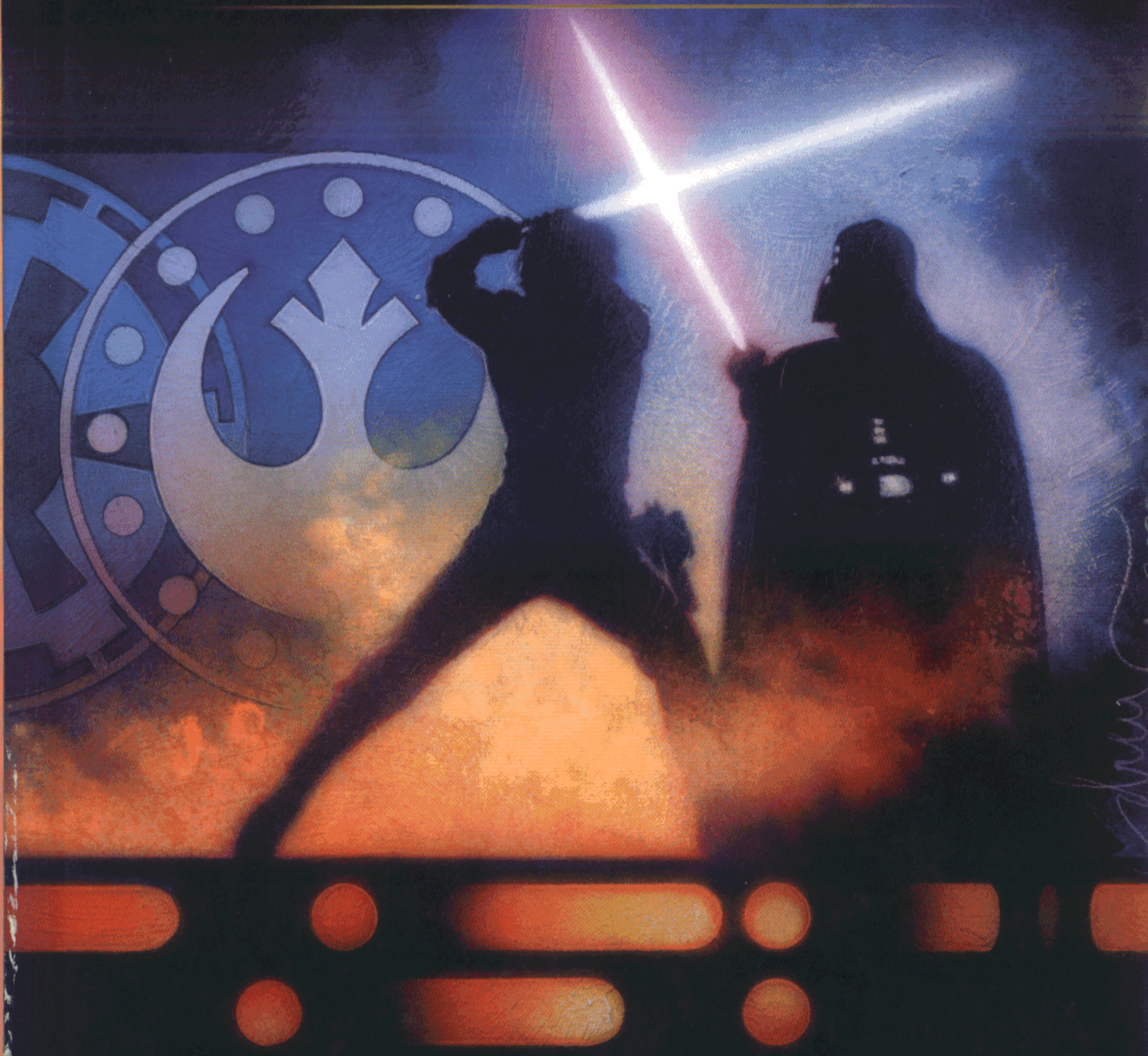
STAR WARS

ROLEPLAYING GAME



REBELLION ERA SOURCEBOOK

BILL SLAVICSEK, STEVE MILLER, OWEN K.C. STEPHENS

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Introduction

The *Star Wars* phenomenon began in the middle of the saga. The first film to hit the screen was actually the fourth movie in the series. It marked the beginning of a three-film cycle that chronicled a specific era in *Star Wars* history—the period of galactic civil war. It showed the highlights of a great struggle as the Rebel Alliance battled the Empire. At stake was nothing short of freedom—freedom for a galaxy, and freedom for a Jedi caught in the grip of absolute darkness. Lives were lost, victories were won by both sides. In the end, Luke Skywalker found a way to redeem his father and bring Anakin Skywalker back from the dark side and into the light.

Now that time of strife and conflict has been detailed for the new *Star Wars Roleplaying Game*. From *A New Hope* to *Return of the Jedi* and beyond, this sourcebook provides details on the Alliance, the Empire, and other organizations struggling to find a place in the galaxy. Crime lords such as Jabba the Hutt and Prince Xizor, as well as the minions that serve them, can be found within these pages. Bounty hunters hot on the trail of Rebel agents. Aliens of assorted backgrounds and allegiances. A wide variety of starships and other weapons of war. The Death Stars. It's all in here. Whether you're a Gamemaster (GM) looking for ideas on how to set up a campaign during this tumultuous time or a player seeking new options for your hero—if it has to do with the period of galactic civil war, this is the volume for you.

The Rebellion Era Campaign

What is a campaign? It's a series of adventures, featuring the same heroes, who grow and advance while telling a larger, more complex story. The classic *Star Wars* trilogy is the primary example of a campaign set during the Galactic Civil War. With the material in this sourcebook, you can create your own campaign during that same time frame.

Using the classic trilogy as a backdrop and adding elements from the expanded universe, this sourcebook provides the framework upon which to build your own campaign. It offers starting points, adventure hooks, game statistics, and a variety of allies and opponents to help and hinder your hero characters. As always, we use the term "hero" not necessarily to refer to the "good guys," but as an expression of the protagonists of the stories you create—the player characters in your campaign.

Most of the material is presented assuming that your heroes are working for (or at least toward the same goals as) the Rebel Alliance. A limited amount of material discusses setting up a campaign based around "evil" characters, such as using Imperial heroes who are desperate to crush the Rebellion and save the Empire. In most cases, if this is the type of campaign you wish to run, just reverse the situations and scenarios provided in the adventure sections of the text. With a little work and ingenuity, you can fashion any type of campaign you want that takes place against the backdrop of the Galactic Civil War.

How to Use This Book

To make it as easy as possible for Gamemasters to shape the *Star Wars* galaxy for their campaigns, this sourcebook puts a heavy emphasis on information for creating your own adventures. The book covers the time from a few months prior to *Star Wars*: Episode IV A New Hope to the marriage of Han Solo and Princess Leia at the end of the novel *The Courtship of Princess Leia*. While the material in this book can be used to play through the events of the original *Star Wars* trilogy, the intent is to provide GMs with building blocks for use in creating their own adventures set during that same time frame.

Most of the pages in this book feature two formats, each format providing different types of information.

The top portion of each two-format page contains general information about an aspect of the *Star Wars* galaxy, such as the rise of the New Order, the tricky weather conditions on Hoth, or the Nightsisters of Dathomir. Often, this information gives historical or cultural data that most people who exist in the *Star Wars* galaxy would know. Some of this information is designed for heroes to learn as the campaign unfolds. Each GM must decide what is common knowledge and let players read the sections their characters would already know about.

The bottom portion of each two-format page features adventure material, outlines or hooks intended for a Gamemaster to expand upon. These adventure ideas aren't designed to be used on their own, but are intended to be worked into an ongoing Rebellion era campaign.

Occasionally, a page contains only one kind of information—either a full page of general information or a full page of adventure material. Sometimes a section of text is accompanied by diagrams, maps, or descriptions of Gamemaster characters. The diagrams and maps describe locations or places that might play important roles in any Rebellion era campaign. The characters are often key figures from the *Star Wars* universe complete with game statistics. The same is true of equipment and starships.

Remember that you need the *Star Wars Roleplaying Game* to get the most out of the material in this sourcebook.

Species in the Rebellion Era

The Empire fostered an ongoing campaign to deny alien species their rights and freedoms. Humans were looked upon as the favored species in the Empire—as long as those Humans followed Imperial law and pledged their lives to the Emperor's New Order. Most members of an alien species were denied privileges and reduced to second-class status. Some species, such as Wookiees, were enslaved and outlawed as dangerous in most Imperial-controlled regions. While life was somewhat easier away from the Core Worlds, the Outer Rim also provided the secrecy the Empire needed to turn whole planets into labor colonies toiling to maintain the Imperial war machine.

Because of these abuses and atrocities, many alien species joined the Rebel Alliance. From free Wookiees such as Chewbacca to the bulk of the Mon Calamari species, individuals and entire civilizations rose up to protest and eventually revolt against the tyrannical Empire. In the *Star Wars* saga, free Wookiees in this period are rare, and Ewoks aren't "discovered" until the time of the Battle of Endor. It's up to each Gamemaster to decide which species are available as player characters during the Rebellion era.

