STAR WARS REBELS

BEGINNER GAME

NO SAFE HAVEN

BONUS ADVENTURE

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NO SAFE HAVEN

No Safe Haven is an adventure for the *Star-Wars*: **Edge of the Empire Beginner Game**. It is designed to follow the events of **Shadow Over Tarkintown**, the 'Beginner Box' Adventure from **Rancor Publishing Group**.

After the events of **Shadow Over Tarkintown** the PCs are fleeing the scene in a commandeered Imperial Troop Transport. They rest overnight at a friendly farm, with the transport stashed in a barn. Over the next few hours they come to realize that Lothal may no longer be safe for them and also that a mysterious friend might be in mortal danger.

If you are planning to act as Game Master, then read on to find out more. You should read through the entire adventure before beginning your first session. Additionally you may find the **SPARK OF REBELLION** Unofficial **Sourcebook for** *Star Wars*: **Rebels Season 1** to be of assistance in providing more background on Lothal, the atmosphere of Imperial Capital City, and rules such as travelling underground.

The adventure can optionally be used to transition from an **Edge of the Empire** setting to an **Age of Rebellion** setting, if the players goal is to eventually become part of the larger Rebellion.

GAME MASTER ONLY!

If you are a Hero player, do not read any further. Only the Game Master should read on.
Reading forward would ruin the secrets and surprises of this adventure!

ADVENTURE SUMMARY

No Safe Haven follows on directly after the **Shadow Over Tarkintown** beginner adventure for the Star Wars: Rebels setting. It is assumed that the PCs are using the characters provided for that adventure, but not essential.

The story of how these would-be freedom fighters came together and escaped from the doomed refugee camp of Tarkintown is told in **Shadow Over Tarkintown**. Whatever the finer details of that adventure may be, it is likely that the group is in possession of a "liberated" Imperial Troop Transport at the end and are in need of a place to lie low for a chance to catch their breath and plan their next move. This is where we join them in this adventure.

No Safe Haven takes place in three parts:

ACT 1 - SEEKING HAVEN

The PCs realise that their Imperial pursuers are closing in, but fortunately one of them knows of an offshore island sanctuary known as Haven-Besh where they may be safe, at least for a while. The group realises that the best place to secure transport to the island will be at the Cap City Seaport, which is also where the contact that informed them of the imminent attack on Tarkintown has requested a meeting.

Unfortunately he is under suspicion by his immediate superior, who is hosting a pazaak tournament on his private yacht and wants the potential traitor within sight at all times. The PCs may use their gambling skills or if all else fails brute force to secure the yacht and make their way to Haven-Besh.

ACT 2 - SAFE HAVEN

At last a chance to rest, recuperate, and discover the sights, sounds and personalities of the sanctuary. Unfortunately the respite may be shortlived, as it seems the PCs activities may be bringing unwelcome attention to the island hideaway. The PCs may need to say farewell to their new allies sooner than they expected, but who knows if they might be able to return in the future?

ACT 3 - HAVEN NO MORE

If the PCs are going to get away from Lothal, they'll need a ship. Unfortunately there is an Imperial operation underway, led by the Imperial Security Bureau and the Emperor's personal enforcer Darth Vader, to capture a high profile Rebel cell that has been causing greater problems on Lothal than the PC group. The PCs must gain favor with the Gray Syndicate, a Lothal criminal network, in order to infiltrate the Transport Ministry and find a suitable ship to get them offworld. Maybe they can use the confusion of the ongoing operation, and competition within the ranks of the ISB to their advantage?

INTEGRATING THIS ADVENTURE

While **No Safe Haven** is designed to follow on directly from the events in **Shadow Over Tarkintown**, it can be played as the start of a new campaign or inserted into an existing game.

NEW CAMPAIGN

No Safe Haven can be used as the starting point of a campaign based on Lothal, or as a springboard to get the PCs offworld and eventually meeting up with Phoenix Squadron. If the group wishes to play a campaign on Lothal, then introduce Haven-Besh as a home base but skip Act 3, as that is concerned with getting the PCs off Lothal! If the PCs want to transition to an Age of Rebellion campaign based around Phoenix Squadron, then Act 2 & 3 can be played out relatively unchanged.

If the group wishes to start at the same point as groups coming from the earlier adventure, then perhaps the farmers themselves stole the ITT previously, and can suggest it as a means of transport and disguise. The PCs can still receive the messages from their contacts, although the message from Maro should be altered slightly if they have no prior relationship. Otherwise the group can really start anywhere on Lothal, with the intent of getting to the rebel sanctuary. They could even start as part of the community on Haven-Besh, using it as a home base to launch missions against the Empire. They can still hear about "a rebel sympathiser" who is on the run from the Empire and wishes to meet at the Docks to defect.

EXISTING CAMPAIGN

The adventure can be inserted into an existing campaign as well. In this instance it might be best to start in Capital City, where the PCs get caught up in the Imperial Lockdown. The GM would need to find a way to introduce the "Imperial Defector" thread (maybe the word on the street via a **Streetwise check** is that The Port & Star-Board is rumored to be a safe meeting place). Or possibly their own ship is locked down at the Starport during the crackdown, and they need to find a way to get it released. This leads them to the Gray Syndicate and the mission at the Ministry in Act 3.

However the game starts, it is always a good idea to recap any events from the previous session, allow everyone to recover all strain, and generate a new destiny pool. If some time has passed in-game since the previous session the GM can allow the PCs to attempt to heal any existing Critical Injuries.

BEGINNER VS. "FULL" GAME

Also consider that this adventure is designed in the format of the beginner box bonus adventures, such as **The Long Arm of the Hutt** and **Operation: Shadowpoint**. This means that certain skills such as **Pilot** and **Knowledge** skills are not differentiated into different types, and are reduced to one overall skill. GMs running this adventure using one of the full Core Rule Books for the *Star Wars* line should use the appropriate skill for the situation, i.e., **Pilot (Planetary)** for land vehicles and **Pilot (Space)** for starships.

Finally, access to at least one of the full Core Rule Books would be very beneficial. Although the majority of this adventure can be run using the Basic Rules from the beginner set, there are some rules referenced not found in that book, i.e. the vehicle chase rules.

ALTERNATIVE SETTINGS

The *Thranta Blue* as a luxury yacht sailing through a planetary ring system, heading towards the hidden asteroid base of Haven-Besh while being pursued by a rogue Mandalorian faction? Doing jobs for the Zann Consortium to gain access to a Black Sun facility where something important to the PCs is being held? The main story beats of the adventure can easily be modified by a creative GM to provide an adventure background anywhere (or when!) he wishes. Locations and adversaries contained within can easily be "reskinned" using examples from the relevant beginner or core rulebook.

NO SAFE HAVEN

TIE bombers scream overhead to finish off what remains of Tarkintown as you speed away in a commandeered Imperial Troop Transport. Many of the inhabitants were taken away by the Stormtrooper squads but you know that many more did not make it out in time. There is nothing left for you there now.

As you shelter overnight at a nearby farm, the ITT safely stored in a barn, you wonder what to do next. One of you has a contact at the Rebel Sanctuary of HAVEN-BESH, on the distant island of Mohenjo, although you will need a way to get there.

But you are also worried about the fate of MARO DUNASTE the contact in the Transport Ministry that warned you of the imminent raid on Tarkintown. As you ponder your next move, you notice that your comlinks have some waiting messages that have gone unnoticed in the excitement of the earlier events....

ACT I - SEEKING HAVEN

Read or paraphrase the following:

Recent events have shown that the uprising on Lothal is potentially more organized and better supported than you suspected. You've heard rumors for a while of a shadow group of operatives specializing in hit and run attacks. The broadcast from a sliced Imperial comms tower confirmed your suspicions. Your fight may be hard, but it seems you are not alone. You have found temporary shelter at the farmstead of Usef & Illana Denvo, two hard-working farmers who are sympathetic to the Lothal resistance. The Imperial Troop Transport is safely hidden under a large tarp in the nearby barn, next to a rusty but sturdy speedertruck. You sit around the kitchen table, grateful for the hot caf and stew offered by Illana, and ponder your next move. Frequent TIE fighter patrols scream overhead, and the distinctive sound of ITT repulsorlifts can be heard in the near distance. You will not be able to stay here long.

The players are resting at a small farmstead belonging to Usef and Illana Denvo. The farmers have been involved in some small-scale resistance in the past, but are currently keeping a low profile. They won't turn the PCs away in their moment of need though. They have a large barn where the ITT can be stored overnight. The only other transport they have is a rusty and battered speedertruck, which they use to take their produce to market. If the PCs wish to borrow the truck, they may make an **Average (♦♦) Charm** or **Negotiation check**. Success convinces the Denvos to lend the truck to the PCs, as long as they can leave it somewhere safe on the outskirts of Capital City for later collection. If the PCs score 👍👍 or more, the Denvos will mention that they can spare up to two Stimpacks and one slugthrower rifle. Alternatively, a **Coercion check** will be **Hard (♦♦♦)** as the Denvos are resistant to being strong-armed by people who are ostensibly on the same side as them. If such tactics are used and ⚙⚙ is rolled on the check, whether it is successful or not, then the Denvos will demand that the PCs leave immediately.

As the PCs relax and discuss their next move, they receive two messages:

"Hey! Ears here. Is your encryption on? Ok, Listen up. A little avian says that you guys may have been involved in the recent events around Tarkintown. It also says that you may have a certain piece of Imperial hardware in your possession. Well, before you ditch that thing, do me a favour? I'm working on a little project here and could really use the main board from the comm system. Don't ask any more questions, just get it to me when you can, ok? Ok. Ears out."

This message comes from **"EARS" BENELLI**, a technician based at **HAVEN-BESH,** a secret refuge hideout that the PCs are familiar with, based on the island of **MOHENJO**, around 80km off the coast from Capital City. The comm system main board is of quite a small, modular design, and can be removed without making a skill check. It can easily be carried in a pocket or belt pouch.

The second message is addressed to one of the PCs directly (choose one or select randomly) and says:

"Hi < character name >, long time no see. I managed to track down that song you were looking for, look at the attached file on this message. It's been far too long old friend, I hope to see you very, very soon. Take care."

This message comes from **MARO DUNASTE**, the group's contact in the Transportation Ministry. This is the contact that gave them the intel about the imminent attack on Tarkintown. He sounds worried and the PCs should be concerned for his safety at this point. Has his connection to the resistance been discovered?

If the PCs check their datapad they discover an attached music file. Read the following:

The song file attached to the message from Maro is named "Any Port in an Ion Storm". Perhaps Maro is referring to "The Port & Star-Board", a regular meeting place you have used in the past? Regardless, this could be an opportunity to kill two edgehawks with one stun bolt, as they say here on Lothal. You know that Haven-Besh is based on the Island of Mohenjo – some 80 km off the coast from Capital City. The best place to get transport there will be at the Cap City Sea Port, which is where The Port & Star-Board is situated. You don't know what kind of trouble Maro is in, but his life could easily be in danger. Time, as usual, is of the essence.

The PCs now have two pieces of information: their contact Maro could well be in trouble, and he seems to want to meet as soon as possible at the Port & Star-Bard

OPPRESSIVE ATMOSPHERE

The GM should do his best to describe the atmosphere of an Imperial Lockdown on the citizenry of Lothal. Two massive Star Destroyers, the *Lawbringer* and the *Implacable*, hover at station-keeping above the city. Pairs of TIE fighters scream across the sky on low-level patrol sweeps, while AT-DP walkers stride down the normally busy, but now deserted streets. Stormtroopers are interrogating market stall owners at gunpoint, and citizens are lined up with their hands against walls. Even cadets from the Imperial Academy are assisting with door to door questioning of residents. The impression should be conveyed that the Empire, much more so than usual, is everywhere.

MARO DUNASTE - POTENTIAL DEFECTOR

Maro works in the Lothal Transportation Ministry, but he is not an Imperial per se. Like most of the workers there he is effectively a civil servant, working within a department which has an Imperial Overseer. Maro's Overseer is KENNIS DOONE, an overbearing blowhard whose family was wealthy before the coming of the Empire, and who has been granted a position of minor authority by the new regime, who he reports directly to. Maro is likeable, but understandably nervous. He thinks that Doone may have figured out that it was he, Maro, that sent the warning to Tarkintown.

IMPERIAL LOCKDOWN

The PCs now need to make their way to the Cap-City Sea Port. They should be encouraged to formulate their own plan along these lines, but there are several possibilities. The capital is under lockdown, read or paraphrase the following:

You have seen security crackdowns in the Capital City before. Unfortunately your recent activities coincide with the actions of another prominent resistance group, and the Imperial forces are on high alert. There are security checkpoints at various major transit intersections and it will be impossible to circumvent them all. You suspect that the security forces will have descriptions of your group by now. You'll need a plan to get past them.

The PCs may simply drive into town in the commandeered ITT. Although there are various main roads that lead to the docklands, the Imperials have set up chekpoints at most of them. Whichever route the PCs take, they will have to pass through two such checkpoints. Note: if the PCs specifically say they are travelling via undergound tunnels (see **Spark of Rebellion**, page 14) they may avoid Checkpoint One, but will obviously need to leave the ITT behind.

CHECKPOINT ONE

The first checkpoint is manned by a small squad of 4 Stormtroopers.

As the PCs approach, one trooper steps forward to question them. The PCs may attempt to bluff their way past the checkpoint. Troopers at the checkpoints have a description of the PCs, so, unless they are disguised in some fashion, any such attempt will almost certainly fail. If the PCs are still aboard the Imperial Troop Transport there are equipment lockers on board with spare Imperial vehicle pilot uniforms for two individuals, as well as a secure weapons locker containing two E-11 blaster rifles. This can be opened with a **Hard (◆◆◆) Skulduggery check**.

STORMTROOPER [MINION]

3	3	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	4	0	0

Skills (group only): Athletics (varies; ◯◯◆ for a group of 3, ◯◆◆ for a group of 2, ◆◆◆ for a single Stormtrooper), Discipline (varies, as Athletics), Melee (varies, as Athletics), Ranged [Heavy] (varies, as Athletics).
Other commonly used skills: Cool (◆), Vigilance (◆◆◆).

Equipment: Blaster Rifle (Skill: Ranged [Heavy] (varies; ◯◯◆ for a group of 3); Range: Long; Damage 9; ✪✪✪: inflict 1 Critical Injury), Vibroknife (Skill: Melee (varies; ◯◯◆ for a group of 3); Range: Engaged; Damage 4; ✪✪✪: inflict 1 Critical Injury; Pierce 1 - reduce the target's soak by 1), Stormtrooper laminate armor, utility belt.

Minion Rules: These Stormtroopers use the Minion Group rules, refer to Chapter 12 Core Rulebook.

The PCs may attempt to use **Charm** ("Another glorious day in the Emperor's army! Busy again huh?"), **Deception** ("Agent Kallus has ordered us to his position, do you want to explain our delay to him?") or **Leadership** ("I don't have time for this, Private. Move aside before I write you up!"). The GM should award appropriate ▢ for clever conversation approaches, or ■ if they say something stupid or revealing. The check is opposed by the Stormtrooper's **Discipline** (◆◆). These are the Empire's finest, on duty, and under orders - they are not easy to sway. The GM may wish to impose additional ■, or even upgrade the difficulty of the check, if a non-human PC attempts to talk their way past the troopers in this way. If the PCs have not disguised themselves with Imperial uniforms then the difficulty is automatically upgraded to (⬡◆◆).

CHECKPOINT TWO

The second checkpoint is very similar to the first, but unfortunately the PCs luck seems to have run out.

The Sergeant is a much more humorless individual than the rank and file troopers under his command. No efforts to use **Charm** will work, and are in fact more likely to put him on guard as it is not behaviour he would expect from fellow officers. Apply ■ to any subsequent skill checks if the PCs try **Charm** first. **Leadership or Discipline checks** are opposed by the Sergeant's **Discipline (⬡⬡◆)**.

IMPERIAL SERGEANT [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	3	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
5	15	0	0

Skills: Athletics 2 (⬡⬡◆), Discipline 2 (⬡⬡◆), Leadership 3 (⬡◆◆), Melee 2 (⬡⬡◆), Ranged (Light) 2 (⬡⬡◆), Resilience 2 (⬡⬡◆), Vigilance 2 (⬡⬡◆).

Equipment: Blaster Pistol (Skill: Ranged (Light) (⬡◆◆); Range: Medium; Damage 6; ✪✪✪: inflict 1 Critical Injury), laminate armor, comlink.

TRAVEL ON FOOT

The PCs may decide that the ITT, while providing a means of subterfuge, may be too large a target, or could even have been reported missing. In this case they may travel on the streets, ducking along alleyways and keeping to the shadows as much as possible. They will still need to pass two groups of Stormtroopers, as above, but in this instance they will need to make an opposed **Stealth check** against the patrolling Stormtroopers' **Perception (◆◆)**, unless they opt to travel underground. The GM should use the PC with the worst **Stealth skill** unless the group is travelling as individuals, (as per **"You there, Halt!"** page 6) they should have the option to seek out the tunnels if the situation becomes too precarious.

The GM should call for two **Stealth** checks to avoid patrols, with the second check against a group including a Sergeant, as above. If the PCs can narrate distractions for the patrols, or clever ways to stay out of sight, the GM should award ▢ or even ▢▢ to their **Stealth** check. Equally, he should impose ■ or ■■ if the PCs are being particularly loud or obvious.

The PCs may come up with a clever plan to circumvent patrols, such as travelling part of the way on low rooftops, which are common in the Capital City streets. An **Average (◆◆) Athletics check** will allow them to get to the rooftops. They may avoid the first patrol in this fashion, but these dwellings thin out before the Seaport District, and they must return to the ground.

