craft. However, the GM is encouraged to spend Destiny to prevent Lursk from divulging this information.

NAMELESS, BARABEL BODYGUARD [RIVAL]

Lursk's Barabel guardian Nameless is a humongous mound of muscle stuffed into traditional durasteel plate armor. Nameless was once a gladiator in Petranaki arena on Geonosis, and his body is a temple of scars and melted scales from years of abuse in battle. The Barabel is calm, silent, and serious about his duty to Lursk, but never backs down from a fight unless ordered by his master.

Nameless by TJ Colligan



5 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK VALUE 6		W. THRESHOLD 16		M/R DEFENSE - -	

Skills: Brawl 4, Coercion 3, Cool 3, Melee 4, Perception 2, Streetwise 3, Ranged (light) 2, Ranged (heavy) 3.

Talents: Feral Strength (+1 damage on all Brawl and Melee attacks).

Abilities: None.

Equipment: Blaster Rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), comlink, Virboaxe (Melee; Damage 9; Critical 2; Range [Engaged]; Pierce 2, Sunder, Vicious 3).

NOW BOARDING

As the PCs approach Skip 102, read the following aloud:

Nestled within a bustling section of Smuggler's Run is Skip 102, a smaller, dark asteroid with two armored hangar bays. A few running lights and an orbiting pair of mercenary gunships are all that indicate the station is currently in use.

There are several options to gaining access to Skip 102. If the party's ship has concussion missiles or proton torpedoes, they can blast the hangar bay doors open and forcibly access the Skar'kla secret base. A successful missile attack blows a hole large enough for the party's ship to enter the hangar with a **Hard (◆◆◆) Pilot (Space) check**. The hangar's magnetic shield remains active, preserving the atmosphere inside the hangar. When the PCs exit their ship, a single, armored figure visible through control room viewport motions for them to join him.

If the PCs have Dorgo or Lursk as captives, they can force their prisoner to permit them access to Skip 102 with an **Average (◆◆) Coercion check**. Once the party lands, a voice over the comm asks Dorgo or Lursk to report to the control room immediately.

If Lursk informs the group of the secret entrance, they can access the station through the docking ring Lursk's boss uses as an emergency escape route. While a shuttle occupies the dock, a **Hard (◆◆◆) Stealth check** allows the PCs to approach without detection, and an **Average (◆◆) Mechanics or Skulduggery check** grants them covert access to the shuttle. The tunnel leads to a turbolift, which connects to the control room.

REVELATIONS

As the PCs enter the control room, read the following:

Despite the utilitarian look of the rest of the facility, this control room looks as if it doubles as an opulent office. An armored figure swathed in robes stands next to a high-backed chair facing the viewport behind an immense greel-wood desk. The chair spins to reveal Sheena, the Spicy Lady's missing pilot, dressed in elegant green robes. She smirks and addresses you.

"Welcome to Skar'kla One. I'm surprised you made it here." Sheena taps a few buttons on her datapad before looking up at the party. "There are a few minor administrative matters to clear up before I can release your payment. I think a ten percent extenuating circumstances bonus should be fair to compensate you for your troubles, agreed?"

The PCs should be encouraged to ask questions and make demands of Sheena. Lursk or Dorgo, if they escaped or were brought to the station by the party, should move to Sheena's side. When the PCs ask a question or make any sort of larger demand that prompts a response, have Sheena repeat the demand or question, then read the following aloud:

Sheena gestures to Kidd Kareen, "Don't you see this sleemo has been playing you all along? He's an undercover Sector Ranger. He wormed his way into one of my crews, but we found him out before he could gather any evidence. We tried to kill him and shove him out an airlock over Mon Gazza, but he got off a few lucky shots and crashed the ship."

"Kidd never knew where the Run was, so our operation was safe, plus Shuuto tagged him with a blaster bolt during the crash, so we figured he was as good as dead, even though we couldn't find a body. Mon Gazza, as you discovered, doesn't like smugglers. I contacted Lursk to send a recovery team to gather any evidence or take the fall. Of course, we didn't count on Kareen surviving, but now that you've made it back, you've proven yourself. Kill the ranger, and all is forgiven; you'll be my new top crew."

If the PCs look to Kidd for confirmation, read the following:

Kidd's look of determination softens and his shoulders slump, "It's true. When they were onto me, I didn't have anything on them. By the time my backup team arrived, Sheena and the others were long gone. We confiscated most of the spice, and I sent my team to hide a few clicks away to wait for my signal, hoping Sheena would send a recovery team. It was a long shot that paid off."


Someone had to hire you guys, so I figured if we got to him, we could work up the chain until we found the mastermind running Skar'kla. Look, help me arrest Sheena, and I can get you a clean slate on your criminal records. You can walk away free and clear."