Force-Users in the Rebellion Era

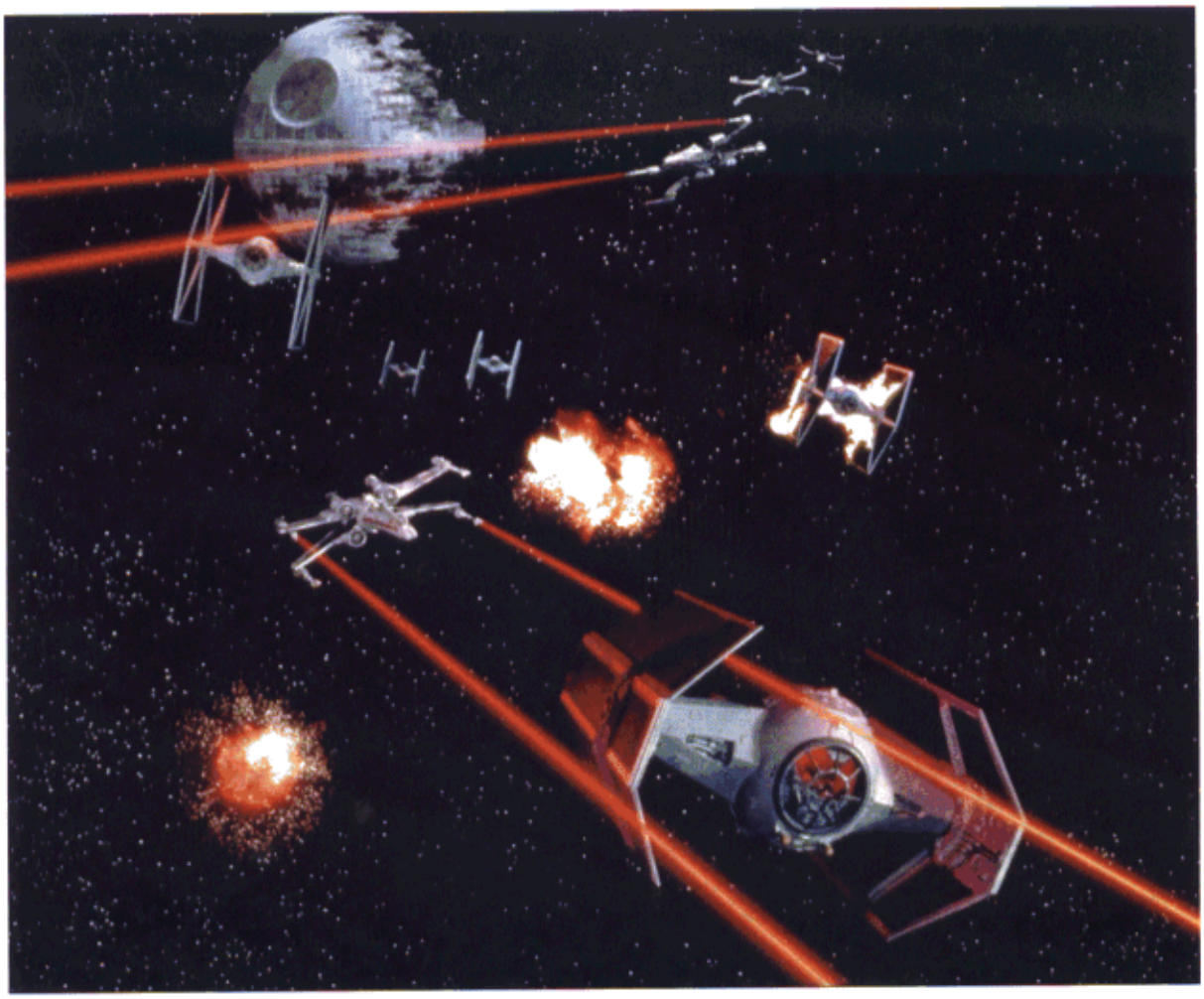
The *Star Wars* saga has few examples of Force-users during the Galactic Civil War. For the most part, the Jedi Order has been eliminated. The few Jedi still around are in hiding, waiting for the proper moment to once again enter the galactic stage. Obi-Wan Kenobi and Yoda, for example, stayed in hiding throughout the rise of the Empire but revealed themselves to Luke Skywalker to begin the young hero's training in the Force. The dark side had only a few prominent proponents as well, namely the Emperor and Darth Vader. This is the extent of Force-users in the films (though Princess Leia certainly has latent Force abilities). A few additional examples appear throughout the expanded *Star Wars* universe as depicted in comics, novels, and computer games.

As far as player characters are concerned, the Force adept class is available without restrictions. A character with strong ties to the Force and raised on an out-of-the-way world under a different Force tradition can start play as a 1st-level Force adept.

The Jedi consular class is not available in this time period for player characters, and only higher-level Gamemaster characters (such as Jedi Master Yoda) exist, hiding from the Empire and waiting for the right instant to once again get involved in galactic affairs.

The Jedi guardian class is available to player characters, but no character in this era can start play as a 1st-level Jedi guardian. Instead, as with Luke Skywalker, a character must begin play as a member of another class. At any time after achieving 2nd level in that class, the character can begin to advance as a Jedi guardian. It's up to the GM to provide a mentor to teach the character the ways of the Force.

Dark and fallen Jedi also exist during the Rebellion era. Some of these characters have embraced the dark side, while others have simply abandoned the Jedi Code. There are dark Jedi working for the Empire, and a variety of fallen Jedi and Force-sensitive characters hiding from Imperial scrutiny. Whether these kinds of characters are viable for play in your campaign depends on your Gamemaster.



Fall of the Republic

For more than twenty thousand years, the Galactic Republic stood at the center of a representative government that believed in equality and justice for all its citizens. With control of approximately one million planets, the Republic coexisted peacefully with other less venerable interstellar civilizations such as the Hutts and the Hapans. Republic representatives—senators, diplomats, and the Jedi who had protected its ideals from the Republic's inception—were honored and respected throughout much of the galaxy.

"There are two things in this existence that will always be—the void between the stars and the munificent Galactic Republic," the Snivvian poet Zovaren wrote when his kind was freed from Thalassian enslavement. This sentiment was shared by many, but that didn't protect the Republic from the one foe it could not overcome—the greed and complacency of its own leaders.

In some ways, the Republic fell victim to its own success. This expansive government ruled territories so vast, with laws that were so complex, that even simple decisions were at times almost impossible to achieve. The Republic grew increasingly stagnant, and its elected representatives became more and more lazy and complacent. With complacency came corruption; many senators were more interested in lining their pockets than looking out for their constituents.

Where once wise leaders ruled over the Republic, bureaucracy and self-interest took control. The government was mired in complexity and debate, and those who thirsted for wealth and power sold their influence to the highest bidder. The Republic was rotting from within, and the institution waiting to replace it was dark and oppressive.

The Republic's long descent into oblivion began with a blockade. The Trade Federation, a massive conglomerate of corporate interests based along the Galactic Rim, resorted to armed resistance against what it felt was cavalier treatment of its interests. The veteran Chancellor of the Senate, Valorum, was removed by a Vote of No Confidence, and, despite the apparent best efforts of his successor, Palpatine, the Republic spiraled into chaos. In a little more than a decade's time, the Empire replaced the ancient Republic.

HERO CHARACTERS

Many hero characters during the Rebellion era never knew life under the Republic. By the time they were born, Palpatine had already been declared Emperor. In fact, the vast majority of galactic citizens, even those old enough to remember the Republic, considered the Empire to be an improvement over the last decades of the Republic. Many even bought into the Empire's denouncement of the Jedi Knights and the Force. It isn't until later that the tyranny of the Empire begins to affect the common galactic citizen and a larger voice calls for change.

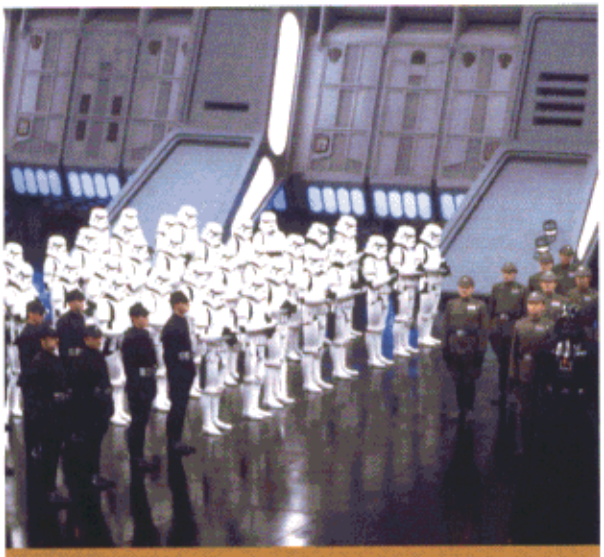
The Rebellion Era Campaign

If you're going to play in the Rebellion era campaign, stop reading this section now. The material presented in this section (and sections like it all through this book) is intended for the Gamemaster only. Players should not read any of this information, since doing so might spoil the surprise of adventures to come in your game.