If the PCs are spotted by a patrol and a fight does break out, have the Stormtroopers chase the PCs down a side street or alleyway, so the combat is not on a main street. Failing that, refer to the **"You there, Halt!"** on page 6 to offer a chance of escape.
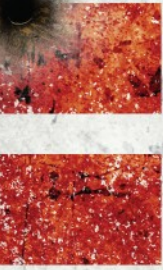
CAP-CITY SEA PORT

After passing the checkpoints, or avoiding them by other means, the PCs arrive at the Seaport. Read or paraphrase the following:

Once a bustling trade portal storing and shipping cargo from farms and artisans up and down the coast, the Capital City Seaport is now a shadow of its former self. Some cargo does still pass through, but it is mostly now seafood and textiles from island fishing communities, as well as a rumored meeting place for street gang business and other illicit deals. The Port & Star-Board diner still does brisk trade however, with a reputation for straight dealing from the owners.

You take a table near the door and order some drinks from the waitress droid. The diner is quite quiet at the moment, with a handful of dock workers sitting at some other tables. After a short while you notice that the Mon Calamari co-owner, Yen Lar, is surreptitiously trying to catch your attention.

YEN LAR is tending the counter today, while his Quarren partner **WERRY YOONAL** is in the kitchen, preparing the days sea food platters with Dac hot sauce for the lunch crowd. If a PC approaches he starts talking about the lockdown, and how he hopes the insurgents are caught so foot traffic returns to normal. After making sure that no-one is paying undue attention, Yen slides over a small envelope. He leans closer and talks quietly in his bubbly Mon Calamari accent:

"Your buddy Maro was in earlier, but he wasn't alone. His supervisor was with him. Now I don't know if that's just bad timing, or if he's suspicious of something. Either way, Maro couldn't get away. His boss, Overseer Doone, is holding some kind of shindig on his yacht tonight, and Maro slipped me a bunch of invitations for you. That's your best bet to get Maro out before something serious happens."

Yen then loudly thanks the PC for his compliments on the breakfast and turns back to cleaning the counter. He will politely rebuff further efforts at conversation, indicating that it would be pushing their luck to carry on talking.

THE PARTY

The envelope from Maro contains half a dozen invites to a VIP gathering aboard the *Thranta Blue*, the private yacht of Overseer **KENNIS DOONE**. Boarding commences at 20:00 hours. The invitation stipulates smart casual attire and *no* weapons.

THE *THRANTA BLUE*

The private yacht of Overseer Kennis Doone is a multi-deck repulsor assisted catamaran. Although it is owned by his family, who were wealthy business owners on Lothal before the Empire, he acts as though it is his personal property and is happy to show it off and talk about it at length.

BOARDING THE *THRANTA BLUE*

The boarding ramp at the docks has two private security guards who will check guests invitations, and give them a quick pat-down for weaponry. Guests are expected to arrive in smart casual attire, anyone wearing obvious armor will certainly be questioned. PCs may attempt to smuggle weaponry aboard, but will need to make an opposed **Stealth check** against the guards **Perception (⬡ ◆)**. Add ■ to the **Stealth** check for every Enc over 1 of the hidden item. If any weapons are found, the guards will confiscate them, promising to return them when the PCs leave the yacht later. If the PCs refuse, the guards will not allow them aboard.

The catamaran is a large, sleek vehicle, built for both speed and comfort.

The main hull holds a well stocked kitchen, several guest bedrooms, and a large entertainment lounge, which is where the party and pazaak tournament will be held.

The entertainments lounge is large and expensively furnished. Soft music plays from concealed speakers. There are four pazaak tables, as well as a couple of sabacc tables. Each table has a GG-series hospitality droid, which acts as a croupier. Other GG droids circulate around the guests carrying trays of drinks. There is a fully stocked bar here with a Bith bartender.

The host, **KENNIS DOONE**, is nowhere to be seen, as he is entertaining guests in his private cabin. He will enter later for the final round of the pazaak tournament.

The PCs may mingle and pass the time playing any of the available games. They may also decide to take this time to size up their fellow guests or to establish the layout of the boat.

RUNNING THE PARTY

The party will be in full swing when the characters board and will (barring PC intervention) culminate with the pazaak finale at midnight when Kennis will emerge from his private cabin to play the deciding game.

The party can be as narratively detailed or brief as the GM and the players wish. **Tables 1.1** and **1.2** in the section **RANDOM EVENTS**

GUESTS ON THE *THRANTA BLUE*

Although there are a couple of dozen guests aboard, full descriptions and skills are only provided for a few notable named characters. The GM may incorporate any (or none) of these into the description of the event as he wishes. All other non-named guests are treated as Minions and are assumed to have 2 in each stat, giving each guest a dice pool of (◆ ◆) for any skill checks or (◆ ◆) for any opposed checks that might need to be made. Of course the GM should feel free to amend these as the situation demands.

DURING THE CRUISE (Page 13) can be used as launching points for events during the party, with the qualifying pazaak rounds inserted at suitable moments. Depending on the preferences of the GM and the player group, the pazaak Tournament may be played out in detail using the full rules, or more quickly using the **PAZAAK TOURNAMENT SIMPLIFIED RULES** detailed below.

The PCs contact **MARO DUNASTE** is aboard. He knows of Kennis' proclivities and will suggest that the best way to get to the bridge will be to win the midnight pazaak final. He says that the guards, ostensibly unarmed, all carry light blaster pistols in concealed holsters and that the bridge will be locked and secured. Once the bridge is taken they can drop guests at a small uninhabited island with some supplies and make for Haven-Besh (although he does not know specifically about Haven-Besh, he assumes the PCs have a hideout somewhere). He can offer the following specific information if asked:

- The bridge door is fairly sturdy and will be tricky to open
- The *Thranta Blue* does have a locator beacon which should be disabled
- Kennis can observe the party on monitors in his cabin (although he will likely be otherwise occupied)
- Kennis has a code cylinder which can provide access to several areas and systems at the Ministry of Transportation. It would be *very* beneficial to get this code cylinder from Kennis.

2 BRAWN	2 AGILITY	2 INTELLECT	2 CUNNING	2 WILLPOWER	2 PRESENCE

SOAK VALUE 3	W. THRESHOLD 12	M/R DEFENSE 0 0

Skills: Computers 1 (⬡◆), Knowledge 1 (⬡◆), Negotiation 1 (⬡◆), Piloting 1 (◆◆)

Equipment: heavy clothing, comlink.

NOTABLE GUESTS

DAV PARNELL [RIVAL]

Dav is already drunk when he comes aboard, and is loud and obnoxious. He is one of the wealthiest people of Lothal, having sold all of his land to the Empire for a good rate before they instituted the Farm Exchange program. He is overbearing and arrogant, and should be played as "the loudest voice in the room", always in the background berating someone or telling offensive or insensitive jokes.

He tends to gravitate toward the most high-stakes or serious game tables and comment loudly on how a certain player simply *must* have a certain hand, or there's no way that you can roll *that* result again. He is a personal friend of Kennis Doone, a fact which he will remind people of constantly, especially if they confront him about his behaviour.

2 BRAWN	2 AGILITY	2 INTELLECT	2 CUNNING	3 WILLPOWER	3 PRESENCE

SOAK VALUE 2	W. THRESHOLD 12	M/R DEFENSE 0 0

Skills: Coercion 2 (⬡⬡◆), Brawl 1 (⬡◆), Vigilance 1 (⬡◆◆).

Talents: Scathing Tirade - Take a Scathing Tirade action; make an **Average (◆◆) Coercion check**. Each ☼ causes one enemy in close range to suffer 1 strain. Spend ☻ to cause 1 affected enemy to suffer 1 additional strain.

JUUNTO [RIVAL]

Juunto is a Toydarian employed as a junior filing clerk in Kennis Doone's department at the transportation ministry. He won an office sweepstake for an invitation to the party, so is on his best behaviour, not drinking or gambling. He is young and enthusiastic, and is car-

rying a notebook which he uses to get autographs from all the guests (including the PCs) as a memento of the occasion to show his family later. He is also carrying a holocamera, which the PCs will likely want to avoid.

1 BRAWN	1 AGILITY	2 INTELLECT	2 CUNNING	3 WILLPOWER	3 PRESENCE

SOAK VALUE 1	W. THRESHOLD 11	M/R DEFENSE 0 0

Skills: Charm 1 (⬡◆◆), Knowledge 1 (⬡◆).

KYDA ADMAA [RIVAL]

Kyda is a local poet, playwright, and comedian, who found fame writing edgy poetry and satirical comedic plays criticising the Empire and its policies. Whilst this was not quite enough for him to be charged with treason, the local media review department recognised his obvious talent and offered him a choice – write pro-Imperial propaganda, or spend the rest of his life in a cell. He chose the propaganda route, and tries to dull the pain of his decision with alcohol. He will be intoxicated and melancholy if engaged, preferring to spend his time at one of the hintaro tables. Kennis enjoys his work, especially his later "Imperial" output. He is considered a sellout by his former fan base however, which may cause some tension.

2 BRAWN	2 AGILITY	2 INTELLECT	2 CUNNING	2 WILLPOWER	2 PRESENCE

SOAK VALUE 2	W. THRESHOLD 12	M/R DEFENSE 0 0

Skills: Negotiation 1 (⬡◆), Knowledge 1 (⬡◆), Perception 1 (⬡◆).

VANSA MASHURA [RIVAL]

Vansa is a stunningly beautiful Twi'lek female, wearing exotic offworld perfume and an expensive shimmersilk evening gown which contrasts her pale blue skin tones perfectly. She politely refuses drinks, claiming to be watching her figure. In reality she wants to remain in full control of her faculties as she is a skilled pick-pocket here to rob the guests. If she targets the PCs she must make a **Skulduggery** check opposed by the PCs **Perception**.

She is carrying a concealed stun grenade in a clutch bag which she may use to make an escape if absolutely necessary.

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
2	12	0	0

Skills: Charm 2 (⬡⬡◆◆), Cool 2 (⬡⬡◆◆), Coordination 2 (⬡⬡), Deception 2 (⬡⬡◆), Negotiation 1 (⬡◆◆◆), Skulduggery 2 (⬡⬡◆), Streetwise 1 (⬡◆◆).

Equipment: Stun Grenade (Skill: Ranged (Light) (◆◆); Range: Short; Damage 8; Blast 8; Disorient 3; Stun Damage; Limited Ammo 1).

VOOR WENDELL [RIVAL]

Voor is a frail and ancient human male, possibly over a hundred standard years in age. He is impeccably dressed in an incredibly expensive suit and escorted (or held upright) at all times by two young female guests, a Zeltron and a Togruta. Both are beautiful, draped in expensive jewellery, and utterly vacant. They are there simply to laugh at Voor's jokes and look beautiful, and they are good at their jobs. It's not clear how Voor came by his money, he is somewhat forgetful and prone to long rambling anecdotes told in a highly cultured Core Worlds accent, before moving on to a completely different subject. Voor is a human veteran of the Clone Wars, although he won't talk about it, or which side he was on. If the PCs engage Voor in conversation and he likes them (through good roleplaying, or a successful opposed **Charm check**), he may be willing to lend them up to ⬧500 as a stake for the pazaak tournament.

1	1	3	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
1	11	0	0

Skills: Charm 2 (⬡⬡), Computers 1 (⬡◆◆), Knowledge 2 (⬡⬡◆), Ranged (Light) 2 (⬡◆).

Talents: Bought Info - Instead of making a Knowledge check, may take a Bought Info action; spend credits equal to 50 times the difficulty of the check to pass with one ☀.

THE THRANTA BLUE

Private Quarters

Guest Cabins

Bar

Sabbacc / Hintaro Tables

Main Lounge

Pazaak Table

Engineering (down)

To Bridge

Boarding

RANDOM EVENTS DURING THE CRUISE

The tables below can be used to generate some random interactions between the various guests during the party, which can then be played out by the PCs. The nature of random results however means that some results will be more thematic than others, and some may not even make sense in the moment! The GM should feel free to either re-roll any results which don't seem interesting, or even to simply pick an event and the relevant NPC to involve. Remember the idea is to add flavour to the proceedings and to move the game along if the PCs are waiting for the next round of the tournament. These encounters are therefore best used to break up the rounds of the tournament. Use of the tables is completely optional however, and more experienced GMs may choose to narrate the whole party themselves.

TABLE 1.1: RANDOM GUEST GENERATION

d100 roll	Guest
01-25	A random PC Character
26-30	Maro Dunaste
31-40	Dav Parnell
41-45	Juunto
46-50	Vansa Mashura
51-55	Kyda Admaa
56-60	Voor Wendoll
61-65	Ben Trobot (pazaak player)
66-70	Minifer Lalandi (pazaak player)
71-75	Warror Yoodar (pazaak player)
76-80	Mundo Vreer (pazaak player)
81-85	"Chips" Hindle (pazaak player)
86-90	Kav Brennis (pazaak player)
91-94	Breea Shonata (pazaak player)
95-98	Zakk Kal Koor (pazaak player)
99-100	Security guard

TABLE 1.2: RANDOM EVENT GENERATION

d100 roll	Event
01-10	Dav Parnell verbally attacks a random guest.
11-15	A random guest complains that the randomiser in his sabacc table is malfunctioning.
16-20	A random guest gets annoyed with Juunto.
21-31	A random guest tries to get a guard to join in with whatever they are doing. The guard will not comply.
32-40	A random guest claims (falsely) to have been pickpocketed.
41-46	A random guest is offended by another random guest (if PC is rolled play the situation out).
47-55	Juunto pesters a random PC for his autograph.
56-61	A random guest wins a large pay-out on a side game of sabacc or hintaro.
62-67	A random guest is drunk, and starts getting loud (according to their personality).
68-75	A random guest claims (correctly) to have been pickpocketed.
76-80	A random guest spills drinks and blames it on one of the PCs.
81-90	A random guest engages one of more of the PCs, according to their personality.
91-100	Dav Parnell verbally attacks a random PC.

RUNNING THE PAZAAK TOURNAMENT

The tournament consists of four rounds and the final. Each preliminary round consists of two NPCs (shown on **Table 1.3 Gambler Pazaak Deck Benefits**) plus up to two PCs. ONE player from each round goes through to the final. These four rounds are played throughout the evening at the discretion of the GM. If the PCs are aiming to win the final, it is obviously beneficial to have as many of them make it through the eliminations as possible!

The final match is Kennis, plus the four finalists. The Ante in is ⁊200.

The prize will be the pot, plus ⁊2,000 in cash from Kennis' safe, which is on the bridge. He will invite the winner of the tournament along with a small number of guests, to the bridge for a tour and to collect their prize.

The PCs acquaintance **MARO** has two pazaak decks the PCs may use – one legal and one rigged. The croupier droid hosting the pazaak event will check the deck and may or may not spot the illegal one during play. It is a risk the PCs may take if they wish. The croupier droid also has a stock of sealed standard decks which the PCs may use.

ILLEGAL DECK - with the illegal deck from Maro, the player rolls 🔴 with each Draw from the main deck. He may double any value rolled, but is called out as a cheat by the GG croupier droid if he rolls ⬡ and ejected from the game.

PAZAAK PLAYERS

Each of the pazaak players has their own customised deck, which offers them alternative strategies in the games they play. All of their decks have been checked with the croupier droids as match legal (although one is rigged, he managed to get it in). Table 1.3 below shows their benefits.

As the pazaak tournament gets underway, read or paraphrase the following:

> *As the players sit down at the central pazaak table, the guests gather round in anticipation. Glancing around you see the other players in the tournament paying particular attention. The GG hospitality droid acting as croupier takes each player's deck in turn and flips through it, apparently checking for anything illegal. It doesn't seem to find anything untoward and signals for the game to commence.*

The ante-in for the preliminary rounds of the tournament is ⁊100 per round. There is no pre-set ante in these elimination rounds. The prize pot for each elimination round will be ⁊200-⁊400, depending on the number of PCs that join in.

TABLE 1.3: GAMBLER PAZAAK DECK BENEFITS

| Round	Gambler	Description	Deck Effect
1	Ben Trebot	Human Male, Career Gambler.	Rolls ⬡⬡ in tiebreak situation
1	Minifer Lalandi	Human Female, very lucky newcomer.	Rolls 2D10 for the Draw, may choose which result to use.
2	Warror Yoodar	Human Male, boisterous and likeable. Cheater.	Rolls 🔴 with his Draw. May double any value drawn, but is caught cheating if he rolls ⬡.
2	Mundo Vreer	Rodian, risk averse.	Will stand on 17+.
3	"Chips" Hindle	Human, Likes to bet big.	May apply +1 to any draw (main or side-deck).
3	Kav Brennis	Pantoran male, Hard to read.	May apply -1 to any draw (main of side-deck).
4	Breea Shonata	Twi'lek female, quick to anger.	May apply +2 to any draw "main or side-deck).
4	Zakk Kal Koor	Zabrak Male, doesn't speak while playing.	May apply −2 to any draw (main of side-deck)

FULL RULES FOR PAZAAK

The aim of pazaak is to score a total of 20 points without going over ("Going Bust"), either by "Drawing" a card from a main deck, or playing a card from the "Side Deck". One **Round** of pazaak consists of three **Sets**. For head to head and multiplayer win conditions see **One Game, Different Flavours** below.

Each set follows the same basic four steps, as follows:

(1) Draw from Main Deck: Represented by rolling a D10. Add the roll to your score.

<div align="center">Or</div>

(2) Play a "Side Deck card": represented by rolling a D6 and a Force Die ⬡, **before** choosing to draw (roll D10). If the Force Die ⬡ shows ◐ or ◐◐ then the D6 result is positive, if the Force Die ⬡ shows ● or ●● then the D6 result is negative. Apply result to your score

(3) Continue **Drawing** (D10) or **Side Decking** (D6 + ⬡) until **GOING BUST** (Score exceeds 20) or **STANDING** (reaching a score you do not wish to increase).

(4) WINNING THE SET: The player with the highest score without going over 20, or scoring a pazaak, wins the set.

<div align="center"><i>Further details:</i></div>

If the player chooses not to play the Side Deck Card, he **must** draw (D10) as normal. This normal draw **must** be counted.

Each player may only check the Side Deck **FOUR** times per set, **whether the card is played or not**. If the Side Deck card is played, the player does **NOT** also draw a Main Deck card (D10).
*(It may be useful to have four D6 on the table for the Side Deck cards, and put one aside each time it is 'spent'.)*

DOUBLE CARD: Once per set a player may declare that they are playing the **Double Card**, counting the last result played (either D10 Draw or Side Deck) as being double its rolled value. The **Double Card** *cannot* be used on the first draw.