The PCs must decide which side to take. The party must kill Kidd (stats for Kidd Kareen can be found on [page 10](#)) or capture Sheena, and escort their new ally to safety. As the party is deciding, a contingent of Sector Rangers invade the hangar bay to support Kidd, but are confronting by a Consortium mercenary force, erupting into an enormous battle.

EXPLOSIVE FINALE

The PCs must make their way through an active combat zone to neutralize their enemy and protect their new patron. Regardless of which side they take, the battle between Sector Rangers and Skar'kla mercenaries rages throughout the facility. The Sector Rangers deploy in six minion groups of six, three in each main hangar. The mercenaries deploy in a dozen minion groups of three, with four in each hangar, and three left in reserve in the common area, with another in the crew quarters area. Use the Rodian Mercenary stats on [page 34](#) for Skar'kla's forces and the Sector Ranger stats on [page 12](#).

EPIC BATTLES

Since the party is not expected to duke it out with six dozen or more minions that make up the background scene, this is an excellent opportunity to utilize the mass combat rules described in the **ONSLAUGHT AT ARDA I** adventure. Make a mass combat check at the start of each round, with Sheena or Kidd representing the leaders of the opposing forces (or a PC, if they wish to take that role for the duration of combat). Whichever side wins disposes of a single enemy minion group of their choosing, and benefits from  on their next mass combat check, recalculating difficulty as necessary.


If the mass combat rules are unavailable, GMs can instead have Sheena and Kidd (or a PC) make an opposed Leadership check at the start of each round. The winning side removes an enemy minion group of their choosing from combat. Each unit lost removes  from the enemy's dice pool, or adds  if there are no  left to remove.

SHEENA [NEMESIS]

As the pilot of the *Spicy Lady*, Sheena is a female Zabrak with a quick temper, a quick draw, and always has time for a quick drink. As her cover identity, Sheena allegedly owned the *Spicy Lady* before losing it to Dorgo in a drunken slipup during a game of sabacc. In truth, Sheena is the secretive leader of the Skar'kla Consortium, a fact not even other crew members of the *Spicy Lady* are aware.



Skills: Charm 1, Coercion 2, Cool 3, Deception 4, Discipline 2, Knowledge (Outer Rim) 2, Knowledge (Underworld) 4, Perception 3, Pilot (Space) 3, Streetwise 4, Ranged (light) 3.

Talents: Plausible Deniability (Remove  from all Coercion or Deception checks), Quick Draw (may draw or holster a weapon as an incidental).

Abilities: None.

Equipment: Comlink, encrypted datapad, heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), heavy clothing (+1 soak).

GALOUMERE [RIVAL]

Galoumere was once the leader of a Jedi extermination squad following the Great Jedi Purge decades ago. The Ubese mercenary has a well-earned reputation for ferocity and mercilessness. As long as the credits continue to flow into his bank account, Galoumere's loyalty to Sheena is unwavering, and he faces any threat to his mistress head-on.



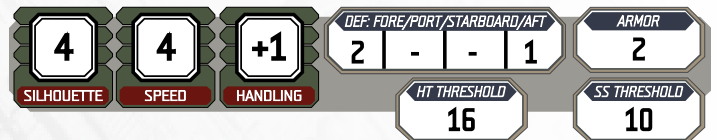
Skills: Brawl 3, Cool 4, Discipline 4, Melee 3, Perception 2, Pilot (Planetary) 4, Pilot (Space) 2, Ranged (Light) 3.
Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once).

Abilities: None

Equipment: Comlink, cortosis vibrosword (Melee; Damage 5; Critical 2; Range [Engaged]; Cortosis, Defensive 1, Pierce 2, Vicious 1), encrypted datapad, heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), heavy battle armor (+2 soak, +1 defense).

VOID SKIPPER

A modified HWK-150 Light Freighter used by the Skar'kla Consortium to smuggle spice. This ship might be used by the PCs as a new party starship if they lost their own ship during the course of the adventure.



Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 2, Backup: Class 14

Navicomputer: Yes

Ship's Complement: One pilot, one astromech

Encumbrance Capacity: 30

Passenger Capacity: 4 (seats only)

Consumables: Three months

Cost/Rarity: 70,000 credits (R)/5

Customization Hard Points: 3

Weapons: Forward mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward mounted proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 1; Range [Short]; Limited Ammo 12, Slow-firing 1).



Sheena by Holly Laing

Skip 102 Main Deck by Peter Thompson



Skip 102 Control Deck by Peter Thompson





STICKING WITH KIDD

Should the PCs side with Kidd and the Sector Rangers, Kidd asks them to help him arrest Sheena before she can escape. To escape, Sheena orders Galoumere, Dorgo, and Lursk to pin the PCs down while she bolts across the catwalk to the stairwell into the common area. From there, she shouts orders to the three mercenary groups to cover her while she sets the reactor to overload (which takes two rounds). Once set, she uses the stairwell or the lift to the hangar level beyond the crew quarters. Then she makes her way to the nearest ship in the hangar, or the emergency escape vehicle beneath her office if there are no available ships in the hangar.

