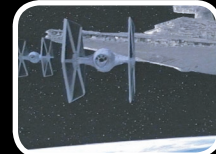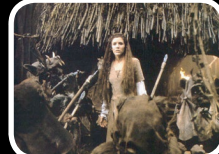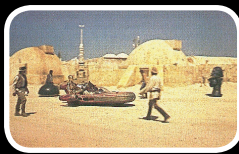# STAR WARS

ROLEPLAYING GAME

THE FALL OF ERAYDIA
Unifying Force Adventure One

d20

by Jonathan Ball

Unifying Force Campaign
Adventure One: The Fall of Eraydia

for the
STAR WARS® Roleplaying Game

Written By:
Jonathan **"Wedge in Red 2"** Ball

Development & Editing:
Rodney **"Moridin"** Thompson

Layout: Derek **"Nafai"** Jones

Artwork By:
Jonathan **"Wedge in Red 2"** Ball, Daniel **"Reverend Strone"** Falconer, W. Don **"Ghost in the Holocron"** Flores, Derek **"Nafai"** Jones

Unifying Force Campaign Director:
Rodney **"Moridin"** Thompson

Unifying Force Campaign Staff:
Jonathan **"Wedge in Red 2"** Ball, Nate Christen, Rob **"FrobiWanKenobi"** Froberg, Ryan **"Lucius"** Harte, Patrick **"Talonne Hauk"** Hultquist, Gabriel **"Dr_Worm"** Johnson, Derek **"Nafai"** Jones, KC **"kckamas"** Kamas, Phil **"Rigil Kent"** Norfleet, Sal **"SORTEGA76"** Ortega, Jim Williams, James **"Ka'sir Faywind"** Fernandez, Mike **"klecser"** Fryda

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Introduction

Unifying Force is a campaign for the Star Wars Roleplaying Game (SWRPG). Set during the Rise of the Empire Era, the campaign deals with the characters coming of age in the Clone Wars, a time of galactic strife that affects all citizens of the galaxy. The campaign is interactive – the results of each group playing the adventures will shape the campaigns future direction. Either the Wizards of the Coast version (D20) or the West End Games version (D6) of the SWRPG can be used to run the campaign.

Beginning 6 months after the Battle of Geonosis, the campaign is largely based in the Decimus Sector, the homebrew campaign setting of SWRPGNetwork. The characters will become embroiled in the battle for control of the system, and encounter both the glory of victory and the atrocities of war. Initial adventures will introduce characters to the setting, so players (and Gamemasters) do not need to be from or familiar with the sector in order to run the campaign. Characters are assumed to be opposed to the Confederacy of Independent Systems (the Separatists) – if GM's wish to run with groups that do not hold this affiliation, then modification may be required. Note that being opposed to the Separatists does not necessarily denote affiliation with the Republic; criminal organizations, independent smugglers, and isolated star clusters may all oppose the Confederacy while still not allying themselves with the Republic.

The initial adventures will cater to freshly created characters. In d20 terms, characters will be assumed to be level 1-2. In D6 terms, characters are assumed to have 7D – 8D of dice allocated to skills. Gamemasters are free to allow or disallow any character classes (d20) or templates (D6) at their own discretion. Unlike the RPGA-sponsored Living Force campaign, the campaign directors make no assumptions about the makeup of the characters. This is up to the GM of each particular adventure, and as a result there is no Unifying Force standard. The campaign directors decided to allow the GM the final say in order to open the adventures up to each and every gaming group out there. What this means is that not every character will be able to play in every Unifying Force game under different GMs, however this is a choice we made because it allows a greater number of people and groups to play the adventures. Convention games, such as the special events at GenCon, will use pregenerated characters.

After each adventure is run, GM's are asked to provide specific feedback on certain aspects of it, which will directly affect future adventures. This makes the Unifying Force campaign more than a mere adventure path or series. The campaign is dynamic, and changes depending on results of each group's adventures. Major events will take place at conventions, but each adventure can affect future adventures in both large and small ways. All a group needs to do to impact the campaign is play an adventure and fill out the appropriate feedback form.

This is the first adventure in the Unifying Force campaign. After this, adventures will appear at regular 3-week intervals (barring severe problems) and feedback forms will be posted simultaneously. This year we do have one major Unifying Force event at GenCon. First, a three-part series of adventures (named the Jedi Convocation Trilogy) will lead into a simulated space battle on par with the titanic spacefights seen in the films. The outcome of this battle will be a major focal point for the second half of the year's adventures.

Welcome to the Unifying Force campaign!

This is the first installment, **The Fall of Eraydia**. Designed for 4-6 beginning characters, this adventure gets them quickly immersed in the events of the Clone Wars. If you have less than 4 characters, it may be wise to increase their power slightly (perhaps by making them 2nd level).

<u>Getting the characters involved</u>

The characters should begin as crew on the Republic starship *Sanctuary*, helping escort 30 refugees to the Eraydia system. The characters can be from any range of backgrounds. If they are from the Republic military, they could have been assigned through the normal chain of command to the *Sanctuary*. Members of the Jedi Order may have been asked by their Masters to help ease the suffering of the refugees by travelling with them to Eraydia. Independent characters may be hired on to help out as guards, pilots, or simply laborers.

Chapter One: How Did We Get Into this Mess?

Summary

This chapter deals with the initial action sequence of the story. The characters arrive in the Eraydia system to find it is under siege from Separatist forces. Attacked by droid starfighters, they are forced to ground.

Getting Started

The PC's are encouraged to take up roles on board the *Sanctuary*. While the role of pilot is filled (by Shom Tuuko, see below), there are still spaces available as co-pilot, communications officer, sensors operator and engineer. Working in these roles will give the characters something to do once the action starts. Alternatively, the characters can opt out of the roles, and this first chapter can be done in a very narrative style, moving quickly to the action in Chapter Two.

When beginning the first scene of the adventure, read the following aloud to the players:

> Mere moments from your expected arrival on the planet of Eraydia, the ship lurches to a rough exit from hyperspace and alarm claxons aboard the vessel immediately begin to blare loudly. The stress-filled voice of the captain crackles to life over the intercom system as another jolt threatens to knock you from your feet.
>
> "All hands to battle stations! All hands to battle stations! This is not a drill. All passengers should secure themselves and their belongings and remain in the designated passenger areas."
>
> Rushing to the nearest viewpoint, it is immediately obvious what is causing the problem: a fleet of Separatist warships surround the gray world of Eraydia, and a flight of droid starfighters are buzzing your starship amid scattered weapons fire.

The *Sanctuary*

The characters are onboard the *Sanctuary*, a Republic Light Cruiser similar to the one used by Qui-Gon and Obi-Wan to get to Naboo at the beginning of Phantom Menace. The main differences are that a lot of the cargo space and diplomatic niceties have been removed to make more space for passengers.

The Sanctuary
Craft: Modified Corellian X-9000 Light Cruiser
Class:| Capital ship
Cost: Not Available For Sale
Size: Large (115m long)
Crew: 5 (Pilot, Co-Pilot, Communications, Sensors, Engineer)
Passengers: 30
Cargo Capacity: 5 metric tons
Consumables: 2 months
Hyperdrive: x2 (backup x15)
Maximum Speed: Cruising
Defense: 19 (-1 size, +10 armor)
Shield Points: 300 (DR 20)
Hull Points: 230 (DR 20)
Weapons: None (Unarmed transportation vessel)
The cruiser also carries 5 standard 8-person escape pods.

Shom Tuuko

Shom Tuuko is an NPC and pilot of the *Sanctuary*. Shom acts as a bit of a tour guide throughout the adventure – he knows quite a bit about the Decimus Sector and Eraydia in particular, having done a lot of travel through this area.

A young Duros who has only recently come into the service of the Republic, Shom grew up in a Duros family that travelled around the Decimus sector. When the Clone Wars broke out, Shem impulsively signed up with the Republic. With little experience, the Republic decided to put him in a role that would hopefully keep him away from the action – as a pilot on a refugee ship.