STAND: At any point the player may "Stand" locking their current total. This ends their turn.
(If they manage to make a total of 20 exactly at any point, they stand automatically.)

WINNING: The winner of the game is the first player to win best of three sets.

DRAWS: If any set is drawn each player should roll a Proficiency Die ⬡. If either player rolls ⊕, then they are assumed to have played the rare "Tiebreaker" card, and wins that set. If both, all, or no players roll ⊕ then the set remains drawn, and both players get a "bye" to the next set, or split the pot if it is the final set.

PAZAAK!: If either player in a head-to-head match plays a total of nine 'cards' (either D10 Draws or Side Deck plays) without going over 20 then he automatically wins that set! This is known as "scoring a pazaak". In a multiplayer game, a pazaak can only be challenged by another pazaak, which will trigger a tie break situation as normal.

SIDE DECK WHEN BUST: If a player "busts" by going over 20 with a draw, he may still choose to play any Side Deck cards he has left, but once a card is accepted he may not check any more.

PLAYER OPTIONS IN PAZAAK

Pazaak is largely based on luck, with the next draw of the card determining the players fortunes. However over the years players have learned to use various options to improve their chances. They may have analysed probabilities, used clever side deck strategies, or just out right cheat! The following player actions are completely optional to the game of pazaak, but can be used to add depth once the basic game mechanics are understood:

TWIST OF FATE

Did the side deck give a positive result when a negative would have been more useful? Once per gameplay session the player may spend a Destiny point to change a positive result to negative, or vice versa.

SLEIGHT OF HAND

Did you draw higher or lower than expected? The PC may make an **Average (♦♦) Skulduggery check**. If successful they may adjust the draw value up **or** down by 1 for each uncancelled ☆. Failure means they simply weren't nimble-fingered enough. A result of ⚙⚙⚙ or ⛉ on the check means they have been caught cheating, and expelled from the game.

SKILLED SIDE-DECKING

Constructing a good side deck to enhance the odds of certain cards being played is part of the "metagame" of pazaak. Before a round starts the PC may make a **Hard (♦♦♦) Knowledge Check**. For each uncancelled ☆ the PC may use an additional Side Deck card during the round (again, it might be useful to track these with D6s).

"CHEATER!"

If all else fails, call the other guy out as a cheater! Make a **Deception check** opposed by the opponent's **Cool** or **Discipline** (accused player's choice). If successful, the opponent loses his temper and is ejected from the game for unsportsmanlike conduct, whether he was cheating or not. A multiplayer game then continues, but a head-to-head match is called off, and the accusing player's ante is returned. Each subsequent call of Cheater! during the same gameplay session is UPGRADED in difficulty, as the caller begins to lose credibility for his antics. If the caller *fails* the Deception check, he is told to calm down, the game continues, and he may not call Cheater! again for this match. If he fails and scores ⛉ then HE is ejected from the game! (If he succeeds but scores ⛉ then both he and his opponent are ejected from the game).

Finally, any talents or skills that may manipulate dice (such as the Smuggler signature ability UNMATCHED FORTUNE may be used to change the dice in pazaak as well, subject to final approval by the GM).

PAZAAK TOURNAMENT QUICK RESOLUTION RULES

If time is short, or the players or GM do not wish to play out the various rounds of the pazaak tournament in full, they may use the following optional resolution:

The final round consists of five players. The first three will be Kennis Doone, "Chips" Hindle and Minifer Lalandi. Up to two PCs may claim the final two slots, but if only one PC wishes to play then the fifth player will be Breea Shonata.

THE FINAL

Each player participating in the final has to pay 500 to ante in. The winning pot will therefore be 2,500, *plus* the 2,000 that Kennis will award the winner on the bridge.

The final game is decided by a **Hard (◆ ◆ ◆) Streetwise** or **Discipline check** (PCs choice).

If using the illegal deck the difficulty is (⬡ ◆ ◆), but the player may add one automatic ✵. Kennis Doone has a **Discipline** dice pool of (⬡ ⬡ ◆), the other NPC players have a **Streetwise** dice pool of (⬡ ◆). The player with the highest overall ✵ is the winner, with ties decided by 🝔. If the game is still drawn, then the tied players may play another round with no ante between themselves.

If Kennis wins, he laughs and thanks the players for a fun evening. He then instructs the GG Croupier droid to divide the pot equally amongst the finalists. He tells the onlookers to enjoy the rest of the trip and that they will be returning to the Port shortly. He will retire to his cabin, but not before asking his security guards to secure Maro in one of the cabins. He will be handed over to the authorities as soon as the *Thranta Blue* returns to port. At this point refer to **Taking the *Thranta Blue*** below.

ONE GAME, DIFFERENT FLAVORS

Although pazaak is traditionally a two player game, often played casually for fun, casinos across the galaxy regularly host multiplayer tables and even tournaments.

HEAD-TO-HEAD: The winner of the round (and the pot) is decided by best of three sets. Each set requires an ante in, determined before the match starts. Some establishments may opt to play "speed rounds" where the pot is won every set.

MULTIPLAYER: the winner of the round is the first player to win two sets overall. All players ante-in at the beginning of each set, except the player who won the previous set, who gets a "bye". This is the most common tournament format.

TAKING THE *THRANTA BLUE*

To take the yacht the PCs will need to secure the bridge.

The door to the bridge is locked and fairly sturdy, requiring a **Hard (◆◆◆) Skulduggery check** to open.

In addition there are two security guards here, each armed with Light Blaster pistols (set to stun by default).

THRANTA BLUE SECURITY [RIVAL]

2	2	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
3	12	0	0

Skills: Brawl 1 (⬡◆), Perception 1 (⬡◆), Ranged [Light] 1 (⬡◆).

Equipment: Light Blaster Pistol (Skill: Ranged [Light] (⬡◆); Range: Medium; Damage 5; ❂❂❂❂: inflict 1 Critical Injury), heavy clothing, comlink.

The PCs have several options to take the *Thranta Blue*, as follows:

WIN THE TOURNAMENT

Winning the pazaak tournament allows the winner and a couple of guests to be invited to the bridge with Kennis, where he has a vintage bottle of Alderaanian Spring wine suitably chilled to celebrate with. Kennis is not expecting any foul play and loves talking about the yacht, so it would be a relatively easy task for a PC to distract him while the second PC breaks in to the weapon storage locker at the back of the bridge.

CREATE A DISTRACTION

If the players don't fancy their chances at the pazaak table, or if they lose the tournament, they may try to create a distraction aboard and take the bridge in the confusion.

TAKE THE BRIDGE BY FORCE

If any form of violence breaks out the guests will cower and try to get to the back of the yacht. There are a total of four security guards on board who will engage the characters (see stats for the security guards above). Kennis will remain locked in his cabin. If he sees an opportunity (he can monitor security cameras from his cabin) he will try to get to the bridge to send a distress signal. The guards don't have access to the bridge, Kennis has the keycard.

ALTERNATIVE METHODS

Of course the players may come up with a completely different plan, in which case the GM is encouraged to let them play it out, using the guidelines presented for the other situations.

MARO DUNASTE TO THE RESCUE!

Since taking control of the yacht is crucial to advancing the adventure, the GM should have a back-up plan in case the players have unfortunate rolls or cannot come up with a successful plan on their own. In this situation, Maro is desperate enough to protect himself that he takes matters into his own hands. He convinces Kennis to show him the bridge, at which point he manages to slip a sedative into his drink. Once Kennis is unconscious, Maro ushers the PCs to the bridge to do what they need to do.
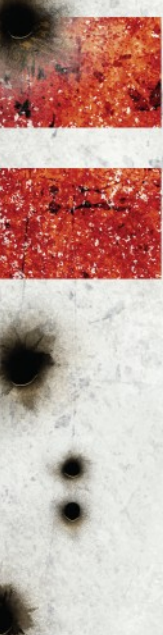
Once the bridge has been taken they can do the following things:

Set a destination: This is a simple task for anyone with a rank in **Pilot** and does not require a check. If no-one has any ranks in the skill it becomes an **Easy (◆) Pilot** check to understand and program the navigation system.

Disable the On-Board tracker: To find and disable the on board tracking device is an **Easy (◆) Computers check**.

Break into the safe: Kennis has a small safe on the bridge where he keeps the prize money for the pazaak tournament. Breaking into the safe is a **Hard (◆◆◆) Skulduggery check**, unless Kennis can be persuaded to give up the combination, which would require an opposed **Coercion (⬡◆◆) check**.

Break into the weapons locker: Near the safe is a small weapons locker which contains a blaster pistol and two stun grenades, as well as any weapons that may have been confiscated from the PCs earlier on. Breaking into the weapons locker is a **Average (◆◆) Skulduggery check**.

Sound the abandon ship alarm: Since the PCs and Maro don't want to bring the party goers to the hidden island, they will want to get them off the yacht in some way. One option is to sound the alarm to abandon the yacht. The yacht is equipped with a small launch vessel and enough escape spheres for all those aboard to safely escape. An **Easy (◆) Computers** check is needed to activate the alarm itself, though some stubborn (or intoxicated) guests may be unwilling to heed the warning. In that case, an **Average (◆◆) Leadership check** can be made while a PC uses the intercom system to give more specific details as to why everyone needs to leave the yacht. The GM may award □ or ■ to the roll depending on how convincing the explanation is.

ALL ASHORE THAT'S GOING ASHORE!

Once the PCs are in control of the *Thranta Blue* they can make for the island of **MOHENJO** and the sanctuary of Haven-Besh. However they need to do something with the guests and Kennis Doone himself. Maro Dunaste will suggest that they can't take the guests and an Imperial Overseer to a rebel sanctuary if the players don't think of it themselves. He also requests that he keep Doone's code cylinder, so he can use the access to find out what Doone knows about his activities. Maro will suggest that they drop the guests off at the abandoned fishing port on the remote island of **KALA**. There are several abandoned buildings that can provide shelter until rescuers arrive, and Kala is far enough from Mohenjo to (hopefully) throw off pursuit.

If the PCs interacted with Kyda Admaa on the Thranta Blue and are aware of his anti-Imperial sentiments, they may consider him a good potential recruit for the rebels. If he is offered the chance to come to Haven-Besh he will accept gladly, returning to his old animated self.

Haven-Besh is located in a large cavern deep inside the island of Mohenjo, which is approximately 80 kilometres off the coast from Capital City.

The story continues in **Act 2 - No Safe Haven.**

ACT 2 - SAFE HAVEN

OVERVIEW

This Act is comprised of two main sections. Firstly, in WELCOME TO HAVEN-BESH the PCs meet the refugees and their leadership. This provides the main impetus for Act 3 where the PCs realise (or are told in no uncertain terms!) that they need to get off-world as soon as possible to avoid bringing danger to innocents.

The second section is a description of Haven-Besh itself. This can be used for other adventures based on Lothal where the players wish to have a secure home base from which to operate. Or it can be used as a branching point in this adventure if the GM and players decide that they wish to continue adventuring on Lothal and not move on to Act 3. In this instance do not use the section titled DISTURBING NEWS, but branch at this point into your own story line.

ARRIVAL AT MOHENJO

The island of MOHENJO is quite small, measuring 2.5 x 1.2 km, situated some 80 km offshore from Lothal Capital City. Like many of the small, mostly uncharted islands in the region, it was once home to a small fishing community. But with the ecological impact of the Empire's activities affecting the oceans as well as the atmosphere, the fish stocks are no longer capable of supporting an industry and settlement here was abandoned many years ago.

It is rocky, sparsely dotted with trees and hardy bushes which are home to a few native animal species. There is an abandoned fishing village but this is not the point of interest. A few hundred metres inland is a cave entrance which has been enlarged, and leads to an underground cavern. It is here that the Lothal refugees have established Haven-Besh, a small community of both self-professed rebels and those dispossessed individuals with nowhere else to go.

Read or paraphrase the following:

> *Although you have heard of Haven-Besh, you've never actually been here before. You pilot the Thranta Blue into a small cove, and moor next to a dilapidated wooden pier.*
>
> *The path ahead slopes into the foothills and through a ruined fishing port. The buildings are all abandoned, with many of them in a state of almost total disrepair. As you disembark from the Thranta Blue, several armed men step into the open, covering your every move with blaster rifles. Their leader, a stocky bearded man with close cropped brown hair steps forward, his hands held out in a calming gesture. "Welcome to Haven-Besh friends," he says. "Sorry for the precaution, but we can't be too careful. Now, to what do we owe the unexpected pleasure?"*

The speaker is Bren Vendorian, the leader of the Haven-Besh settlement (see KEY PERSONALITIES OF HAVEN-BESH below). He is accompanied by a group of five refugees (see the stat block for HAVEN-BESH RESIDENT below). Assuming that the PCs offer a good explanation for their arrival he will gesture for his friends to lower their weapons and escort the PCs through the ruined village of Dismir to the entrance to Haven-Besh. At some point Bren will arrange to have the *Thranta Blue* stripped and scuttled, so it does not lead any pursuers to Mohenjo.

If the PCs are antagonistic or being evasive, have "Ears" Benelli step out and introduce himself here, instead of when the PCs get to the Hollow.

WELCOME TO HAVEN-BESH

Read or paraphrase the following:

Leaving the ruined fishing village behind you, Bren and his group leads you up into the foothills ahead. After a few hundred meters, they stop before some scraggy bushes. Pulling them aside reveals a tunnel, which you follow into the hillside.

The tunnel opens into a large cavern, with multiple large flat levels. The cavern is lit by a combination of electric lights and glowing blue moss. Groups of scruffily dressed sentients eye you warily, as they move amongst their makeshift dwellings. On the other side of the cavern, on a small plateau beyond a large wide gap sits a battered looking YT-2400 freighter, missing several hull panels and with cables running to and from it.

Bren gestures expansively. "Welcome to Haven- Besh," he says. "It's not much, but it's home."

The PCs may take a moment to look around and introduce themselves to the residents. When the GM wishes to move things along, a young Xexto in oil stained overalls runs up to introduce himself:

A gangly Xexto in oil-stained coveralls approaches the group. Bowing in an exaggerated fashion he says "Guys! Nice to finally meet the Heroes of Tarkintown. There are a few people on their way here who owe you a great deal. But I was wondering, did you manage to acquire the item I asked for?"

If the PCs hand over the Comm system Main Board from the ITT, read the following:

"Ears" turns the module over in his hands. "Excellent! Imperial chatter has gone crazy over the past two days, this will help cut through the encryption nicely." He turns to leave, but calls back over his shoulder "Hey, if you have anything you need fixed or upgraded, come see me on the Argo." He hurries away.

The PCs can visit "Ears" later. He will perform any required repairs free of charge, and will install any mods the PCs might have (some can be purchased from the Trader, Bex Bodu). He will charge 50% for the modification cost (he has several crates of miscellaneous spare parts aboard the *Argo* he can re-purpose), although he will still need to make any necessary skill checks.

If the PCs don't have the Comm system Main Board from the ITT, read the following:

"Ah, that's a real shame, but I realise you had a lot on your plates. Well I have to get busy, Imperial chatter has gone crazy over the past two days, and I have my work cut out to crack the encryption now. I'll let you know if I come up with anything useful. I'll be aboard the Argo if there's an emergency". He gestures toward the freighter parked on the far plateau and hurries away.

"Ears" will be too busy to tinker with equipment in this instance, but the PCs may still purchase attachments from Bex as above.

Bren informs the PCs that they are free to rest and recuperate, and shows them a free structure that they can use for the time being. He politely requests that they don't leave the Hollow until tomorrow.

The PCs are free to explore Haven-Besh. They will be watched at all times by some of Bren's trusted men who try to be inconspicuous). The PCs may make an opposed **Perception (◆◆) check** to spot these observers. They may visit the Doctor if they are in need of medical treatment or supplies, or the trader Bex Bodu if they wish to replenish equipment.

When the group is ready to move on, or when the GM wishes to move the story along, move on the the next section.

ARRIVAL AT MOHENJO

The PCs are likely exploring Haven-Besh at this point, or simply relaxing and recuperating. The comparatively safe and relaxed atmosphere of the encampment means that the PCs can remove all strain suffered at this time.

Wherever the PCs are, they are contacted by one of Bren's men who met them at the docks,

who introduces himself as Galdo. He says Bren has requested their company, he has something important to discuss.

Read or paraphrase the following:

Galdo leads you to Bren's shack. You weren't sure what to expect, but see that Bren lives alone in a plasticrete hut no different to anyone else. Although ostensibly the community leader, he clearly sees himself as equal to everyone else.

Bren greets you and you notice a nervous looking "Ears" sitting inside as well. "My friends," Bren begins. ""Ears" here has some bad news I'm afraid. I'll let him explain."

All eyes turn towards the Xexto mechanic. He fidgets in his chair, nervously wringing all four of his hands. He clears his throat and begins.

"As you know, I have been working to decrypt Imperial comms chatter, which has spiked drastically over the last 48 hours. Well now I know why. The Imperials are hunting for a group of Rebels in an ISB operation which is being overseen by someone called "Lord Vader". Now the good news is that you aren't their primary target, but after Tarkintown you're bound to be on their scopes. The bad news is that they are expanding their search sweeps out further than ever before. The Thranta Blue is reported missing, and TIE patrols are ranging further out to sea. I fear that your presence here places us all at risk. I'm sorry."

*Bren turns toward you, a grim expression on his face. "I'm sorry but I concur with "Ears". We won't survive if we are found, and the **Argo** is in no shape to evacuate us. My plan is to scuttle the **Thranta Blue** in the bay and send you on your way. I have a contact who can put you in touch with some high grade slicers, maybe they can get you some new ID or otherwise help you to get off Lothal. We will provide you with transport and any other assistance we can but we are running out of time. I must ask you to leave within the hour."*

The PCs must decide what they want to do. Assuming they wish to leave, Bren will give them time to visit anyone they need to see and procure any supplies they might want.