Setting a Campaign in the Rebellion Era

This section of the presentation provides you, the Gamemaster, with tools for building and running a successful Rebellion era campaign. It offers advice, adventure hooks, short scenarios, allies, and opponents for the heroes to meet. These items have been designed around two basic assumptions: The heroes start at 1st level and gain experience as the campaign advances, and the heroes work to aid the Alliance. The material is designed as a starting point; you need to develop it to suit your own game.

If you decide to try something different, such as allowing the heroes to strive for the glory of the Empire instead of the Rebellion, you must adjust the material accordingly. In any case, there should be enough ideas throughout this book to jump-start



DID EVERYONE FOLLOW THE EMPEROR?

For a long time, the last proponents of the Old Republic believed that they could work within the system to temper Palpatine's New Order. Senators such as Mon Mothma, Bail Organa, and Garm Bel Iblis sought to pass laws and debate policies according to the traditional method of government that they believed in and were accustomed to. Though the Emperor maintained the Senate and allowed the senators to believe they had some modicum of power, the truth was that much of the Senate did exactly what the Emperor told it to do. The majority easily defeated any bills proposed by the uncorrupted senators, and at best Mon Mothma and her allies could barely maintain the status quo. Some of those who opposed the Emperor disappeared or were arrested as traitors to the New Order. It became increasingly dangerous to speak out against Palpatine. In time, a few brave senators began to secretly support the growing rebellion. Some of them went into hiding when they suspected that the Emperor or his minions were becoming suspicious of their activities.

"We will make a New Order. We will trade strength for frailty, order for chaos, and decisiveness for uncertainty."
—Palpatine

About a century before the start of the Galactic Civil War, the Republic began to slowly unravel. Corruption, greed, and internal strife weakened the roots of the Republic and allowed special interest groups and power-hungry bureaucrats to chip away at the great government's foundation. This erosion from within hampered the workings of government and gave rise to apathy, social injustice, and ineffective leaders. In the midst of chaos and indecision, Naboo Senator Palpatine rose to power. For a time, peace and prosperity seemed to return to the galaxy—but it was fleeting and mostly illusory. As new crises appeared on the scene, Palpatine claimed or was granted more and more power. He eventually was named Emperor. The Old Republic passed away, and the Empire was born.

In those dark years between the crisis at Naboo and the Battle of Yavin, a lot happened. While not all the details have yet been made clear, the general story is known. There was an event that history calls the Clone Wars. The Jedi Knights disappeared, and belief in the Force was relegated to superstition by the galaxy at large. The Empire replaced the Old Republic, and tyranny spread throughout the galaxy. At first, the New Order that the Emperor imposed was seen as a vast improvement over the ineffective government that preceded it. But slowly, despite the Empire's best efforts, word of the atrocities heaped upon non-Human species began to leak out. Some members of the Senate tried to work within the system to effect change, but the bureaucracy had little power over the Emperor. It took many years, but eventually individuals began to rebel against the New Order.

Eventually, those rebels would become an Alliance, and that Alliance would set out to restore freedom to the galaxy through civil war. Not, however, before species were enslaved, cultures were broken, opponents were assassinated, and the great Imperial war machine was established to impose the Emperor's will on all he surveyed.

your campaign and get your imagination working overtime—thus releasing your own ideas for campaign story arcs and adventures.

How do you start? That's easy. Let the players create 1st-level heroes using any of the methods described in the *Star Wars Roleplaying Game*. While they work on their characters, you need to prepare the course of your campaign. The material in this book provides you with a starting point and gives you ideas you can incorporate into your adventures as the storyline advances, but at best it only gives you the framework for a campaign. You need to layer on the bricks and mortar. You aren't in this alone, however. Your players add their own elements to the campaign as they interact with the situations you put before them and develop the personalities and ambitions of their characters. It's up to you to take all the elements and weave them into a compelling whole—adventure hooks, your own ideas, the inspiration of the films and Expanded Universe sources, and the actions of your players. Together, these elements develop into a fun and exciting campaign.

You also need to decide when you want the campaign to start, and whether or not the heroes begin play as part of the Alliance or if the first adventure revolves around their trying to hook up with the Rebels. We recommend that you start your campaign slightly before the opening

scene of *A New Hope*. We also recommend that your heroes start out just like Luke Skywalker and Han Solo did, aware of the growing Rebellion but not yet part of it. The first adventure hook can be used to establish just such a situation.

It's important to remember that although the players' characters aren't Luke Skywalker or Han Solo, they are the heroes of the adventures you're going to run. The galaxy is a big place, and there are plenty of Imperial foes for heroes to take on beyond those detailed in the movies and Expanded Universe sources. Use the familiar characters in your games sparingly, as Gamemaster characters, to establish direct ties to the films and to serve as touchstones to the overarching *Star Wars* story. But that's all they should be in your campaign—background characters. The stars of your campaign are the players' heroes, and they should be given every opportunity to shine. Even if your heroes don't blow up the Death Star at the battle of Yavin, there are plenty of ways they can make a difference in the success or failure of the Rebellion.

Character Connections

How does the first adventure in your Rebellion era campaign begin? Are the heroes friends and companions to start with, or do you want them to meet each other over the course of the opening scene? Either method works; it's just a matter of what makes the most sense for whatever story you've planned out.

In the case of the heroes knowing each other, have the players discuss ways their characters can be connected. They need to share with each other a few details, including their character classes and species. They could be old friends from the same planet who have decided to join the Rebellion against the Empire. Or they could be in business together, trying to make a living as traders with their old clunker of a ship. The possibilities of how they are connected are endless. You should also ask each player to decide what his or her character thinks about the Empire prior to the start of the adventure.

If the heroes don't know each other (or only know one or two other members of the party), then you need to get them working together early in the adventure. This is sometimes harder to do, so we recommend having the heroes start out as companions. If you're up to it, however, letting them meet in the first scene provides quite a few opportunities for a more meaningful connection to be made.

Imperial Entanglements

This adventure idea presents a situation that leads to the heroes running afoul of the Empire and puts them in contact with a Rebel operative. It all takes place on an out-of-the-way planet deep in the Outer Rim Territories—a planet called Kwevron.

Setup

The heroes have come to Kwevron for reasons that have nothing to do with the Empire or the growing Rebellion. The Battle of Yavin is still weeks away, the peaceful planet of Alderaan is still intact, and no one has even heard of the Death Star yet. Maybe the heroes live on this backwater world. Maybe business has brought them here, or at least the hope of making some kind of contact and earning a few credits. The opening scene can be used to introduce the heroes to each other (if you and the players have decided they don't have a previous connection), but it works just as well if they are life-long friends.

Rolling hills and fields of crops cover the quiet world of Kwevron. Most of the world's meager population works the fields, farming the land and selling produce to Imperial-authorized merchants for a fraction of what it is worth. Here, as on a hundred similar worlds, the Empire and the bits of news about a rebellion seem very far away. Except in the spaceport, where an Imperial prefect oversees a small garrison and makes sure the Emperor's taxes and tariffs are paid.

This adventure begins in Kwevron's spaceport, Mal Ethon City, where the heroes witness the cruel actions of the Empire up close and personal. What they do after that is up to them. . . .

Scene 1: The Will of the Empire

The scene opens on a broad avenue in the middle of Mal Ethon City. The city boasts a fairly large spaceport for such an out-of-the-way location. The planet has always provided food for the neighboring sectors, and the Empire has taken an interest in Kwevron because of this. It isn't that the Empire needs more food, but the planet is far enough from the Core to make it attractive to the Rebels who have dared to challenge the Emperor's New Order. There's no way in which the Empire will stand by and allow the Rebellion to gain a foothold on Kwevron.

For this reason, the Empire has placed a small garrison in the spaceport to act as a deterrent to any illegal activity. A prefect oversees the Imperial presence, but most of the muscle comes from the prefect's first officer, Lt. Falto Dragen. He has been making his presence known throughout the spaceport, threatening shop owners with fines and penalties, mockingly accusing city leaders of being Rebel sympathizers, and generally bullying everyone into a frightened state. After all, Lt. Dragen believes, a frightened subject is a loyal subject.

On this day, Lt. Dragen makes his rounds of the spaceport with two stormtroopers in tow. The heroes are in the spaceport for reasons of their own (as determined by you and the players when character connections, or the lack thereof, were established). If the heroes know each other, they're together when the scene begins. If the heroes haven't all met each other yet, then they're in the area, each going about his or her own business when the trouble starts.

Read the opening situation out loud to the players to begin the action:

Mal Ethon City bustles as the midday crowds pushes through the streets. In addition to the local shop owners and the workers they employ, the place crawls with a variety of spacers of a dozen or more species. There are traders and freighter crews, scouts and rough-looking sorts who have to be smugglers or pirates of one kind or another. There are representatives of merchant houses from all over the sector, here to finalize deals and complete their business before moving on to the next planet on their routes. Farmers from all over the planet are in the city as well. It is harvest time, and they all have excess produce to sell.