The PCs must capture Sheena and prevent the reactor from overloading (or warn Kidd in time to pull back his forces) to remain in Kidd's good graces. Once set, the reactor explodes within ten combat rounds or five minutes. It can be disabled with a **Hard (◆◆◆) Computers check** followed by two consecutive successful **Hard (◆◆◆) Mechanics checks** that each

take one round to complete. If Sheena escapes, if the reactor explodes and kills the Sector Rangers onboard, or if Kidd dies, the PCs forfeit their promised clean slates.

SIDING WITH SHEENA

If the PCs side with Sheena, they must kill Kidd, who retreats to the safety of his forces as quickly as possible. Feel free to use the Squad and Squadron Rules presented in the **AGE OF REBELLION GAMEMASTER'S KIT** to increase Kidd's survivability and provide more of a challenge to the players once he reaches a friendly minion group. Once Kidd escapes the office or is killed, Sheena orders the PCs to overload the reactor to cover their tracks, get her to safety, and get her two loads of spice launched before the asteroid blows.

While the PCs perform their assigned tasks, Sheena and Galoumere (along with Dorgo and Lursk, if present) head for the turbolift to make it to her secret escape craft. However, Kidd is determined to seize Sheena, and dedicates an entire minion group to blasting her turbolift, causing it to malfunction while Sheena and the others are onboard. Freeing Sheena and her retinue requires a **Hard (◆◆◆) Mechanics check**, which restarts the lift, or an **Average (◆◆) Athletics check** to pry open the lift to allow Sheena to exit on the hangar level. Remember, if the party damaged or sabotaged Sheena's escape vessel on their way in, she may need an alternate escape route. Any PCs escorting Sheena become primary targets of Kidd and one Sector Ranger minion group.

Overloading the reactor requires two consecutive successful **Hard (◆◆◆) Mechanics checks**, followed by a **Hard (◆◆◆) Computers check**, each taking one round to complete. From the time the reactor overload is set, the PCs have ten combat rounds to clear the asteroid before it explodes. After the second Mechanics check attempt, a minion group of three Sector Rangers enters the reactor room. If Sheena has been captured or stranded by Kidd, he accompanies his team into the reactor. The PCs must ensure Kidd and his Rangers can't access the reactor room with enough time to undo their sabotage.

Sheena has two vessels loaded with spice awaiting distribution. The HWK-150 Light Freighter in the main hangar bay is loaded with low-grade Andris spice, and one of the mercenary gunships in the auxiliary hangar bay has a small quantity of high-grade narco spice. The Sector Rangers largely ignore the ships, though ☼

and ☉ might damage or inadvertently destroy one of them. Also, it is possible for the PCs to board and target minion groups with the shipboard weapons, which could rapidly turn the tide of battle. Once the ships exit the hangars, however, each must deal with a pair of Sector Ranger gunships (stats on [page 12](#)).

The PCs must ensure Sheena escapes at all costs. Also, they must achieve three of the four other goals (killing Kidd, overloading the reactor, and getting both ships to safety). Successful completion means Sheena honestly accepts the PCs into her inner circle as members of the Skar'kla Consortium.

AFTERMATH

The end of the adventure and the rewards given the PCs depend entirely on what path they took at the end of the adventure. Siding with Kidd or Sheena each has its benefits and drawbacks, detailed below.

XP REWARDS

For completing this adventure, grant each party member 20 XP, in addition to any XP bonuses for roleplaying given by the GM.

RUNNING WITH KIDD

If the PCs kept Kidd alive and captured Sheena, they can return with Kidd to the Sector Ranger headquarters, where their records are wiped clean, reducing or erasing some Obligation as appropriate. Kidd also pays the party a one-percent good Samaritan bonus on the value of the confiscated spice. Each of the two vessels earns the party 15,000 credits. If the party's ship was impounded, Kidd arranges to have it released. Alternately, the group may purchase one of the confiscated spice runner ships at auction weeks later.

CONTINUING THE ADVENTURE WITH KIDD

If the GM wishes to continue the campaign with the PCs having helped Kidd bring down the Skar'kla Consortium, there are a number of issues to consider. The GM may wish to run the trial for Sheena as an encounter. At the back of this module, optional rules for running a trial are included.

The PCs' decision to side with the law can create a number of additional issues. If anyone on Smuggler's Run learns of the PCs' new alliance, they can blackmail the party or risk the entire underworld learning of the PCs' close ties to law enforcement and ruin their reputation throughout the underworld. This may drive the party toward the Rebellion (who would eagerly take them on), force them to incur Obligation and work for the Hutts, or even go legit and join the Sector Rangers.