After this he will escort them to Randra Cove, where he has a small repulsorlift hovercraft hidden and will take them to the Cap-City docks himself. If the PCs ask about the *Thranta Blue*, Bren will explain that he had it sent out to sea and sunk, as it's too high profile to keep on Mohenjo.

If the PCs refuse to leave, the situation becomes uncomfortable. The four named NPCs, representing the informal "council" of Haven-Besh will attempt to negotiate, using whatever skills they can to persuade the PCs to go.

The GM is encouraged not to let things turn violent. The long-term repurcussions of the PCs presence are up to the GM and player group to determine. Given the heightened alert and current operations being run by the Imperials as far as seeking the whereabouts of the PCs is concerned, it is not out of the question that Haven-Besh will eventually be discovered and attacked. This is beyond the scope of this adventure, but the GM should make such a siege suitably challenging, but with options to succeed in getting away — winning is a very unlikely outcome, since the Empire effectively has limitless resources. The *Argo* would be key to any such scenario, if it can be made ready in time.

THE HOLLOW

The cave housing the sanctuary (known to the inhabitants as "the Hollow") has a large open entrance to the north, which has been hidden from outside view by overgrown vines and other bushes. In addition the refugees have made efforts to camouflage the entrance as best they can. The cave entrance shows some signs of artificial widening, suggesting that the cave was used historically as a hiding place, perhaps by smugglers or even as a bounty hunter's base of operations.

This stone working is further evidenced in the various tunnels leading to and from the cave, of which only the tunnel leading out to the village of Dismir is of natural origin. The others have all been machine bored, and have disguised exit hatches.

The interior of the cave is split into three levels or "terraces". The top and mid levels house most of the refugees, in a combination of tents and small prefab dwellings. Large wooden ramps lead between the terraces and also across a large gap to the rocky shelf where the *Argo* rests.

THE *ARGO*

At the heart of the Haven-Besh community is the battered YT-2400 freighter the *Argo*. It was in the cave when the first refugees arrived, abandoned and covered in lichen and moss. No-one knows how long it was there, or who it's previous owner was, though many theorise it may have belonged to "MacReady". All logs were wiped and the transponder beacon was a fake.

The ship had obviously been in an intense battle at some point in the past. The main hyperdrive is destroyed, although the emergency backup hyerdrive is still functional. The ventral laser turret is simply gone, leaving behind a large ragged hole. The shield generator is badly damaged, as are the repulsorlifts. If it flew as it is, the Argo presents a slow, fragile, badly handling target. The refugees will use it to evacuate only if they have absolutely no other choice. In the meantime, it remains a long-term project for "Ears" Benelli as a fixer-upper.

The main reactor on the *Argo* is in reasonable condition, and "Ears" has run several power cables, splitters and junction boxes from it which snake out in a seemingly random pattern that, by accident or by design, only he seems to be able to comprehend. The reactor provides power for the whole community, although some buildings such as the medical station do have an emergency backup. Securing fuel for the *Argo* is one of Haven- Besh's most pressing ongoing requirements.

HAVEN-BESH AS A HOMESTEAD

The sanctuary is treated mechanically as a Homestead, using the rules from the Edge of the Empire Colonist Career supplement **FAR HORIZONS**

HOMESTEAD OPTIONS TAKEN (**FAR HORIZONS** page 83, Table 34: Homestead Upgrades)

Improve Security (2):   The surface has holocams covering aerial & sea approaches. These holocams are ruggedized to protect from harsh weather and camouflaged, requiring a **Hard (◇◇◇) Perception check** to notice.

The base has a security droid (EotE p412)

NPC Ally (3):   Doctor: Shenna Luxuu
Merchant: Bex Bodu
Mechanic: Eragwo "Ears" Benelli

Infirmary: Bacta tank, 4 beds. Perform medical check without penalty.

(The homestead includes an infirmary, stocked to handle any major accidents or outbreaks of disease. The Infirmary includes beds for several patients, medical supplies (allowing characters to perform Medicine checks without penalty), and a bacta tank with a supply of bacta.)

Garage: Eragwo "Ears" Benelli's Workshop

(The homestead includes a garage where mechanics can make repairs on vehicles and droids. The garage includes a full set of mechanic's tools (allowing characters to perform Mechanics checks to repair droids or starships without penalty), and an oil bath for droids. When used to repair starships or vehicles, the character repairs 2 additional hull trauma or 2 additional system strain on a successful check.)

THE POPULATION OF HAVEN-BESH

There are approximately fifty sentients that call the Hollow home. The majority of them are human, but there are also representatives of the non-human communities that can also be found elsewhere on Lothal. Expect to see the occasional Rodian, Ugnaught, Duro, or Pantoran. There are several children of various, mostly human families.

The actual settlement is similar in atmosphere to Tarkintown. People are on edge, constantly wary of discovery by the Empire. While they are welcoming to those in need, they are also highly suspicious of strangers.

If the PCs interact with them they should be played as highly reserved and nervous. They might answer questions about themselves, but for most questions they will suggest talking to Bren Vendorian, the leader of Haven-Besh.

HAVEN-BESH RESIDENT [MINION]

2	2	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	4	0 / 0

Skills: (group only) Brawl (varies: ⬡⬡ for a group of 3, ⬡◆ for a group of 2, ◆◆ for a single resident), Survival (varies, as Brawl), Vigilance (varies, as Brawl)

Equipment: Blaster Pistol (Skill: Ranged (Light) (varies; as Brawl); Range: Medium; Damage 6; ❂❂❂: inflict 1 Critical Injury), heavy clothing.

Minion Rules: These residents use the Minion Group rules, refer to Chapter 12 Core Rulebook.

KEY PERSONALITIES OF HAVEN-BESH

There are four main characters that the PCs might interact with in Haven-Besh, and these four would also play a large part in the running of the base as a homestead in an expanded campaign. These are the community leader Bren Vendorian, the Sakiyan doctor Shenna Luxuu, the Xexto mechanic Eragwo "Ears" Bennelli, and finally the Ortolan merchant Bex Bodu.

BREN VENDORIAN [RIVAL]

Bren is a stockily built human male in his early forties, with a bushy brown beard and short cropped hair. He used to be a teacher in Capital City, but grew concerned with the amount of pro-Imperial propaganda that was being introduced to the curriculum, considering it tantamount to "brainwashing the youth". When he began to discuss some historical events in order to show different possible interpretations, he was targeted for arrest. Fortunately a friend alerted him to the arrest squad waiting at his home, and he was able to flee. Turning originally to the Gray Syndicate to secure his immediate disappearance, he then later discovered the cave on Mohenjo, which he realised could provide a haven for others in the same position as him.

As the de facto leader of the Haven-Besh community, Bren sees himself more as a survivalist than a militant. He has no plans to take the fight to the Empire, beyond occasional raids for essential supplies. Although he is always open to new arrivals, he will not allow anyone to remain that might become a threat.

2	2	2	2	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	12	0 / 0

Skills: Leadership 2 (⬡⬡◆), Cool 2 (⬡⬡◆), Streetwise 1 (⬡◆), Knowledge 2 (⬡⬡).

Talents: Commanding Presence 1 (The character removes ■ per rank of Commanding Presence from Leadership and Cool checks).

Equipment: Heavy Blaster Pistol (Skill: Ranged (Light) (◆◆); Range: Medium; Damage 7; aaa: inflict 1 Critical Injury), Stun Grenade (Skill: Ranged (Light) (◆◆); Range: Short; Damage 8; Blast 8, Disorient 3, Limited Ammo 1, Stun Damage). heavy clothing, comlink, stimpack.

DOCTOR SHENNA LUXUU [RIVAL]

The Sakiyan Doctor Luxuu was always seen as an outsider among her people. While sharing their skill for the hunt, she found herself empathising much more with outsiders than most of her race. Seen as "weak and embarassing" by her pride, she left Sakiya at an early age by trading her medical skills aboard various freighters, before eventually ending up aboard a Rebel corvette. After the Lothal Broadcast

announcing a call to arms, Dr. Luxuu's Commander decided to place her on temporary assignment on Lothal to both assist local resistance efforts and also to scout any potential new recruits. She has only revealed her true objectives to Bren Vendorian, who, whilst suspicious of any military liaison, is grateful for her skills and has agreed to help maintain her cover as long as she continues to provide useful services.

Doctor Luxuu is outwardly cold and humorless, but is a loyal ally once her confidence has been gained. She maintains her dwelling as a small walk-in clinic, where she has just enough tools and supplies to treat most medical issues (short of limb replacement). She will be reluctant to part with any medical supplies but if a PC can make a successful opposed **Charm or Negotiation (🔴🔴) check**, she will part with up to four Stimpacks and one Medpac, at 150% of standard price.

2	2	3	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
3	10	0	0

Skills: Cool 2 (🟡🟡), Discipline 2 (🟡🟡), Knowledge 2 (🟡🟡🟢), Medicine 2 (🟡🟡🟢), Vigilance 2 (🟡🟡).

Talents: Surgeon 1 (When making a Medicine check to help a target heal wounds, the target heals 1 additional wound per rank of Surgeon), Expert Tracker 1 (Remove ■ from checks to find tracks or track targets. Decrease time to track a target by half).

Equipment: Defender Sporting Blaster Pistol (Skill: Ranged (Light) (🟢🟢🔵); Range: Medium; Damage 5; 🔆🔆🔆: inflict 1 Critical Injury; Accurate 1, Stun Setting), Stealth Vibroknife (Skill: Melee (🟢🟢); Range: Engaged; Damage 3; ; 🔆🔆: inflict 1 Critical Injury; Pierce 1, Vicious 1; Add ■■ to Perception checks to find a stealth vibroknife on a person's body), doctor's coveralls, comlink, Physician's Kit (Grants 🔵 to all Medicine skill checks, and 🔆 to successful Medicine checks) .

ERAGWO "EARS" BENELLI [RIVAL]

The young Xexto "Ears" grew up on the streets of Lothal, where he earned his nickname as a backstreet infochant for the local street gangs.

Although not related to the merchant Ferpil Wallaway, the pawn shop owner recognised Eragwo's mechanical talents early on, and rented him a cot in the workshop at the back of his store. Eragwo earned his keep by maintaining any mechanical or electrical devices that Ferpil needed him to.

"Ears" was not present when Ferpil was gunned down by an Imperial officer. Following this event he vowed to do whatever he could to cause trouble for the Empire. However his reach exceeded his grasp. He became wanted after a series of minor and ineffectual bombings against Imperial infrastructure and found himself on the run. People he considered friends closed their doors through fear, and he realised he had no choice but to get out of the Capitol City. He was introduced to Bren Vendorian by Bex Bodu, whom he knew from his back-street dealings.

"Ears" is an invaluable member of the Haven-Besh community, and maintains all essential equipment. He is also working long-term on getting the *Argo* into a more functional condition. Until then, he bunks aboard the ship and uses its cargo hold to store his copious supplies of spare parts.

1	3	2	2	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
2	10	0	0

Skills: Computers 2 (🟡🟡), Mechanics 2 (🟡🟡), Piloting 1 (🟡🟢🟢).

Talents: Confidence 1 (May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence), Utinni! 2 (Remove ■ equal to the character's rank of Utinni! from checks made to find or scavenge items or gear. Such skill checks take half the normal time).

Abilities: Additional Limbs (Xexto have four arms and gain an additional free maneuver per turn. They still may not perform more than two maneuvers per turn, however).

Equipment: Equalizer (Skill: Ranged (Light) (🟢🟢🟢🔵■); Range: Medium; Damage 8; 🔆🔆🔆🔆: inflict 1 Critical Injury; Accurate 1, Pierce 2, Stun Setting; Blaster Actuating Module (+3 damage mods, + 2 Pierce mods, add ■ to all checks when using weapon), Electronic Sighting System (Accurate 1 mod, allows

shooter to aim as an incidental once per round at Short range. Decreases the difficulty of Perception checks to locate the shooter in low light conditions by 1). greasy overalls, comlink, Whistler encryption module.

BEX BODU [RIVAL]

Bex used to own a small import-export business on Garel. When the Empire ordered the destruction of a statue by the renowned artist Jaynor of Bith, many people were disgruntled by the stifling of artistic expression. Bex was among them, as increasing tariffs and trade restrictions had been making his life difficult for some time. He was swept up in the demonstrations, and was arrested whilst distributing anti-Imperial leaflets. Fortunately for Bex the Troop Transport convoy he was in was ambushed on it's way to Imperial custody and he was able to escape. Some sympathetic trader contacts were able to get him off Garel and to Lothal before the spaceport was locked down. He made his way to Cap-City, eventually meeting up with the Haven-Besh refugees when they were on a run for medical supplies.

Bex is quiet and unassuming most of the time, but a shrewd negotiator who uses his friendly demeanor to his advantage during negotiations. He tends to blend in to crowds easily and uses his former trade connections to procure essential supplies from the Lothal underworld. He resides in the standard pre-constructed plasticrete shack common to Haven-Besh, but he has converted the front to be an open stall. Behind the shack are various crates and barrels of goods, which he brings in by boat and by freighter when he can arrange delivery.

3	1	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
3	13	0	0

Skills: Charm 1 (⬡◆), Negotiation 2 (⬡⬡), Survival 1 (⬡◆).

Talents: Black Market Contacts 2 (When looking to purchase illegal, exotic, or black market goods, the character may decrease an item's rarity by 1 level per rank of Black Market Contacts. For each level an item's rarity is decreased, its cost increases by 50% of its base cost), Congenial 1 (May suffer a number of

strain to downgrade the difficulty of Charm or Negotiation checks or upgrade difficulty when targeted by Charm or Negotiation checks, by an equal number. Strain suffered this way cannot exceed ranks in Congenial).

Abilities: Intestinal Fortitude (Ortolans downgrade the difficulty of Resilience checks to resist the effects of any poison by 1), Keen Senses (Ortolans receive ☐ to Perception checks), Small Size (Ortolans have a Silhouette of 0).

Equipment: Comlink.

BUYING FROM BEX

Bex is happy to trade, but has limited supplies and cannot offer anything for free. Although sympathetic, he has to cover costs in order to bring essentials in to the refuge.

He can supply anything, including weapon attachments or mods, of rarity 3 or below at the costs listed in the respective Core Rulebooks. Rarity 4 items will cost 150% of the standard price, and he has nothing of rarity 5 or higher.

Bex also has one unique item. In a black, felt lined display case monogrammed in silver with the logo of the Tangletown Tornadoes, a disbanded Lothal Grav-Ball team. It contains one matching set of a Shock-Ball and Mag-Glove. A certificate of authenticity claims it to be number 731 of a limited run of 1000, a fine collectible for the true Grav-Ball aficionado.

TRICK GRAV-BALL (SHOCK-BALL) AND MAG GLOVE

Skill: Ranged (Light)
Range: Medium
Damage: 5 (Stun)
Encum: 1
Hard Points: 0
Price: 150
Rarity: 5

Qualities: Limited ammo 1, Disorient 1

Specials: Return (Spend 🜨🜨 to return ball to hand, whether attack is successful or not), Ricochet (On a successful attack, spend 🜨🜨🜨 or ⊕ to hit a second target within short range of the first target. This attack deals the same damage as the first hit).

POINTS OF INTEREST IN MOHENJO

DISMIR

This is an abandoned fishing village. The buildings here were all basic construction, mainly built from timber. Most are now falling apart, there are no intact windows, and anything useful has long since been scavenged. A rocky trail inland from the port leads up into the foothills and one of the entrances to the Haven-Besh camp. The refugees have a camouflaged all-weather holocam here, near the weather-beaten but surprisingly sturdy docks. New arrivals at Haven-Besh usually dock at Dismir and proceed under escort up to the main camp.

MacREADY'S SHACK

This run-down shack appears to have been a quiet getaway spot of sorts. There were several shredded sets of all-weather gear here when the first refugees found it, with the name tag "MacReady" in them. From that time forward the building was known as "MacReady's Shack". No-one currently at Haven-Besh knows who MacReady was, although it is assumed he was a resident when Dismir was an active fishing port. There is a bed, a storage locker containing various fishing supplies and a non-functional "Dejarik Wizard" holotable which appears to have had a bottle of Corellian Brandy poured into it.

LOOKOUT POINT

A short rocky trail leads up from MacReady's shack to the other side of Lookout Point. The refugees have constructed a camoflaged shelter on the rocky peak here containing an all-weather holocam which watches for any incoming air or sea vessels. There is also a secure storage case holding a PLX-2M missile launcher and 6 missiles (this is a Missile Tube, see EotE CRB p.160, AoR CRB p.173, FaD CRB p.168) and an emergency MedKit. It is hoped that the missile tube never needs to be used, but in case Haven-Besh ever comes under attack a volunteer here could hopefully buy some time for an evacuation, albeit likely at the cost of his own life.

The rocky surroundings provide hard cover (■■) for anyone based here.

BLACK BEACH

When the first settlers came to Mohenjo they found a mystery in the form of a small cove and a landmark they labelled "black beach". What was once presumably sand has been fused into obsidian glass. Natural explanations such as a lightning strike have been ruled out due to the strange radioactive signature the black glass carries to this day. Some researchers have theorised that in the past a weapon of some kind may have been test detonated here, resulting in the vitrification of the beach and the burning away of much of the flora on the island. The radiation level of the jet black glass is no longer dangerous to life, and can in fact be used to power small electronic devices or lighting, albeit at very low levels. The glass itself glows faintly with an inner neon blue tint, and can be carved into unique and beautiful statuettes or jewellery.

The radiation has had other, more permanent effects on the ecosystem however, including the mutation of some of the local wildlife. The arrowbeaks on Arrowbeak Crag and the large Spider-crabs are two examples.

WESTWARD POINT

This rocky promontory provides an excellent vantage point for the western approach to the island and the refugees have located a camouflaged all-weather holocam here. There is a rocky trail that leads down to a small wooden pier where a four person boat is moored. This is used to cross over to Arrowbeak Crag in calm weather.