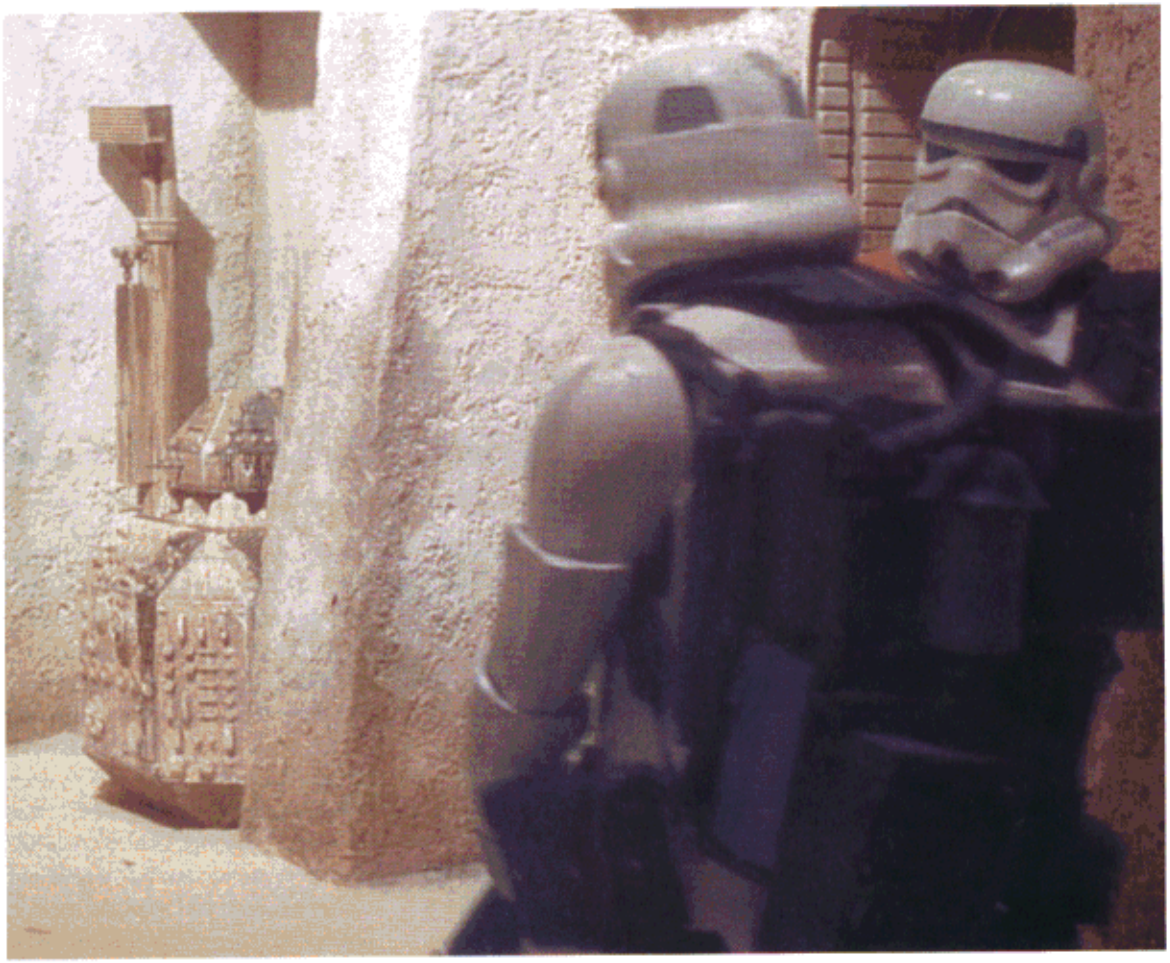
One farmer, a displaced Ithorian far from the nearest herd ship, sits at the front of a long wagon full of heads of sweet Kwevron lettuce and stalks of blue-kernel corn. The wagon overflows with the fresh vegetables, stacked so high that the piles barely look stable. It doesn't help that the nerf that pulls the load seems to go out of its way to lead the wagon over every bump and pothole in the street. But the Ithorian farmer doesn't seem to mind. He just looks straight ahead, gently slapping the reins every so often to remind the nerf that he is back there.

Then, an Imperial officer and two stormtroopers step into the street, stopping directly in front of the nerf. "A moment, farmer," the officer says. "We need to inspect your wagon." The stormtroopers step to each side and start toward the wagon full of vegetables.

Suddenly, the Ithorian whips the nerf hard. The animal squeals and dashes forward, narrowly missing the dodging Imperial officer. "Stop him!" the officer commands. One of the stormtroopers casually raises his blaster rifle and shoots the Ithorian in the back. With a low gasp, the farmer crumbles forward and falls to the street. The nerf, frightened by the blaster shot, drags the wagon over the fallen Ithorian as it tries to get away. Another shot, fired by the second stormtrooper, hits the nerf, causing the animal's legs to buckle. A moment later, the wagon smashes into the wounded animal. The wagon overturns, which tosses lettuce and corn in all directions.

The overturned wagon also dumps a hidden cargo: two men, one Human and one Duros. "It seems our informant was correct," the Imperial officer calls as he and the stormtroopers step over the dead Ithorian and move toward the dazed men. "There are Rebels on Kwevron."

What are you going to do?



The Maturation of the Empire

During its early years, the New Order was a populist movement. Grassroots organizations sprang up, and commoners became actively involved in the shaping of local and galactic politics as they hadn't been for centuries. These citizen groups—foremost among them the Commission for the Preservation of the New Order, or COMPNOR—became absorbed into the Empire's evolving political structure, with particularly energetic and faithful members put in positions of power. In the early days of the Empire, many citizens felt for the first time that they could impact their government in a meaningful way. Compnor became a powerful political tool of the New Order. Through subtle manipulations, it taught the citizens of the Empire the ethics of the New Order, while denouncing the tenets of the Old Republic.

But even as the Empire took form, there were signs that the Emperor's New Order would lead the galaxy down a dark path. While strides were taken to involve some citizens in government, further efforts cut others out of the process. From the very beginning, the New Order held at its core a philosophy that a lasting galactic civilization needed to be dominated in all aspects by Humans.

Although on the surface it might seem odd that such a notion could come to be widely accepted in a galaxy where thousands of highly evolved species had coexisted for millennia, it played well on the Human-dominated Core Worlds. Few doubted that the alien-dominated Trade Federation had touched off the chain of events that had culminated with the establishment of the Empire. And it was an unquestionable fact that it had been the clear vision and superior leadership abilities of a Human that had pulled civilization back from the brink of oblivion. The Emperor's New Order cajoled the Senate into repealing antislavery laws, passing laws that discouraged or outright restricted aliens from leaving their native worlds, declaring entire species property of the Empire, and imposing stiff tariffs on alien-owned businesses that attempted to engage in commerce with anyone but Imperial-controlled institutions. Within the space of a few years, Humans and near-Humans dominated nearly every aspect of interstellar trade and politics.

PLAYING NON-HUMANS DURING THE REBELLION

Unless the heroes keep to the Outer Rim Territories (where the Empire's ability to project its might is relatively weak), to worlds with large non-Human populations, on their species' homeworld, or to the spaceports and neighborhoods reserved for aliens, they are going to run into trouble simply because they aren't Human. On some worlds, non-Humans are restricted from using public facilities except those clearly labeled for "all species." They are often subjected to more stringent customs searches and fees (legal and not) than Humans. Law enforcement officials often take the word of a Human over that of a non-Human, no matter what circumstances might otherwise imply. Finally, non-Humans will invariably suffer harassment by New Order believers should they venture beyond the spaceports on Human-dominated worlds.

This may require careful play on the part of the Gamemaster, and the GM should always keep in mind that a *Star Wars* adventure is supposed to be fun. The goal is not to constantly harass the player of an alien character, but rather to make sure the players see and feel the oppressive and evil nature of the Empire in select situations, thus providing the heroes with a reason to join the Rebel Alliance.

With this opening scene, you can build a full-scale adventure to begin your Rebellion era campaign. Will the heroes come to the rescue of the two suspected Rebels? Will they decide not to get involved? Those are the types of questions upon which an adventure builds. If the heroes do step in to battle the stormtroopers and rescue the suspected Rebels, Lt. Dragen does not stick around very long. He participates in the first round of combat, then leaves the stormtroopers to fend for themselves as he retreats to the garrison.

For the two stormtroopers, use the statistics presented in Chapter 14: Allies and Opponents in the *Star Wars Roleplaying Game*. For details on Lt. Falto Dragen, see below.

Lt. Falto Dragen

Lt. Falto Dragen is a fairly typical Imperial officer. He is a native of Alderaan and comes from a well-respected family. That respect does not extend to Dragen, however, due to his rejection of the peaceful philosophy of his people. Dragen believes that true peace can only come as the result of a strong rule that places law and order above individual freedoms.

Lt. Dragen, a pompous and overbearing man, enjoys throwing his weight around. He's well aware of the lax control the Empire holds over the spaceport, but he has no intention of allowing this state of affairs to continue. Dragen feels it's high time the

THE EARLY ALLIANCE

The galaxy was changing as the symbols of the Republic were washed away by the tidal wave of the New Order. Coruscant, the capital of the galactic government, became Imperial Center. The HoloNet galaxywide communications system was restricted for military use only. The Empire continued a vast buildup of arms. Everything that senators such as Bail Organa and Mon Mothma had feared was coming to pass.

