

STAR WARS

STALITZ FLIGHT

The spectre of the Imperial Navy hangs over the group of spacers, as a mighty STAR DESTROYER looms just outside of their captured Corellian Corvette.

With the giant vessel bearing down, the group has only moments to act before their imminent capture.

*Facing a no-win situation, the spacers seem destined for their final destination of **STALITZ...***

Stalitz Flight

Module Two of a two-part adventure

Written by Peter “Maveritchell” Thompson for the *Edge of the Empire* RPG

This module is designed to begin with the players having just completed the *Bendu’s Shadow* module. It begins with the players in a [Corellian Corvette](#) having just been ambushed by an [Imperial Star Destroyer](#), so it could be adapted to fit with any ongoing story where the players have a (optimally large) spaceworthy vehicle. In this scenario, the players’ ship is rendezvousing with a Rebel [Nebulon-B frigate](#), the *Adegan Sunrise* (or *Alderaan’s Hope*, possibly, if the players let the original frigate get destroyed in the *Bendu’s Shadow* module).

Formatting notes:

- In this module, information is keyed as follows:
- **GM Notes** will use a background highlight like this.
- Information to be read to the players will be highlighted in grey, like this.
- **Skill Checks** that can be made in an area will usually fall under that heading, but every possible check will always be **bolded** followed by a difficulty (e.g. **◆◆**)
- **Potential outcomes** or **player decision points** will be bolded in red. The GM should look for these when trying to respond to player choices.
- External information on [Wookieepedia](#) with in-universe explanations will be hyperlinked. This can be used by the GM to see pictures of the linked items, get physical descriptions, etc.
- Maps are provided in the accompanying .png files. These maps are designed specifically for this campaign, so your players may take direct visual cues from what they see on the images. If you feel so inclined, distribute these as handouts/charts to the players.
- **Map Notes** will highlight which of the included maps a particular section takes place on.

Story summary:

In **Act 1**, the players pick up from where they left off in the *Bendu’s Shadow* campaign – onboard a freshly-hijacked Corellian Corvette, confronted by an ambushing Imperial Star Destroyer. The players are immediately snared by the Star Destroyer’s tractor beams, and the players will prepare for a struggle as the Imperials prepare to board. Despite the players’ efforts, the act ends with the players captured on board the Star Destroyer, en route to who-knows-where.

Act 2 begins as the players awaken in the Stalitz prison. Over the course of several weeks, players will learn the layout and goings-on of the prison, as well as a vital secret concerning its nature. The players will concoct a plan to escape, and a successful escape will result in them tumbling out of the prison’s above-ground exits towards a large lake below.

In **Act 3**, the players will navigate the planet below Stalitz and search for a way to escape the reach of their Imperial captors. They will likely steal some vehicles from a nearby Imperial outpost and make their way to a landing pad, where they can steal an orbital transport. However, the transport may just take them from bad to worse, because –

– as **Act 4** starts, the players find themselves having escaped directly into the orbiting Star Destroyer. The players need to find a way to get off the ship, but as their plan is coming together, they're met by a Rebel spy with a familiar face. He helps them disable the Star Destroyer and steal some valuable Imperial tech, with which the players are able to make their escape.

As the mission wraps up, the players find themselves once more assisting the Rebels in a space battle, and after that success, the players are thanked profusely (and compensated accordingly) by Alliance Intelligence.

Act 1: No Escape

The large Imperial vessel looms in the viewport. As you move to do something, anything, warning klaxons start blaring and the space around you starts filling with the sickly-green of turbolaser bolts.

Map Notes: Use the "corvette_floor#" maps from the *Bendu's Shadow* campaign (if continuing from there).

At this point, you can either roll out the following scenario or just play it narratively. The Star Destroyer is going to lock its Tractor Beams on the players' ship, and the players should have effectively no chance at escaping – even if the players managed a miracle of steering, the hyperdrive is still slaved to the pre-programmed Imperial route. If you want to roll out this scenario, the players can roll initiative, but the Star Destroyer will almost certainly win (given that it has dozens of potential active crewmen to win slots with) – I would recommend just rolling for the Star Destroyer until it's won a few slots. The tractor beam should be a relatively easy check to hit, and, once captured incredibly difficult to break from (a *Nebulon-B* has a tractor rating of 6; one can assume that an Imperial Star Destroyer has an even stronger one).

As the tractor beam continues its inexorable pull on the ship, you look outside to see *Adegan Sunrise* at least putting up a fight. You can't tell from this distance, but it looks like it's managed to get off a wave of Y-Wings to attack the Star Destroyer.

Anything more, though, is completely obscured as you are pulled into the cavernous lower hangar on the Star Destroyer. You know that it's only moments before the Empire's boarding party arrives. What do you do?

Note: Assuming you are coming directly from the *Bendu's Shadow* campaign, your players shouldn't forget that they still likely have the *Shadow's* chief engineer on-board. This is an opportunity for some interesting roleplay, because while the players are pseudo-aligned with the Rebels from their last mission, the chief engineer is still an Imperial.

At this point, the players should prepare for the ship to be boarded. This is an opportunity for the players to decide how they will face imminent capture – i.e. will they resist, will they attempt to hide items on their person, what will they do with the Imperial still left on board (the engineer)? You may want to simply give the players X number of rounds to prepare for capture or you may allow them to roll it out. However the next part plays out, it should end with the players captured. They will likely have been stunned, although the players may simply surrender as well. If continuing from the previous campaign, the Imperial troops should enter from the cargo bay on Deck 1. The escape pods in *Bendu's Shadow* are still disabled, per the rogue droid's sabotage.

When the players wake up from their defeat:

You find yourselves in a group of cells, enclosed in semitransparent containment fields, on what you assume must be the Star Destroyer that just attacked. As you pat down your aching and wounded bodies, you realize that anything you were carrying is now gone. This day has just gone from bad to worse...

Map Notes: Use the “StarDestroyerDetentionCells” map for this portion if you choose to use a map. You don't need a map (there's no real player movement here), but it's a good opportunity for a callback later when the players make it back onboard.

Notes: This is a somewhat controversial point – the players, at this point, should effectively lose all the gear that isn't innately part of them (i.e. cybernetic parts obviously still remain). If this isn't something your group is comfortable with, make sure to give them the opportunity later in the adventure to obtain *very similar* items (i.e. the same ones) when they are in a position to steal some weapons. Otherwise, the players should still have the opportunity to gain pretty decent items as they progress through the quest, and of course they will end the quest with a ship (if continuing from the previous mission, it will be the ship they started with) and a hefty reward. Credits are likely the exception here – it may be best to treat them as insubstantial (i.e. they exist in a magic immaterial bank that the players always have access to) and incapable of being taken.

The players should start at this point wearing Heavy Clothing and carrying nothing, unless they managed to hide a small item on their person before being captured. Obviously, use your discretion to decide what you allow to be hidden or not.

Give the players a few moments to process what's going on, and then –

As you try to attain some measure of the place you're in, you hear a door slide open and an Imperial doctor walks in, flanked by a handful of [Imperial Navy troopers](#).

“Hmm? What's this?”

the doctor says,

“It looks like our saboteurs have awoken. Welcome to the *Monitor*. You certainly did a number on the *Bendu's Shadow*, and you were nearly able to deliver it to those Rebel scum. Fortunately,

the brave Chief Engineer Harroch managed to get off a coded distress signal, and we happened to be in range.”

Note: Some of the above dialog will need to be changed if you didn't come to this adventure through the *Bendu's Shadow* adventure. You will want to reword this to remove references to the Empire being tipped off by Harroch.

He types something in to the datapad he's carrying, and then an [FX-7](#) droid glides into the room.

“Stun settings. Technically effective, but somewhat crude. I honestly have better things to be doing than checking in on some fringer scum every other hour, so let's see if I can administer something a little more reliable to keep you asleep for the trip.”

He gestures at the FX-7, who rolls over to each cell one of you is in. The droid injects something into your arm, and you feel yourself drift off into – at this point – blissful unconsciousness.

If the party has a droid member(s):

“And as for the droid, well, I think we've got something much simpler. This should make you much more cooperative.”

As one of the troopers affixes the [Restraining Bolt](#) to your torso, you feel your systems pacified and your ability to move completely disabled. He presses a button on a handheld device, and you too feel yourself shutting down.

The players should now be unconscious/disabled until they reach the prison.

Act 2: Stalitz

Note: This section should take place over several in-story weeks. Tell the story as though large gaps in time are taking place between events – maybe the players were knocked out for weeks before they arrived at the facility, maybe the players' experience in the prison is so tedious that they lose track of time, etc.

The players are entering a prison known as “Stalitz.” Through the course of this section, the prison will be presented to the players as a lone asteroid prison, floating in space. What the players should eventually discover is that the prison is not, in fact, in space. Stalitz prison is an Imperial facility located on the surface of a planet (name unimportant). The facility is designed to look like it's in space to discourage any escape attempts.

This disguise is accomplished through the use of a couple devices.

First, any person looking outside of the facility will see what appears to be empty space. This is accomplished through the use of an advanced holographic device. This field is one-way, and anyone who passes through the holographic field (which is really only several meters from the facility's outer walls) will be able to see the facility as it truly is.