ARROWBEAK CRAG

This tiny rocky island is the home and nesting place of Mohenjo's colony of large winged predators known as arrowbeaks. These large repto-avians have a two-meter wingspan, sharp claws and excellent vision. Highly territorial, they do not stray far from the rocky Crag which they have made their home. Arrowbeaks are named for their large, spearlike beaks, which are exceptionally hard and sharp. They use this natural weapon to catch their prey, circling on air currents out to sea before suddenly diving, having spotted a fish with their superb vision. They spear these with their beaks and return them to their nests, either to feed their young or to stockpile and eat at their leisure. They do not raid each others nests, but will aid each other in defense of their eggs.

Arrowbeak eggs are a delicacy for the inhabitants of Haven-Besh. Travellers to the Crag can gather eggs from the nests while the adult arrowbeaks are away fishing, but must take care not to be spotted by the returning residents unless they want a fight with a group of angry, sharp beaked protective parents.

ARROWBEAK [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	8	0 1

Skills: Brawl 1 (⬡◆◻), Vigilance 3 (⬡◆◆).
Abilities: Territorial (Gain ◻ to all Brawl checks when defending what it considers its own territory), Flyer (This creature can fly. See rules in a Core Rulebook for full details).
Equipment: Spearing Beak (Skill: Brawl (⬡◆◻); Range: Engaged; Damage 4; ⚙⚙⚙: inflict 1 Critical Injury; Pierce 1).

RANDRA COVE

Unlike Black Beach, this section of the coast is covered with fine golden sand. The inhabitants of Haven-Besh farm it regularly for several varieties of edible kelp and, if they are feeling adventurous, they may try to capture one of the large Spider-crabs that use the beach to lay their eggs. This is more dangerous than it sounds – the Spider-crabs are extremely fast, well armored and their claws can cause nasty wounds. A quirk in their metabolism makes them more highly susceptible to stun damage however, a fact that the refugees exploit using their salvaged stun-nets.

The refugees have located one of their all-weather lookout holocams here, higher up the beach and looking out to sea.

The Spider-crabs are black, hard-shelled crustaceans, measuring up to a meter long in size. They have eight legs, with the front four being equipped with powerful pincers. They can move surprisingly quickly when provoked.

SPIDER-CRAB [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	8	1 1

Skills: Brawl 1 (⬡◆◆), Vigilance 4 (⬡◆◆◆).
Abilities: Stun Susceptibility (The spider-crab is vulnerable to Stun weapons (setting or quality) and may only apply half its Soak value to this damage type).
Equipment: Pincers (Skill: Brawl (⬡◆◆); Range: Engaged; Damage 6; ⚙⚙⚙: inflict 1 Critical Injury; Knockdown, Sunder, Vicious 1).

THE MEADOWS

Much of Mohenjo is rocky, with sparse and tough vegetation. For some reason the area nicknamed "the meadows" is different. The vegetation here is more varied including several edible shrubs and herbs, as well as black plum bushes. The inhabitants of Haven-Besh often forage here for meal ingredients (make an **Average (◆◆) Survival check** to forage enough for one person to survive for one day).

Several varieties of small mammals call the meadows home, although being mostly nocturnal and easily frightened they are rarely seen. One of the most common of these are the small rabbit-like Lepori.

DOWN THE LEPORI HOLE

This mini-encounter can be used when the PCs are foraging in the Meadows. Read or paraphrase the following:

> *It is a pleasant day on Mohenjo, and you have decided to take the opportunity to forage for some herbs and shrubs to enhance the culinary choices available in the Hollow. A pleasant breeze blows the smell of the ocean across the grassy plains, and various multicoloured insects flit from flower to flower. You notice several Lepori; small, fluffy long eared mammals, rolling around in the grass and hopping excitedly about. This is unusually brave behaviour – they are normally shy and skittish, going immediately to ground when they sense intruders. You notice they have been chewing on some interesting looking mushrooms.*

If any of the PCs eat the mushrooms, they should make a **Hard (◆◆◆) Resilience check**. If they succeed, they experience a temporary period (lasting 1-4 hours) of heightened senses. During this time they may add ☐ to any Perception checks they make. If anyone fails the check, they feel woozy (although they suffer no physical effects) and experience a vivid hallucination.

Read or paraphrase the following to affected PCs:

> *Your head swims and you feel dizzy. Your vision blurs slightly, and everything becomes tinted in wavy, bright colors. You notice that the Lepori seem to be watching you, their eyes glowing a bright, blazing red. As you watch transfixed, they seem to shudder, swelling up and growing to the size of large dogs. Their fur becomes hard and spiky, and their teeth grow into huge, pointed fangs, dripping saliva. Snarling a deep, rumbling growl, they leap at you...*

The attack is not really happening – it is completely within the affected PCs heads, where to them it is absolutely real. While any affected PCs can fight together, their non-affected friends appear to have simply vanished! Non-affected observers will see their friends flailing around, swinging imaginary blades or firing imaginary weapons. All damage should be described as vicious bites inflicting wounds, but is actually strain damage. If the PC suffers "wounds" greater than their strain threshold, they pass out. When they wake up they still feel a little nauseous, but the hallucinations have passed. However long the hallucinatory combat takes, it is actually only a few seconds in real time.

HALLUCINATORY LEPORI [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	12	0 | 0

Skills: Athletics 2 (⬡⬡◆), Brawl 3 (⬡⬡⬡), Vigilance 2 (⬡◆).

Talents: Adversary 1 (Upgrade all combat checks targeting this character by 1).

Equipment: Bite (Skill: Brawl (⬡⬡⬡); Range: Engaged; Damage 6; ✦✦✦: inflict 1 Critical Injury; Pierce 1), spiky fur.

If the PCs defeat all of the hallucinatory Lepori, they snap out of the hallucination. Any wounds taken are applied to strain instead.

FURTHER ADVENTURE HOOKS

Haven-Besh may continue to be used in the future as a homestead base for the PCs (see the section Haven-Besh as a Homestead above). Here are some ideas for possible adventures run from of the Island of Mohenjo, which the GM can elaborate on in their own style:

THE RETURN OF MacREADY

Security holocams watching Dismir spot a dishevelled human approaching from the pier, where he has moored a small dinghy. He is dressed in rags, is filthy and has long hair and a long beard. When approached he says he's come back for his ship, the *Argo*. He becomes increasingly frantic, and cannot believe that anyone has settled here, given the deadly predator that roams at night...

THE MYSTERY OF BLACK COVE

While collecting black glass for use in decorative jewellery, a couple of children discover a strange metallic cylinder embedded inside the vitrified sand. This meter long cylinder appears to have no seams or openings, and is inscribed with strange alien symbols, glowing with a soft neon-blue light. Is it one of the ancient weapons that seem to have been used on or near Mohenjo? And what will be the effect of the strange radiation it seems to be emitting?

NICHE ECOLOGY

It is breeding season on Arrowbeak Crag, and that means eggs! As a foraging group is setting off to gather some, the PCs are approached by another resident. He claims that he has been studying the Arrowbeak population, and it has been drastically reduced this year, whether by natural causes or the previous season's egg gathering he cannot say. But he asks that no eggs be gathered this year. Will the PCs agree and prevent the expedition, or will they go along for the fun?

FISHING TRIP

The PCs are invited on a fishing trip by one of the residents. This will be a relaxing way to pass a few hours, as well as testing their **Vigilance** and **Coordination** skills. Things are going well, the PCs may even start a little friendly competition to see who can land the most. But then things take a sinister turn. A large creature is spotted passing underneath the boat. Then with a spray of water and a blur of teeth and tentacles, an NPC is snatched from the boat. While there may always be a bigger fish, there's not always a bigger boat.

MEDICAL EMERGENCY

Doctor Luxuu approaches the PCs. There has been an outbreak of Dantari Flu, likely carried from one of the recent arrivals rescued from Kessel. This can be deadly if untreated, but unfortunately she has no supplies of the proper medicine. Any of the pharmacies or clinics in Cap-City will have stocks of the medicine, but there are complications. Not only is Mohenjo being battered by a tropical storm, making travel difficult, but there is a major Grav-Ball tournament taking place in Capital City, causing both crowded streets and higher law enforcement presence.

ACT 3 - HAVEN NO MORE

OVERVIEW

This final act of the adventure has two main sections. The first involves the PCs working for the criminal **GRAY SYNDICATE** to secure their help with forged ISB credentials. They will need to balance their urgent need to get the job done with their own desire to do the right thing. Will expediency overshadow their morals?

The second section is where those credentials are needed. The PCs must infiltrate the Lothal Transportation Ministry and provide clearance for a civilian vessel to leave Lothal. Their contact Maro Dunaste will be able to help with this and provide some vital information and assistance.

Matters are later complicated by the arrival of a junior ISB officer who has his own agenda.

A WAY OUT, POSSIBLY...

At an appropriate moment as the PCs are preparing to leave Haven-Besh "Ears" Benelli will come running up to them:

> *"Guys, I just heard... give me a moment,"* he pauses to catch his breath. *"Ok. Listen, I just intercepted an Imperial communiqué. Something big is going on near the Imperial complex. That operation being led by Vader seems to be closing in on that high profile Rebel cell we've heard about. Pretty much everyone with a bucket on their head is jumping when he shouts. This gives us an opportunity.*
>
> *"If we can get a forged ISB code cylinder into the transport ministry's system, we can lift the lockdown on a civilian docking bay. Don't even think about the military side too well protected. but we have a chance with the civilian systems. There's just one problem. The only group I know who can slice those kind of credentials are the Gray Syndicate."*

"Ears" will provide any information required on the Gray Syndicate (see the sidebar **THE GRAY SYNDICATE REBORN**). He mentions

that an Imperial code cylinder will be required. Hopefully the PCs (or Maro) have the one from **KENNIS DOONE** in Act 1, if not then their first mission will be to secure one (see **A Little Sleight of Hand**). "Ears" also gives each PC a curfew pass. These will enable them to move relatively freely and patrolling Troopers will wave them past, but they only cover public areas. The passes expire in 24 hours.

> *"Ok. Go to Old Man Stenson's junk stall in the Old Quarter Marketplace, and tell him Benelli is calling in his marker. He'll get you an introduction to the Gray Syndicate. From there it's up to you. Good luck!"*

Haven-Besh has a small repulsorlift yacht that can be used to return the PCs to the mainland. As they are leaving, MARO DUNASTE comes running up:

> *"I need to come with you. There are preparations I need to make, or you'll never be able to get into the Ministry. I still have some people I can trust in Capital City."*

If the PCs inquire as to the nature of these preparations, Maro says he needs to check the alert levels and whether any security protocols have been changed. He will contact the PCs later on after the section WELCOME TO THE GRAY SIDE.

A LITTLE SLEIGHT OF HAND

A code cylinder can be acquired from a uniformed Imperial (i.e., not Stormtroopers) of any rank. The GM is encouraged to work with the players to devise a reasonable subterfuge to make this happen. Maybe a distraction allows some quick Skulduggery to lift one, or perhaps a disguise consisting of an appropriate uniform and rank could allow a Leadership or even Coercion challenge to allow a PC to "inspect" another officer's credentials.

SHADES OF GRAY

In this chapter the PCs are introduced to the GRAY SYNDICATE. This group of street thugs, con-artists and back-alley slicers have the contacts and technical skills to assist them, for a price. The clock is ticking, and the window of opportunity to escape from Lothal is getting smaller by the moment.

Although the PCs might find dealing with the Syndicate unsavory, they have few options. Some tough decisions lie ahead and the PCs might be forced to juggle expediency with their own moral code. How far are they willing to go in order to secure their freedom?

THE GRAY SYNDICATE REBORN

Lothal has many small criminal enterprises. Smugglers, gamblers, extortion rackets - all can be found in the murky back alleys of Capital City. The Gray Syndicate's founder, **YAHENNA LAXO**, realised that these activities were going to occur regardless, so why not benefit from them? Employing a mix of slicers, street toughs and bribed officials, Laxo was able to carve out a small but infamous kingdom in the Lothal underground. Although morally suspect, Laxo came short of actually killing anyone, although sometimes his withdrawal of protection from wanted citizens who could no longer pay amounted to the same thing.

The same cannot be said for his second in command, now the leader of the Gray Syndicate, **ROSY**. After the original Syndicate headquarters was raided by Imperial forces almost all of the original members were killed. Rosy was assumed killed as well but escaped, albeit with terrible injuries. One side of her face is badly burned and a replacement cybernetic eye glares out with a red gleam. One leg is a malfunctioning prosthetic also, leaving her with a pronounced limp. Constantly by her side is **DOOBIK**, an imposing Herglic who owes the Syndicate a large gambling debt and is paying off his tab working as Rosy's bodyguard.

Rosy kept a secret hard copy ledger detailing the Syndicate's clients and contacts, and has largely been able to pick up business where it left off. If anything her experience has hardened her even more, and her leadership is much more ruthless and unforgiving than Laxo's ever was.

ROSY [NEMESIS]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	1	2

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
4	14	1	1 1

Skills: Coercion 3 (⬡◆◆), Cool 2 (⬡⬡), Deception 3 (⬡⬡◆), Skulduggery 2 (⬡⬡), Stealth 2 (⬡⬡◆), Streetwise 2 (⬡⬡), Ranged – Light 3 (⬡⬡⬡), Underworld 3 (⬡⬡◆), Vigilance 4 (⬡◆◆◆).

Talents: Adversary 1 (Upgrade all combat checks targeting this character by 1).

Equipment: H-7 "Equalizer" Blaster Pistol (Skill: Ranged – Light (⬡⬡⬡); Range: Medium; Damage 7; ⊙⊙: inflict 1 Critical Injury; Accurate 1, Superior, Stun Setting). Smuggler's Trenchcoat, 2 chance cubes, Cybernetic Eye.

DOOBIK [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	1	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	17	0 0

Skills: Brawl 2 (⬡⬡◆), Charm 1 (⬡◆), Melee 2 (⬡⬡◆), Resilience 1 (⬡◆◆), Streetwise 1 (⬡◆), Ranged – Light 1 (⬡◆).

Talents: Adversary 1 (Upgrade all combat checks targeting this character by 1).

Equipment: Brass Knuckles (Skill: Brawl (⬡⬡◆); Range: Engaged; Damage 4; ⊙⊙⊙⊙: inflict 1 Critical Injury; Disorient 3), Heavy Blaster Pistol (Skill: Ranged – Light (⬡◆); Range: Medium; Damage 7; ⊙⊙⊙: inflict 1 Critical Injury; Stun Setting). Heavy clothing

OLD MAN STENSON

The market in the old quarter is run down and quiet early in the morning. Most of the stalls are shuttered, either through not being able to pay their traders fees, the proprietors being caught up in the Imperial sweeps, or just through lack of business—very few citizens have curfew passes.

As the PCs approach the marketplace, an Imperial patrol stops them and asks to see their curfew passes. They scan them and then nod, telling the PCs to move about their business quickly. It seems that "Ears" has come though.

Old Man Stenson's repair stall is shuttered also, although there is a gap at the bottom of the metal shutter which PCs can crawl under.

Sat at a repair bench at the back of the stall is an aged human, thin and wiry with a grey topknot. He is very grumpy and will not give the PCs the time of day. Once they mention Benelli's marker, he will assist them, but will still string them along for a few minutes, telling them to "get lost" and he's "out of that business for good". Eventually he will relent, but will insist that this is the *absolute* last time he will help anyone.

EMPIRE ON PATROL

Lothal is under lockdown, and most citizens are obeying a strict curfew. The PCs can avoid attention by travelling either by back alleys or the underground. Under these circumstances it is best to avoid drawing attention to oneself. But either through necessity, or simply because they want to do things "the easy way", gunfire may ensue. Blasters, even on stun settings, are quite loud, and any time a fight breaks out there may be a possibility of a nearby Imperial patrol being alerted. The GM may flip a destiny point to bring in such a patrol, or if he wishes an element of chance he may have the PCs roll ⬦, with a result of ⬤ or ⬤⬤ indicating the shots have been heard by a patrol. If this happens use the stat blocks for the standard Imperial Stormtrooper patrol from Act 1.

Stenson gives the PCs an address and tells the PCs to be there in an hours time. An unmarked speeder van will collect them and take them where they need to be

MEETING THE GRAY SYNDICATE

Assuming the PCs make the meeting, the black van will pull up on cue. It is big enough to hold all of the PCs along with several Gray Syndicate members. After a short ride the van pulls into a dirty side alley. There is a loading dock to an underground storage cellar.

> *One of the Gray Syndicate toughs triggers a small remote. A section of the cellar wall slides aside, revealing a short tunnel that opens up into a large room. Along one wall several slicers glance up from their terminals, eyeing you cautiously as you enter. A heavily scarred Rodian, flanked by a massive Herglic and several other tough looking aliens approaches, limping visibly. "I'm Rosy," she says in heavily accented basic. "I hear you've been looking for me."*

The PCs may introduce themselves and name their request. Glancing around, the PCs can see at least ten armed gang members covering them with weapons ranging from pistols to blaster carbines. Several doors lead off to smaller rooms, Rosy's 'office', and an emergency exit leading straight into the Lothal sewer system. It seems they have learned a lesson from their previous hideout about always having a way out.

Rosy listens and takes the code cylinder from the PCs. Eventually she nods slowly.

> *"I think we can do business. Now I know you're against the clock, but this kind of work can't be rushed. Fortunately I have some business that you can assist with while the work is being done."*

Creating the ISB code cylinder will incur 15 obligation to the Gray Syndicate. She will hand over the cylinder when the groups obligation has been reduced to zero. She has several tasks that need to be completed, each of which will reduce the obligation burden by a certain

amount. The PCs may choose which tasks to perform.

Rosy stresses that the streets are under scrutiny right now (see **Empire on Patrol** page 33). She wants the PCs to keep a low profile wherever possible. Any excessive violence is likely to bring Imperial response, and she is highly sensitive to this.

WELCOME TO THE GRAY SIDE

Following are several "mini-encounters" from which the PCs may pay down their obligation to the Gray Syndicate. Each can be expanded as much or as little as the GM wishes, but they should each only take between 10-20 minutes to play out.

Rosy disappears into a back room, and leaves her Gotal assistant **BRAKAG** to explain the particulars of the assignments.