Shom is outgoing, friendly, and easily excitable. He loves spacecraft and relishes every opportunity he gets to fly a new one. He has begun to grow bored with his role piloting refugees around, as it lacks excitement.

Male Duros Soldier 1; Init +3 (Dex); Defence 16 (+3 class, +3 Dex); DR 2; Spd 10m; VP/WP 10/10; Atk +1 melee (1d3, unarmed) or +4 ranged (3d6 or DC15 stun, blaster pistol); SV Fort +2, Ref +3, Will +1; SZ M; FP 1; DSP 0; Rep +0; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 12; Challenge Code A.

>   **Equipment:** Blaster pistol, padded flight suit, comlink, field kit.
>   **Skills:** Astrogate +8, Computer Use +6, Knowledge (Decimus Sector) +4, Listen +2, Pilot +9, Repair +4, Spot +2.
>   **Feats:** Armor Proficiency (Light), Spacer, Starship Operations (Capital Ships), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

The Refugees

There are 30 refugees on board the *Sanctuary*. They are of mixed races and ages, although nearly a quarter are human, and another quarter Falleen.

Assume all refugees have 10 in all statistics, no relevant skills, and 10 wound points. Unless a refugee is specifically singled out, assume that they are all on the same wounds.

For the purposes of the game, the refugees should be treated as one entity (to avoid having to make 30 rolls!). For example, later in the adventure when the *Sanctuary* crashes, the refugees will be required to make fortitude saves to avoid damage from the crash. Just make one roll for the entire group. If the save is failed, roll 2d4 once, and remove that amount of wounds (6 for example). From now on assume all refugees have 4 remaining wounds.

Objective

The characters are horrendously outgunned in this battle, and once this becomes apparent the PC's two options are probably going to be to run for hyperspace or run for the planet. The objective of the space battle is to get the party onto the ground without a way off the planet. Gamemasters should keep this in mind while running this adventure.

Surprise

The character on the scanners gets a spot roll to notice the droid fighters closing in from behind, and thus not be surprised. Generally, the scanners will have been left on passive mode, however if the characters have been cautious they may get bonuses to their Spot roll (+2 if Scanning). The spot roll is DC 16 (Size Fine (DC 18), Medium range (+2), Target using Scan (-4)). If the scanners operator fails their roll, the *Sanctuary* is surprised and the droid starfighters get a surprise round.

Droid Tactics

The droid starfighters have orders to disable any ships that enter the system. As such, their opening move is to hammer the ship with proton torpedoes until they have done sufficient damage to stop it escaping. The droid ship is 8 squares away, which means in the initial round the *Sanctuary* should get hit by two proton torpedoes. Unless the shields are up, this should do enough damage to require a roll on the battle damage table. GM's

should feel free to fudge the roll to assume destruction of the hyperdrive for story purposes.

Stats for Droid Starfighters can be found on pages 228-229 of the *Revised Core Rulebook*.

With no weaponry, the *Sanctuary's* only option is to run and dodge. Shom will start flying full defence (+4 to defence, -8 to attack rolls) as a full round action.

Jumping to Hyperspace

One of the most obvious options the PC's will consider is making a jump to hyperspace to get out of there. However, since this adventure relies heavily on the characters arriving on the ground, several factors have been included in the space battle that can plausibly make a run for the surface a viable option.

The Astrogation roll requires a minimum of 2 rounds. Assuming the characters just want to jump back to where they've come from, its difficulty is 20 (current data, expansion region to core, nav computer used, reduce time needed for check to two rounds). That's not too difficult for Shom, however if Shom is having to fly the ship he can't do the Astrogation calculation. If the droid starfighters have surprised the *Sanctuary*, it might not have two rounds before it's hyperdrive is damaged!

However, the Separatists have foreseen this possibility. Without Interdictor cruisers (which aren't invented yet), the only means of preventing a starship from going to hyperspace is to try and block its route out of system. The Separatists have placed Techno Union ships at each of the 4 most commonly used jump-off points in system. This leaves the characters with another two options in their attempt to get to hyperspace – they can try and run past one of the ships, or they can try to make a jump from in system, which they only have incomplete data for. At this point it might be wise to point out to the characters that their lives are not the only ones on the line; their decision may be influenced by the fact that a hyperspace mishap would also cost the lives of all the refugees onboard.

If they try to run past one of the ships, the Techno Union ships will try to use their tractor beams to catch the *Sanctuary*. If this occurs, the adventure can be salvaged – have the PC's and refugees transported down to Eraydia on a shuttle that is struck by a manteon and crash lands. Go to Chapter Two.

If the characters try a jump from in system, the base difficulty is 30 (no data), unless one of the characters accesses the Holonet (Computer Use check, DC 25 – only military ships jump from in system, and the PC's don't have that level of access). Then the base DC is 25 (data over one month old).

If the characters don't realise it, Shom will quickly bring to their attention the fact that the *Sanctuary* cannot take much more of the pounding it's receiving. With hyperspace no longer a viable option, Shom will suggest getting to Eraydia as fast as possible.

Closer!?!

Once in the atmosphere, Shom suggests flying closer to the manteons in the hopes that the huge flying creatures pick off some of the pursuing fighters.

The ploy works – to a certain extent. The manteon the *Sanctuary* flies past gets two attacks, one at +8 (which it uses against the biggest target and the one that gets to it first – the *Sanctuary*), the other at +3 (which it uses against one of the droid starfighters). Refer to page 216-217 of the Revised Core Rulebook for rules on ionisation effects.

After the attack, the remaining droid starfighter pulls away. Unfortunately, chances are the *Sanctuary* is currently ionised and crashing towards the planet. The PC's need to get the system on line within a couple of rounds so that Shom has a chance to pull out of the nose dive the *Sanctuary* is in.

> **Landing in the cities?**
> Characters may want to land in Eyree or Serpa, however at the time they are coming in there are large numbers of droid landing craft making their way towards these cities – flanked by more droid starfighters. The characters should be aware of the folly of attracting more droid starfighters, but in case they are not the GM should note that massive landing vessels and ground craft have occupied the airspace above the cities and made them off-limits to other air traffic.

Crash Landing

The ship finally gives up the ghost. By this stage, the *Sanctuary* should be suffering from widespread damage and massive system malfunction.

Shom brings the ship in to what he thinks looks like a nice soft spot of foliage. Unfortunately, it is in fact a field of bladegrass – but we'll get to that in Chapter Two. Shom warns everyone over the intercom to strap in tight, because it's going to be a rough landing.

Make a piloting roll for Shom to see how well he manages to land the ship.

> **The landscape blurs as it flashes past the windows. You catch a glimpse of a tower of some sort. The ground rushes closer. You spot a herd of animals then BAM you hit the ground and begin to skid. Anything not strapped down goes flying. With a stomach churning sensation the heavier tail of the ship starts to spin out to one side…then the ship comes to rest.**

Each character that straps in must make a **Fortitude** save. The difficulty class depends on Shom's pilot check. Subtract Shom's pilot check result from 35 to get the DC for the save. Characters who fail their save take 2d4 damage. Any character foolish enough to not strap in gets to make a **Reflex** save against a difficulty class of 35 minus Shom's pilot check. Characters who fail their save take 3d8 damage.

The *Sanctuary* takes 12d4 damage from the crash, and has likely seen it's last flight…

Chapter Two: It Could be Worse.

Summary

After the *Sanctuary* has crash-landed, the characters may think they're out of the woods. Unfortunately, they're wrong. Droid forces that have already landed on the planet will be approaching to investigate. The characters must avoid the droid forces while dealing with the environmental hazards of Eraydia.

The Crash Site

The swath of destruction caused by the landing has left a sizable clearing in the middle of the field of bladegrass. An area 100m wide by 200m long is cleared of bladegrass, and leaves a nice open area for the PC's and refugees to congregate in.