Secondly, prisoners and supplies are brought to the facility by use of a specially-modified speeder designed to look like an Imperial [Lambda-class shuttle](#). Any attempt to fly this should likely reveal that this could not operate in outer space (and thus partially reveal the deception).

Note: There are definitely some very specific means to escape written here, but by no means do the players have to figure this way out exactly. The most important thing in running this segment is to give your players the opportunity to succeed in their escape plans eventually – so if they’re having trouble, either help them along or facilitate a different escape than the ones written below.

Main Area:

Map Notes: Use the “PrisonEntry” map for this area.

Upon entering for the first time (i.e. as soon as they arrive):

“[murmuring]...you. Hey, you all! Get up. You’re here.”

You hear the sound of a door sliding shut, and as you groggily look around, you see a small group of prisoners, your group included, unceremoniously dumped in a pile on the floor. On either side of you, you see heavily armed Imperial troopers. A large metal bridge stretches out in front of you over some rough, rocky terrain. The air is dank and the room – perhaps “cavern” would be more appropriate – is lit with small flickering lights hanging from the walls. The darkness makes it difficult to make out your surroundings, but even as you try and get a bearing on what’s going on, you see the troopers start to prod some of the prisoners.

“Alright, scum, get going. The rest of your life is right over there.”

He gestures across the bridge. One of the other troopers remarks:

“I don’t understand why we don’t just space this trash. Why do we bother with them, again?”

“Well, they make good labor, right? Better than someone respectable,”

another trooper chimes in.

The players should get up and head across the bridge, although they’re more than welcome to try and interact with the guards, who will be just as dismissive directly as they were indirectly above.

Note: Most of the guards in this facility are Imperial Naval Troopers.

If the players try to take the shuttle when it lands:

Note: This should only take place after some time has passed (i.e. after at least one “day” in the prison).

The players will have to contend with rushing the guards, which can mean that the players either fight a group of guards or they try to push past them and lock themselves in the shuttle. Be generous with

allowing the players to make it to the shuttle, because that shuttle's not taking them anywhere (and it's good for them to learn this).

Upon entering the shuttle (once the players are in the shuttle and unharassed, even if only temporarily):

You see the controls of a Lambda T-4A shuttle stretch out before you. As you move in to the shuttle's cockpit, what do you do?

The players may try to fly the shuttle off, or they may simply inspect the inside. If the players attempt to fly off, proceed as below, although if they wait and inspect the inside, allow them to make the skill checks mentioned below without as much time pressure as if they'd just tried to fly off.


Once the players attempt to fly the shuttle off:

You key in the startup sequence for the shuttle, but as you do so, the shuttle fails to move and you realize that these controls are just a mock-up. Right as you're wondering what could have gone wrong, you can hear the sound of troopers running to the shuttle from the prison. What do you do?



The players should be given a round or two to try something else. They are effectively trapped in the shuttle with guards rushing towards them.

Skill Checks:

Pilot (Space), Mechanics, or Computers (◆◆) to confirm that the controls aren't real

-  may also reveal that this isn't even a spaceworthy vessel – i.e. there's no way this could have flown through space to get to the prison

Perception (◆◆) to identify parts of the "shuttle's" cabin

- The following may be revealed, based on either  or :
 - There are cargo holds in the back that they ran by as they dashed in
 - There are no visible weapons available in the cabin
 - There's a maintenance hatch that leads outside of the ship

Stealth (◆◆) to hide in a cargo hold

- This action should likely come with a lot of setback, as well, to represent the fact that the troopers know that people entered here.

Note: You may want to refer to the included Lambda shuttle image. This can be used as either a printed reference or as a very large token (if you're playing on a digital map).

If the players manage to make it outside:

As you exit the transport, you feel gravity, inexplicably, pull you down, away from the prison.

Once the players have started falling:

Take them forward to the “On the Surface” section.

If the players all successfully hide:

Take them forward to the “On the Surface” section, and treat the shuttle as having emptied its cargo holds near the outpost.

If the players are unable to come up with a solution:

The troopers will corner the players in the shuttle:

The last thing you think before a wave of blue stun energy washes over you is “...here we go again.”

As you wake up, you look around and find yourself in the familiar setting of the prison bunks. You’re surrounded by the guards, and they say

“Oh look, they’re getting up. Come here, you pieces of trash.”

As they pull you to your feet, one of the guards grabs the nearest person by the shoulder and drives the butt of his rifle into [his/her] chest.

“These scum, they really don’t ever learn, do they?”

“Now, now, we don’t want to have a body to dispose of, do we?”

says Lieutenant Meltan, as he strides into the room. He turns toward you.

“You lot should count yourselves fortunate. The last group of prisoners that tried that had the misfortune of the guards ‘forgetting’ to set their blasters to stun. Consider this a lesson – no one gets off Stalitz.”

This information should be passed to the pilot:

You noticed, as you tried to start the shuttle, that something was very wrong with that ship. You’ve been in a lot of spacecraft, and you’re 100% sure that this vessel couldn’t fly into space if it wanted to – it had to have been an airspeeder.

After the players cross the bridge:

As you cross the bridge, you hear what sounds like a decent-sized crowd of people down the hallway to the left. To the right, you can just make out an entryway into a small room by the light of the force field covering its entrance.

The room to the right of the end of the bridge is the security room, which at all times houses at least two guards. At either end of the walkway, there is a tunnel leading somewhere else, but both ends have guards covering the tunnels. The players should only be able to go into the common room. If they try to go to the security room or either of the tunnels, the guards and/or the force field should rebuff them.

As the players enter the common room:

You enter the large, somewhat well-lit area. Around you, you can see groups of people in tattered clothing huddled around each other. Some are eating, some merely talking, and others sit in stoic silence, a long, far-away look in their eyes.

Players will have the option to talk to several different NPCs here – all of the NPCs in this room are prisoners of the Empire, captured for one reason or another. Give them flavor as desired. The important NPCs are listed below. These questions should be able to be answered on any map, not just the common room map.

Upon talking to any NPC, including the named NPCs (these pieces of dialog may be dispersed as desired):

The players ask where they are:

“Where? Where!?! This is Stalitz. This is home. This is death.”

The players ask about escape:

“Oh yes, escape. Yes, escape. Death is our only escape. We all long for that one day where we finally escape.”

The players ask what this room is:

“This is our common room, it’s where the Imps put us each evening so that we forget we have only the mines and our beds to forward to. We never forget, though.”

The players ask what goes on here:

“Oh, that’s easy. We mine rocks, then we sleep, then we mine, and then we die. Sometimes we mine more, and *then* we die. It is a very simple life.”

If the players ask about the tunnels at either end of the walkway:

“Well, to the [south, bottom] there’s our bunks. We’ll cram in there like rats and try to hope we dream of somewhere better. At the other end [north, top] are the mines. That’s where we mine rocks.”

If the players ask about *when* things happen:

“Well, right now, we’re waiting for the Imps to put us to bed. Then in the morning – or whenever, who really knows when it is without a chrono or a sunrise – we’ll get up and break down rocks until we can’t do it anymore, and then the cycle will repeat. That’s it – that’s your life now.”

If the players ask why they mine rocks/what kind of rocks they mine:

“Just rocks? We’re not mining for spice, if that’s what you’re asking. This isn’t Kessel, although I wish it were. I hear people have at least made it off of *that* rock.”

The players ask for someone who is a little less crazy/unhelpful or ask for someone who can give answers, etc.:

“There’s only one man who really knows Stalitz. The Old Man.”

The players ask who the Old Man is:

“The Old Man is an old man. You look too young to be going deaf. Do you not speak Basic?”

The players ask why the Old Man won’t talk to them:

“Oh, the Old Man talks to very few. The Twi’lek doctor is his only confidante right now.”

The players ask what’s down the other branch of the tunnel in the bunk area:

“That’s the trash chute. They dump all our mining trash and refuse in a heap in the mining tunnels, and then it gets carted back here by the trash duty and vented into space through the chute.”

The players ask about the sounds coming from the trash pile in the mines:

“Oh, that’s probably Eystalk – err... the dianoga that lives back there. It’s been there as long as I can remember, and it’s dangerous if you irritate it. A couple of dumb Imps harassed it once, and it drug them down, armor and all. They never showed up again.”

If the players suggest that maybe this prison isn’t an asteroid:

“You’re crazy. Usually it takes longer for the madness to set in.”

If the players protest, and continue trying to sell them on it:

“Look, maybe Nym or the Old Man is more willing to listen to your madness. I don’t want anything to do with this.”

If the players ask something an NPC doesn’t know:

Suggest that the players ask either Nym Seren or (more likely) the Old Man.

The players approach the grizzled old man (NPC: “Old Man,” nominal leader of the prisoners):

The Old Man (Nemesis)

The Old Man is a human, obviously quite old. He has a face that has borne the weathering of a hard life, and his tattered robes are matched by his tangled beard, which would likely be white if not for the dirt of the prison.