Kidd fully supports the PCs if they join the Sector Rangers, supplying them with armor, equipment, training, and a new ship. Kidd's work earns him a promotion, and he becomes the PCs' new Sector Ranger contact. The PCs use their expert knowledge of the criminal underworld to take down smugglers, slavers, and other miscreants as Sector Ranger Special Enforcement Officers (SEOs). If the PCs go this route, they may wish to take on a group Duty Obligation. It may be possible that only one or two PCs join the Sector Rangers as undercover agents unbeknownst to the other PCs, selling out criminal contacts they meet to their Sector Ranger allies.

WORKING FOR SHEENA

If the PCs successfully escort Sheena to safety and cover their tracks by destroying the asteroid base, read the following aloud:

"You're a lot more competent than I thought. It's hard to find good help." Sheena transmits coordinates over a secure channel. "Lay in a course for these coordinates. I have a small station there. There's still the matter of your fee to settle."

Once the PCs reach Sheena's station, she pays them their previously negotiated fee for the mission, as well as a 10% hazard pay bonus and the option to deliver the recovered spice to points along the Corellian Run in exchange for additional pay. The smuggling job pays 7,000 credits, and represents a first step toward the PCs working as agents of the Skar'kla Consortium. Since the PCs are now escaped convicts, they have earned the Criminal Obligation.

CONTINUING THE ADVENTURE WITH SHEENA

If the GM wishes to continue the campaign with the PCs working as smugglers for Sheena, it is easy to do so. A number of modular encounters can be run featuring smuggling routes, including the Corellian Shuffle in **SUNS OF FORTUNE**. The originator of the mission can be changed to Sheena, or one of Sheena's underlings.

In addition to sending the PCs on a number of smuggling runs, the actions of the adventure have made the Skar'kla Consortium the Sector Rangers' top priority. Sector Rangers and bounty hunters should pursue the PCs all across the Outer Rim. At the GM's discretion, the PC's may even incur the Bounty Obligation for their crimes.

OPTIONAL TRIAL RULES

In an **EDGE OF THE EMPIRE** campaign, PCs constantly break the law. Eventually, every outlaw's luck runs out, and they find themselves arrested. While fair Imperial trials are rare, not every government in the galaxy is as authoritarian as the Empire, and PCs may get to plead their case in court. The following rules provide a basic outline for running a trial in **EDGE OF THE EMPIRE**.

TRIAL PHASES

Each trial has seven phases: the arraignment, opening statements, the prosecution's case, the defense's case, closing statements, and the verdict and sentencing. At each phase, both the prosecution and defense make a skill check against the judge or jury's Cool at the GM's discretion. Whichever side generates a better result wins that phase and gains five trial points. Each side can spend ✨ and 🌀 to gain one trial point, and 🌀 to gain three, while 🌀 removes one trial point and 🌀 removes three. After the closing statement, the side with the greatest point total wins the trial.

Arraignment: During this phase, the judge reads the list of charges to the defendants.

Opening Statements: The prosecution and defense each make an opening statement. While any

social check can be used, these are most often emotional appeals made to the jury.

The Prosecution: The prosecution makes its case for guilt first. While some GM's looking to have a longer, drawn out trial might allow this phase to repeat several times for each witness or piece of evidence, most trials should simply pick that one piece of evidence or testimony that is strongest to represent this entire phase. This check can be made against the Cool or Discipline of the Judge or Jury at the GM's discretion.

A variety of checks can be used for this phase beyond social checks. Expert testimony might be represented by a skill check in the appropriate technical field from the witness, while social checks might come directly from the prosecution. The defense's goal during this phase is to undermine the prosecution's case. This can also use nearly any relevant skill, such as badgering the witness with Coercion. If the prosecution wins this phase, its points are doubled.

The Defense: This phase runs identically as the previous one, only the roles are reversed. If the defense wins this phase, its points are doubled.

Closing Statements: The prosecutor and the party each get to make a closing statement, represented with a single social interaction check.

Verdict: To determine the verdict of guilty or not

guilty, add up all the trial points. Whichever side has more points wins.

Sentencing: If found guilty, consult the table below to determine the severity of the sentence. To learn more about minimum and maximum sentencing and fines in the Star Wars Galaxy, see pages 384-386 of the **EDGE OF THE EMPIRE** Core Rulebook.

Remaining Trial Points	Guilty
0-5	Minimum jail sentence, minimum fines and penalties.
6-10	Minimum jail sentence, medium fines and penalties.
11-15	Medium jail sentence, fines, and penalties.
16-20	Medium jail sentence, maximum fines and penalties.
21+	Maximum jail sentence, fines and penalties.