Rescue at Hosnian Prime

This scenario is intended as a follow-up to to the one presented in the Adventure Book from the *Star Wars: The Force Awakens* Beginner Game boxed set. It is inspired by a suggestion at the end of the that one, a situation ("A Republic in Flames") in which the PCs arrive in the Hosnian System, only to find that its planets have been destroyed. There they find a luxury liner in distress, with a smashed cockpit and damaged engines, in danger of drifting into the local primary star.

The Adventure Begins

This scenario assumes that the PCs participated in the events of the scenario from the Adventure Book—that they recovered valuable information from a wrecked corvette on Jakku, and then left the planet to bring that information to the Resistance. Should that not be the case, then it's a small matter of providing some other background for them; perhaps they are current members of the Resistance who have been sent to provide what aid they can, or are unconnected with that organization but are visiting the Hosnian System for their own reasons. Whatever the case, it starts as the PCs arrive in the Hosnian System—or, at least, what is left of it.

Additionally, the players should decide where their their characters are stationed on board the *Sunstrider*—pilot's seat, comm station, gunnery station, engineering, or elsewhere. This becomes important once the action starts. Upon arrival, they are greeted by the following scene:

> *As the pilot pushes forward on the hyperdrive throttle, the mottled backdrop of hyperspace gives way to starlines, and then to the familiar pinpoints of light. Instead of the expected sight of a cloud-swirled planet, however, you are greeted by a terrible, horrifying mess of tumbling asteroids and other debris.*

That unwelcoming sight leads them, then, into their first perilous situation.

Encounter 1: Evasive Maneuvers

The rush of oncoming asteroids means that the PCs need to do some fancy flying in order to avoid any collisions. Doing so requires an immediate Piloting check, with a difficulty of hard. While the pilot is engaged in that effort, other characters can provide assistance in a number of ways. Those who are in a position to do so can attempt one of the following actions apiece, thereby granting a boost die to the pilot.

- Use the ship's guns to blast away at asteroids in its path—average Gunnery check
- Search visually for clear paths through the asteroids—average Perception check
- Use the ship's sensors to search for a clear path—average Computers check

Other options for providing assistance may be possible, too, depending on ideas the players have and at the GM's discretion.

As long as the Piloting check succeeds, then the PCs can navigate the asteroid field without doing any damage to their ship. Failure, on the other hand, means that they suffer a collision, inflicting the results of a critical hit. Refer to the table from page 22 of the Adventure Book. The first such impact only causes stress for the PCs, while subsequent impacts lead to greater damage to the vessel itself, until it could eventually be disabled.

Note that, if the ship is damaged, then someone aboard can try to make repairs via a Mechanics check with a difficulty equal to that indicated on the chart. What is more, the PCs must eventually succeed at the difficult Piloting check to navigate the asteroid field, meaning that they might need to try multiple times.

Encounter 2: A Cry for Help
Once they do succeed, the PCs pick up an urgent distress call on their comm.

> *<Static> "Anyone who can hear me, this is Captain Saya Tolen of the* Venture Dawn. *<Static> "...has been damaged and our engines our offline." <Static> "...drifting into the sun. Help us! Please!" <Static> "Anyone who can hear me, this is Captain Saya Tolen..."*

Armed with that information, the PCs need to make average Perception or Computers checks to locate the source of the signal, a *Starwind* pleasure yacht that is drifting, dangerously close to the system's primary star.

Assuming that the PCs choose to intervene, then there are a number of things they can do to help. What follow are a few suggestions.
- A PC on the ship's comm can make an average Negotiation or Leadership (or, possibly, Charm) check, in talking to the captain, to help calm her. This is a good chance for in-character roleplaying (with boost or setback dice as a result), and can provide Advantage for later use on other checks.
- Someone can make an average Perception or Computers check to recognize some of the liner's problems: It's cockpit is caved inward, but doesn't seem to be leaking atmosphere; the vessel also seems to be suffering random power fluctuations.
- An average Gunnery check lets a character latch on to the *Venture Dawn* using the *Sunstrider*'s tractor beam, thereby slowing its drift into the sun.
- At that point, the pilot can make an average check to dock with liner, allowing the PCs to go aboard it.

> **The *Venture Dawn***
> Wookieepedia has deck plans for a *Starwind* pleasure yacht that work excellently for this scenario. Indeed, a GM can print the plans on 11x17 paper and use it just like the battle maps from the beginner game boxed set.
> http://starwars.wikia.com/wiki/Starwind-class_pleasure_yacht

Once they've docked with the vessel, there's another set of options for the PCs in order to complete this rescue. Here again, the GM should mix and match these events depending on the course of action that the PCs take and any mishaps that might occur.
- Due to the aforementioned power fluctuations, the ship's hatch (24 or 25 on the map) doesn't open correctly; it takes an average Athletics check to force it open, or an average Mechanics effort to bypass the mechanism.