2	1	4	4	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak	2	W. Threshold	14	S. Threshold	12	M/R Defense	0/0
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Skills: Cool 2, Discipline 2, Knowledge (Education) 3, Leadership 4, Perception 3, Resilience 2

Talents: Adversary 1

Abilities: None

Equipment: None

If the players haven’t proven themselves:

The old man looks at you dismissively:

“Bah. Another group of new prisoners. Stalitz has barely looked at you. You don’t know our way of life, not yet. You will, though, you will.”

If pressed, and the players haven’t proven themselves:

The old man snorts, and turns his head away:

“Go away, new blood. Prove to me you really understand what it’s like here, and maybe then I will have words for you.”

If the players have proven themselves by showing compassion (after the Twi’lek has brought them over to him):

“So maybe you do understand what it takes to survive here. The gravest thing is that so few ever learn it. The Empire shackles us like beasts, makes us perform meaningless work, but they can never take our humanity unless we give it up ourselves. Too many

here have given that up entirely on their own. You've given me hope that perhaps more than just the good doctor here,"

He gestures at the Twi'lek –

"-can be capable of showing compassion in such a forsaken place."

If the players ask him his name:

"Ah, 'Old Man' is enough for me. It has become more familiar to me than my birth name, anyway."

If the players ask him about escaping:

"Oh, escape. So many hearts have turned toward escape. So many hearts have been cruelly crushed. There are only two ways off this asteroid, and neither is 'escape.' There's the docking port that the Imperials drop off supplies and prisoners to – you saw that when you arrived – and then there's the waste extraction port – the trash chute – that we simply use to eject refuse into the cold blackness of space."

Note: These are the only two exits from the facility – the docking port and the garbage chute. Eventually, the players will need to escape through one of them.

If the players ask about the docking port:

"I'm not sure what you're thinking, but that's going to be suicide. It's always guarded by at least two guards and one gun emplacement. It gets a little more lax when they're offloading prisoners or supplies, but even if you managed to get through the guards, you'd still have to be able to fly an Imperial Shuttle out of here."

If the players ask about the trash chute:

"Well, for one, it's for trash, not people. In the past, people have tried to just eject themselves through it to kill themselves. One or two even succeeded – I saw it myself as they fell down the chute only to be ejected into space and die. After that, the Imperials wised up and only put 'trusted' prisoners on trash duty. Only those prisoners even get close enough to access the chute."

If the players ask about the next shipment into the facility:

Tell them that it is coming in at whatever time you like (although obviously not immediately). As long as the players have been to each area at least once, feel free to time-skip to whenever.

If the players ask about getting put on trash duty:

“Well, like I said, the Imps choose that. The current officer in charge of it is Lieutenant Meltan; you’ll see him overseeing us in the mines. He’s a vain, proud man who likes to gamble, so if you really want to earn a favor, I suppose you could play on that.”

If the players suggest that the prison is not an asteroid:

“Hmm. I’m not sure how that could be possible. Why do you think so?”

If the players explain why they think this:

“Hmm. Hmm. That could make sense.”

At this point, you can use this NPC to help the players work through any aspects of their escape they may need help with.

If the players offer to take Nym with them:

“I... I couldn’t. I have to take care of the Old Man. And the other prisoners. Without me here, they’re living out the rest of their lives in pain. At least I can do some good for them.”

If the players approach the scarred Twi’lek male (NPC: “Nyms’eren” or “Nym Seren,” the doctor):

“Ah, new grist for the Imperial mill. Unfortunate, but inevitable. My name is Nyms’eren, although most Basic tongues prefer Nym Seren. You may call me either. I’m sure we’ll get to know each other soon enough – there’s very little else to do here.”

Nyms’eren (Rival)

Also known as Nym Seren, this Twi’lek doctor is one of the few prisoners who can maintain a rapport with the Old Man.

2	2	4	2	2	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak	2	W. Threshold	12	S. Threshold	M/R Defense	0/0
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Skills: Charm 1, Cool 1, Discipline 1, Knowledge (Xenology) 2, Medicine 3, Negotiate 1

Talents: None

Abilities: None

Equipment: None

The players ask what he does:

“Me? I mine rocks, like everyone else. I suppose I occasionally patch wounds – shades of another life. I was once a doctor, but like my home and my family, the Imperials have taken that from me too.”

If the players ask him about the Old Man:

“Ah, the old human. He is an oddity. I tend to his wounds from time to time, and he speaks to me. Why me? I don’t know. He speaks to so very few. He seems to have a great respect for my tending to the other inmates. “

If the players ask about the prison:

“Stalitz, we’re on Stalitz. Where it is, I’m not sure. It must be in some remote asteroid belt – Stalitz is an asteroid, you see. Or at least, you will see, once you go down into the tunnels to mine. This is why we have such relative freedom – we have nowhere to go. The only escape from Stalitz is death, but don’t take my word for it – ask the Old Man. He’s been here long enough to see every last failure of an escape attempt.”

If the players suggest that the prison is not an asteroid:

“That... that doesn’t seem possible. How could it be possible!? I don’t know if I can believe it.”

If the players explain why they think this:

“Fierfek! That might mean escape is possible!”

At this point, you can use this NPC to help the players work through any aspects of their escape they may need help with.

If the players offer to take the Old Man with them:

“I must unfortunately reject your kind offer. Not only would I only slow you down, but I have a responsibility to these prisoners, whether they know it or not. I often intercede on their behalf with the Imperials, negotiating small kindnesses whenever I can. I’m sorry; I just can’t go.”

Note: To move forward in dialogues, the players should demonstrate (or fake) compassion. How this is accomplished can be up to you, but suggestions might include making a **Medicine** check on an ailing inmate, **Charming** an inmate to share food with a second (hungry) inmate, or using **Leadership** to give hope to a group of inmates.

Once the players have demonstrated compassion:

“A-hem.”

You hear the Twi'lek doctor clear his throat.

"I'm not sure why, but the Old Man asked me to come get you. I think he wants to *talk* to you."

Note: At any point, you may move ahead the current time in the prison. A prison day proceeds as follows:

Evening: Common room

Night: Bunks/cells

Day: Mines

It then repeats back to the top. The group should make it to each area once, so that they get the chance to see what resources may be available to them.

Bunk Area:

Map Notes: Use the "PrisonCells" map for this area.

Upon entering for the first time:

As you move through the rocky tunnel from the entrance area, you see a dim light getting brighter until the tunnel opens up. The tunnel splits in two, and the guards lead you down the right side **[Note: This is the right side as the characters would perceive it – it's on the left side of the map]** of the tunnel until you reach a small cave. The cave has small, metal rooms built into the rocky walls, and as you pass by the door to one, you can see that each room has a couple sets of stacked bunks. There clearly aren't enough for all the prisoners.

On the other side of the cave, you see another metal room with showers at the back wall; you assume that this must be a communal refresher.

The guards give you only a short amount of time before they leave you and turn off the lights, followed by a gruff:

"Six hours 'til work."

Note: There is very little scripted for the players to do in the bunks (although they may eventually try to escape through the nearby trash chute). This should be the only opportunity provided to the players to sleep and naturally restore wounds.

If the players attempt to head out of the bunk area into the main area:

Guards should rough up the players and force them back to their cells. The players may try to fight the guards, but unless they are very well-prepared, it likely shouldn't turn into true combat.

If the players attempt to head to the trash chute:

Guards should be in place to prevent wandering prisoners from heading this way. The players may attempt to fight the guards, but it should likely be very difficult for anything happening other than the guards rebuffing the players.

If the players attempt to head to the trash chute while on trash duty:

The troopers guarding the area part, allowing you and the trash cart through. You round the corner and see the large set of inner airlock doors lie horizontally off the floor with a small computer control panel on the front.

If the players jump down into the trash chute:

You slide down, down through the chute and see the rapidly-approaching outer airlock door. As you come to a stop at the end of the chute, you see the outer airlock door spin open and you feel gravity, inexplicably, pull you down, away from the prison.

Once the players have started falling:

Take them forward to the “On the Surface” section.

Mines:

Map Notes: Use the “PrisonMine” map for this area.

Upon entering for the first time:

As you wake up to head into the mines, you see the whole group of prisoners lined up and shackled. After each prisoner has been fitted with Binders, you descend down the dark tunnels on your way to the mines. You are guarded by a squad of troopers, who lead you past a group of soldiers at the mine’s entrance, guarding the exit. The “clip-clop” of the troopers’ plasteel armor on the metallic floor turns into a softer “crunch-crunch” as the metal floor blends into the rocky floor of the mines. You are led down several twisted tunnels until finally you reach a large open area.

You can see one large wall of the open area covered by a shimmering force field, and beyond that, the nothingness of space. Around the other walls are small piles of rocks and some basic mining tools.

“Get to work,”

the guards snap at you.

The players are now in the mines area, and they should be able to roam around everywhere, but as with the other areas, will be prevented from leaving by the guards at the exit. A squad of guards should watch the main area. On the left side of the map, there is a large open area that represents a trash pit. “Eyestalk” the [dianoga](#) lives here, and it will generally just make noises unless provoked. Lieutenant Meltan can be found patrolling the tunnels, but he will not head into the dianoga’s lair.

If the players ask about the mining tools:

The mining tools are basically sledgehammers and picks, and as a weapon, can be treated as a Truncheon.