The early rebels were unorganized splinter groups with only their hatred of the New Order in common. They were isolated pockets of resistance that provided minor problems for the Empire. Some rebels started out as nonviolent demonstrators, but these were met with the full force of the Imperial war machine. Various groups and even whole worlds provided quiet support for the rebels, discreetly supplying weapons and other aid where possible.

It was less than two years before the Battle of Yavin. Bail Organa, Mon Mothma, and Garm Bel Iblis brought the largest revolutionary groups together and created a single unified opposition force. The Corellian Treaty was signed, and the Alliance to Restore the Republic was born.

As the New Order grew more powerful and its tactics of oppression more blatant, some members of the Imperial Senate became concerned. They watched as dissident groups led by non-Humans became more plentiful, as the New Order actively continued to silence political opponents through threats of violence, and started to fear they had created a monster worse than the complacent, corrupt Republic.

Foremost among those who started expressing opposition to the Emperor was Mon Mothma from Chandrila. She had been a junior senator and frustrated reformer during the Emperor's rise. She had opposed granting the Emperor unlimited power and she grew increasingly horrified at how he used that power. Her pleas to not make non-Humans—valuable contributors to galactic civilization—into second-class citizens were shouted down. When she saw violent persecution start—and when she herself was subjected to physical threats due to her opposition to the Emperor's New Order—she knew she had to give up trying to reform the system from within. With her ability to inspire others, she would become the symbol of the Alliance to come.

Bail Organa of Alderaan was a chief ally of Mon Mothma. He had been troubled by Palpatine's policies of military expansion, and he and his people felt that less military was the way to peace, not more. Garm Bel Iblis, a veteran senator from Corellia, also worked to reform the New Order. The very embodiment of the rugged Corellian individualist, Bel Iblis saw his power, prestige, and everything he loved about his own people slip away as Corellia eagerly embraced the New Order.

These three very different leaders emerged as the centers of separate, highly successful movements to resist the indulgences of the New Order. They eventually came together on Corellia, and pledged to coordinate their efforts. With this agreement, the resistance became a Rebellion. The Alliance to Restore the Republic had been born, and the New Order was about to face its first real opposition. The Galactic Civil War was underway.

local population gave up its idyllic existence and faced the reality of the Emperor's New Order. He has recently received information that his suspicions were true—some of the local farmers have been helping the Rebellion. The prefect has given him permission to investigate the claims.

In addition to the two stormtroopers who always remain by his side, Dragen can call up the rest of the garrison: ten more stormtroopers and three other junior officers.

Lt. Falto Dragen: Male Human Noble 2/Soldier 2; Init +2; Defense 16 (+4 class, +2 Dex); Spd 10m; VP/WP 24/12; Atk +2 melee (2d6–1, vibroblade) or +5 ranged (3d6, blaster pistol); SQ Call in a favor, inspire confidence +1; SV Fort +4, Ref +4, Will +4; SZ M; FP 1; DSP 7; Rep 5. Str 9, Dex 14, Con 12, Int 10, Wis 13, Cha 15. Challenge Code: C.

Equipment: Blaster pistol, uniform, rank insignia, comlink, datapad.

Skills: Astrogate +4, Bluff +5, Computer Use +7, Diplomacy +9, Intimidate +5, Knowledge (New Order) +7, Knowledge (military) +10, Pilot +6, Read/Write Basic, Speak Basic, Survival +4.

Feats: Armor Proficiencies (light, medium), Alertness, Point Blank Shot, Rapid Shot, Skill Emphasis (Knowledge [military]), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Getting the Heroes Involved

The best outcome for this opening scene would be the heroes rushing to the rescue of the suspected Rebels. If they decide that attacking an Imperial officer and a pair of stormtroopers is a bad idea, they get to stand by and watch what happens.

The Human draws a blaster and fires wildly at the approaching stormtroopers, missing them. With hardly a concern, the stormtroopers raise their blaster rifles simultaneously and cut down the Human with a flurry of well-placed shots. The Duros stays on the ground, his hands empty and outstretched for the Imperials to see. Lt. Dragen shouts and points at the Duros. "Enough!" he commands. "I want the alien Rebel scum alive! Take him into custody."

At some point before the scene breaks up, Dragen picks up a spilled head of lettuce, examines it with a distasteful look, then tosses it to any non-Human character in the crowd. If one of the heroes is a non-Human, that character is Dragen's target. "Alien grown," he sneers. "Only good enough for another alien. Enjoy."

As all of this occurs, no one on the street makes any kind of move against the Imperials. No one even goes to check on the Ithorian farmer or the wounded nerf. They just stand around, watching the show, hoping that the Imperials don't turn their attention to them next.

Of course, the heroes might make a play at any time. Or they might stand back and stay out of it. Everyone knows better than to mess with stormtroopers, after all. If the heroes simply stand by and let the Human get killed and the Duros dragged away in binders, then you have to provide them with another opportunity to get involved. That opportunity takes the form of Cala Worner.

Cala Worner

Young, confident, and beautiful, Cala Worner is a recruiter for the Rebel Alliance. She keeps her eyes open for prospective recruits, anyone who can help the Alliance. Of course, Cala doesn't blurt out her affiliation to the first people she meets. She works as a trade agent for the Outer Rim Trade Consortium, a position that gives her the freedom to move around a lot without raising too much suspicion. She's on Kwevron to convince some of the local farmers to provide aid to the Alliance in the form of safe houses, foodstuffs, and other supplies. Everything was fine until Lt. Dragen showed up. Then things started to go to the Final Jump without a starship, and Cala Worner's mission was jeopardized.

One of her best contacts on Kwevron was Idu Taanfaar, an Ithorian who arrived on the planet long ago and was (until his death just now) a prosperous farmer. Cala has often used Idu's farm as a safe house and way station for new Alliance recruits. The Ithorian was secretly transporting two new Rebels to a ship in the spaceport when the Imperials interrupted. Now Cala needs to come up with a new plan.

If the heroes went to the aid of the suspected Rebels, Cala approaches them after the fight ends. Either way, she needs their help. Only a few of the details need to change, depending on what happened up to this point.

Cala Worner: Female Human Scout 1/Soldier 2; Init +2; Defense 15 (+3 class, +2 Dex); Spd 10m; VP/WP 20/10; Atk +1 melee (2d6–1, vibroblade) or +4 ranged (3d6, blaster pistol); SV Fort +4, Ref +3, Will +1; SZ M; FP 1; DSP 0; Rep 1. Str 8, Dex 14, Con 10, Int 13, Wis 10, Cha 14. Challenge Code: B.

Equipment: Blaster pistol, comlink, datapad.

Skills: Astrogate +3, Bluff +5, Computer Use +7, Demolitions +5, Hide +6, Intimidate +4, Listen +4, Pilot +8, Read/Write Basic, Speak Basic, Speak Shyriiwook, Spot +4.

Feats: Armor Proficiencies (light, medium), Starship Operation (space transport), Weapon Focus (blaster pistol), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Scene 2: Freeing the *Midnight Star*

Whether the heroes aided the suspected Rebels or stood by and watched the Imperial atrocities unfold, they still have the look of people who might be able to help. Cala Worner approaches the heroes, offering them a chance to put Lt. Dragen in his place and get off Kwevron in the process. She explains to the heroes:

> "Prior to the scene you witnessed on the street, that Imperial officer, Lt. Dragen, locked down the docking bay where my ship is parked," Cala says. "The ship and my copilot, Thul Kariss, can't go anywhere. At least not right now. But I've got the command codes needed to bypass the docking bay locks. I could use some help dealing with the guards and making sure the bay's tractor beam can't be used to stop us from leaving."

If the Duros was captured, Cala first asks the heroes to rescue him before they take him to the garrison. "He's Nuuk Kuur, and if Dragen follows standard procedures, Nuuk will be deported to the spice mines of Kessel or some other labor prison," Cala explains.

Develop a short scene in which the heroes ambush the speeder carrying Nuuk Kuur to the Imperial garrison. Two stormtroopers guard the Duros while an Imperial officer drives the speeder. Any reasonable plan on the part of the heroes should work. Then they can help Cala free *Midnight Star* and escape from Kwevron.

If the heroes ask Cala about the Rebellion, she promises to put any interested heroes in contact with someone who can help them with that situation. She never comes right out and says she's a Rebel operative.

When the time comes, Cala heads out to bypass the locks and get *Midnight Star* ready to travel. In the

meantime, she sends the heroes (and Nuuk Kuur if he's with them) to deal with the stormtroopers guarding the control tower and knock out the tractor beam. "We can't fly away if we're caught in a tractor beam," Cala tells the heroes. Use the Duros commoner statistics on page 15 to represent Nuuk Kuur.

The tractor beam control room is located in the spaceport control tower. It's only a short distance from the docking bay where *Midnight Star* is being held. Two stormtroopers guard the tower. The heroes must decide whether they want to bluff their way into the control room, sneak in, or take out the stormtroopers as quickly and quietly as possible. Once inside, they need to disable the tractor controls. This can be done subtly with a Disable Device check (DC 15), or they can just blast the control panel.