A rough looking Gotal, dressed in worn leathers and with a heavy blaster pistol prominently slung at his hip, steps forward. "Name's Brakag," he grunts around several missing teeth by way of simple introduction. "But in Rosy's absence you just call me 'boss'. I've got a bunch of little messes that need tidying up, and I see you've been stuck with the broom. I don't care what gets done, or how you do it, as long as it's enough to cover your dues and there's no blowback on the Syndicate. Now listen up, I'm not about to repeat myself."

Brakag will hand the PCs a datapad with the information on table 3.1 (Brakags Jobs), showing the jobs available and the subsequent rewards. It should be obvious that if the "Marked Woman" job is taken then the PCs will only need to complete two jobs in total, rather than three. Brakag alludes to this, saying "Don't mind gettin' your hands dirty? You know what to do," with a leering grin.

The boxes titled "Brakag's Brief" are the Gotal's brief introduction to the mission, and should be read aloud or paraphrased to the players. The more detailed brief follows for the GM, and aspects of this may be included in a

Q&A with Brakag at the GM's discretion. Note that Brakag is surly, and doesn't suffer fools gladly. He requires the PCs to choose a task, and then he will give them the detailed brief. At this point the PCs are committed – he won't give all the briefs out in advance, as he feels his time is more important than that of the PCs.

Once he feels the PCs have enough information to do the task (or if he gets annoyed with them for some other reason) he ends the conversation with a gruff "Now quit yer yapping, and hit the street. Clock's tickin'".

BRAKAG [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	3	2	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	11	0 0

Skills: Coercion 2 (⬡⬡), Perception 1 (⬡◆◆), Streetwise 1 (⬡◆◆), Survival 1 (⬡◆◆), Ranged – Heavy 1 (⬡◆), Vigilance 3 (⬡⬡◆).

Talents: Adversary 1 (Upgrade all combat checks targeting this character by 1).

Equipment: SWE/2 Sonic Rifle (Skill: Ranged – Heavy (⬡◆); Long: Medium; Damage 8; ⬢⬢⬢⬢⬢: inflict 1 Critical Injury; Concussive 1, Slow Firing 1, Stun Damage). Heavy clothing, comlink

TABLE 3.1: BRAKAG'S JOBS

Assignment	Type	Obligation Paid Off
Protection	Protect a valued client.	5
Collection	We're owed money. Collect it.	5
Spice Nerf	Deliver a package. No questions asked.	5
Marked Woman	Betray the syndicate? This is what happens.	10
Safe House	These clients are paying for our protection. Provide it.	5
Data Collection	Gather some information from the bucket-heads. Carefully.	5

PROTECTION (5)

BRAKAG'S BRIEF

"Bror Wensett is a friend to the Gray Syndicate. He is a very generous patron of several of our gambling establishments, in particular The Blue Moons. Unfortunately he has been threatened by a wannabe gang of street toughs. Your assignment is to make sure he makes it home safely after tonight's excursion, and to make sure the rival gang understands their place in the order of things on the street. We'd rather have them alive to tell the tale. Most of them at least. Also try to avoid gunfire, it draws unwelcome attention."

Bror Wensett is a businessman in his late forties. He will be leaving the Blue Moons at midnight and heading home. The PCs should accompany him, but attempt to be inconspicuous (they may make an **Average (♦♦) Stealth check** to follow Bror unnoticed). Along the way a group of street toughs will attack, intending to hurt Bror, who they claim to be an Imperial lackey.

You check the provided holo as patrons leave the Blue Moons casino by the back door. The streets are on lockdown after all. After several gamblers make their way into the night, the door opens and Bror Wensett emerges. After glancing nervously around, he moves off. As you move to follow him, you see the shapes of several armed thugs closing in. It seems the threat was real.

The gang members will attack as two minion groups of three. Their primary target will be Bror (who will cower). If the PCs succeeded on their Stealth check, the gang will be taken by surprise – the PCs may add one automatic ✯ to their initiative check.

One minion group is armed with clubs (stats as per truncheon). – These will initially move on Bror while the second group covers them. The second group are armed with Combat Knives.

COLLECTION (5)

BRAKAG'S BRIEF

"Ok, this should be an easy one. The three businesses on this list owe us the amounts showed. You turn up, you collect, you don't take no yakkity back chat. Easy."

The three addresses are quite close together, it shouldn't take to long to get round them.

The PCs may approach them in any order. Note – the Gray Syndicate are expecting a total of ⇞700. They won't question who paid what as long as the total adds up.

GYLL'S GROCERS (⇞100)

Gyll Bennek is a burly human who runs a grocers stall in the Old Quarter Marketplace. He has a trade license which the Gray Syndicate procured for him at the price of 20% of his profits each week.

"It's not that I'm not grateful to the Gray - to my, ah, business partner – I am! It's just that with this lockdown in place, business is slower than a dehydrated Hutt. I can pay half this week, and I'll make the rest up later."

Gyll will protest that business is almost non-existent with the lockdown in place. He can only scrape together ⫣50 this week. If the PCs wish to convince him to give the full amount they may attempt an **Average (◆◆) Negotiation, Coercion or Charm check**. Coercion and Negotiation each receive ■ to the check as Gyll is quite hard headed. The Charm attempt will actually work better as he doesn't really want any trouble.

MUNGO'S (⫣250)

This is a cantina run by a red-skinned Twi'lek man named **Mungo Kode**. The Gray Syndicate helps him to import several hard to find beverages. When the PCs enter he will shout that he is closed. As soon as he realises who the PCs are, he goes for the heavy blaster pistol beneath the bar and starts shooting. If he takes wounds to exceeding 50% of his Wound Threshold he will drop the blaster and surrender, saying the credits aren't worth dying for. He has ⫣370 in the till and a further ⫣300 in the safe. Use the Street Gang (Minion) profile for Mungo.

REENA'S EMPORIUM (⫣350)

Reena Shalo is a human female who runs a gift shop selling overpriced art deco items to the more well-off Lothal citizenry. Her (late) husband had extensive gambling debts to the Syndicate which Reena has unfortunately inherited.

She will attempt to **Charm** the PCs with her tale of woe, which is actually true. The PCs may make an opposed **Discipline (◆◆◆) check**. If the PCs fail they will accept her offer of half the amount (⫣175). They will have to find another way to make up the difference with the Gray Syndicate.

SPICE NERF (5)

The PCs are handed a satchel containing a sealed brown package of Glitterstim spice. The delivery address is down a side alleyway. As the PCs approach the unmarked door, a group of street toughs steps out of a doorway.

Five armed thugs, of various species, step out of the shadows of a nearby doorway. Most are armed with clubs or knives, but the one you assume to be the leader, a rangy looking Aqualish, covers you with a blaster pistol. "The delivery we were expecting," he growls. "Hand it over."

These are not any major opposition of the Gray Syndicate, rather an opportunistic group of thugs who have noticed that this location is often used for deliveries.

The PCs may decide to fight it out, or if they prefer to avoid violence (and the noise it generates) they can offer to pay off the thugs. This will require a **Hard (◆◆◆) Negotiation or Streetwise check** if they offer less than ⫣500, or an **Average (◆◆) Negotiation or Streetwise check** if they offer more than ⫣500. In the unlikely event that they offer ⫣1,000 or more, there is no need for a check – the thugs will automatically accept the offer.

Once the street gang is dealt with the PCs may knock the door and deliver the passphrase. When they do a small delivery hatch opens. The package is accepted, and a small delivery token is passed out. "Give that to the Gotal", says a voice from the other side of the door.

Brakag will accept the token as proof of delivery.

STREET GANG [MINION]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	6	0 0

Skills: Cool 1 (⬡◆), Discipline 3 (⬡⬡◆), Perception 1 (⬡◆◆), Ranged (Light) 2 (⬡⬡◆), Vigilance 2 (⬡⬡).

Equipment: Blaster Pistol (Skill: Ranged (Light) (⬡◆◆); Range: Medium; Damage 6; ✹✹✹: inflict 1 Critical Injury), heavy uniform clothing, comlink.

MARKED WOMAN (10)

Shanna Soolay is a Zeltron exotic dancer. She performs at the **Purple Ronto** (a lugubrious back alley establishment, catering to the less well off of Lothal's citizenry) , and will be leaving by the back door when her shift is up. The PCs can have a choice – they can eliminate her as requested, or they can fake her death. If they choose elimination she will not resist, saying she knew this day would come and to make it quick.

Alternatively the PCs may try to persuade her to leave town. This is an **Easy (♦) Charm check**, although she will need some assurances. The PCs will also need to take a holo of her "death". Injuries can be faked using any creative method the PCs can come up with.

When the PCs present the holo to Brakag they must make a **Hard (⬡♦♦) opposed Deception check** against his Discipline. If they were particularly creative with the holo the GM may award them ▢ or ▢▢ to the check. If they fail read the following:

Failing the task incurs a Group Obligation of 10 to the Gray Syndicate that they may call in in a future adventure session. This is separate from the temporary 15 point Obligation they are attempting to clear in return for the code cylinder. For now, the group must undertake some further jobs.

If the group successfully deceives Brakag but scores ⬡ on the check, he is highly suspicious and says that he's reconsidered and the group only gets half credit for the job (5 points removed from their obligation).

SAFE HOUSE (5)

The two clients are an Ugnaught named **Dunbar** and a human male called **Villy Korbain**. Dunbar provides no problems and is keen to move. The PCs should make an **Average (♦♦) Stealth or Streetwise check** (their choice) check to travel via alleyways and back streets avoiding Imperial attention. If they fail they are spotted and will need to explain to a Stormtrooper patrol what they are doing with Dunbar. They have curfew passes, but he doesn't. The PCs may attempt any of the Social skills, with difficulties as follows:

TABLE 3.2: SOCIAL CHECKS

Acting Skill	Opposed Skill (Difficulty)
Coercion, Deception, Leadership	Discipline (♦♦♦)
Charm	Cool (♦)
Negotiation	Negotiation or Cool (♦)

The GM should feel free to apply ▢, ▢▢ or ◼, ◼◼ for any particularly effective or disastrous conversational ploy! If the PCs succeed their Stealth, Streetwise or social check they successfully deliver Dunbar to the safe house.

Villy is a little more problematic. When he sees the PCs approaching the safe house he panics, assuming Rosy has sent a hit squad. He decides to make a run for it. The PCs see a door fly open further down the alley and Villy runs. Read aloud or paraphrase the following:

The PCs may decide simply to let him go, but if they give chase through the narrow and rubbish strewn back alleys they must make an **opposed (🔴◆◆) Athletics check** against Villy's **Athletics**.

The chase starts at long range, and the difficult terrain of the alleyways adds ■ to the check. If the pursuing PC(s) succeed they close the distance on Villy by one range band. Once they close the distance to Engaged range Villy drops to his knees and starts whimpering, begging the PCs to "Just make it quick". They can then escort him to a second safe house as with Dunbar above.

If the PCs fail the chase check, then Villy has increased his lead by one range band. If he increases it past Extreme range he has lost his pursuers and the PCs will have some explaining to do when they report back to Brakag.

Note: The PCs may wish to bring Villy down with stun blasts. The GM may (or may not!) wish to remind them that these are loud, and may draw Stormtrooper patrols. If they insist, refer to the sidebar **Empire on Patrol** page 33.

Consult the following table for chase results:

TABLE 3.3: ALLEYWAY CHASE RESULTS

Result	Effect
🌕	PCs use a minor short cut, each pursuer may recover one point of strain.
🌕🌕	Villy stumbles over an obstacle. PCs gain ◻ to next check.
🌕🌕🌕 or ⟁	PCs may upgrade their next check once, as Villy has to avoid a patrol.
⊚	Breathing hard, each pursuing PC takes a point of strain.
⊚⊚	Villy knocks over refuse or a passer by into the path of the PCs. They suffer ■ to their next check.
⊚⊚⊚ or ▽	As Villy passes a side street, a Stormtrooper patrol rounds the corner. The PCs are forced to take a new route, upgrade the difficulty of their next check by one.

DATA COLLECTION (5)

Brakag will hand the PCs a custom datapad with a pre-installed slicing module custom designed to retrieve specific data from the communications node of Imperial Intelligence network. This is the frequency that disseminates orders to patrolling troopers via their helmet comms. The slicer is very limited in range however, and requires the PCs to get within engaged distance (i.e., a couple of meters) of an Imperial Troop Transport. Once in position the PC must make an **Average (◆◆) Computers check** to retrieve the data packet. The custom datapad grants ◻ to the check.

If the PC succeeds on the check then he has the information. If he fails then he will have to try again on a different vehicle. If the check (successful or not) generates ⊚⊚⊚ or ▽, then his proximity to the ITT has drawn the attention of the accompanying troopers, and they move to question him.

Note that the PCs may attempt to mitigate the chance of the troopers noticing their team mate by distracting the troopers. The GM and PCs may agree on any suitable check for this purpose, and if successful the slicer may gain an additional ◻ to his check. In fact even a

failed distraction attempt may grant a ☐ to the slicer, but cause unwanted problems to those providing the distraction!

JOB DONE

Once the PCs have cleared their 15 points of obligation, read or paraphrase the following:

> *Brakag eyes you as you report back in. "Not bad, not bad. But there's another-"*
>
> *"No, they're good". The interruption comes from Rosy, who enters from her office looking over a datapad. "The debt is discharged. Not a bad night's work, all told." She reaches into a pouch and pulls out an Imperial code cylinder. "As promised. Some of our best slicers work, but don't dawdle – this thing has a limited shelf life. Until then it gives you ISB clearance. Minimal ISB clearance mind, we didn't want to push our luck. But still, that should open plenty of doors. Now get scarce."*

If the PCs incurred extra obligation earlier read the following:

> *As you are leaving the hideout, Rosy calls out after you. "You know now, we collect on our debts. We'll be in touch."*

This can be a plot hook for future adventures involving the Gray Syndicate on Lothal.

When the PCs have cleared Gray Syndicate territory, they may think to contact Maro Dunaste to check if his preparations have borne fruit. If not, he will contact them.

> *"My friends. Meet me at our usual place. I have some news for you and I think we are ready to go. I'll see you soon."*

The "usual place" is Yen & Werry's. If the PCs cannot remember this, allow a PC to have a flash of insight by flipping a destiny point.

A FINAL MEETING

Security forces in the city seem to have been redeployed on more urgent business, and getting to the Cap-City Docks is far easier than before.

Maro Dunaste meets the PCs at Yen & Werry's. After some brief pleasantries, he says he has some information for them.

> *"Good to see you again my friends. I have had some success in procuring Imperial uniforms. Sometimes it pays to know where the Empire washes its dirty laundry. Anyway, I have stashed these uniforms in the alley behind this establishment. Obviously I cannot accompany you to the Ministry itself, I would be recognised immediately. But I can help you to prepare. Do you have any questions?"*

The PCs may well have some questions about the mission. Here are some they might think to ask, along with Maro's responses:

HOW DO WE GET TO THE MINISTRY?

> *"You can use any vehicle you might have. If you wish to remain low profile however, you can use the civilian transport, such as the monorail. It's not without precedent for Imperial officials to use public transport during their investigations."*

HOW DO WE GET INTO THE MINISTRY?

> *"The forged ISB code cylinder will get you in the door. Once inside, check in at reception, again with the cylinder. This will establish your credentials and right to be there."*

WILL WE NEED VISITOR PASSES OR THE EQUIVALENT?

> *"No! Your ISB cover is all the pass you need. No ISB Agent would expect to be treated as a visitor, they would expect to have access to any door in the building, no questions asked."*

WHERE DO WE NEED TO GO ONCE WE GET THERE?

"The Control Center is on the fifth floor, which is at the top of the building. Be careful not to trigger any alerts. We want to avoid firefights in the Ministry if we can help it. Remember that this is a civilian establishment, although it is overseen by the Empire. Most people working there are just trying to do their jobs."

WHAT SECURITY CAN WE EXPECT?

"The Ministry has tightened all security protocols after a computer intrusion a short while ago. It's unknown whether the intruder acted with or without the knowledge of her mother, who was a data security expert contracted to the authorities. But as the whole family has since fled Lothal, they were all presumed to be complicit. The security control room is on the top floor, with guard quarters on the ground, third and fifth floors. Each guard quarters maintains a shift rota of four active guards at any one time, or twelve for the building overall."

WHAT DO WE NEED TO ACHIEVE AGAIN?

"Once in the control room, you need to access a computer terminal, any one will do. Then locate ship identifiers at the civilian spaceport and release the lockdown on one of them."

HOW DO WE GET AWAY?

"If no alert has been sounded you can leave the way you came. If you need to get away quickly, the employee vehicle park is at the rear of the building. I'm sure one of you is capable of hotwiring a speeder if necessary? If all else fails, there are always the sewers."

If the PCs have a question that is not covered here, try to answer as best as possible,

Once the PCs are ready to go, Maro will tell them where the uniforms are hidden.

He will advise them that a human should ideally be taking the lead (see **The Non-Human Issue** below). He will then wish them good luck and says he will meet them at the spaceport later.

THE MINISTRY

The Transport Ministry is a squat, five story building set back from the main thoroughfare and flanked on either side by smaller government buildings. It was re-purposed after the Imperial occupation, so although it has been modernised it is still more reminiscent of traditional Lothal architecture than the newer Imperial buildings that dominate the Capital City skyline.

The ground floor entrance lobby allows access through a large set of transparisteel double doors. As you watch you see some workers entering, inserting ID code cylinders into a small security panel set beside the main doors.

The PCs arrive at the Ministry by whichever form of transport they have chosen. The large transparisteel double doors at the entrance provide them with their first opportunity to test the slicing work of the Gray Syndicate. When the ISB code cylinder is inserted in the slot on the door panel, the doors hiss open without incident.