If the players attempt to identify where they are based on star position:

Allow the players to make a (◆◆◆) Astrogration or Knowledge(Education) check. Success will reveal that parts of the sky look like the star position from Coruscant while other parts look like the sky as viewed from Kuat. Advantage should reinforce the notion that these star positions cannot technically exist.

When the players leave the mining area:

The guards should verify that no one is taking anything out of the area, and they should make sure that all the mining tools have been replaced.

As the players are leaving (narration is only necessary for the first time):

As the guards look you over and make sure that you're not carrying any mining tools out of the tunnels, they push you up against the wall and a large cart filled with junk is wheeled past by a couple prisoners.

"Out of the way; trash duty coming through,"

-you hear from one of the guards. After the cart passes, you and the rest of the prisoners are walked out behind it. You're walked up through the tunnels back into the main area, and as you're all herded into the common room, you can see the trash cart being wheeled down the tunnels to the bunk area.

If the players find Lieutenant Meltan and speak to him:

"What do *you* want. You should be working."

Meltan is the overseer of this area and the one responsible for rewarding "good" prisoners with things like extra rations or getting put on trash duty. He somewhat full of himself, and any dialog toward him that appears sycophantic or subservient should provide a . Any dialog that is dismissive or insulting should incur a . Meltan is also a gambling aficionado, and this can be used against him by way of a game of [Pazaak](#).

Lieutenant Meltan (Rival)

Meltan is a little man, in the metaphorical sense of the term. Having long been given a great deal of power over the small group of prisoners, he has an inflated sense of self, which is reflected in his mannerisms. He is an honorable man, as far as such things are concerned, but not overly pleasant.

2	2	2	3	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak	3	W. Threshold	18	S. Threshold	-	M/R Defense	0/0
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Skills: Cool 2, Discipline 1, Deceit 2, Perception 1, Ranged (Light) 2, Vigilance 2

Talents: None

Abilities: None

Equipment: Heavy blaster pistol [Ranged (Light), Damage 7, Critical 3, Range: Medium, Stun Setting]

If the players ask about trash duty/other privileges:

"I reserve that for the prisoners I can count on. *You* don't appear to be one of that number."

If the players suggest gambling on something:





Ensure that the players have *something* to wager, even if it's relatively trivial. Meltan likes to gamble and should bite at almost anything, although he won't subvert his own duties as an Imperial to do it (so he's not going to give the players a gun, let them go, etc.).







"Well, since you bring that up, I could make a wager. How about a... heh, heh, friendly game of pazaak?"


Meltan can then play the player (one player) in a game of Pazaak. Meltan should likely be making several simultaneous wagers to allow the players to spend their multiple ✨. It uses these rules, inspired by FFG's Sabacc rules (from the "Shadows of the Black Sun" campaign):

The following rules can be used to simulate one round or hand of pazaak, a popular card game in the Star Wars universe. In pazaak, players attempt to develop a hand of 20 points, similar to [Blackjack](#). Players are dealt cards from a main deck, with cards numbering from 1-10. Players initially receive 2 cards and then may choose to take more cards, one at a time, in turns. Pazaak is played between a player and a dealer (usually a PC and the GM).

1. Each player submits a wager and both wagers go into the pot.
2. Players usually play a "best-of-three" set of hands, with the winner taking the pot.

3. Use a simple **Cool** check to establish a base dice pool (both player and dealer).
4. To cheat, a character instead uses his **Deception** or **Skulduggery** skill pool for the test. This becomes an opposed check against **Discipline** or **Perception**. On a  symbol, the PC is caught cheating, and gambling immediately stops to resolve the discovery.  on this check should be treated as extra  for the dealer.
5. The player rolls the dice pool, leaving the dice on the table. This dice pool will be used to determine the player's Side Deck, which he can use to modify the cards he is dealt.
6. Whoever has fewer  – player or dealer – will be dealt first in the first hand. First deal then alternates back-and-forth.
7. The player builds his Side Deck, as determined below. One card from the player's Side Deck may be played on each hand to modify the final result. E.g. A +3 card can be played on a hand of 16 to turn it into 19, while ± 2 can turn an 18 into either a 20 or a 16.
8. The player and the dealer are dealt cards in turn, one-at-a-time. Either the player or the dealer may choose to “hold” at any point (after the first two cards) and not be dealt any more cards. Roll a percentage die to determine which card, 1-10, is dealt (i.e. 1-10 = 1, 11-20 = 2, etc.).
9. The player closest to 20 points without going over wins the hand. In case of a tie, no one wins – the hand is replayed.
10. If a player is dealt nine cards without exceeding 20, he automatically wins the hand (even if the other player has 20 exactly).

Building a Side Deck in Pazaak	
Results	Interpretations
	Player may take a +3 card into his Side Deck
	Player may take a ± 2 card into his Side Deck
	Player may take a ± 5 card into his Side Deck
	Player may take a -# card into his Side Deck, which allows the player to turn any card in his hand into a negative card.  may also be spent on any of the  -based cards.

If the player wins against Meltan (this is likely at least a few hands won, or, optionally, a 

Meltan should say:

“No! I can’t have the other guards see me losing to some prisoner scum! I consider myself to be an honorable man, so if you’ll pretend like this game never happened, I can make it worth your while. What’ll it take?”

Meltan should then grant the player a boon of some kind, limited to what he is capable of granting without ignoring his duties (i.e. he’s not going to give them a gun or let them leave on the next shuttle). Presumably, this will be getting put on trash duty.

If the player loses against Meltan:

The player obviously must give up whatever he wagered, but there should be other players in the group who have a chance to win. If all have lost, the players will have to find some way to accomplish their objectives without Meltan's help.

If the players get put on trash duty:

Meltan says,

"Very well. You can end your shift early and meet in the trash pit in the mines. Load up the trash cart in there and guards will meet you in there to escort you to the trash chute. This will be your new role, at least for the next few weeks. That trash is awful, of course, but I can understand why you'd want the job – it's at least less back-breaking than all that mining."

If the players enter the trash pit/dianoga's lair:

As you enter the small cavern, you see – or more accurately, *smell* – mounds of trash. You feel some kind of liquid under your feet, and you're not sure you want to give it much more thought than that. As your eyes adjust, you see old, broken mining tools littering the area along with the various sundry refuse that comes about from having prisoners work in the same area for years on end.

Quickly, out of the corner of your eye, you think you see something move. That goes away quickly as you stop moving, however. In the silence of the cave, you can hear shifting trash. There is definitely something in here.

If the players wander around the lair:

The dianoga should, at large, ignore them. It may pop up from time to time, and a good **Perception** check combined with **Knowledge (Xenology)** may give the players some idea about what's in here. If not, the other prisoners will be able to tell the group about the dianoga.

If the players attack/provoke the dianoga or start searching through the trash:

Note that this is only if they start *searching*, not if they're simply loading up the cart for trash duty.

The dianoga will attack! It should not leave this room, and it should use the dianoga stats from p. 415 in the EotE core book, perhaps toned down a little if the group's makeup requires it.

If the players kill/defeat the dianoga:

The players should find the remains of two troopers, which will include a datapad, two holdout blasters, binders, two comlinks, two utility belts, four stimpacks, a small tool kit, and climbing gear. You may want to add/remove mundane items as your party's composition varies.

Act 3: On the Surface

This section likely begins with the players falling down into the lake. If the players have escaped by hiding in the transport, then the players should be dropped off with other empty cargo containers outside the outpost (the players would likely not be discovered in this, as the transport will just land, open its cargo hold, eject its empty cargo containers, and then take off and leave). The planet that the players are on is relatively nondescript – it's a mostly grassy planet with no obvious signs of technology other than an Imperial outpost near Stalitz prison. From that outpost, the players will find a way to a small landing pad that will give them the opportunity to fly off-planet.

As you tumble down, you see the stars approaching quickly, and then – daylight. After passing through the holo-shroud disguising the outside of the prison, your eyes take a moment to adjust to the bright lights of day. Before you can fully process what you see, you see something large and blue approaching you very rapidly.

The players are falling into the water underneath the prison. The players need to make an average (◆◆) **Athletics** check to safely dive into the water. This should be treated as a *Fall* (p.215, EotE core book) at a special range (due to the effect of falling into water). Base damage for the fall is 6 wounds (reduced by soak and # of ★); base strain for the fall is 4 strain (reduced by # of ☹).

After the players have all rolled their checks:

Splash! You slip beneath the surface of the water and swim back to the surface. It's been a while since you last bathed, to be sure, but this is a bit extreme. Regardless, you're free of the prison, at least for the time being, and you finally have a chance to catch your breath. Things are looking up.

As you look around, you see that you're in a large lake surrounded by a grassy shore. The only things of note that you can see is a small outpost on the shore of the lake and the looming form of Stalitz prison hanging above you like an angry moon.

Map Notes: Use the "PlanetSurfaceBase" map for this area.

If the players swim anywhere besides the outpost:

They are of course welcome to do so, and maybe are even considering approaching the outpost as a flank. In that case, treat approaching the outpost from land just as approaching from in the water. The water vehicles will still be out on the water as described below.

As the players swim towards the outpost:

As you swim towards the shore, you see a couple amphibious repulsorcraft depart from the outpost's dock.