After taking care of the tractor beam, the heroes must make a dash for *Midnight Star*. As they approach, alarms go off and they see Cala running up the *Star*'s loading ramp. Six stormtroopers rush across the tarmac toward the ship, although they're still 100 meters away. The heroes can also see Lt. Dragen in a nearby tower, safe behind a transparisteel window. The heroes need to run to beat the stormtroopers to *Midnight Star*. If the heroes have any ships of their own, they may want to get to those as well while the tractor beam is out of commission.

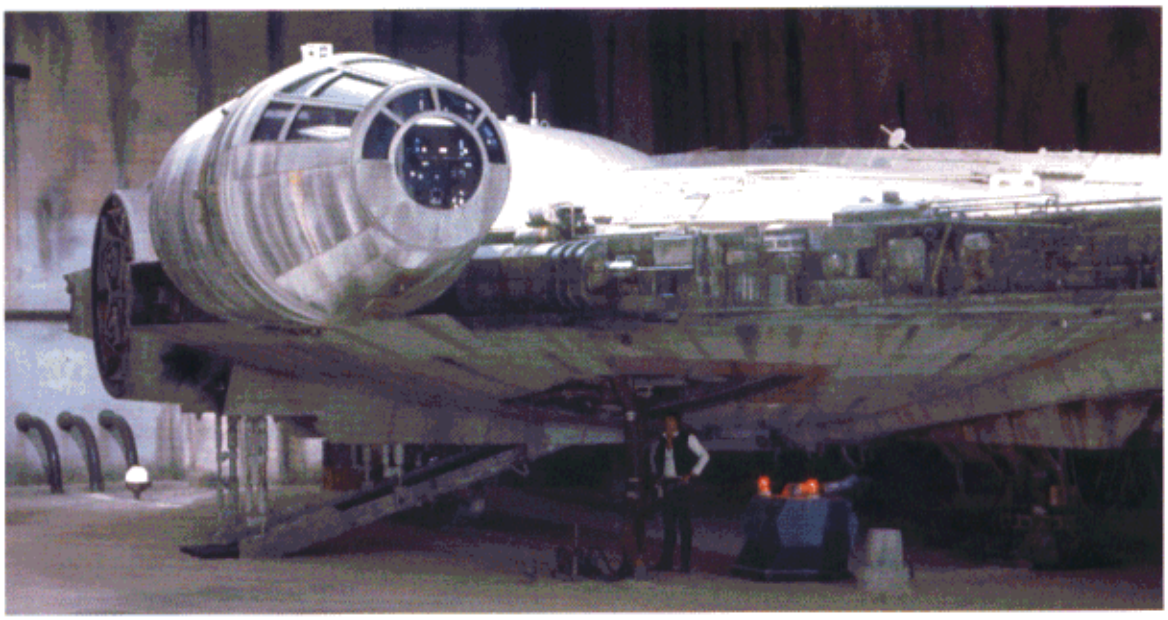
Once the heroes take to space, they must get away from Kwevron's gravity well so they can safely make the jump into hyperspace. This requires 3 minutes of flight time. Lt. Dragen hails *Midnight Star* on a comlink and demands its surrender immediately. He warns that any further resistance will result in the ship's destruction. After 1 minute of flight, two TIE fighters appear at sensor range, closing with *Midnight Star*. The heroes must avoid the fighters for 6 rounds or destroy them. Then they can make the jump to lightspeed. Cala provides coordinates that will take the heroes to Duro. She thanks the heroes for their help and suggests that they keep a low profile for a few weeks. It's a big universe, and while Lt. Dragen should remember this for many years, other imperial officers are unlikely to think twice about it once some time has passed. Thus, it may never be a good idea to head back to Kwevron, but the heroes should be safe enough elsewhere after everything cools off.

Looking for a Few Good Heroes

When the heroes have helped Cala escape from Kwevron and are well on their way to Duro, Cala approaches them to discuss a few things. "Are you still interested in making contact with the Rebellion?" she asks. She waits a moment, judging their responses. Then, when she's satisfied that the heroes are everything they seem to be, she says, "Friends, meet your Rebel contact." Cala smiles, holding out her hand to welcome the heroes into the struggle for freedom.

Midnight Star

If the heroes don't have a ship, or if they don't have one large enough for the whole group, you may want to let them have *Midnight Star*. It can be given to them to use for a few missions, then permanently assigned to them by Alliance High Command in recognition of their contributions. Giving the heroes access to *Midnight Star* is a great way to keep them together. It also makes a great story generator. If the ship is damaged or malfunctions, the heroes must decide if they can risk setting down for repairs. If the heroes wish to make improvements to the ship (such as giving it better shields or perhaps a faster hyperdrive), they must gather the components and find someone to install them. This could mean salvaging parts from a junk dealer, stealing them from a repair facility or



A Long Tradition of Service

For almost as long as the Republic had stood, so had the Planetary Security Forces. A dedicated core of beings defended the borders of each star system from neighboring stellar nations and the nearby space lanes from pirates. Each existed apart from the Republic, and many enjoyed a unique military culture. To the galactic citizens, only the Jedi embodied more romance and adventure.

In the waning years of the Republic, each Security Force became increasingly estranged from the others. Senators began treating security personnel as their personal servants, sometimes redirecting patrol missions to serve as glorified shuttles for Senate junkets. In the years leading up to the Clone Wars, due to budget cuts and conflicting orders from the Senate, many Planetary Security Forces were disbanded.

When the Emperor ascended to power and the Empire was born, he turned the remaining Security Forces into the Imperial Navy and placed it in the hands of a council of admirals and generals—the Imperial High Command. He then increased military budgets across the board, from research and development to recruitment. With the end of the Jedi, the Emperor gave the Navy additional reason to support the New Order. In a famous speech, the Emperor referred to the Navy as "heirs to the role abandoned by the Jedi—protectors of the galaxy and its citizens."

The Navy received a place of honor, and its members rejoiced. Soon, however, the New Order began reshaping the grand traditions that many of the Planetary Security Forces shared. Many career officers from Planetary Security families (called Generationals) were cast aside in favor of second-rate functionaries who were rewarded for political favors rather than command ability.

The Generationals that were able to find a place in the Imperial Navy had to, at least outwardly, abandon the traditions of the past in favor of the duplicity and backstabbing inherent in the new system. They had to become political instead of honorable, ready to perform the expected instead of what's right. If they couldn't, then the Generationalist was replaced by a proponent of the New Order.

THE GENERATIONALS

For players who want to create heroes who are part of the Navy, you might suggest they play a Generational character. Such heroes have probably grown disgusted with the increasing number of political appointments taking place in the officer ranks. The Generational hero is usually a soldier or noble. Generationals enjoy the following benefits and penalties:

- +2 circumstance bonus on Reputation when dealing with other Navy personnel, due to the fame of their family.
- +2 synergy bonus on skill checks relating to starship operations and information, due to a life spent aboard starships.
- –2 penalty on checks relating to planet-based skills, because many Generationals rarely set foot outside a spaceport.

shipyard, or boosting them off any Imperial vessel they manage to defeat.

Midnight Star is a modified YV-545 freighter registered to the Outer Rim Trade Consortium. The YV line was designed as replacements for the aging YT series of freighters (of which the *Millennium Falcon* is one), but has never gained the universal popularity of the older series. YV freighters have long, tall, narrow bodies with command compartments located at the top, and a rear engine section with two large maneuvering fins. This design makes the YV series somewhat faster and more maneuverable than average ships of its size, as well as slightly sturdier.

Midnight Star has been further modified to include a single pop-down ion cannon turret, an extendable docking tube that can be used to attach to vessels in space, and a laser cannon mounted forward. The docking tube was designed for use during rescue missions and to connect to small docking ports. A concussion missile tube mounted to the rear is designed to give the *Star* cover fire. A low-powered shield generator was added later, although it is unlikely to survive more than a few weapon hits.

Midnight Star: Modified Corellion Engineering Corporation YV-545 Transport; **Class:** Space transport; **Cost:** Not for sale, valued at 45,000 used; **Size:** Small (32 m long);

ABOUT THE DUROS

The Duros hail from the Duro system, which is located at the extreme outer edge of the Core. Although not as numerous as the Human population, the Duros are almost as omnipresent. They have been traveling the galaxy for all of recorded history, and seem to have innate abilities as pilots and astrogators.

Duros professionals are usually diplomats or experts. Heroes tend to be nobles, scoundrels, or scouts. Duros can speak Basic.

Duros Commoner: Init +0; Defense 10; Spd 10m; VP/WP –/8; Atk –1 melee (1d3–1, punch), –1 melee (by weapon) or +1 ranged (by weapon); SQ Species class skills; SV Fort –1, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep 0. Str 8, Dex 12, Con 8, Int 12, Wis 10, Cha 10. Challenge Code: A.

Equipment: Variety of personal belongings.

Skills: Astrogate +4 or Pilot +4, Knowledge (varies) +2, Profession (varies) +2.

Special Qualities: Astrogate and Pilot are considered class skills for Duros. Duros heroes for whom Astrogate or Pilot is a class skill receive a +2 species bonus on Astrogate and Pilot checks. All Duros receive the Spacer feat as a species bonus.