Separatist Forces

Unfortunately, there are droid forces nearby who are coming to investigate the crash. The droid forces consist of two STAP's and three Ground Armoured Tank's (GAT's) – combined more than a match for the PC's! However the bladegrass is stopping the GAT's from getting to the *Sanctuary*, so the PC's will only have to face the STAP's at this stage.

Emerging from the Wreck

With the bottom of the ship slightly buried beneath the ground, the characters and the passengers will need to exit through the top hatch. The hatch is wide enough that up to 4 individuals can climb out a round. Climbing out requires a Climb roll (difficulty 10) – refugees may need some help, and in fact will likely stop to help each other. Up to two additional people can cooperate on each climb roll.

Once the first player character emerges from the hatch, read the following:

> From atop the wreck of the *Sanctuary* there is a good view of the surrounding area. The ship has left a long stretch of cleared ground in its wake, otherwise the long grass stretches as far as the eye can see. The herd of animals you saw while crashing seems to have been scared some distance away, although one particularly adventurous one does seem to be venturing back towards the ship. You have to reach to cover your ears, as the sound caused by the wind running through the grass is akin to a billion knives being sharpened. From the west, you see what looks like blaster fire. Cresting a low hill you see a new variety of repulsortank slowly blasting it's way through the mass of grass and advancing towards you. From behind it two STAP's pop up and begin to approach.

The characters have two rounds before the STAP's arrive. Characters who continue to watch the GAT will see another two tanks following in its wake. A spot check (difficulty 15) will also notice a squad of 10 battle droids following the tanks. The GAT and the squad are 10 minutes away.

The pilot droids on the STAPs will not fire first on the group – they will fly to within 10 meters of the group and demand they lay down their weapons and surrender. They will return fire if fired upon, and will fire on any individual who refuses to put down their weapon and surrender.

The stats for the Pilot Battle Droid can be found on page 13 of the Secrets of Naboo sourcebook. If you don't have this sourcebook, simply use the normal stats for battle droids (found on page 340 of the Revised Core Rulebook) but give them 4 ranks in the pilot skill (to bring their total pilot skill to +3). The stats for the STAP can be found on page 237 of the Revised Core Rulebook.

Surrender is a perfectly acceptable alternative!

Although it's not particularly heroic, the characters may choose to surrender to the droids on the STAPs. They do, after all, have 30 civilians who might get caught in the crossfire,

and two STAPs are quite a challenge (more so if the characters have taken some damage during the crash).

If this is the case, the STAPs will wait with the prisoners until the GATs and the battle droids arrive. None are equipped to carry prisoners, so they radio for assistance, and then leave the group under guard of the squad of battle droids. This may present an opportunity for the players to escape…

The Bladegrass

Bladegrass is a tall, thick plant that is razor sharp and causes an immense amount of noise when the wind blows. The players should be able to blast (or cut) their way through the blade grass and get to the path.

Bladegrass (per square)
Defence: 9 (10 – 1 (size))
Damage reduction: 2
Wound points: 50
Note: The bladegrass does not suffer a –5 for dexterity as the wind is making it move, therefore it is not an immobile target.

Characters who wish to attack the bladegrass with melee weapons do so at their own risk – the bladegrass is quite capable of hitting characters standing adjacent to it! GM's may arbitrate any particularly clever methods of using melee weapons (particularly lightsabers) to cut the bladegrass. Be aware, though, that the weapons can take damage from the bladegrass too!

To cut a path through the bladegrass the PC's (with Shoms help) need to clear a path three squares wide – otherwise characters will end up in squares adjacent to bladegrass where they can be attacked. On average, it should take 5 characters with blaster rifles 2 rounds to clear a 2m square – so once they have found the path, it should only take a couple of minutes to blast a way through.

Out of Ammo

One of the risks of this approach is running out of ammunition. GM's who wish to emphasise this point may want to record on a piece of paper how many shots each character fires, and let them know once they are out of ammo. And don't forget Shom can help out with his blaster pistol too! Another alternative that requires less record keeping is if a PC rolls a 1 during their attempts to blast the bladegrass the GM might want to rule they run out of ammo.

I can't hear a thing!

The noise created by the bladegrass is deafening. Characters in or around the bladegrass sea suffer from a –4 penalty to all listen rolls. Additionally, for every hour or part thereof a character spends in the bladegrass they get an additional –1 Deafness penalty to their listen rolls. This additional penalty lasts even once the character has left the bladegrass sea, although it lowers by 1 for every hour outside the bladegrass.

Should the Deafness penalty get up to –10 (unlikely in this scenario) the character suffers permanent hearing loss.

Characters may find out the hard way about the bladegrass – by running into it! However, once Shom gets out of the ship (or if asked earlier) he can explain that the bladegrass is deadly and not to enter it. Characters can check around the edges, but there are no obvious paths out of the clearing they have created.

There are two more obvious ways the characters can get out of the clearing – the Gormaloks and using the STAPs.

Gormaloks

There is a lone Gormalok that has approached to investigate the crash scene. During a firefight with the STAPs, it probably retreats into the bladegrass, however its curiosity will bring it back shortly.

The Gormalok is easily spooked, however a successful Handle Animal check (DC 15) will allow the characters to approach. A failure means the Gormalok takes off into the bladegrass – although it will return two minutes later to allow a retry. Note that Handle Animal checks can't be made untrained. If none of the PC's have Handle Animal, perhaps have one of the NPC refugees have a rank or two in it. Once the PC's get close to the Gormalok, they can attempt to climb on board. To get up onto a Gormaloks back requires a Climb roll (DC15). Up to 2 other people can co-ordinate with a climber on this roll. Directing a Gormalok requires a Ride check (DC10), as they are not domesticated or used to being directed. Only one rider (referred to as the driver) may make this check. Each Gormalok can carry up to 4 medium sized characters.

Once the characters have one Gormalok, they can direct it back towards the herd. There are 15 Gormaloks, so more than enough to carry the PC's and all the refugees. That journey to the herd takes 1 minute. With a successful Ride check (DC 15 – retry allowed) the Gormalok can be manoeuvred up next to another Gormalok so that characters can make a 1m jump onto it.

Using the STAPs

Each STAP can only carry one rider – any more and the repulsors will not get the craft above the bladegrass. However with the STAPs the riders can possibly go and check around the edge of the clearing. A successful Spot (or Search, if they are deliberately looking for a path) roll against DC 15 will reveal that there is a path through the bladegrass ten meters from one of the edges.

> **Tough Enough?**
> GM's who think their players may be having too easy a time may remember the GATs. If the STAP riders stray towards the way the GATs are coming from, they may come under fire. See below for the GAT statistics.

Other Options

Particularly clever players may come up with other options. Some ideas (and ways to deal with them) include:
- Attaching the STAPs together so that the repulsors are strong enough to allow one pilot and one passenger, thereby allowing them to ferry individuals through to the path. The problem with this approach is that the PC's may not have the time required to make such a modification.
- Hide at the edge of the clearing, wait until the GATs get there and go past, and then sneak back down the way the GATs have come from. While this may work for the PCs alone, trying to hide 30 refugees may make it very difficult to bring them along.
- Utilising elements from the *Sanctuary*. As with the first option, the problem is that it may take too much time.

In the end, the GM can use their discretion to work out if the PC's plan works or not and if they escape.

Ground Assault Tanks (GATs)

The GATs are not seriously intended as a potential target for the PC's – characters should realise straight away they are out of their league. However, if they are feeling suicidal, the statistics are included here. Make it clear to the players that the GATs are tough – emphasise the firepower they are using to carve their way through the bladegrass, have characters make spot or knowledge rolls to recognise that the GATs are sporting Medium Laser Cannons.