Note: The map here is not at a 1:1 scale as the distances from the shore are concerned. For this, treat the repulsorcraft on the water as being a sufficient distance from the shore so as not to be able to interact (i.e. they are at extreme range).

Each repulsorcraft should have one minion group (x2) of Imperial Naval Troopers on board.

Skill Checks:

Knowledge (Education) (◆◆) check to ID the vessels

- Repulsorcraft are [Amphibions](#), a small amphibious personnel carrier. It carries one light antipersonnel blaster
- 🕵️ should reveal further stats on vehicle

Stealth (◆◆) to remain motionless/hidden

- 🕵️ may reveal player

Athletics (◆◆) to dive underwater without making too much noise/splashing

- Player can hold breath for number of rounds = Brawn characteristic (p.214)
- 🕵️ may reveal player

Once the players have all had a chance to react to the repulsorcraft, each set of troops will make a **Perception** (◆◆) check to search for the players. If all of the players have hidden successfully, the check is upgraded to a (◆◆◆) check. If more than half of the players have failed to hide, the check is given a 1 die.

If either of the craft spot the players:

Both repulsorcraft move to the players' location. While en route, the players should have one final chance to hide/act.

If all players have successfully hidden (or remain successfully hidden):

The craft will arrive at the players' location, search, see nothing, and drive away.

If the repulsorcraft arrive at the players and one or more player isn't hidden:

Players should engage in combat with the repulsorcraft. Players can reasonably target either the craft or the minions piloting them, as the speeder's cockpit is always open.

Amphibion

This vehicle is a SedriMotors Ltd. redesign of the earlier XM-21 Hydro-Skiff. Designed to act as a small-scale personnel carrier, it's equally capable of over-water and over-land travel. It is both lightly-armored and lightly-armed, as its traditional role involves some level of stealth.

2	1	-2			
Silhouette	Speed	Handling			
Defense: Fore/Port/Starboard/Aft					
0	-	-	0		
Armor	0	H.T. Threshold	2	S.S. Threshold	2

Weapons: Antipersonnel blaster (Personal, not planetary scale) [Ranged (Heavy), Damage 8, Critical 3, Range: Medium]

As the players approach the shore by the outpost:

Upon reaching the shore near the outpost, you see a large metal wall surrounding the facility with two smaller buildings inside. A small dock juts outward, right next to a larger opening on the beach. However, while the dock remains empty of the repulscraft that might normally sit there, the larger opening is occupied by two troopers manning large [E-Web](#) blasters (**Note: E-Webs are Heavy Repeating Blasters**).

Note: E-Webs are Heavy Repeating Blasters.

If the players are in the water, they may make a (◆◆) **Perception** check to notice the large wastewater pipe running in to the middle of the outpost.

If the players attempt to enter the outpost using the pipe:

Players may attempt to enter the outpost using this pipe, but it is Long Range from one end of the pipe to the other, and swimming underwater will make this difficult terrain (the net result is that it will take two turns of double maneuvers to reach the end).

Once the players have reached the end (beginning of the third turn), a successful **Athletics** (◆◆◆) check will need to be made to open the grate. Players should take a ■ on this check due to being in the water. If the check is failed, players must remain underwater for another turn.

Once the players are inside the outpost:

Note: The players will ultimately need to follow the speeder path out the facility to the north (or at least head in that direction).

Building in the northwest corner:

This building is a security office. It has a small computer on the right-hand side, a footlocker to the bottom, and a set of lockers on the left (see map).

Skill Checks:

Skulduggery (◆◆◆●) on the lockers' lock

- ✨ should give the players the Security Officer's prized Heavy Blaster Rifle, which is equipped (2 hardpoints) with a Weapon Harness
- 🗑️ generated here should potentially set off an alarm

Skulduggery (◆◆◆) on the footlocker's lock

- ✨ should give the player a set of confiscated Slicer Gear
- 🗑️ on a ✨ should play as the slicer gear being damaged, but you can still salvage a Datapad from it

Computers (◆◆) with the computer to determine how to get off-planet

- ✨ should point the players down the speeder path exiting the facility

Parked Amphibion just north of the dock:

This repulsorcraft is damaged and being worked on by a trooper, who is paying no attention to anything but his work. Players should have a chance to ambush him. If he's out of the way, players can pick up his Tool Kit.

Building in the middle:

This is a generic office. There's a computer in the middle, a large screen off to the right side, and some crates on the south side.

Skill Checks:

Skulduggery (◆◆●) on the crates' locks (one check for each):

- ✨ on a crate should yield its contents: one set of Padded Armor

Perception (◆) on the room to see what's there:

- The players notice a blaster rack containing one Blaster Carbine and one Blaster Pistol

Computers (◆) on the computer or the screen to find out how to get off-planet:

- Points the players down the speeder path exiting the facility

Speeder platform near the exit:

There are six [Aratech 74-Z speeder bikes](#) sitting out unattended. The speeder bikes are locked down, though, which can be remedied by a (◆◆) **Mechanics** check. Using anything other than Mechanics should make it a harder lock to break.

Gun emplacement to the south:

These are very dangerous. Players should avoid these. Heavy Repeating Blasters will hurt players who have just escaped from prison. A lot. As long as the players don't approach these from the south, they should be considered safe from them, although the troopers manning the blasters may leave and attack the players.

Once the players have left the facility to the north:

Map Notes: There is no map for this section – only the speederbike encounter would potentially require any movement.

Players should make a (◆◆) **Survival** check to follow the trail. The trip should take a few hours on speederbikes. Each player should be riding his own speederbike, but if they're sharing a bike, add a ■ to any check made while on the bike (to represent the distraction of another rider).

During the trip, roll a percentage die two or three times, and follow the table below (or just pick at your leisure). Each time, after one of these, the players must make a (◆◆) **Survival** check to get back on the path. ▼ on the check should potentially result in an extra encounter on the road (to represent the lost time taken getting back on track).

d100 result	Encounter
01-20	Speederbike Encounter: Two Imperials on speederbikes (the same type as the players) head toward the players from the opposite direction and point towards the players. The players must prevent the Imperials from reporting this to anyone.
21-40	Bad Weather: It starts to rain heavily, and each player must make a Pilot (Planetary) check to travel through (◆◆). ▼ should be the player falling off the speeder, or something similar (likely taking strain/wounds).
41-60	Nerf Crossing: The players see a herd of nerfs crossing the path up ahead, and completely blocking their way. If the players wait for the herd to pass, nothing happens. If they try to fly through, the nerfs should spook and all players should make a (◆◆◆) Coordination check to stay on the speeders. ▼ represents falling off (and maybe even getting trampled!).
61-80	Speederbike Wreck: The players see a column of smoke rising from scattered metallic wreckage. It appears to be the wreck of a speeder. If the players don't stop to search, give them a ■ on their survival check (since they were barely distracted). If they stop to search, there's nothing there, but maybe give them some mundane items (e.g. stimpacks,

	repair patches).
81-90	Roadblock: Have the players make a (◆◆) Vigilance check. If they succeed, they notice a small tree root sticking up out of the ground. If they fail, have them take 2 strain on their bikes to dodge.
91-100	False Perception: The players think they hear something. Have someone make a (◆◆◆) Perception check. If they succeed, there's nothing there – they were just hearing things (maybe it's a bird, etc.). If they fail, watch them sweat.

Once the players have reached the end of the trail:

Map Notes: Use the “PlanetSurfaceLandingPad” map for this area.

Up ahead, you can see the trail end as it tails off into a clearing. Inside the clearing, you can see a small metal building in front of a raised docking platform. As you approach, you can see a [DX-9 Stormtrooper Transport](#) just touching down on the pad. You can just make out the hum of the energy fence, which glows a subtle blue as it encircles the compound.

Here the players are given the opportunity to steal the transport and get off of the planet.

Delta-class DX-9 Stormtrooper Transport

This is the ubiquitous Telgorn transport ship made famous by the Empire's use of it for moving Stormtroopers, so much so that it has picked it up in its name. This is a well-armored vessel, comparable to the other military shuttle craft in service to the empire. Normally these come equipped with hyperdrives, but this is an orbital shuttle variant without one.

3	3	+0			
Silhouette	Speed	Handling			
Defense: Fore/Port/Starboard/Aft					
1	1	1	1		
Armor	4	H.T. Threshold	28	S.S. Threshold	12

Hyperdrive: None, normally Primary: Class 2, Backup: None

Navicomputer: Yes

Sensor Range: Short

Passenger Capacity: 30, crew included

Cost/Rarity: 95,000 credits (R)/6

Customization Hard Points: 1

Weapons: Forward Light Blaster Cannons (4) [Fire Arc Forward, Damage 4, Critical 4, Range: Close, Linked 3], Forward Light Ion Cannons (2) [Fire Arc Forward, Damage 5, Critical 4, Range: Close, Ion, Linked 1], Proton Torpedo Launchers (2) [Fire Arc Forward, Damage 8, Critical 2, Range: Short, Breach 6, Blast 6, Guided 2, Limited Ammo 8, Linked 1, Slow-Firing 1]

If the players enter by the front gate:

Someone should make a (◆◆) **Vigilance** check.