Duros Hero: Make the following ability adjustments when creating a Duros hero character: –2 Str, +2 Dex, –2 Con, +2 Int.

One of the earliest arguments set forth by the architects of the Emperor's New Order was that diversity was a weakness that the New Order could not tolerate if it was to survive. Non-Humans were alien, and their agendas would never be fully compatible with the Human mission. The New Order held that conflicting agendas were the root cause for the Republic's collapse, and if the galaxy was to thrive it had to be dominated by one vision. Naturally, that vision should be presented by Humanity, since Humans had created the original Republic and it was a Human who had saved the galaxy from destruction.

What these thinkers ignored was that from the beginning the galactic civilization had consisted of a multitude of species. Prior to the rise of the New Order, historians widely believed that Duros explorers introduced the hyperdrive to Humans and thus had been just as important to the creation of the Republic as the Humans of Coruscant and Corellia. This theory fell into disfavor, however, and non-Humans were set aside.

While the Duros as a whole were never subjected to the kind of abuses that, for example, the Wookiees suffered, they nonetheless came to represent the impact of the New Order's discriminatory policies. The Duros people had long been involved in businesses and occupations relating to space travel. As the Emperor's institutions grew in power, Duros businesses were nationalized by New Order-backed planetary governments in the Core and Colonies regions, Duros ships were fined more heavily for the least offenses, and Duros employees were dismissed for the weakest of reasons.

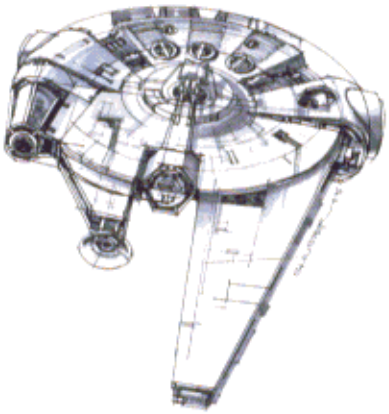
All alien species were subjected to this treatment or worse. Some, like the Bith, reacted to the growing discrimination by doing exactly what the New Order wanted: They retreated to their home systems and severely restricted their interaction with worlds that didn't contain large numbers of their kind. The Duros, however, protested their ill treatment, seeking redress through their representatives in the Senate. In the end, though, the Duros attempted to remain neutral throughout the Galactic Civil War. The governing stockholders believed that that course would be best for business.

Initiative: +3 (+1 size, +2 crew); **Crew:** 2 (Normal +2); **Passengers:** 8; **Cargo Capacity:** 100 metric tons; **Consumables:** 2 months; **Hyperdrive:** ×2 (backup ×12); **Maximum Speed:** Ramming; **Maneuver:** +3 (+1 size, +2 crew); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 10; **Hull Points:** 150; **DR:** 15.

Weapon: Heavy ion cannons (2 fire-linked); **Fire Arc:** Turret; **Attack Bonus:** +5 (+1 size, +4 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Laser cannon; **Fire Arc:** Front; **Attack Bonus:** +5 (+1 size, +4 fire control); **Damage:** 4d10×2; **Range Modifiers:** PB +0; S +0, M/L n/a.

Weapon: Concussion missile tube (6 missiles); **Fire Arc:** Rear; **Attack Bonus:** +5 (+1 size, +4 fire control); **Damage:** 8d10×2; **Range Modifiers:** PB +0; S/M/L n/a.



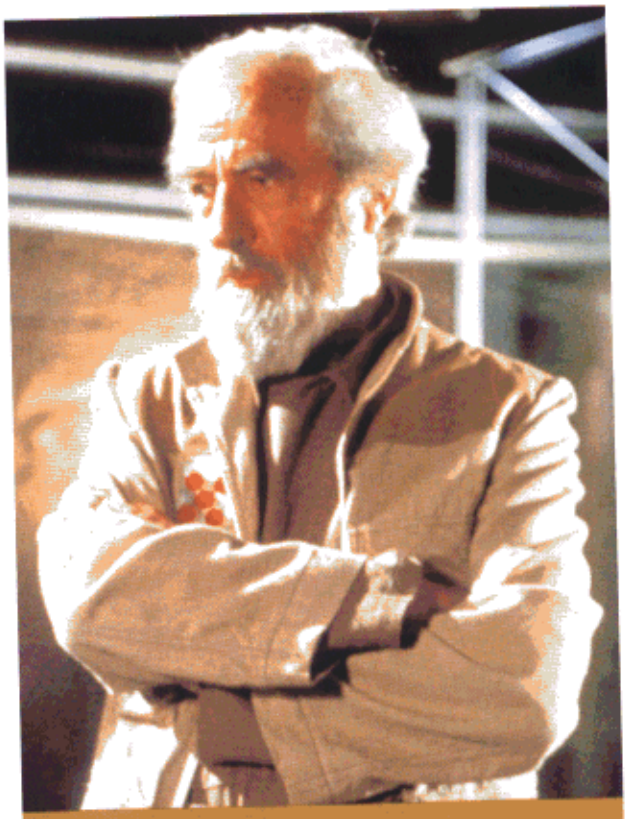
The Core Worlds

From the earliest days of the galactic civilization, the Core Worlds had been where trends and social movements started. The New Order evolved the same way. It took hold on Core Worlds such as Coruscant, Corellia, Corulag, Kuat, and Chandrila, and eventually spread outward to other regions of the Empire.

Coruscant was the jewel at the heart of the galaxy, the capital world of galactic civilization from the first days of the Republic and on into the Empire. This metropolis city-world is covered in kilometer-tall buildings that spread from one end of the planet to the other. In the wake of the Empire's New Order, it was renamed Imperial Center and the government complexes were renamed Imperial City. Virtually all aliens were banished to the decadent depths of the Lower City. Young children were immersed in the New Order's philosophies through education and COMPNOR-sponsored youth groups. Adults who sought to get ahead in business or social circles had to become members of COMPNOR and take great care to express appropriate support for the Empire.

On Corellia, the New Order gained a foothold when its local proponents argued that non-Corellians and non-Humans had stolen the grand Corellian traditions of exploration and colonization. The five habitable worlds in the Corellian system traded their independence for a local version of Palpatine's ruling council, the Diktat. Still, many Corellians feared the New Order would lead to the end of their cultural uniqueness. Such individuals became outlaws and often ended up in the ranks of the Alliance military.

The New Order never took hold on the Core world of Alderaan. The world had long been a center of art, scholarship, and philosophy, and its citizens had developed an attitude of extreme pacifism in the wake of the Clone Wars. COMPNOR and its programs were unwelcome on Alderaan, and Bail Organa did all he could to keep the New Order's tools off his planet while secretly supporting the Alliance. Bail's strong-willed daughter Leia shared her father's politics and won election to his Senate seat when he retired. From the moment Leia set foot on Coruscant, she proved to be a bigger irritant to the Emperor than her father had ever been.



CORE WORLD HEROES

Much of the Rebel leadership hailed from the Core Worlds. Dispossessed businesspeople and nobles, disenchanted military officers, patriots who feared their homeworld's unique culture would be eradicated by the New Order—all of these overtly or covertly flocked to the Alliance.

A player creating a character from a Core system should not select the fringer class at 1st level (though the hero can multiclass into a fringer later in his or her career). The very definition of a character from the Core precludes the character's having any initial fringer status.

Council at Duro

Upon arriving at Duro, the heroes find themselves both local heroes and hunted criminals. Word of the heroes' escape on the *Midnight Star* and a description of them has been transmitted to all Imperial forces. Unlike Kwevron, Duro has a sizable Imperial presence. Cala Worner takes the heroes to meet Thel Erelen. Thel, a calm Human in his late 50s, hails from Chandrila. He admits to being a friend of powerful Alliance leaders, although he won't say who. He coordinates Alliance operations around Duro.

Thel Erelen: Male Human Expert 3/Noble 3; Init −1; Defense 12 (+3 class, −1 Dex); Spd 10m; VP/WP 13/12; Atk +4 melee (2d6, vibroblade) or +3 ranged (3d4, hold-out blaster); SQ Bonus class skill (Bluff), call in a favor ×2, inspire confidence +1; SV Fort +3, Ref +2, Will +7; SZ M; FP 1; DSP 0; Rep 6. Str 11, Dex 8, Con 12, Int 15, Wis 13, Cha 16. Challenge Code: B.

Equipment: Comlink, datapad, hold-out blaster, vibroblade.

Skills: Astrogate +8, Bluff +10, Computer Use +8, Craft (electronics) +6, Craft (starships) +12, Diplomacy +8, Disable Device +8, Gather Information +8, Knowledge (Duro politics) +7, Pilot +6, Read/Write Basic, Repair +8, Speak Basic, Speak Duro, Speak Ithorese, Search +7, Sense Motive +9.

The Outer Rim Territories represent the farthest reaches of extensive exploration of the galaxy. While efforts such as the Jedi-sponsored Outbound Flight Project and surveys by both Imperial and corporate scouts have pushed into the mysterious star clusters of the Unknown Regions and Wild Space, the Outer Rim remains the frontier of galactic civilization.