Craft: Ground Armored Tank;
Class: Ground (Speeder);
Cost: Not Available for Sale;

Size: Huge (8.2m length);
Initiative: +2 (+4 crew, -2 size);
Crew: Skilled +4 (2 droids);
Passengers: 0;
Cargo Capacity: 0 kilograms;
Speed: 80m (max. speed 240 km/h, 4 squares/action);
Altitude: Up to 2 m;
Maneuvers: +2 (-2 size, +4 crew);
Defense: 18 (-2 size, +10 armor);
Hull Points: 110 (DR 5).
Weapon:
    Medium Laser Cannon (2);
      Fire Arc: 2 Front;
      Attack Bonus: +6 (-2 size, +4 crew, +4
      fire control);
      Damage: 3d10;
      Range: 100m.
    Proton Torpedo Launcher (1);
      Fire Arc: 1 Front;
      Attack Bonus: +8 (-2 size, +4 crew, +6
      fire control);
      Damage: 8d10;
      Range: 100m.
    * The GAT provides full cover to its passengers.

We're on our way!

Once the characters get out of the clearing, they should be able to get away from the GATs and battle droids pretty easily. The GATs will be too wide to fit through any path the players have created, and the battle droids too slow to catch up! If the players begin to dawdle, you can have some of the battle droid squad catch up to them to keep the pace going!

What about the refugees?

By this stage the characters may have left the refugees behind, depending on how obligated they feel to safeguard the refugees and how desperate the situation has gotten. While it is understandable that this may happen, the characters should not make this decision lightly. These are people whose safety was entrusted to the PC's, and more moral characters (especially Jedi) should be ashamed of their actions.

Chapter Three: The Calm Before the Storm

Introduction

The group has managed to elude the ground forces of the Separatists. Now they have a chance to regroup, make some allies and heal some wounds. They also find a way off planet – although it will be tough. This chapter is quite narrative in nature, and is meant to give the characters some insight into the alien nature of Eraydia.

Where to now?

Once they have got away from the crash site, the PC's will probably be wondering where to go. If they don't remember the tower they flew over, have Shom (if he is still with them) remind them, or have them make an intelligence check to remember it. The tower is MX-12, one of the manteon observation posts. If the PC's are on Gormaloks, they will be able to make out the form of the tower in the distance. If the PC's are on the path, an intelligence check will reveal that it does appear to lead towards the tower (where else would it lead out in the middle of nowhere). Of course, they can head away from the tower, but that will only lead to a long trek. Of course, regardless of which way they go, a winged visitor will contact them.

Jooraloo and Laklak

Jooraloo, one of the Shinvah riders from Man'Koora, and his mount Laklak have spotted the party from up on high and are flying over to investigate.

Characters can make spot rolls to notice the approaching Shinvah. The rolls get easier the closer Laklak gets – DC 20 when 3 rounds away, DC 15 when 2 rounds away, DC10 when 1 round away. Read the following to any PC who successfully spots the approaching Shinvah:

> **Swooping down from the skies you see a huge bird like creature. Crouched on it's back is what appears to be some sort of humanoid. With a whoosh of air the creature passes overhead, and you get some sense of its size – it's bigger than most airspeeders you've encountered! The creature flies a little further, and then seems to land somewhere ahead of you.**

Jooraloo takes Laklak to land it in a clearing ahead, hoping to meet with the PC's there.

Jooraloos stance when the PC's arrive in the clearing depends on whether the PC's have taken any aggressive action against him and Laklak. If they have, he will be tentative, waiting on Laklaks back to make a quick escape if need be. If not, he will have dismounted and will be waiting well forward of his mount, arms held wide in welcome and to show he is not holding any weapon.

Jooraloo is a normal-looking Eraydian, he stands 1.5 meters tall, with weathered looking purple skin. He has clawed hands and feet, and a beard that covers his beak. Laklak is a Shinvah – like a giant falcon, but with some bony protrusions. GM's may wish to show their players the pictures of an Eraydian and a Shinvah from the Eraydia supplement.

The Eraydian scout offers to help the group in any way he can. In particular, he can arrange for the group to be taken up to Man'Koora, the largest manteon city on Eraydia. There any of their wounded can be treated, and they can regroup.

If the group accepts, Jooraloo uses his comlink to call up additional Shinvah's. He suggests to the group that they go and wait at MX-12, the tower, as it is a well-known landmark. He can then tells the other riders to meet them at MX-12. Jooraloo is a standard Eraydian Scout as detailed in the Eraydia supplement. Laklak is a Riding Shinvah, also detailed in the Eraydia supplement.

MX-12

The great spire of the observation tower of MX-12 is an easy target for the group to find, even without Jooraloo's help. A full description of the tower can be found in the Eraydia supplement.

One of the great benefits of MX-12 is that its interior is soundproofed – this gets characters out of the din caused by the Bladegrass Sea.

At present the tower is largely deserted. There are three biologists currently working in the underground hydroponics lab at the post. Their leader is Wawgle, an Ithorian, while the other two are Do-Maki Cinta, a Cerean, and Jeeves Blackstar, a human. All three are 1st level experts with skills focused on biology.

The scientists will be friendly and inquisitive, although they are really not that interested in the group. While revelations of the invasion going on might disturb them, their concern is not so much with the affiliation of the planets government as it is with them being allowed to continue their research. They can provide food to the group at a small cost, although they may be persuaded by successful social rolls to give food away to the particularly needy.

Useful Equipment

The outpost does have several useful items.

The hydroponics lab has a medical kit, although the scientists know very little first aid to use it. They will object to the medical kit being taken away, as it means the next visitors to the post will not be able to use it if they need it.

There are also two medpacs. Again, the scientists will object to them being used on any but the most severely injured people – the less severely injured can be expected to make their way to civilisation and more abundant medical attention.

The observation tower contains the equivalent of 5 sets of electro binoculars. These items are attached to stands within the viewing lounge of the tower, and will require some work before they can be removed. Obviously, the scientists will object to any such vandalism (if they are aware of it – they will likely stay in the hydroponics lab).

Finally, the Shinvah roost in the observation tower has twenty breath masks for use by Shinvah riders. If the refugees are still with the group, then there will not be enough for all of them, and Jooraloo will have asked the Shinvah riders to bring more. The breath masks may be taken away, although they are expected to be returned.

What About the Droids?

The characters have a chance to rest up before the rest of the Shinvah riders arrive. They may be concerned that the battle droids are still following them, however the concern is unfounded – the droids have long since given up any pursuit and been reassigned from what is seen as a low priority chase. The characters should be able to confirm this by using the electrobinoculars in the observation tower – there are no battle droids anywhere in sight.

The Shinvah Riders

The PC's have about an hour of rest before the rest of the Shinvah riders arrive. Each Shinvah carries an Eraydian rider plus two passengers, so there could be as many as eighteen (in addition to Laklak). Read the following to any characters in a position to see the approaching Shinvah:

> **In the distance you see some dark spots appear on the constantly moving clouds. Slowly they begin to grow into small horizontal lines. The lines grow, and you can make out the ends moving, wings apparently. As you watch the creatures get closer and closer, and you recognise them as other Shinvah, like Jooraloo's mount, Laklak.**

Obviously the flight of Shinvah will be more spectacular if there are more Shinvah, and GM's are encouraged to emphasise the grandeur as appropriate.

Once the Shinvah land, the leader approaches Jooraloo and they grasp hands in greeting. Jooraloo quickly begins to organise everyone into getting on mounts and making sure they are fitted with breath masks. Once all the characters are mounted, read the following:

> **With a start the Shinvahs leap into the air and flap their wings, beginning their flight. Those of you who have only ever travelled by speeder notice a marked different in the flight – while speeders have a fairly constant velocity and height, the Shinvah's move with a constant thrum thrum as they beat their wings. Also, their path is far from a straight line. Shortly after taking off, the Shinvah's all veer to the left – off to catch a pocket of rising air, as the rider explains to you. Once they hit the pocket the beating of the wings stops, and the Shinvah form a spiralling column that lifts upwards on the air current.**

Man'Koora

After an hour the Shinvah column reaches Man'Koora. None too soon from the non-Eraydians, as the cold air at the higher altitudes has begun to seep into their bones.