★ will allow them to hear a small ringing going off – the perimeter sensors have detected the players entering. In this case, give the players a round's worth to act, and then proceed the same way as if the check were failed.

If the check is failed (or the check was succeeded at the players had their chance to act), an Imperial Naval Officer and an Imperial Naval Trooper should run out of the nearby building and challenge the players as to their intentions. Any Deceit should be made against the Officer's Discipline (◆◆◆).

If the players are unable to explain their purposes, they should initiate battle with the Naval Trooper/Officer.

If the players attempt to break down/shut down a segment of the energy fence:

This is a (◆◆◆) **Mechanics** check. Players should be able to attempt this at any one of the "fence posts" to disable both of the fence segments touching it (see map).

Once the players approach the transport:

There are five potential entrances to the transport – the main loading ramp in the back and four cargo hatches on the sides (two on each side). The cargo hatches lead into small closets inside the craft, while the ramp opens at the back of the craft (see map).

Inside the main area on the transport, the players should find two groups of Stormtroopers (minion groups) and two Stormtrooper Sergeants. These will be immediately suspicious on seeing the players, and prompt them with:

"Halt! Who are you?"

Players may attempt a **Deceit** (◆◆◆) check against the group, with one ■ imposed because of the group size and one ■ imposed because they are suspicious already (for a total of two ■).

▼ on the check should result in:

"Lay down your weapons, you're not going anywhere."

The players will likely initiate combat at this point. The Stormtroopers should all set for stun on their weapons – they want to capture, not kill the players.

★ on the check should result in:

"Well, you'd better come with us. We have information that prisoners may have escaped from Stalitz, and we need you to answer some questions about anything you might have seen."

If the players acquiesce to the request, they will be taken to the Star Destroyer for questioning.

If the players refuse, combat may be initiated as above (with the Stormtroopers using stun settings only).

If the players defeat the Stormtroopers:

The players now have access to the transport, and may fly off. As soon as they take off, they should hear a communication from the Star Destroyer overhead:

“Delta Oh-Four-Seven, we have you on approach. Proceed to Docking Bay Two.”

The players should likely take the hint that the Star Destroyer expects them to land. The players may consider trying to use the hyperdrive aboard the craft, but an easy (◆) **Computers** check should reveal that this is a version of the DX-9 not outfitted with a hyperdrive.

If the players run away in the ship:

You feel a sudden lurch and hear a voice break through static:

“Delta Oh-Four-Seven, you’re off-course. We have you in our tractor beam. Disengage engines and follow protocol.”

The players should not be able to run from the Star Destroyer in a small transport without hyperdrive.

If the players lose to the Stormtroopers and/or are being taken by them for questioning:

The players are being flown up to the Star Destroyer by the Stormtroopers. At any point up to when they land in the docking bay, the players may attempt to attack the Stormtroopers (provided they are capable of fighting). Attacking the troopers while in-flight should provide a □ to initial actions (to represent the surprise of the troopers) and maybe prevent one of the troopers from interacting for a short time (to represent him having to pilot the ship).

If the players take control of the ship, proceed as if the players had taken control of the ship on the ground.

As the players approach the Star Destroyer/are towed in by the Star Destroyer:

Your transport continues its inexorable trip towards the Star Destroyer’s hangar bay. When you exit the outer atmosphere, you see that the Star Destroyer you’re heading to is not the only one in orbit – there are several Star Destroyers here: nearly a whole fleet!

As you head to Docking Bay Two, the smaller of the two docking bays, you pass under the larger ventral docking bay, Docking Bay One. Its doors start to close as you pass by, but you can glimpse inside a docking bay full of TIE starfighters, although they aren’t the standard hexagonal-winged versions – these are something you’ve never seen before. The glimpse is fleeting, though; you quickly ascend upwards

into your docking bay and move into one of the hangars on the side. Your craft comes to rest in between two columns of TIE Fighters, this time the ones you're familiar with. Maybe you were just seeing things...

Act 4: Into the Belly of the Beast

Once the players land in the Star Destroyer's hangar bay:

Map Notes: Use the "StarDestroyerTransportHangar" map for this area.

As you step out of the transport, you hear the telltale whine of the Star Destroyer's gargantuan engines propel the vessel into hyperspace. While you certainly don't want to stay on the massive Imperial ship any longer than you have to, there's no way to get off while the ship is in hyperspace.

Note: The players will be trying to find a way to stop the ship and then get off the ship in this section. Very shortly, a Rebel spy on-board the ship will contact them. The players will likely come up with at least a tentative plan to get off the ship, which should/can be redirected by the Rebel spy, who will have a series of objectives for them. If the players ever start to feel completely lost (i.e. they are hesitant to even leave the hangar they arrive in), have the spy come seek them out.

If the players are being escorted by Imperials (i.e. they surrendered to them in a previous scene, they did not lose to them in battle):

The Stormtroopers escort you up to the base of the control room entrance and then pause:

"Control room 2-B, this is EV-104. Have those data files come in from the prison on the escapees?"

"Affirmative, 104. We have them up here."

The Stormtrooper gestures at you:

"You wait right here. I need to go up and check on something; I'll be down in a second."

The Stormtrooper should head up into the control room, where he will learn that the players bear a striking resemblance to the escaped prisoners. The players should likely take the opportunity to act here. If they do not:

The Stormtrooper comes dashing down the stairs –

"Men, arrest them! These are the escaped prisoners!"

The players will likely resist here, and a battle will ensue.

If the players lose/surrender:

Proceed as below ("Players lost to the stormtroopers and did not take over the transport en route").

If the players lost to the Stormtroopers and did not take over the transport en route:

The players should be escorted by the Stormtroopers to the detention cells. Proceed here as under “Players are defeated/captured on board.”

If the players land in the hangar with the players in control of the transport:

You peer around the hangar, looking past the rows of TIE Fighters. The hangar is a small one, and the only things of note you can see are a staircase, likely leading to a control room, and several lift tubes scattered around the room.

If the players appear to be Imperial (e.g. are wearing Imperial clothing, etc.):

A voice chimes in over the loudspeaker:

“Delta Oh-Four-Seven crew, please register cargo log with hangar control.”

The players should report to the Imperial Naval Officer in the control room. Failure to do so will result in the officer chasing them down, similar to the below.

Any Deceit the players make against the officer will use the Officer’s Discipline (◆◆◆).

If the players do not appear to be Imperial:

You hear footsteps, and a man in an Imperial officer’s uniform (Imperial Naval Officer) exits the nearby stairwell.

“You there, who are you and where are the men sent down in the transport?”

Deceit checks should be made against the officer’s Discipline (◆◆◆). ▼ on a Deceit check will cause the officer to engage the players in combat.

Note: The players have four main locations to visit on the ship other than the hangar they’re in right now. There are the Corridors, where the players should meet the spy, the Detention Cells, where the players need to rescue the spy’s associate, the Backup Reactor Control, where the players will need to disable the Star Destroyer’s reactor, and the Main Hangar Bay, where the players will need to steal a ship and leave (once they’ve forced the Star Destroyer out of hyperspace).

If the players explore the control room:

Skill Checks:

Computers (◆◆) to learn information about the ship

- ★ may include the below information:
 - The ship is in hyperspace
 - The ship will not exit hyperspace for some time
 - The ship is traveling with several other Star Destroyers (in a fleet)

- All hangars are locked down while the Star Destroyer is in hyperspace
- Exiting a ship traveling through hyperspace is very dangerous (likely lethal)
- The ship is an Imperial-class Star Destroyer – the *Monitor*
- If the players realize that this is the same ship that captured them earlier, the computer should let them know that the *Bendu's Shadow* was removed from the main hangar three standard weeks ago.

The players will likely decide to search somewhere. Anywhere the players head to should lead them up through the lift tubes into the Corridors (map).

When the players enter the Corridors:

Map Notes: Use the “StarDestroyerCorridors” map for this area.

Note: The “Corridors” map is also useful for a generic map if the players decide to go to some location that isn’t one of the pre-planned ones.

Decide on a destination for the players. This may be any one of the other sets of lift tubes on this floor (there are three – one in the NW corner, one in the middle, and one in the SE corner).

The corridors should have patrolling Stormtroopers/Imperial Naval Troopers/Officers for the players to avoid/fight. Computers in this area can be used to grant basic knowledge about the ship. Containers in here may be picked/opened to give mundane items (or items the players need to restock after being captured). At least one room (north-eastern-most room) has a blaster rack (containing blaster rifles/pistols) in it.

While the players are skulking around, have them make occasional Stealth checks, even when it seems like they wouldn’t be required. As soon as one player fails one (and if it doesn’t happen, make it happen by fiat after a while), a voice (the spy) should beckon at the players from a nearby room:

“Hey, you – fringers. Come here before you alert the whole ship. I know who you are.”

The players should decide to enter the room, but if they don’t, have the spy pop out and reveal himself, and then play it just like the below.

As you head in to the room, you see a man in a standard Imperial Officer’s uniform, but the face is familiar – it’s Major Dernigan!

Note: If the players aren’t continuing this campaign from the *Bendu's Shadow* campaign, you may need to retool some of this dialogue. Treat the spy as a generic Rebel spy that the players do/don’t know.