THE NON-HUMAN ISSUE

All Imperial officers and high level staff are human. Aliens are employed in Imperial service as technicians, data analysts etc, anything that does not give them a level of authority, particularly over humans. Therefore the ISB security team should be led by a human, but aliens on the team will not raise alarms. If the PCs have no human characters, they should come up with a plausible cover story before entering the Ministry. (This will entail a deception check if they are questioned on it. It will also automatically start the threat counter at 2 – see **The Growing Threat** page 41). They should also have a reason worked out in advance as to why they need to log in once they reach the Control Center.
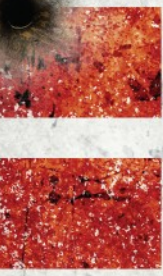
The PCs may know that they should check in with reception. The receptionist, a young human female will be slightly flustered, and will nervously inquire as to the purpose of the visit. If the PCs are acting in character they will refuse to tell her, saying its Imperial business.

If they don't check in, an admin assistant will approach them and ask them to check in with reception, as security has recently been increased.

ENCOUNTERS WITHIN THE MINISTRY

The majority of the personnel that the PCs will encounter within the Ministry will be effectively civil servants, but there are a good number of lower-ranking Imperials as well. As a non-military institution the Ministry would normally be much easier to infiltrate, but there was a recent security incident which has caused all procedures to be tightened, and all personnel to be extra jumpy. For encounters with generic Ministry staff assume a dice pool of ◆◆ for anything that ministry staff attempt to do, or ◆◆ for opposed interactions with the PCs. Feel free to apply ▢ or ■ to such interactions based on circumstances and the actions of the PCs.

As the PCs are making their way to the fifth floor the GM should have them make a group **Cool check** (using the lowest **Cool** score in the group) with a difficulty of ◆◆. As the PCs are disguised as ISB officers, they outrank anyone they may come across, but it doesn't mean that they have carte-blanche to do whatever they want. If they succeed they may continue unhindered, but if they fail then someone has noticed something unusual. This could be a maintenance worker fixing a lift, a clerk carrying paperwork to another office, or a passing junior officer. Depending on any ◉ generated

THE GROWING THREAT

Everything the PCs do at the Ministry may potentially cause problems, but not all will be immediately apparent. The GM should track threat generated, and in addition to the immediate story effects, there is effectively a cumulative countdown timer to the arrival of the actual ISB. Every time the sliced code cylinder is used, for any purpose, it automatically adds ◉ to the threat counter.

Once the threat accrued reaches 10 the ISB arrive outside, led by **Durrik Phrell**, a Human ISB agent (see **The ISB Arrives** Page 44). If he sees the opportunity he will involve the PCs in a plot to discredit Agent Kallus (see **Wheels within wheels** page 45).

In the event of a security alert being issued, then disregard the threat counter, and immediately check the section **The ISB Arrives.**

The ISB will eventually arrive anyway, regardless of the status of the threat counter, as they are investigating all potential security problems during the ongoing operation and there have been a few flags at the Ministry. The threat counter allows for their earlier arrival, accelerating events and forcing the PCs into some potentially dangerous decisions.

alongside the failure, the NPC may simply ask if they can help the PCs with something, inquire whether they are lost, or (in the officer's case) if he is feeling brazen enough, might challenge them for that shift's security counterphrase.

TABLE 3.4: SPENDING ✪, ⊕, ◉, AND ▽ ON SOCIAL INTERACTIONS IN THE MINISTRY

Cost	Result Options
✪ or ✪✪	The PCs are acting within character and the disguises are working. Gain ▢ or ▢▢ on any subsequent social interactions within the Ministry.
✪✪✪ or ⊕	The PCs have sold the disguise completely. The opposing character offers to perform a minor task for them immediately.
◉ or ◉◉	The PCs disguise is unconvincing. Applying ■ or ■■ to any subsequent interactions. Adds ◉ or ◉◉ to the Threat total.
◉◉◉ or ▽	The NPC has seen something seriously out of place. He shouts for the PCs to halt, and will try to raise the alarm. See AN ALARMING DEVELOPMENT.

Important GM note – this is an optional situation be used to generate an atmosphere of tension during the infiltration, rather than to completely derail the adventure. Reward the PCs for acting in character on any social challenges with ☐ or ☐☐. If the GM feels it would slow things down or cause problems, feel free to skip this check.

THE CONTROL CENTER

The control center is on the fifth (top) floor. Turbolift access stops at floor four and access to floor five requires a security override. The ISB code cylinder will allow access with a **Simple (◆) Computers check**. Remember this adds ⟳ to the threat counter, along with any ⟳ generated by the check.

The lift opens on to a long featureless corridor, but there are regular wall signs pointing to various departments, including the Control Center itself.

The door to the Control Center is locked and the PCs must request access via a small comm panel beside the door. This will likely require them leveraging their ISB identities by way of an **Average (◆◆) Coercion or Leadership check**, but as personnel have been notified of an ISB visit they may add ☐ to this check.

Note: The expected ISB visit is a fact that the PCs may or may not pick up on, and assign importance to. Have the staff in the Control Center respond to mention of the ISB with a sentence such as "Oh, the inspection team are early!" or similar.

If the alert has been triggered (see **An Alarming Development**) then no amount of shouting will get the staff to open the door. The PCs will have to try alternative means. They may attempt to break in with a **Hard (◆◆◆) Skulduggery or Computers check.** This door is

There are several ways in which the alarm might be raised during the incursion into the Ministry. This is a different situation from someone simply being concerned with the PC actions, or noticing something amiss, which may cause minor, temporary problems, and will add to the ongoing threat counter. The alarm being raised will cause the building to go into lockdown, and will summon reinforcements immediately (in the form of ISB officer Phrell and his unit). Lockdown has the following implications:

All exterior doors will lock, and all turbolifts will shutdown. These can be subverted with either Skulduggery, Mechanics or Computers, depending on the approach of the PCs. The difficulty for any such checks will be **Hard (◆◆◆)**. The Ministry Security teams will mobilise and attempt to find the threat. They have security code cylinders that will allow them through any locked doors and allow them to use the turbolifts. Imperial forces at the nearest station will be alerted and will arrive shortly. In this case they will be led by ISB Agent Phrell.

When the alarm is triggered, either by PC actions or by the natural course of the adventure, read the following:

Suddenly the lighting around you switches to red as an alert siren sounds. A voice comes over the comm system. "Attention. A security alert has been issued by the Imperial Security Bureau and the building has entered lockdown status. Remain where you are and comply with orders. Further updates will be forthcoming. I repeat..."

more secure than most in the Ministry and can't be overridden by the ISB code cylinder.

Once inside they are met with a small room with four technicians working at computers.

There are large screens showing the status of any air or ground traffic around Capital City. Although most air traffic is grounded, TIE patrols and other Imperial vehicles can easily be

made out by their distinctive red icons.

The technicians are unarmed and will not offer resistance. If threatened physically, one will attempt to raise the alarm.

The computers can be used by anyone, but accessing the lockdown protocols for the Spaceport requires the ISB code cylinder override. The PC doing this should make an **Average (◆◆) Perception check**. If successful, they notice that the user ID is originally set to **PHRELL_ISB_332** but almost instantly changes to **KALLUS_ISB_021**. The PCs can make of this what they will, but it is part of Phrell's scheme (see **Wheels within wheels** page 45).

There are three vessels docked at the civilian spaceport that can be released by making a **Computers check** to activate the correct overrides, and issue orders to docking bay ground staff. The vessels and the difficulty of the Computers check are as follows:

1) Bay 17 - A Starcommuter-2000 passenger shuttle (◆)
2) Bay 19 - A G9-Rigger transport, the *Last Kiss* (F&D CRB p262) (◆◆◆)
3) Bay 25 - A Curich-class shuttle the *Sandaran Mist* (Desperate Allies, p61) (◆◆◆◆)

The Starcommuter-2000 and the *Last Kiss* are both civilian craft, but the *Sandaran Mist* is listed as military overspill from the main Imperial Spaceport.

The ISB Code Cylinder provides ☐ to the PCs Computers skill. They may be able to get further ☐ by clever role playing, e.g. by asking the control room staff what today's security code is, asking about spaceport procedures, personnel rotations etc. The GM should reward good ideas here. He may also wish to remind the PCs if they want to spend a destiny point (if they have any) as this is an important roll.

If the PCs succeed with ✪✪ or more on their check, or ✦ then they can reallocate ground crew working on their chosen ship. This allows them to skip the **Ground Crew** encounter later on at the spaceport.

THE ISB ARRIVES

As the PCs release the lockdown on their chosen ship, alarms go off as a security alert commences. Read or paraphrase the following:

As you are finishing your work on the terminal, the lighting in the room suddenly switches to red as an alert siren sounds. A voice comes over the comm system.

"Attention. A security alert has been issued by the Imperial Security Bureau and the building has entered lockdown status. Remain where you are and comply with orders. Further updates will be forthcoming. I repeat..."

This is nothing to do with the PCs immediate actions but is part of the scheduled arrival of the ISB, although it may be triggered early (see **The Growing Threat** page 41)

To get out of the building, which the security teams are now patrolling, the PCs can try several different things:
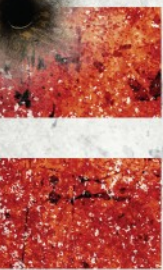
Stealth: They may try to sneak past the patrolling Security teams. This will require two **Stealth (◆◆) Checks** as they make their way to the exit of the building.

Diversion: They may attempt to start a fire, cause an explosion, or slice internal scanners to show false signals. Allow for creativity and set difficulty of any requisite skills checks at **Average (◆◆)** unless they are attempting something particularly difficult in which case set the difficulty at **Hard (◆◆◆)**.

Fighting Withdrawal: They may simply wish to fight the Security teams to escape. Use the profile for the *Thranta Blue* Security guards (p18) if they choose this option.

Whichever option they choose, they will eventually arrive on the ground floor, ready to leave by either the front or back entrance. At this point, **ISB Agent Durrik Phrell** will introduce himself.

Note: The ISB code cylinder can no longer be used when the building is in lockdown status, whichever strategy the PCs decide on.

ESCAPE FROM THE MINISTRY

The PCs may be pondering their situation, and judging what is their best method of escape from the Ministry. They may have an escape vehicle nearby already, or be considering whether to head for the employee speeder park, or make a dash for the nearest underground entrance. As they are pondering their options, a commanding voice booms out of an amplified speaker system:

> *"Attention insurgents. I am Agent Durrik Phrell of the Imperial Security Bureau. The building is surrounded, but I am sure that we can resolve this situation without needless... unpleasantness. I propose a meeting to discuss the situation. I am willing to enter the building alone and unarmed. Do you agree?"*

Phrell is working on his own scheme (see **Wheels within wheels** page 45). He is being quite genuine, and any PC with the ability to determine this (with the use of the **Sense** power for example) will detect no deception.

Parked outside the Ministry are an Imperial Troop Transport, and several troopers on Speederbikes.

The PCs may see this as an opportunity to negotiate, or even to secure a potentially high ranking hostage. If they agree to discuss terms, move to **The Offer**. If they want nothing to do with Phrell, move to **The Escape**.

THE OFFER

Durrik Phrell approaches the building, hands up and unarmed. He is a human male, slim and looks to be approximately 40 standard years old, with signs of early gray at the temples. He uses his code cylinder to open the door and comes in. He tells any nearby personnel to leave the area, he wishes to speak to the group privately.

He then explains his offer:

> *"We can all agree that you are criminals, that is not the issue here. Operations are currently ongoing to secure the capture of a much more dangerous group of terrorists, wanted for high treason and various other offences. For reasons which I do not intend to go into in detail, it would benefit me to... facilitate your exit from Lothal. I presume that you have a way off world? I propose to transport you there, along with one driver. Upon arrival you will stun us both and be on your way."*

Phrell is sincere in this offer. The PCs are likely to have questions, here are some that may occur to them:

HOW CAN WE TRUST YOU?

> *"That is up to you. My offer is genuine and to be frank, you don't really have many options at this point."*

WHAT ABOUT THE FORCES OUTSIDE?

> *"You will escort me from this facility at gunpoint, I will order my men to stand down and not to pursue."*

WHY ARE YOU DOING THIS?

"Suffice to say I have my reasons. This course of action means no further damage to Imperial infrastructure or personnel, I attain my goals, and you get away. Where you go afterwards is up to you, but I would advise against a return to Lothal."

HOW WILL YOU EXPLAIN TO YOUR SUPERIORS?

"Leave that to me. I have contingencies in place, fear not. I attempted to negotiate a peaceful surrender, and the dastardly rebels overpowered me."

If the PCs accept the offer, events will play out exactly as Phrell has described. As soon as they leave the building, Phrell will order his troops to stand down, and not to pursue. He orders all troops from his ITT with the exception of the driver.

WHEELS WITHIN WHEELS

Lieutenant Durrik Phrell was the ranking ISB officer on Lothal prior to the arrival of Agent Kallus. Since that time he has found himself sidelined in almost every operation, as Kallus has sought to take all the credit himself, elevating his own importance in the eyes of superiors such as Governor Tarkin and Lord Vader. Phrell believes that Kallus was instrumental in the deaths of Taskmaster Grint and Commandant Aresko, although he, Phrell, has not been able to find substantiating evidence.

Phrell has had enough, and will use this opportunity to try to undermine the current operation that Kallus is leading personally. Phrell has been informed by an Imperial counter-slicing team that his ISB credentials are being used at the Ministry. He has surreptitiously substituted Agent Kallus' credentials for his own on the records. He believes that capturing this minor group of troublemakers will barely be noticed, but allowing their escape during Kallus' operation will further cement Kallus' incompetence, or even complicity.

The driver will then drop them at the civilian spaceport. Hopefully the PCs will stun Phrell at this point. If they kill him or the driver, the other Imperial will attempt to grab a weapon from nearby storage and fight.

From here they may enter the spaceport and make their way to their chosen ship.

If the PCs followed the plan they will find out at some point after leaving Lothal that Phrell has issued warrants for their arrests, as criminals involved in insurgent activities on Lothal. Each PC receives a 5 point **Criminal** Obligation. If the PCs killed Phrell and/or the driver of the ITT then they each receive a 10 point **Criminal** Obligation.

THE ESCAPE

The PCs may wish to have nothing to do with Phrell and to try to make their escape. Engaging in a pitched battle with the forces at the front of the building is unwise – the fight will take time and reinforcements can be summoned at any moment.

At the front of the building is an Imperial Troop Transport (ITT) along with one squad of four Stormtroopers as well as Durrik Phrell himself. Additionally there are two speederbikes with troopers on nearby. These forces are situated initially at MEDIUM range from the front of the building, on the main road.

There are also several civilian landspeeders parked within SHORT range of the building. The PCs could potentially make for one of these, but they will be under fire as they cross to the vehicle, as well as for however long it takes to get the vehicle moving. Hotwiring a landspeeder is an **Average (◆◆) Mechanics check**, but the GM should add one or more ■ to account for the PC trying to work fast, and being under fire.

The second option is the rear of the building. This opens out to the civilian landspeeder park. There are many more vehicles to choose from out here, although as with the ones at the front, none are armed. Phrell has sent one squad of four troopers to the back of the building and they are guarding the rear exit.

The third option is in the alleyway that runs alongside the Ministry building. There is an entrance here to the underground, but it is kept locked by a crude locking device. This can be

opened with an **Easy (◆) Skulduggery check**, or by simply blasting it off. If the PCs checked for such an exit earlier on this is an option. If they suggest it now, they might discover it by asking personnel if there are any other exits ("The side door that leads to the alley, but it's kept locked!"), by making an **Average (◆◆) Computers check** at any terminal to view building plans, or by using a destiny point ("Did we notice any other exits when we came in?"). Before they can escape underground however, they need to open the side door with a **Average (◆◆) Skulduggery check**. Although sealed by the lockdown too, this is an older and less secure door that was overlooked in the last round of security upgrades.

Once the PCs get the underground entrance open refer to **Going Underground** (page 14 of the **Spark of Rebellion** sourcebook). An enterprising GM might spend a dark side destiny point to have a squad of troopers round the corner of the alley just as they are vanishing down to the underground…

Once the PCs obtain transport, they may attempt their escape.. Treat this as a CHASE SCENE using the piloting and chase rules from an appropriate Core Rulebook (EotE p240-241, AoR p254-255, F&D p246-247). The PCs will have a one round head start as the Imperials are jumping back into their various vehicles and so will begin at MEDIUM range from their pursuers.

DURRIK PHRELL, ISB AGENT [NEMESIS]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	3	2	2

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
3	14	12	0 0

Skills: Coercion 2 (⬡⬡), Cool 2 (⬡⬡), Deception 2 (⬡⬡◆), Education 1 (⬡◆), Melee 1 (⬡◆), Ranged Light 2 (⬡⬡◆), Vigilance 2 (⬡⬡).

Talents: Adversary 1 (Upgrade all combat checks targeting this character by 1), Confidence 1 (May decrease difficulty of Discipline checks to avoid fear by 1).

Equipment: Blaster Pistol (Skill: Ranged – Light (⬡⬡◆); Range: Medium; Damage 6; ⚁⚁⚁: inflict 1 Critical Injury; Stun Setting). comlink, datapad, ISB Uniform.

If playing with any of the Beginner Game rules then the PCs and the Imperial pilots should both make an **Average (◆◆) Pilot check** (The Imperials have a Pilot skill pool of (⬡◆). The streets are fairly quiet today, but there is some traffic. The GM should apply ■ to both sides to account for this. Compare successes from both groups. Whichever group has more overall ✷ closes or increases the distance between the groups by one range band per uncanceled ✷ scored on the check.

If the PCs are looking for a quiet alleyway or side street to escape down, they should make an **Average (◆◆) Perception check**, to see if they fnd such a route. If an escape route is spotted, they must make a **Pilot check** to get there without their pursuers seeing where they went. The difficulty of this check will depend on the distance from their pursuers, see the following table:

TABLE 3.5: EVADING PURSUIT DIFFICULTY

Range from pursuers	Difficulty
Short	◆◆◆◆
Medium	◆◆◆
Long	◆◆
Extreme	◆

IMPERIAL TROOP TRANSPORT 'ITT'

SILHOUETTE	SPEED	HANDLING	DEFENSE				ARMOR
3	3	-1	0	-	-	0	4

HULL TRAUMA	SYSTEM STRAIN
12	9

Weapons:
Dorsal Turret-Mounted Twin Medium Laser Cannon (Fire Arc: All; Damage 6; Range: Close; Linked ⚁⚁ (May hit a second time with the same damage), ⚁⚁⚁: inflict 1 Critical Hit.
Forward-Mounted Light Laser Cannon (Fire Arc: Forward; Damage 5; Range: Close; ⚁⚁⚁: inflict 1 Critical Hit.