Man'Koora is out of its normal position – normally it is very close to Eyree. This is because a mysterious Dark Jedi known as Ocriel Mephien has used his dark side abilities to brainwash manteon herders to clear the skies of Eraydia long enough for Confederate landing craft to disgorge their vehicles and troops and seize the capital city (see Eraydia supplement). This has no bearing on this story, but may be useful for ongoing plot threads that GM's wish to weave into the campaign.

Read:

> **As your ride flies through the sky, clouds suddenly part to reveal what lies ahead. There, taking up a massive expanse of sky, is a manteon, one of the huge flying beasts that you have already had a close encounter with. Attached to the belly of the manteon appear to be some sort of structures. As you get closer, the truly immense size of the manteon becomes apparent as you realise these structures are all buildings, and quite sizable from the looks of them. "Man'Koora" your rider tells you as he points towards the city.**

The Shinvah land in the huge roost at the edge of the city. Each Shinvah seems to instinctively go to a landing point in the roost – their normal perch if any of the PC's ask. Unfortunately, many of these roosts are quite high off the ground.

Once the Shinvah land, read the following:

> **The Shinvah roost is a large cylindrical chamber with many perches climbing up the walls. Each perch has a thin walkway that leads to a ladder to get down to the floor. Most of the Eraydians don't bother though – they simply jump off the back of their mounts, spread their arms to reveal the leathery wings beneath them, and glide to the floor. The non-Eraydians have a slightly more difficult task getting down.**

Characters need to make a balance check, DC 10, to avoid falling from the slim walkways. They can take 10 on this roll, meaning all but the clumsiest should be fine. A failed roll means a character needs to make a reflex save (difficulty 10 + the amount they missed the balance check by) to grab one of the support ropes and stop their fall. Otherwise, the character falls to the floor. GM's may determine at their discretion how far each character falls.

Any character that falls is likely to get assigned a minder for their time in Man'Koora. If they struggle with the walkways in the roosts, they could be in big trouble traversing the rest of Man'Koora!

Read:

> **Standing in Man'Koora is a strange sensation. As the manteon the city is attached to moves through the sky, the city sometimes sways slightly, causing people to stumble left or right until they get their "sky legs". Not surprisingly, none of the Eraydians seem to be suffering from this.**

Meet Kooroovalik

Once the group lands and dismounts, they are ushered through a doorway. Following Jooraloo, they are led along a walkway towards another large cylindrical building. Characters looking over the edge may get a slightly queasy sensation as they see the clouds below part to reveal expanses of ground many miles below.

The building the characters are being led to is the seat of government on Man'Koora. Once inside, they are ushered into a large meeting hall to meet Kooroovalik, the leader of Man'Koora (see Eraydia sourcebook for info on this NPC).

The meeting hall is a reflection of the Eraydian people themselves. While using modern technology (for lighting and automatic doors), it displays a lot of the cultural history of the Eraydians, with many significant artefacts and artworks displayed on the walls.

Kooroovalik introduces himself, primarily to any of the group who has taken a leadership role, but with a gaze around the group and an opening of his arms to include everyone in his greeting.

He is very interested to hear the characters story – so far stories filtering through to the city are fragmented, and he wants to find out what is going on. He can tell the characters some of what he knows about the invasion – that it began several hours before they arrived in system, that the Separatist forces quickly neutralised the Eraydian space defenses, and their landing craft appear to have taken control of key areas of the two major ground cities, Eyree and Serpa. So far the forces have not made a move on Man'Koora, but that is perhaps because they are unsure how to do so. It does appear that the droid forces have secured the Shinvah roosts on both cities, though.

Kooroovalik suggests that it will become very inhospitable within Man'Koora once the Separatists decide to make a move on it. While he and his people cannot flee their home, he holds little hope that they will be able to defend the city. He suggests that the characters flee the planet, and he knows of a way they might do so.

Of course, it's entirely possible the characters might decide they want to stay on Eraydia and help the Eraydians resist the Separatists. If the refugees are still with the group, Kooroovalik will thank them for their kind offer, but suggest the refugees need to be seen to first. "These poor people have seen enough suffering, they should not have to endure more," he says.

If the characters wish to stay on Eraydia, read the Alternative Development box.

Healing for the Wounded

While in discussion with Kooroovalik, Eraydian healers come to help out and look after any injured people. Each healer has medical kits and medpacs, enabling them to heal 4 vitality points and 1d2 wounds (for those characters who have not benefited from such healing today).

The Eraydians also have a bacta tank at their hospital. Particularly badly wounded characters may be taken away to receive such treatment.

A Way Off Planet?

The way off planet that Kooroovalik knows of is through a Scientist currently on Man'Koora called Tenn Yumb. Kooroovalik calls for Tenn to be brought in. When he is, Kooroovalik asks him to tell the group what he told him.

Tenn came to Kooroovalik after the invasion had begun and told him the following, which he shares with the group. Tenn is a developer at the Incom factory in

Eyree. He was up on Man'Koora on his day off when the invasion began. Tenn knows of a secret hangar in the Incom facility where he and the others in his team have been working on some new starfighter developments. He claims the hangar contains a number of spacecraft that might be used to escape the planet. He is confident he can lead a group into the facility through back routes and to the hangar, and is willing to do so to get off the planet. He would have ventured there alone, but he was afraid the droid forces would capture him.

Once Tenn has finished, Kooroovalik says that the Shinvah riders can again fly the group down to the city. Although the Shinvah roosts are guarded, the Shinvah should be able to land near the outskirts of the city without attracting too much attention.

Tenn is eager to get going, as he is unsure how long the secret lab will remain undiscovered by the Separatist forces. He suggests waiting until that night before heading

> **Alternative Development**
> Should the players decide to stay on Eraydia, the GM has a wealth of opportunities to base adventures here. Obviously the separatist forces can become victims of guerrilla attacks. However, the next released adventure in the Unifying Force campaign,

off.

Tenn Yumb

Male Sullustan Expert 2; Init +2 (Dex); Defence 12 (+2 Dex); Spd 10m; VP/WP -/10; Atk +0 melee (1d3-1, unarmed) or +0 ranged (3d6 or DC15 stun, blaster pistol); SV Fort +0, Ref +2, Will +2; SZ M; FP 1; DSP 0; Rep +0; Str 9, Dex 15, Con 10, Int 18, Wis 9, Cha 11; Challenge Code A.

Equipment: Datapad, blaster pistol.

Skills: Climb +1, Computer Use +11, Craft (Hyperdrives) +9, Craft (Starfighters) +12, Craft (Starship weapons) +9, Craft (Sublight Drives) +9, Disable Device +9, Knowledge (Engineering) +9, Knowledge (Physics) +9, Knowledge (Technology) +9, Listen +3, Repair +11, Spot +1.

Feats: Alertness, Gearhead, Skill Emphasis (Craft(Starfighters)).

Other Actions while in Man'Koora

While the group is in Man'Koora, they have access to its various shops. Character may wish to go out and purchase various items that might be useful in their upcoming mission.

Most commonly found items are available in the markets of Man'Koora. Additionally, due to the proximity of a major manufacturer, *grappling spike launchers* and *liquid cable dispensers* are half their normal price (25 credits and 13 credits respectively).

Chapter Four: Into the City

Introduction
In this chapter, the characters embark upon a mission into the capital city of Eyree in an attempt to secure spacecraft to get off planet.

> **Under Cover of Darkness**
> Some of the action in this scene assumes the characters have agreed with Tenn and are making this foray into the city at nighttime. Should this not be true, GM's may need to make some adjustments to the scenes.