“Yeah, yeah, I’m sure it’s a surprise. Believe me, I’m more surprised to see you. After you got captured by that Star Destroyer, we figured you for dead. It’s been weeks since then. What happened?”

Allow the players to explain their situation. Make sure that the Major learns how they got here/that they're just escaping.

If the players ask what the Major is doing on board a vessel like this:

"I'm working with Alliance Intelligence – I've always been with Alliance Intelligence. Who else do you think has the authority to send a bunch of spacers after a prize like a corvette?"

If the players ask for help getting off the vessel:

Allow the Major to redirect it – he should explain that he's got his own goals, but they can probably help each other out. Continue with the dialogue below, which supports making the players' goals and the Major's goals work together.

If the players pause/wait for the Major to continue:

"Anyway, I'm on board this vessel – the *Monitor* – to investigate a new TIE starfighter program the Empire is fielding. These are apparently some of the first of a production line of an advanced TIE prototype."

"Now listen, I'm sure you want to get off this ship as soon as you can. If you help me out, I can promise that it'll give you a way off this ship – and maybe even a way to make up for that prize money you couldn't get for the corvette. How do you feel about stealing something a little smaller?"

If the players ask about the TIE prototypes:

"These are some nasty pieces of work. These TIEs are faster, stronger, and they're capable of being equipped with hyperdrives, just like our X-Wings. If the Empire makes these widespread, our boys could have real trouble."

Note: The TIEs the Major is describing are [TIE Avengers](#), a starfighter introduced in short amounts around the time of the Battle of Hoth. They're based off of Darth Vader's TIE Advanced x1 (from *A New Hope*), so they could have presumably been in development/testing any time in between ANH and ESB.

When the players agree:

"So here it is – you all have given me a great opportunity to cause enough havoc around here to make off with some of those TIE prototypes. Alliance Intelligence could really do with getting their hands on those."

"I've got a portable homing beacon I can use to call in support when I need it, so if we can isolate this ship from the fleet, we've got a chance to allow our wing to get the drop on it."

“Since the ship is in hyperspace, we’ve got a chance to do that. All we have to do is disable the ship’s main hyperdrive and the ship’s backup hyperdrive at the same time.”

“There is one small problem, though. I’ve got an associate whose cover was blown, and he’s locked up tight in the detention cells on-board. I don’t think he’s broken, yet, because the Imps don’t know about me, but he’s the engineering whiz – if we want to disable those reactors, we’ll need his help. If we want this to work, we have to get him out of that cell.”

The players’ next objective will be to head to the detention cells. Major Dernigan should accompany them there.

Major Dernigan (Nemesis)

Major Dernigan is a red-haired officer in the Rebel Alliance, and assigned to an Alliance Intelligence division. As a spy on-board the Star Destroyer, you find him wearing an Imperial Naval Officer’s uniform.

3	3	3	3	3	3
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak	3	W. Threshold	16	S. Threshold	18	M/R Defense	0/0
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Skills: Charm 2, Coerce 2, Computers 1, Cool 1, Deceit 3, Discipline 2, Perception 1, Pilot (Space) 1, Ranged (Light) 2, Stealth 2, Vigilance 2

Talents: Adversary 1

Abilities: Rebel Tactics (may spend a maneuver giving advice to all allies in medium range, granting them on their next check).

Equipment: Heavy blaster pistol [Ranged (Light), Damage 7, Critical 3, Range: Medium, Stun Setting], Datapad, Comlinks

Once the players make it to the floor with the detention cells:

Map Notes: Use the “StarDestroyerDetentionCells” map for this area. If this was used earlier in the “being captured” part, then this may appear familiar to the players.

As you exit the lift tubes, you see the floor open up into a wide hallway in front of you. There is a set of double doors immediately in your path, and the hallway continues around another bend to the right.

If the players head to the double doors:

“Not there, not unless you really need to see a doctor. That’s the med bay.”

If players choose to head into the medbay, they should have the opportunity to confront the same doctor that met them earlier when they were first captured. Other than the doctor, the medbay has three bacta tanks (which the players should not have enough time to use) and two medical chairs (which should act essentially the same way as a medkit, albeit stationary and immovable).

When the players enter the detention area:

As they enter through the heavy blast door, there is an Imperial Naval Officer with two groups of Stormtroopers flanking him. If the players haven't discussed a plan beforehand with the Major, he should immediately open fire on the officer, saying:

"I believe you have a friend of mine. He'll be checking out now."

This will start combat. Otherwise, any **Deceit** checks should be made at a (◆◆◆) difficulty. After combat/interactions are resolved, there is only the Major's ally waiting in the cells. Optionally, the GM may decide to add some more prisoners to allow for a more exciting set of interactions when the cells are opened.

Skill Checks:

Computers (◆◆) to open the cells (one or all of them, default to all of them)

- ▼ may result in the player taking strain, while ☒ might incur a line of questioning over the comms. ▼ / ☒ on *that* may incur another Stormtrooper encounter outside the detention area.

Skulduggery (◆◆◆) to open the contraband lockers in the detention area

- ✨ with no ☒ should give the players a Vibrosword with the Mono-Molecular Edge attachment
- ☒ may result in the weapon losing/not having its attachment (it gets broken)
- Players may also find various small/low-value items/weapons in here (e.g. backpacks, extra reloads)
- 🌀 may give (choose one/some): Slicer gear, Disguise kit, Breath mask

On releasing the prisoner(s):

As you shut down the cell(s), a small human with dark hair approaches the Major.

"Dern! I thought I was stuck in here for good. Who's this bunch you got to help?"

"Ah, these are the fine group of spacers we saw spearhead the *Bendu's Shadow* fiasco – not that they could have helped the Imperial Star Destroyer, of course."

He turns to you:

“And this emaciated-looking fellow is my colleague, Gadon Bul. He’s the genius who’ll help us rip the Imps right out of hyperspace.”

“Wait, what’s this about genius and ripping?” Gadon chimes in. “It sounds like you have more of a plan than just ‘Spring Gadon from prison.’”

Dernigan nods:

“Yeah, these fringers have provided us with the opportunity to finally get our hands on those TIE prototypes – and, of course, to get you out of here.”

“What I’m thinking we do is this. We’ll split up. Gadon and I can go to the main reactor – it’s more complicated, and Gadon needs to be there in person to shut it down. You lot head to the backup reactor, and Gadon can talk you through over the comlink.”

If the players don’t have comlinks, Dernigan hands them each one.

“It’s important that only a Gadon and I go to the main reactor. Because it’s more heavily-guarded, we need to keep a very low profile. And, no offense, but two humans are a lot less conspicuous than your group.”

“Now we need to get out of here in a hurry. Gadon and I can head up with you to the backup reactor – it’s on the way to the lift we need to take to the main reactor. Let’s get moving.”

The players should head to the reactor map at this time.

Gadon Bul (Rival)

This is a slim, gaunt-looking fellow who, similar to Major Dernigan, wears the uniform of an Imperial as a disguise. Unlike the Major, though, Gadon’s uniform is quite mussed, given his change of residence to a holding cell in the detention area.

2	3	3	2	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak	2	W. Threshold	15	S. Threshold	-	M/R Defense	0/0
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Skills: Deceit 1, Discipline 3, Ranged (Light) 2, Computers 3, Mechanics 3, Pilot (Space) 1

Talents: None

Abilities: None

Equipment: None

When the players reach the backup reactor area:

Map Notes: Use the “StarDestroyerBackupReactor” map for this area.

Note: This area has three distinct “levels,” much of which is suspended over an effectively bottomless pit. Falling in would be bad.

Upon exiting the lifts (on the lower-left-hand side of the map), you hear a voice call out to you from across a small retractable bridge (on the lower-right-hand side of the map):

“You there, are you the engine maintenance team? We weren’t told to expect you for another hour!”

As you look over for the voice, you see a lone Imperial mechanic surrounded by a pair of Stormtroopers. Major Dernigan whispers to you:

“You see that lift tube over there? We need to get over there and take that down to the main reactor. If you can bluff your way by them, that’s great, but we’ve also got the firepower to end this quickly.”

Deceiving the mechanic is a difficulty of (◆◆).

Imperial Engineer (Rival)

These mechanics are typical of the lower-level officers and enlisted personnel assigned to maintain the giant machines of the Imperial Navy. Clad in an all-black uniform similar to an officer’s uniform.

2	3	3	2	1	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak	2	W. Threshold	12	S. Threshold	-	M/R Defense	0/0
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Skills: Ranged (Light) 1, Computers 1, Mechanics 1

Talents: None

Abilities: None

Equipment: Holdout blaster pistol [Ranged (Light), Damage 5, Critical 4, Range: Short, Stun Setting], Tool kit, Emergency repair kit

Once combat/dialogue is resolved with the mechanic and troopers:

“We’ll see you soon; stay on the comm,” Major Dernigan mutters, as he and Gadon disappear into the lift.

At any point, the players may communicate on the comlink to get advice from Gadon or the Major.

If the players ask Major Dernigan/Gadon Bul how to disable the reactor:

“On the bottom level of the support gantries, there are two control computers. You’ll need to deactivate them simultaneously to disable the auto-restart sequence. After you’ve done that, you can manually deactivate the reactor, which is on the middle level of the platforms.”