- The interior of the ship is filled with smoke, sparking circuitry, lights that cut in and out intermittently, and the moans of the wounded. This causes a setback die to most other checks, at the GM's discretion, but can be eliminated with an average Mechanics check.
- Captain Tolen, who recorded the message that the PCs heard being broadcast on a loop, lies unconscious in the passenger lounge (area 12) and thus is unable to help them.
- With that in mind, an average Computers check (in area 2) brings up a manifest listing all of the passengers.
- At the same time, information recorded by the *Venture Dawn*'s sensors has captured the whole horrific scene of Hosnian Prime's destruction, with dark matter energy emerging from some kind of hyperspace tunnel to decimate the system's planets. This could provide valuable propaganda for the Resistance; transferring it onto a datapad requires just an easy Computers effort.
- One passenger, a big gangly Ithorian (in area 14), has suffered two broken legs; someone needs to make an average Medicine check to splint them so the passenger can be evacuated.
- A Human crew member is pinned under tumbled crates in the cargo bay (area 19), requiring an average Athletics check to move them.
- Another passenger, a Human noble (in area 21), completely panics. He insists that there's no time to save everyone, and that the PCs need to leave (with him, of course) immediately. Talking him down requires an average Leadership or Coercion check. Failure might cause him to panic, grab a weapon and try to force the PCs' pilot to leave at blaster point. Should that happen, the GM can use the stats for a Kanjiklub Gangster (from page 45 of the Rulebook) to represent this character.
- The portside engineering compartment (area 23), in which a Sullustan technician lies unconscious, is so filled with smoke that entering it inflicts three points of Wounds and Strain unless characters make average Resilience checks. Furthermore, it takes an average Perception check to find him.
- A Sullustan youngling (also in area 23), terrified, has crawled into a narrow space to hide; finding him takes another average Perception check, and reaching him requires an average Coordination effort.
- During the evacuation, someone on board the PCs' ship should make an average Leadership check to keep the evacuees orderly; failure means that they become unruly, inflicting a setback die on all subsequent relevant skill checks.
- In addition to the NPCs detailed above, this scenario gives the GM a good chance to introduce characters who provide plot hooks for future adventures for the PCs.
- If the PCs don't recall from earlier, the cockpit (area 1) is badly damaged. Should anyone open the hatch to it, the air rushes out through it, requiring those who are present to make average Coordination or Athletics checks to avoid suffering a critical injury being pulled with it. A PC misses that check can try again inside the cockpit, or another PC can make a hard Athletics check to pull that character to safety. Each round in which the PCs fail to extricate their fellow inflicts another critical injury on that unfortunate individual from being pummeled with debris.

Heating up the Action—Keeping Track of Time
In order to heighten the sense of danger during this rescue effort, the GM might want to keep track of time. To do so, keep in mind that the PCs need to accomplish the tasks detailed above, eight in number. Meanwhile, the wrecked luxury liner is still being dragged slowly toward the sun, causing the air inside it to heat up noticeably. After the PCs make six skill checks—whether they succeed or fail—the increasing temperature inflicts a setback die on all skill checks that they make. Following six more checks, the penalty increases to two setback dice, and so on. This applies while they are still aboard the *Venture Dawn*, as well as when they try to disengage the *Sunstrider* from it (see below.)

Encounter 3: Escape

Once the PCs have found all of the survivors, they can return to the *Sunstrider* and make ready to leave. There's a problem with that, however—due to the sun's increasing heat, the docking clamp malfunctions. The wreck of the *Venture Dawn* begins shaking itself to pieces, some of which then slam into the rescue ship's hull. Breaking loose from the luxury liner requires a hard Mechanical or Athletics effort; should both of those efforts fail, more debris strikes the *Sunstrider*, inflicting a critical hit as noted during Encounter 1 above.

Next, the PCs must once again navigate the asteroid field—all that remains of what was once the New Republic's capital—in order to escape. This can be handled just like their entry in Encounter 1, only in reverse. Here, too, one or more of the PCs can aid in the effort, and someone can try to repair critical damage by making a Mechanics check of the appropriate difficulty.

Finally, somebody needs to make an average Astrogation check in order to plot a hyperjump out of the system. This can happen at the same time as the Piloting efforts mentioned above, but each failure forces the PCs to keep flying through the tumble of rocks and debris for one more round.

As long as they do succeed, the PCs see a most gratifying sight.

As the pilot pushes forward on the hyperdrive throttle, the pinpoint lights of stars streak into starlines, and then give way to the calm backdrop of hyperspace. You have succeeded in saving many lives, something that is confirmed when a cheer goes up among those whom you've rescued.

Just what happens next is up to the PCs, but it could lead into the scenario *A Call for Heroes*, available for download from the Fantasy Flight Games website.

Wrap Up and Rewards

If the PCs can navigate the asteroid field, rescue the survivors and then make their exit, then they should each earn 15 experience points for their efforts. Should they have only had partial success, for whatever reason, they could still earn 5 or 10 at the GM's discretion.

Further Adventures

The events of this scenario can easily lead into more adventures for the PCs, including (but certainly not limited to) the following possibilities.

- Any of the characters rescued from the *Venture Dawn* could have unfinished business of his/her/its own—indeed, something important enough to bring that character to Hosnian Prime in the first place—and might ask the PCs for help in finishing it. This is a perfect opportunity for the GM to introduce any type of new scenario.
- These events provide a natural segue into having the PCs seek out the Resistance, since the survivors need further medical attention and other assistance, and that organization is the most likely candidate for providing them.
- There is also the matter of the sensor recording, which depicts the Hosnian System's destruction in vivid but horrible detail. This could help persuade other beings to take a stand against the First Order; of course, that power would certainly send agents to make sure that the PCs don't share this information with others.
- That recording could even show a vessel jump out of the system a moment before the attack. Is this merely a coincidence, or could that captain have been tipped off by the First Order, and therefore be implicated as one of its spies?