Leaving Man'Koora
The characters are fare welled at the Shinvah roost by Kooroovalik. He tells the characters he is sending a couple of extra Shinvah riders with them as an escort. He wishes them luck.

The flight to Eyree is uneventful, although Jooraloo and the Shinvah riders all seem to be keeping a watchful eye on the skies. They fly close to the ground as often as possible to attempt to avoid detection. Finally they touch down on the outskirts of the city.

The group are halfway through dismounting when a patrol of four battle droids comes around the corner. Roll a spot roll to see if the PC's are surprised. The two Shinvah escorts are not (due to their high spot rolls), and act like lightning (due to their high initiatives). They quickly take to the skies, race forward and attack the droids. Their claws and beats quickly rend the droids asunder.

This encounter should give the PC's warning that there are patrols throughout the city and give them an idea of their strength.

Getting Through the City
Moving through the city undetected requires some work from the characters. There are patrols of battle droids (each including 4 droids) moving through the city, and the general populous (unless they have an authorised pass) have been ordered to remain indoors. The stats for the Battle Droids can be found on page 340 of the Revised Core Rulebook.

Smart characters can quite easily avoid most the droid patrols. They are easily spotted and not particularly difficult to hide from (especially given the darkness), so as long as characters make efforts to keep close to cover, avoiding conflict is easy. GM's are encouraged to be creative in narrating scenes as characters hear patrols approaching (Listen check DC 15) duck into alley entrances to avoid detection (Hide roll, setting the DC of the patrols spot checks), and breath a sigh of relief as the patrols move past (assuming they fail their spot checks).

A couple of encounters the GM may run during the travel through the city include:

1) **Bumbling bureaucrat** – the party encounter an official hustling along the street, apparently on "important business" (although questioning him on this business will reveal it is nothing more than providing information to the now in control Separatists). The important feature of this encounter is that the bureaucrat has an official pass allowing him out on the street. The characters may be able to get the pass off him and use it themselves. The bureaucrat has 10 WP and a defence of 12. The pass, due to the haste with which the system has been put in place, does not feature an image of the bearer. However, it only entitles the bearer to be out on the street – not a group of individuals.

2) **Surprise patrol** – A patrol of battle droids emerges from a building just behind the party. Both sides are surprised to see the other. The leader of the four droids demand to see the characters pass to be out in the city. Characters who may have acquired a pass (see 1) may be able to bluff their way past the droids. This requires the characters Bluff check to beat the droids Sense Motive check (d20 –1) by at least 10. Otherwise, a quick firefight may occur. Another patrol will

arrive to reinforce the attacked patrol within 10 rounds of a call for back-up being made, with another patrol every 2 rounds after that.

The Factory Entrance

Tenn leads the characters to the front entrance of the Incom factory, a huge façade that proudly proclaims the wealth of the starfighter manufacturing company. Read the

> **Across from the alley entrance where you are hidden is the main entrance to the Incom factory. Two life size statues flank the entrance, each depicting two of the companies better known craft, the Z-95 headhunter and the Peace Defender. Sitting between the two statues sits a Destroyer Droid, unfurled, shields active, scanning area in front of the factory. "I know a back way," suggests Tenn.**

following:

Tenn leads the group around the side of the factory to another alley. Down there, under lights, the characters can make out a service entrance, guarded, but not as well as the front entrance. Read:

> **"The large blast door, clearly marked as a service entrance by bold lettering across it, is lit by two glow-lamps positioned on either side of it. Their illumination doesn't carry far into the alley, but far enough to reveal two super battle droids pacing back and forward in front of it."**

Characters are welcome to come up with clever plans to get past the droids. However, the droids have strict orders not to let anyone through, so no amount of bluffing or cajoling is likely to work.

The alley is 10 meters wide and 200 meters long, ending at a main street at either end. The service entrance is right at the midpoint of the alley. At that point, the alley widens to 14 meters wide, and the entrance itself is 8 meters long, as shown in this illustration: There is an access port on the left hand side of the blast door where an access code is required to gain entrance to the factory.

The diagram below gives an idea of the layout. The two blue semi-circles illustrate the extent of each glow-lamps illumination. If the PC's have agreed to enter the city at night, then they will be able to move up to the edge of the lighted space without needing to make Hide rolls – they will only require Move Silently rolls against the battle droids listen checks. The alley is relatively clean – there is no immediate cover available unless the characters bring it with them. The stats for the Super Battle Droids can be found on page 373 of the Revised Core Rulebook.
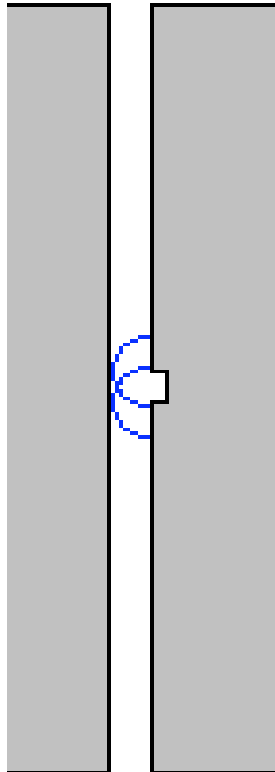
Through the Factory

Moving through the factory is relatively easy. While it is deathly quiet – the Separatists ordered the factory shut down as soon as they took over – there are no patrols inside at this point, and the lights are shut off, giving the characters plenty of concealment. While characters can act cautiously, and can make Hide and Move Silently rolls if the GM desires, there is no chance of them being found.

Tenn leads them to the entrance to the secret hangar he knows of, and the characters get a nasty surprise. Read the following:

> **As you peek around a corner of the factory, you see up ahead an illuminated strip of the wall, sharply in contrast to the rest of the unlit factory. Flanking the section are two battle droids, standing guard. "That section of wall is the entrance to the secret hangar" Tenn whispers, unable to hide the disappointment in his voice. " I fear we are too late". As if on cue, another group of droids approaches. In their midst you can make out a distinctly non-droid form. As they enter the light, you recognise a Neimoidian, one of the snivelling leaders of the Trade Federation. "Sir" a metallic droid voice carries down the corridor, "We have found a hangar on the other side of this wall". "Excellent" comes the Neimoidians reply, "Let's go in and have a look". With that, one of the guards turns and pushes a section of the wall. The wall slides aside, and the Neimoidian and his entourage enter…**

The Hangar

This is the climax of the fourth chapter. The characters have a horde of battle droids they need to work their way past in order to get to the ships on the other side. There are ten battle droids in total (2 guards plus 8 who came with the Neimoidian).

Layout

The hangar has a lot of features that make it an interesting backdrop for a firefight. See the map below. Tenn can inform the characters about any of the following if they ask.

The entrance to the hangar is 8m wide. The hangar itself is about 90m long and 70m wide, with a ramp at one end leading upwards to an entrance door. The control to the entrance door is at the base of the ramp, and the door will need to be opened before ships can take off.

Primarily of interest to the characters are the three starships within. Two are single pilot Planet Defender starfighters (designated Snap (top on the map) and Crackle (bottom)), although slightly modified from the standard version – Incom has been experimenting with faster hyperdrives. The third is Hauler-1, a space transport used to carry the two defenders should they break down or become otherwise damaged during their test flights. The statistics for these starships, should they come into play in this battle, can be found in the next chapter.