When the players look out over the walkways/gantries area (the upper-most part of the map):

Through the opening, the first thing you see is the bright, green glow of the reactor, which sits on the middle set of platforms in the middle of the room. Below you, the room opens up into a deep pit, extending down almost interminably.

As you look a little closer, you can see several engineers working on the second level, immediately around the reactor. Above their heads wander some Stormtroopers; obviously security put in place to guard this sensitive area of the ship.

For the players to disable the reactor:

Skill Checks:

Computers (◆◆) to disable the auto-restart sequence

- This must be performed by two different people at the same time, one at either computer on the bottom level of the walkways
- ▼ by one person requires both redoing it

Mechanics (◆◆◆◆) to manually deactivate the reactor (this can only be attempted after the above Computers check is passed)

- ▼ on this check could mean that someone else (besides the player who just attempted it) should have to try it before the player can try again
- ▼ could mean that you have to steal/acquire something from the tool room (right side of the map) to successfully shut down the reactor

When players successfully shut down the reactor:

As you make the final tweaks to the reactor, you can hear its hum slowly descend in pitch as the bright green light dims and is eventually extinguished. Just then, a beeping comes from your comlink – it’s Major Dernigan.

“Alright, now’s our chance. We shut down the main reactor, and Gadon confirmed that you all successfully shut down the backup reactor.”

As if on cue, you feel the giant destroyer shudder.

“There it was – we’ve dropped out of hyperspace. We’ll on the way to the main hangar. Get there quickly, while the crew’s still confused!”

The players should now head to the main hangar bay map. If you’d like, you could take them through the corridors map as a stealth section, if they didn’t spend a lot of time there earlier (i.e. sneaking from one set of turbolifts to another). If they head to the corridors, Major Dernigan should probably meet them there.

Once the players head to the main hangar bay:

On the way to the hangar bay, Major Dernigan turns toward you:

“Well, this is it. We don’t have a lot of time. As we headed to the main reactor, I activated my homing beacon. Our wing should be here soon, and we have to do this quickly – we’ll have a limited amount of time before the rest of the Star Destroyer’s fleet realizes what’s happened and can jump back in on us.”

At that moment, the lift comes to a stop in the hangar bay.

Map Notes: Use the “StarDestroyerTIEHangar” map for this area.

The doors open, and just to your right, you see a large gathering of Imperial pilots and troopers.

“Hey, you there!”

“That’s the escaped prisoner!”

“Stop them!”

The Major shouts at you:

“Break for it, guys! Everyone make it to the hangar floor and grab a TIE! Backup suits should be in the cockpits.”

At this point, players should roll initiative – this is a chase scene. The players can try to fight the troopers, but ideally there should be too many to successfully fight.

After initiative is rolled, be sure to consider making most of the enemies’ first turns consist of either running or getting up and pulling out weapons.

If players start to fight, consider having the enemies call for reinforcements. Players should flee along the top part of the map and make it down to the TIEs at the bottom-right.

Note that in the middle, a stack of crates blocks their way – they can either make a (◆◆) **Athletics** check to hurdle over it, or they can cut through the nearby room to pass it.

Once the players reach the blast door on the left-hand side of the map, the players will need to make a successful (♦♦) **Computers** or a (♦♦♦) **Mechanics** (not Skulduggery) check to open the door. The players can make the same check on the opposite side to force it shut, assuming they haven't broken the door's locking mechanism (through ⚙️/🔒).

Once the players are inside the TIEs:

“Get those flightsuits on, and quick!”

You hear, over the TIE's comms.

“We have only minutes until they can scramble a response!”

Once you all are fitted into your suits and your seats, you lay in the startup sequence.

“Okay, let's punch it and get out of here.”

Major Dernigan's TIE accelerates out of the hangar and then drops down out of the main docking bay entry on the bottom of the Star Destroyer, shortly followed by Gadon Bul's TIE.

Players should all choose what to do, and they will likely all move to a space map at this point. Players will likely want to use the Punch It maneuver to immediately jump to maximum speed.

TIE/ad Starfighter

More commonly referred to as the *TIE Avenger*, this craft represents the development of a production line of Darth Vader's TIE Advanced x1 starfighter. Possessing both shields and the capability of being equipped with a hyperdrive, this starfighter is capable of hanging with the best ships the Rebel Alliance can field – and then some.

3	6	+3			
Silhouette	Speed	Handling			
Defense: Fore/Port/Starboard/Aft					
1	0	0	1		
Armor	3	H.T. Threshold	10	S.S. Threshold	10

Hyperdrive: None. For the cost of a hyperdrive upgrade, may be fitted with a Class 2 hyperdrive

Navicomputer: Yes

Sensor Range: Close

Passenger Capacity: 1, pilot included

Cost/Rarity: 140,000 credits (R)/7

Customization Hard Points: 1

Weapons: Forward Mounted Medium Laser Cannons [Fire Arc Forward, Damage 6, Critical 4, Range:

Close, Linked 3], Forward Mounted Concussion Missile Launchers (2) [Fire Arc Forward, Damage 6, Critical 3, Range: Short, Breach 4, Blast 4, Guided 3, Limited Ammo 4, Linked 1, Slow-Firing 1]

Once the players have all made it into space:

As you flee the Star Destroyer, you see that yours are not the first ships to enter the field – Major Dernigan’s reinforcements have already arrived, and while the capital ships are slugging it out with the Star Destroyer, several wings of TIE Fighters have engaged with the starfighters from the Rebel fleet.

Just as you start to look back to your controls, you see a set of unmistakable lines join the battle against the TIEs. It’s the [insert player ship name here]!

Note: If playing this directly from the *Bendu’s Shadow* campaign, this is the ship the players left with the Rebels as they took on the hijacking mission. It will have been refitted with some better weapons, although the players do not know that yet. Because the Rebels assumed the players were dead, they refit the ship for their own use.

If the players ask the Major about their ship/try to contact their ship:

“Not the time, not right now. Suffice it to say that we thought you were dead, and we hated to see a good ship go to waste. We can sort this all out after we make sure we’re not dead, don’t you think?”

If the players try to use the TIEs to jump into hyperspace:

There are no hyperdrive systems on-board. They’re capable of being equipped with hyperdrives, but these prototypes don’t have them.

At this point, the players should enter in to a space battle on the side of the Rebels. After a few rounds of combat, allow the Rebel ships (there should be several) to destroy the Imperial Star Destroyer and allow most of the enemy TIEs to be destroyed as well. Feel free to add enemy TIE Avengers to the battle if you want, but most of the enemy TIEs should be regular TIE Fighters.

Once the space battle is concluded:

As the battle is resolved, you hear Major Dernigan broadcast over an open channel:

“Well done, men! Quite the timely response. If you’ll let us go ahead and dock, I’ve got some friends here who deserve a big ‘thank you.’”

“Major Dernigan, you and the pilots of the TIE prototypes are all cleared for priority docking. Bring those ships in safe.”

The Major opens a channel to you:

“We’ll dock on the *Adegan Sunrise*, my home frigate. Let’s bring these in nice and slow.”

As the players land in the hangar bay:

As you touch down, you hit the switch for the cockpit release, and you hear the hatch slide open with a hiss. Dozens of Rebel technicians, pilots, and officers surround the ship, and as soon as you exit, you're met with a wall of thundering applause.

Major Dernigan and Gadon jump out of their own TIEs and run over to your group.

"Well done, spacers, we owe you a debt of gratitude. And yes, I'm sure I know the first thing on your mind. Here it is—"

As he gestures, you see the unmistakable shape of [insert players' ship name here] glide into the hangar bay.

"We honestly had you figured for gone for good, so we refit your ship a bit and used it as a transport for ourselves. That said, we more than owe you for retrieving these TIEs, so consider the extra modifications to your vessel a gift to you."

Note: Depending on the vessel the players had beforehand, give them a couple/few extra modifications commensurate with the length of the adventure they've just completed.

"In addition, we're happy to pay you the prize you would have earned for the *Bendu's Shadow* capture, plus a little extra."

Note: The players should likely receive the bounty they negotiated for plus an extra 2000-4000 credits.

"And one last thing – I'll probably catch flak for this, but we pulled in far more information on this TIE project than I could have dreamed of. We'll need to get most of these TIEs to Alliance R&D, but you all were tremendous, and we've got several, thanks to your help. I think I could look the other way if you wanted to take one with you."

Note: This is a prize that is likely more valuable than the rest combined, so don't allow the players to get away with more than one starfighter.

Major Dernigan turns to the assembled Alliance personnel:

"Men, one more time, I give you [insert PC names here, listed in sequence]!"

The group applauds you again, this time the applause rings louder than before. Major Dernigan smiles and turns back towards you:

"Well, this is probably goodbye, but know that today you've earned a friend in the Rebel Alliance. Wherever you go next, good luck, and may the Force be with you."

Credits and Special Thanks:

Aazlain - EotE Symbol font

C. Steven Ross - Module feedback

Scott D., Ian F., Brandon A., Aaron B., and DMC-Man - Beta playthrough

Jesus Christ - Saving grace, and one in whose image I am created and so create

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