614-AvA SPEEDER BIKE

SILHOUETTE	SPEED	HANDLING	DEFENSE			ARMOR
2	3	0	0	-	- 0	0

HULL TRAUMA	SYSTEM STRAIN
2	3
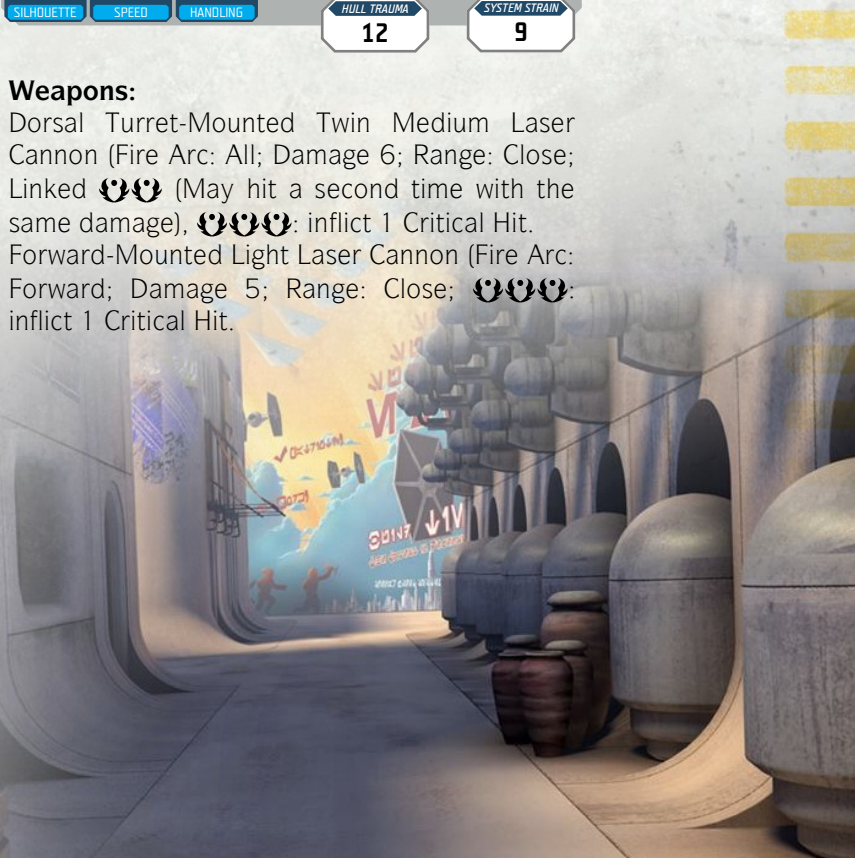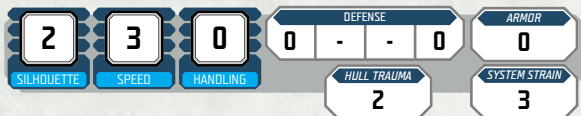
Weapons:
Forward-Mounted Light Repeating Blaster Cannon (This weapon uses personal scale not planetary scale (Fire Arc: Forward; Damage 8; Range: Long; ❂❂❂: inflict 1 Critical Hit); Pierce 1 (Ignore 1 point of Soak)

IMPERIAL DRIVER [MINION]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	4	0 0

Skills (group only): Piloting (varies; ⬡⬡◆ for a group of 3, ⬡◆◆ for a group of 2, ◆◆◆ for a single pilot).
Other commonly used skills: Cool (◆◆), Vigilance (◆◆).

Equipment: Holdout Blaster (Skill: Ranged (Light) (◆◆◆); Range: Short; Damage 5; ❂❂❂❂: inflict 1 Critical Injury; Stun Setting). Trooper uniform and helmet, blast vest, comlink.

Minion Rules: These troopers use the Minion Group rules, refer to Chapter 12 Core Rulebook

THE SPACEPORT

However the PCs arrived, they are now at their fnal destination – the Civilian Spaceport.

Read or paraphrase the following:

> *The spaceport has an atmosphere of expectant resignation. Bored crews are sitting around in port-side cantinas, while maintenance workers and dock hands are getting no such break.*
>
> *The various starships are secured via standard docking bay clamps, or in the case of the larger vessels, gravity locks.*

The PCs may proceed to Docking Bay 17, 19 or 25 (depending on which ship they have re-

leased) without incident. When they arrive at the bay they fnd the ship unlocked, with the docking clamps released.

GROUND CREW

Various personnel are moving around the bay. If the PCs did not score enough ☆ or ✦ on the Ministry computer to reallocate ground crew, then read or paraphrase the following, otherwise move to **The Getaway** (page 50):

> *As you are approaching your ship, two maintenance crew walk down the boarding ramp, and stop when they see you. "Where's Captain Igdry?" One of them asks suspiciously.*

The PCs can try whatever approach they wish to get past the two mechanics. If the PC attempts fail, or if the mechanics feel threatened in any way, they will attempt to run back up the ramp of the ship and hit the emergency hatch close. The PCs will then need to break into the ship, using either **Skulduggery** (hotwiring the lock), **Mechanics** (disabling the lock fail-safe's) or **Computers** (brute force slicing the door code). The difficulty for any of these checks is **Average (◆◆)**. They could also try further social checks versus the mechanics inside the ship, such as **Negotiation** or **Coercion**.

SPACEPORT WORKER [MINION]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	4	0 0

Skills (group only): Perception (varies; ⬡◆ for a group of 2, ◆◆ for a single worker), Vigilance (varies, as Perception), Mechanics (varies, as Perception).

Equipment: Hydrospanner (Skill: Melee (varies; ⬡◆ for a group of 2); Range: Engaged; Damage +1; ❂❂❂❂❂: inflict 1 Critical Injury). Comlink (Handheld), Datapad

Minion Rules: These workers use the Minion Group rules, refer to Chapter 12 Core Rulebook.

THE SHIPS

The ships found in the three docking bays are detailed below, as well as the Imperial TIE fighter, many of which are currently patrolling the skies above Capital City.

BAY 17: STAR COMMUTER SHUTTLE ST-38

Shuttle ST-38 is really nothing more than a passenger cabin with engines attached. It will get you where you need to go, albeit slowly, but it would seem advisable to avoid any kind of fight.

SHUTTLE ST-38 - STAR COMMUTER 2000

SILHOUETTE	SPEED	HANDLING	DEFENSE			ARMOUR
3	3	-3	0	-	0	2
			HULL TRAUMA			SYSTEM STRAIN
			20			12

Shuttle ST-38 comes equipped with a droid pilot, RX-22. He has **Pilot (⬡◆)** and **Astrogation (⬡◆)**, but will need to be convinced to deviate from his normal schedule. This can be accomplished with an **Average (◆◆) Coercion**, **Negotiation** or **Computers check.**

BAY 19: G9 RIGGER *THE LAST KISS*

This time-worn freighter is very clearly a working ship, dented and scraped in all the wrong places. Several spot-welded sealing patches can be seen, and large black streaks suggest that not all of its flights have been incident-free. On the nose a painted scantily clad Nautolan can be still be seen through the grime, blowing a kiss to an unseen admirer.

G9 RIGGER FREIGHTER - *THE LAST KISS*

SILHOUETTE	SPEED	HANDLING	DEFENSE			ARMOUR
4	2	-2	1	-	1	2
			HULL TRAUMA			SYSTEM STRAIN
			22			15
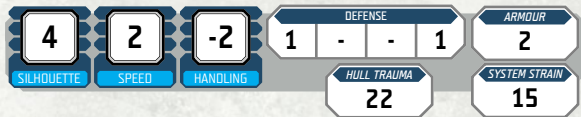
Dorsal Mounted Auto-Blaster (Fire Arc Forward; Damage 3; Critical 5; Range: Close; ⚙⚙⚙⚙⚙: inflict 1 Critical Hit; Auto-Fire ⚙⚙ counts as an additional hit with the same damage pool)

Outrigger Turret-Mounted Light Blaster Cannon (Fire Arc Forward, Aft and Starboard); Damage 4; Range: Close; ⚙⚙⚙⚙: inflict 1 Critical Hit).

Ventral Wing-Mounted Light Blaster Cannon (Fire Arc Forward; Damage 4; Range: Close; ⚙⚙⚙⚙: inflict 1 Critical Hit).

I KNOW WE UNLOCKED THE STAR COMMUTER, BUUUT...

It is possible that the players may have failed at the Ministry in unlocking any of the ships. Or they may have since changed their minds about which ship they want to take. How can they release a ship *after* they arrive at the spaceport?

They may still be in their ISB uniforms, so a **Coercion** attempt against spaceport personnel could be possible. As their credentials in the form of their code cylinder no longer work, and they would be asking spaceport personnel to disregard prior Imperial lockdown orders, such a check would be **Hard (◆◆◆)**. The GM should also apply ■ or ▪ depending on the PCs approach.

They may wish to disable the clamps holding a ship physically. This would involve a **Hard (◆◆◆) Mechanics check**. Apply ■■ if they do not have appropriate tools.

These options should be thought of as a last-chance opportunity for the PCs to secure a ship if all else has failed, rather than simply "getting a better ship". Feel free to have a squad of Stormtroopers in Bay 25 guarding the *Sandaran Mist* for example, as a deterrent to a simple upgrade.

Finally, if the PCs have done everything right but the dice have consistently let them down, have a Star Commuter Shuttle come in to land alongside the secured ST-38 in Bay 17 (this can be seen approaching overhead, as the docking bays are open to the sky). This shuttle, ST-41, was en route to Lothal carrying passengers when the lockdown was imposed, but if the PCs are quick they may be able to get to it before this one gets locked down too...

BAY 25: CURICH-CLASS SHUTTLE
THE SANDARAN MIST

This gleaming shuttle has obviously been well maintained for an older ship. Perhaps it is the personal ship of an Imperial official, or possibly it is used to ferry Sienar Fleet Systems personnel around in relative comfort. One thing is for certain – should you take it, this ship will be missed.

THE SANDARAN MIST

SILHOUETTE	SPEED	HANDLING	DEFENSE				ARMOUR
5	3	0	1	1	1	1	3
			HULL TRAUMA			SYSTEM STRAIN	
			38			18	

Dorsal Turret-Mounted Twin Heavy Blaster Cannon (Fire Arc All; Damage 5; Range: Close; ⊘⊘⊘⊘ inflict 1 Critical Hit; Linked ⊘⊘ (May hit a second time with the same damage).

The *Sandaran Mist* actually belongs to Allia Dantet, a mid-level weapon systems designer at the Lothal Sienar Fleet Systems research facility. She will be understandably upset at the theft of her ship, potentially causing problems for the PCs in the future (a 5-10 point Bounty group obligation would not seem unreasonable). Even aside from this however, the *Curich-*class shuttle is restricted in Imperial space, and the PCs will have to be very careful where they take their new ship.

TIE/LN STARFIGHTER

In the section **The Getaway** (Page 50), it is possible that TIE fighters might be vectored to intercept the PCs as they are making their escape. Note that the PCs should be focussing on getting away rather than fighting, and the Empire can scramble as many TIEs as necessary until the PCs realise this is a fight they truly cannot win.

TIE/LN STARFIGHTER

SILHOUETTE	SPEED	HANDLING	DEFENSE			ARMOUR
3	5	+3	0	-	- 0	2
			HULL TRAUMA		SYSTEM STRAIN	
			6		8	

Forward-Mounted Twin Medium Laser Cannon (Fire Arc Forward; Damage 6; Range: Close; ⊘⊘⊘ inflict 1 Critical Hit; Linked ⊘⊘ (May hit a second time with the same damage)

TIE PILOT [MINION]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
2	5	0	0

Skills (group only): Gunnery, Pilot (both vary; 🟡◆◆ for a wing of 2, ◆◆◆ for a single pilot)

Equipment: Blaster Pistol (Skill: Ranged (Light); Range; Medium; Damage 6; ⊘⊘⊘ inflict 1 Critical Injury)

Minion Rules: These TIE Fighter pilots use the Minion Group rules, refer to Chapter 12 Core Rulebook.

THE GETAWAY

Once aboard the ship, the PCs can take off and fly away without further incident from the spaceport.

However the Star Destroyer *Relentless* is stationed over Lothal and is engaged in an operation being spearheaded by the ranking ISB Agent as well as Darth Vader which is intended to capture the *Ghost* crew. As a result there are many TIE fighter patrols in the airspace above Capital City and any launch when all air traffic is supposed to be shut down may attract attention.

However, the *Ghost* crew have seeded the skies with transponder bouys tuned to the signature of their stolen shuttle. If the PCs notice this, they may also be able to benefit from this deception.

As you settle in behind the controls of your 'borrowed' vessel, you notice several indicators on the sensor board flashing — something is going on in the skies above Lothal...

The sensor scans can be interpreted with an **Easy (◆) Computers check** (make a note of any ☺ or ⨁ scored on this check for later). Success reveals that there are multiple Imperial shuttles in the air, all with the same transponder signal. It appears someone is trying to confuse the pursuing Imperials. If the PCs wish to tune their own transponder to this same frequency they may do so with a **Hard (◆◆◆) Computers check**. Any ☺ scored on the ear-

lier **Computers** check each add ▢ to this check, and any ⨁ scored on the earlier check can decrease the difficulty by one step.

If the PCs succeed on this check, then their transponder matches that of the fake shuttle transponders, and they will be free to make orbit.

Read or paraphrase the following:

Judging by the sensor scans of the local area, no TIE fghters are vectoring toward your position. As you continue watching however, you see the dummy signatures start to disappear one after the other. It would appear that the Imperials have seen through the ruse and are destroying the fake transponders. It is only a matter of time before you are spotted. It would seem the time is right to make your escape.

The PCs should make their escape to hyperspace at this time. If they procrastinate feel free to call for an **Astrogation check** as a TIE fghter patrol vectors toward them.

If the PCs fail the Computers check (or don't notice the transponders or try to match their signature) then a TIE fighter patrol will spot them and move to engage. They can of course escape to hyperspace, but an **Average (◆◆) Astrogation check** made under pressure (apply one or more ■ to the check) should be called for. The check takes one round, with an extra round added per ⊙ before the jump to lightspeed can be made.

WRAPPING UP

The adventure should hopefully conclude with the PCs escaping Lothal in a commandeered starship, which may or may not have a few dents in it. But the galaxy is a big place. What is next?

Here are come considerations.

Despite it being a bad idea, the PCs may wish to return to Lothal once things have cooled down a little. Depending on their prior interaction with the various factions, there could be several approaches to take.

HAVEN AT LAST

The Rebel cell at Haven-Besh have no problem with the PCs other than their drawing attention to the sanctuary. If the PCs wish to operate from a fixed base, then Haven-Besh would be an ideal location, which comes complete with a few of its own mysteries to solve.

LIFE IN THE SHADOWS

If the PCs want to embrace the "edge" aspect of the Edge of the Empire setting, maybe they'd like to forge closer ties with the Gray Syndicate. Depending on their performance earlier, the Syndicate could view them as solid operators, or expendable assets. Of course, the Syndicate plays its cards close to its chest and won't reveal to the PCs how they are viewed.

BEWARE THE ISB

The PCs may have taken Durrik Phrell up on his offer, or they may have not. Regardless of whether they trusted him or not, he may still be around. If his machinations went undiscovered, he may have gained status in the ISB, providing a dangerous nemesis for the PCs who is unlikely to give them a second chance. Or his tampering with records could have been found, leading to his arrest. Perhaps he escaped or ran before the the authorities closed in and is now a potential defector.

LEAVING LOTHAL FOR GOOD

The PCs may decide that the situation on Lothal is untenable, or they may simply wish to see more of the galaxy. The GM should note that they are in a stolen starship, which could cause unwanted attention depending on the system they choose to visit. They may even have a party obligation of Bounty, which has been placed on them by the disgruntled previous owner. At some point the PCs will likely want to change the ship's transponder, which could be a session in itself.

If the PCs wish to segue into more of an **Age of Rebellion** campaign, then Phoenix Squadron is out there somewhere among the stars. Although there will be more information on Phoenix Squadron presented in the fan-created sourcebook **FROM THE ASHES** from Rancor Publishing Group, the GM should feel free to introduce them if he wishes. However, this should be done with care. The PCs should not be able to simply state "We join up with the Phoenix Squadron Rebels". Their location is unknown and they are understandably wary of groups they do not know.

There are ways to bring them in however. Perhaps the PCs are raiding an Imperial depot, when they realise that there is a competing faction seeking the same supplies. The two groups might help each other with an otherwise overwhelming enemy force, forging an uneasy alliance along the way.

Or the PCs could pick up a distress signal upon entering a remote system. If they choose to investigate they discover a crippled *Hammerhead*-class cruiser along with a couple of A-Wings desperately fighting off a squadron of TIE fighters launched from a nearby Gozanti carrier. If the PCs assist, the grateful A-Wing pilots might ask if they want to fly for a cause....

A long time ago, in a galaxy far, far away....

The refugee settlement of Tarkintown has been razed to the ground by Imperial forces. There are very few survivors, but more than there would have been without the efforts of a handful of individuals. Those adventurers now find themselves hunted.

Tarkintown is a burning pyre, its population mostly either dead or captured. You managed to get away in time thanks to a contact in the Lothal Transport Ministry. But now that contact may be in need of help himself. With the spaceport locked down and the Empire patrolling the streets and skies, a rescue and escape might prove to be your greatest challenge yet.

This full-length adventure includes:

• Continue the story from **Shadow Over Tarkintown** in a multi-part beginner adventure ranging from a high-class party on a luxury yacht to the back alleys of Lothal.

• Street level dealings with the new Gray Syndicate and intrigue with the Imperial Security Bureau. Who can be trusted?

• A Homestead location from which to base future adventures on Lothal, with a few mysteries of its own to be solved.