Additionally, the hangar contains a large number of spaceship crafting and repair tools, as well as four pilot droids – Incom prefers to risk non-organics in it's test runs. There are various crates and starship parts (hyperdrives, sublight drives, laser cannons) lying about. The tool benches and crates provide excellent cover.
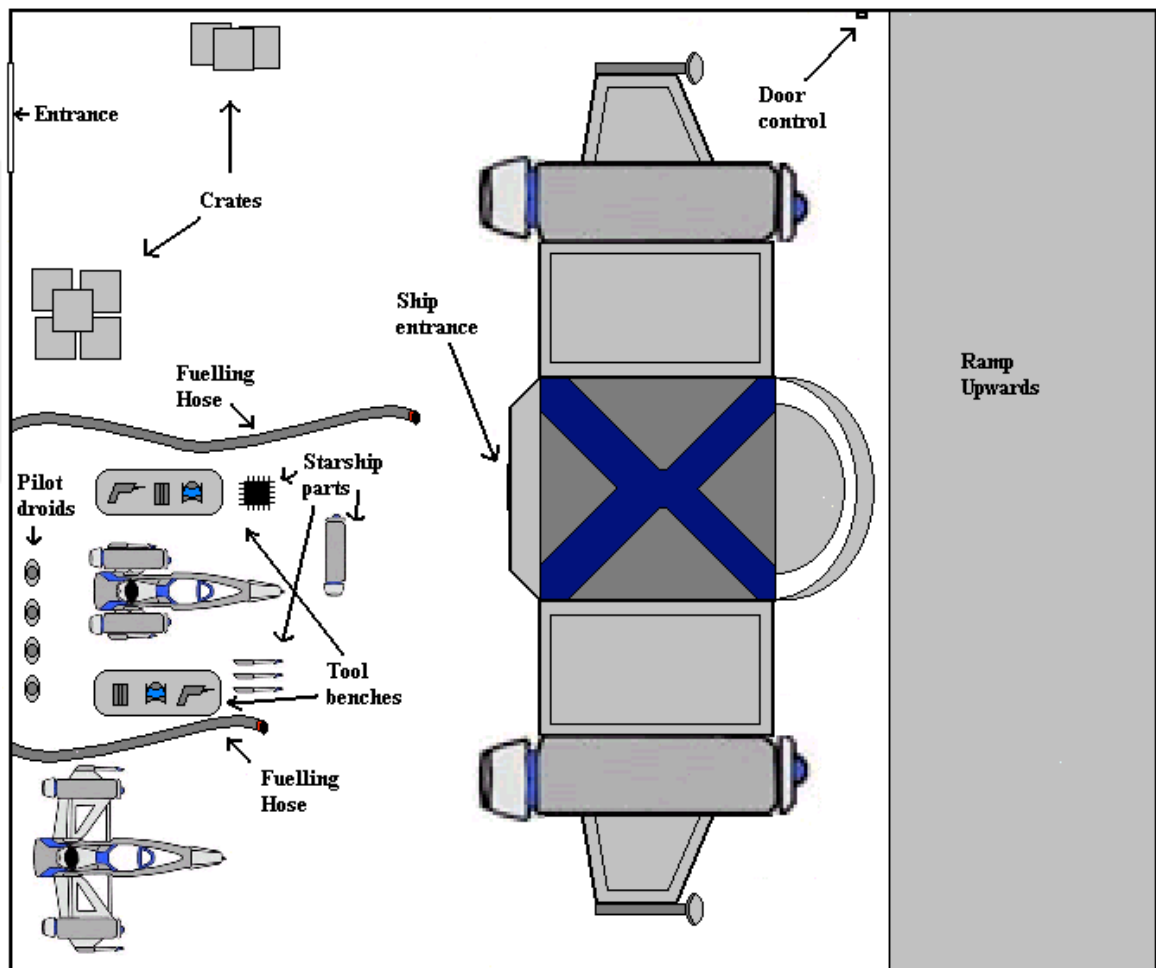
Chong Lim

Chong Lim is the Neimoidian placed in charge of investigating the Incom factory. A relatively small fish in the Trade Federation, Chong lacks much in the way of combat skill.

Chong does have a datapad on him that contains some encrypted information. This information is likely to come into play later in the Unifying Force campaign (particularly for adventure 3). Chong himself is also aware of the information, which interrogation can reveal. However, at this point in time the PC's have no time to decrypt or interrogate, so the information is not detailed here. What happens to Chong and the datapad is one item we will be asking for group feedback on after this adventure has been played.

Male Neimoidian Noble 2; Init +2 (Dex); Defence 12 (+2 Dex); Spd 10m; VP/WP 12/12; Atk -1 melee (1d3-2, unarmed); SV Fort +1, Ref +4, Will +5; SZ M; FP 1; DSP 2; Rep +1; Str 7, Dex 14, Con 12, Int 17, Wis 15, Cha 14; Challenge Code A.

Equipment: Datapad, Comlink.

Skills: Appraise +10, Bluff +7, Computer Use +8, Diplomacy +7, Intimidate +9, Knowledge (Bureaucracy) +8, Knowledge (Business) +8, Knowledge (Technology) +8, Profession (Merchant) +5, Sense Motive +7.

Feats: Persuasive.

Starting Positions and Tactics

The starting positions of the enemy forces depends on how long the characters take to act. Once Chong and the droids get into the hangar, he will send four droids to circle around the hangar exploring clockwise, another 4 to circle around anti-clockwise, and he and the two remaining droids will go towards Hauler-1 to investigate it. If the characters wait long enough, Chong and two of the droids will leave, but he leaves a full 8 guarding the hangar, positioned close to Hauler-1.

Quick thinking characters may work out a glaring weakness of the droids – their obedience to the Neimoidians, and the Neimoidians cowardice. If one of the characters can get a weapon pointed right at the Neimoidian (within 2m) and orders him to call off the droids, he will do so and they will obey.

Once the battle starts, Chong's tactics are quite simple. His first action will be to move to cover – 100% if possible. From there, he will use his comlink to call for back up. Another action he may try is to inspire confidence on the closest battle droid to him (a full round action that, once completed, give the droid +2 to all saves and +1 to attack and damage for a duration of five rounds). Otherwise, he is likely to take the full defence action each round.

Tenn Yumb's tactics will be to initially find cover – he's a scientist, and not used to firefights – probably behind the bottom set of crates. From there he will move to hide behind the top tool bench. Once there, he will command the pilot droids to activate. Unless the characters tell him otherwise, he will order one of the droids to go and open the hangar bay doors (so the ships may take off). Another two he will order to go and hop in each of Snap and Crackle and start warming them up, and the fourth to get on board Hauler-1 (once the way is clear) and start warming it up.

Shom Tuuko (if still with the group) will attempt to get on board Hauler-1 as soon as possible. Using the cover of the lower set of crates, he will fire off a couple of shots at any opponents near the entrance to Hauler-1. Once the way is clear, he will make a run for the entrance, get it open, get on board and start firing up the ship.

Pilot Droids

The Incom hangar does have four pilot droids. If Tenn has had his way, at least one of these droids will be taking off with the group. The XJ series of pilot droids are a range specifically designed as test pilots. It was found when trying to make existing models of pilot droids into test pilots they often rejected the notion due to the potential hazards it presented. As such, the XJ-17 was programmed with significantly less wisdom than other models – they are not wise enough to realise the peril they put themselves into. The droids primary skills are piloting, astrogation and computer use, although they have some additional skills to allow them to perform other mundane tasks involving starships. The stats for the droids are:

XJ-17 Pilot Droids
Type: 2nd Degree Droid; Cost 4,000 credits
Droid Expert 3; Init +2 (Dex); Defence 13 (+2 Dex, Class +1); Spd 10m; VP/WP -/10; Atk +2 melee (1d4, unarmed); SV Fort +1, Ref +3, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 14, Con 10, Int 12, Wis 6, Cha 8; Challenge Code A.
    Equipment: Comlink, Environmental Compensator (Zero-G), Fire Extinguisher, Locked Access, Magnetic Feet, Video Recording Unit.
    Skills: Astrogate +12, Climb +2, Computer Use +7, Disable Device +2, Knowledge (Technology) +7, Pilot +13, Repair +4, Spot +1, Survival +2.
    Feats: Ambidexterity, Skill Emphasis (Pilot), Skill Emphasis (Astrogation), Spacer.

If Chong successfully calls for reinforcements, they begin to arrive in ten rounds. GM's can randomly determine which reinforcements arrive when, but they should consist of a mixture of the following:
- The Droideka from the front entrance
- Two Super Battle droids (x2)
- A squad of Four battle droids (x 3)

Characters are not expected to be able to destroy the Droideka, short of using the Defender starfighters weapons on it. The stats for the Droideka Destroyer Droids can be found on page 373 - 374 of the Revised Core Rulebook.

Chapter Five: Breaking Away

Introduction

In the final chapter of The Fall of Eraydia, the characters make their dash for freedom, trying to burst through the barricade and out of the system with their newly acquired starships.

The Starships

Snap and *Crackle*

Craft: Modified Incom Corporation Peace Defenders
Class: Starfighter;
Cost: Not available for sale;
Size: Tiny (13.1m length);
Initiative: +6 (+4 crew, +2 size);
Crew: 1;
Passengers: 0;
Cargo Capacity: 50 kilograms;
Consumables: 3 Days;
Hyperdrive: x2;
Maximum Speed: Attack (6 spaces);
Maneuvers: +3 (+2 size, +1 engine quality);
Defense: 22 (+2 size, +10 armor);
Hull Points: 90;
Shield Points: 60;
DR: 5.
Weapons:
    Laser Cannon (2 fire-linked);
     Fire Arc: Front;
     Attack Bonus: +7 (+2 size, +4 fire
     control, +1 equipment bonus);
     Damage: 5d10x2;
     Range Modifiers: PB +0, S -2, M/L N/A.
    Ion Cannon;
     Fire Arc: Front;
     Attack Bonus: +7 (+2 size, +4 fire
     control, +1 equipment bonus);
     Damage: Special;
     Range Modifiers: PB -2, S/M +0, L N/A.

Hauler-1

Craft: Incom T-8 Light Freighter;
Class: Space Transport;
Cost: Not available for sale;
Size: Medium (63m wide);
Initiative: As per crew;
Crew: 4;
Passengers: 10;
Cargo Capacity: 200 tons / 2 Peace Defender starfighters;
Consumables: 1 Month;
Hyperdrive: x2 (Back-up x8);
Maximum Speed: Attack (8 squares/action);
Atmospheric speed: 800 km/h (13 squares/action);
Maneuvers: As per crew;
Defense: 20 (+10 armour);
Hull Points: 120;
Shield Points: 60;

DR: 10.
    Tractor Beam Projector;
     Fire Arc: Turret;
     Attack Bonus: +4 (+4 fire control);
     Damage: Special;
     Range Modifiers: PB/S +0, M/L N/A.

The Refugees

If the refugees are still with the group, you may be faced with the problem that the ships don't appear to have enough capacity to hold all of them! No fear, though – Hauler-1, although it only has a capacity of 10 passengers, can in fact fit more for short journeys, especially if the two cargo holds are empty. However, if all 30 refugees are on board, the consumables are likely to last a third their normal length – ten days. And it won't be particularly comfortable.

Taking Off

Before any of the ships can take off, the hangar door must be opened. This requires a character to punch a valid code into the hangar door control. Tenn has a valid code (as do the pilot droids). Otherwise, the characters might need to make a disable device roll (DC20).

Once airborne, the ships should have a relatively quiet period of travel early on. There are no manteons anywhere near the city, and the droid starfighters have all returned to their command ship. As such, the characters should be able to get out of the atmosphere easily.

Getting Past the Blockade

The players should have had a chance by now to come up with some ideas as to how they're going to get past one of the four Techno Union battle cruisers blocking the major space lanes. One possible idea would be to have the droid pilots fly the two planetary defender starfighters and use them to buy time for Hauler-1 to escape past the battle cruisers. Characters should be rewarded for clever ideas they have come up with to bypass the blockade.

As in chapter 1, the *Confinement* ships have orders to stop starships from escaping they system. As such, their primary means of doing this will be to try and grab the ships in their tractor beam. Additionally, they may have been contacted by the forces on the planet and asked to take the ships intact – the Separatist might have an interest in the prototype ships, or might want to retrieve Chong Lim if the characters have taken the Neimoidian with them. Of course, they can only grab one ship at a time…

The rules for tractor beams can be found on page 226 of the revised core rulebook.

Confinement 1, 2 3 and 4

Techno Union Starships
Craft: Haor Chall Armed Transport;
Class: Capital Ship;
Cost: Not Available for Sale (estimated construction cost 2.63 mCr);
Size: Huge (265m length);
Initiative: +2 (+4 crew, -2 size);
Crew: 165 (Skilled +4);
Passengers: 600 (droid troops);
Cargo Capacity: 130 Metric tons; **Consumables:** 4 Months;
Hyperdrive: x1.5 (backup x12);
Maximum Speed: Cruising (Average, 4 squares/action);
Atmospheric Speed: 950 km/h (15 squares/action);
Maneuvers: +2 (-2 size, +4 crew);
Defense: 18 (-2 size, +10 armor);
Hull Points: 360 (DR 20);

Shield Points: 200 (DR 20).
Weapons:

   Heavy Turbolaser Battery (4);
     Fire Arc: Front;
     Attack Bonus: +6 (-2 size, +4 crew, +4 battery fire);
     Damage: 9d10x5;
     Range Modifiers: PB -6, S -4, M -2, L +0.

   Point Defense Laser Cannon (6);
     Fire Arc: 3 Back/Left, 3 Back/Right;
     Attack Bonus: +4 (+4 crew);
     Damage: 5d10x2;
     Range Modifiers: PB +0, S -2, M/L N/A.

   Tractor Beam Projector (1);
     Fire Arc: Any;
     Attack Bonus: +10 (-2 size, +4 crew, +8 fire control);
     Damage: Special;
     Range Modifiers: PB -6, S -4, M/L N/A.

What if they don't get past?

If the characters don't manage to evade the *Confinement* ship they try to slip past, then the GM is welcome to develop that story as they see fit. The characters are likely to still be alive, and the GM might want to run an adventure where the characters must escape from the forces that have captured them. The possibilities are endless…

Where to from here?

Once the characters have got past the blockade, it's just down to where they want to go. Shom or Tenn (if they are still with them) will probably suggest Sevros, the well-defended sector capital. Alternatively, you as the GM may have other ideas that Shom or Tenn can suggest leading into your next adventure.

Conclusion

With a combination of luck and skill, the characters should be well on their way to safety – and to their next level. For the purposes of awarding experience, the encounters have been rated at the following level:

Chapter 1 –
The space battle is a **simple** challenge – the ship crashing is a foregone conclusion, and despite characters efforts is likely to occur. Award this experience (100XP split between the group) if the characters made a good effort to prevent the events occurring.

Chapter 2 –
The battle with the two battle droids is **extreme**, due to their additional hardware (the STAPs). Split 400XP between the members of the group for defeating the droids. Getting out of the clearing is a **simple** challenge.

Chapter 3 –
Chapter 3 is largely narrative in nature and does not in itself present any major challenges to the characters. As such, while role-playing experience may be awarded, there is no challenge XP.

Chapter 4 –
Chapter 4 contains a variety of challenges. The bureaucrat is a **simple** challenge, probably easily overcome. The wandering squad of battle droids is a **challenging** encounter, worth 300 XP for the group. The super battle droids present another **challenging** encounter. The final battle in the hangar is **extreme** in nature. Note that characters getting away (while still leaving battle droids behind) are still considered to have succeeded in that challenge.

Chapter 5 –
The final encounter in space is considered **extreme**, as the characters must escape a far superior warship.

Finally, there is an experience reward for keeping the refugees alive and getting them to safety. This challenge has been rated as **challenging**.

Overall, if a group completes all the challenges, the can expect to receive:
Simple x 3= 300 XP
Challenging x 3 = 900 XP
Extreme x 3 = 1,200 XP
Total = 2,400 XP

So a party of 4 could expect 600 XP each if they succeeded in all the challenges – well on the way to their next level!