As the Republic stagnated, exploration of the Outer Rim and beyond slowed due to lack of funding. For centuries, the Outer Rim has been a place where individuals and groups could get a fresh start. Some even created societies that stood apart from the rest of the galaxy. Most Outer Rim settlements arose from one of three sources: exploration hubs, corporate development, or fringe movements.

Eriadu and Ord Mantell are examples of systems settled when the Republic was still exploring the galaxy. The Eriadu system is home to one of the oldest Outer Rim settlements and is occasionally called "the Coruscant of the Rim." It was originally granted to the wealthy and influential Tarkin family in the hope they would spearhead expansion efforts into other systems. As the Republic lost interest in developing the Outer Rim, the efforts of the Tarkins ended up being restricted to Eriadu. Most of the system is still a Tarkin family holding. It remains one of the great industrial centers of the Outer Rim.

Ord Mantell was originally home to a military supply depot and refueling station, but when the anticipated exploration and settlement boom never happened, funding to the installation was cut. The system continued as a civilian refueling point and soon developed into a center of commerce that bordered on the illegal.

One of the first systems to house a corporate-sponsored colony was Tatooine. The Corellians have traditionally been at the forefront of exploration, so it was not surprising that Corellia Engineering decided to fund a mining colony on Tatooine. The Core-based company eventually abandoned its Tatooine mines when the Republic turned inward, but the world's harsh, unsettled expanses were perfect havens for those who wished to live away from prying eyes yet wanted easy access to spaceports and some semblance of civilization.

A system settled by those who wanted no part of the rest of galactic culture was Bakura. One of the most distant habitable planets in the Outer Rim, it was colonized by members of a religious movement who believed that the galaxy was always in a state of balance and that for every good deed performed, someone somewhere committed an evil act to balance it out. They believed the Jedi were a cause of great suffering in the galaxy because their great personal strength and moral character was causing others to be weak-minded and prone to moral decay. The Empire contacted the Bakura colony after centuries of isolation. Bakura welcomed the Imperial governor and his garrison, happy to rejoin the galactic community now that the Jedi were gone. They soon realized their mistake, but by then it was too late.

OUTER RIM HEROES

Worlds of the Outer Rim range from places like Tatooine, where people can get lost and go about their business in relative peace, to Mon Calamari, where the full brunt of Imperial oppression enslaved the entire world for a time. Heroes from the Outer Rim run the gamut from idealistic fringers, to soldiers devoted to the service of the Empire, to Jedi guardians trained in secret. Grand Moff Tarkin serves as the Imperial Overlord for most of this region, though many living in the Outer Rim still feel that the Empire is very far away. After the destruction of Alderaan, however, the denizens of the Outer Rim realize that the Empire is closer than they imagined and flock to the Alliance banner.

Feats: Persuasive, Sharp-eyed, Skill Emphasis (Craft [starships]), Starship Operation (starfighter), Weapon Group Proficiency (blaster pistols, simple weapons).

Thel Erelen hopes to convince several large Duro corporations and the all-important Duro Shipwrights Guild to step up their support of the Rebel Alliance. The Duros have been mildly supportive so far, but major Duro organizations are still concerned about Imperial retaliation for any serious support they might show the Alliance. He has set up a meeting on Duro Delta Twelve (DD 12), one of the huge shipyards floating in the Duro system.

Thel asks the heroes to come to the meeting and tell their account of the events on Kwevron. He believes that their description of what happened could make a difference in his diplomatic efforts. Cala is unable to attend, because she has other recruiting missions waiting for her. She leaves the *Midnight Star* with the heroes (if you think they need a ship and some incentive for aiding the Alliance).

DD 12 is a huge, antiquated shipyard that's rarely at even half capacity—since the rise of the Empire most non-Human-owned shipyards have had less and less business. Many sections of the station haven't seen use in decades, offering unequaled privacy. The Empire has given up trying to catch every petty criminal who uses the shipyard to fence goods.

The Doctrine of Fear

"Fear will keep the local systems in line."
—Grand Moff Tarkin

For centuries, the name Tarkin had been synonymous with innovation and genius. The family had been at the forefront of the galactic cultural elite for much of the Republic's history, producing many great military commanders, engineers, politicians, writers, and artists.

From his youngest days, Wilhuff Tarkin lived up to his family legacy. He displayed immense talent as a philosophical thinker, showed a great gift for poetry, created starship designs that would form the basis for the *Interdictor*-class cruiser, proved himself a brilliant tactician, and even presented several groundbreaking theories in the field of xenobiology. Tarkin's path to greatness became a dark one, however. He took a post as commander in the Republic's Outland Regions Security Force around the time of the Trade Federation's blockade of Naboo, allying himself with then-Senator Palpatine.

Tarkin and the New Order

Later, Tarkin lent his vast intellect to providing the framework for the New Order's founding precepts, providing scholarly and well-reasoned arguments to Emperor Palpatine's emotional speeches. Tarkin's seminal text *Visions of the New Order* served as the blueprint for COMPNOR-related organizations such as the Imperial Security Bureau and the paramilitary group COMPForce. This work contained the genesis of what would become known as the Tarkin Doctrine: "Rule through the fear of force, rather than force itself."

Despite his firm belief in the New Order, Tarkin was intelligent enough not to follow it to extremes. He recognized that certain non-Humans might have valuable contributions to make, so he didn't dismiss their abilities out of hand the way many other Imperial leaders did. Tarkin's research facilities employed more non-Human scientists than most other Imperial complexes. (On the other hand, his production facilities also made more extensive use of non-Humans as disposable slave labor.) He also kept the capabilities of Force-users keenly in mind, maintaining a close relationship with Darth Vader over the decades, and calling on the Dark Lord's services almost as frequently as the Emperor himself did.

Although he spent little time on Coruscant, preferring to work from his Outer Rim home of Eriadu, Tarkin was nonetheless a powerful figure in the Emperor's court. In matters of philosophy and policy, only the Emperor's opinions carried more weight. The Emperor eventually rewarded Tarkin's service by granting him the title of Grand Moff and appointing him ruler of the Outer Rim Territories. Tarkin's approach to governing his sectors demonstrated a textbook implementation of the Tarkin Doctrine, with Project Death Star as its ultimate expression.

Wilhuff Tarkin: Male Human, Nbl 8/Sol 1/Officer 6; Init +1 (+1 Dex); Def 20 (+9 class, +1 Dex); Spd 10m; VP/WP 68/11; Atk +11/+6/+1 melee (1d3, unarmed), +12/+7/+2 ranged (3d4, hold-out blaster); SQ Bonus class skill (Gather Information), call in a favor (x5), inspire confidence (+2), command (+4), leadership, requisition supplies, tactics; SV Fort +7, Ref +8, Will +12; SZ M; FP 2; DSP 14; Rep 12; Str 10, Dex 13, Con 11, Int 15, Wis 13, Cha 17. Challenge Code F.

Skills: Appraise +6, Astrogate +6, Bluff +14, Computer Use +10, Diplomacy +20, Gather Information +10, Intimidate +15, Knowledge (alien cultures) +6, Knowledge (capital ship tactics) +7, Knowledge (Empire) +12, Knowledge (Jedi lore) +6, Knowledge (New Order) +10, Knowledge (politics) +16, Pilot +8, Profession (administrator) +13, Profession (starship engineer) +4, Read/Write Basic, Ride +5, Sense Motive +14, Speak Basic.

Feats: Armor Proficiency (light), Fame, Iron Will, Persuasive, Sharp-Eyed, Spacer, Starship Operation (capital ships), Starship Operation (space transports), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

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The heroes and Thel fly in a shuttle to a mostly powered-down section of DD 12. The Duro guild delegates arrive in a separate shuttle. Serrol Gathip, an 8th-level diplomat, leads the delegation, which also includes three 4th-level diplomats and two guards. Use the Generic Administrator archetypes for the delegates (see Chapter 14 of the *Star Wars Roleplaying Game*). The guards are Generic Thugs, 2nd level (also see Chapter 14).

Unknown to Thel or the Duros, Imperial officials have known about this meeting since it was set up thanks to spies employed by COMPNOR member Sedret Fain. An old rival of Thel Erelen, Fain is the head of the Bureau of Science and Travel (BST), a minor Imperial administration based in the Duro system. Fain has managed to put together a small task force of mercenaries using BST funds. He hopes to secure a position as Imperial Advisor, or at least a position in a bureau based on Coruscant. He sees the capture of Alliance sympathizers in an act of sedition as a step to promotion. Although many Imperial groups are designed to deal with such matters, including COMPNOR's own Imperial Security Bureau, Fain is unwilling to share the credit. As a result, he can only send a small group to capture Erelen and the Duro guild members. (The group consists of eight Generic Thugs, four 2nd-level and four 4th-level; see Chapter 14 of the *Star Wars Roleplaying Game*.)

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For well over a decade, Alliance agents searched for an Imperial weapons research facility under Tarkin's command that was so secret that none of the personnel—military, scientific, or simple maintenance workers—ever left. Tarkin was reportedly the only living person who knew of its location; even the existence of a budget that funded it was kept secret from everyone but the Emperor.

The facility in question was the Maw Installation, a space station and weapons testing area built near the cluster of black holes from which it drew its name. In truth, Tarkin was the only person who traveled to and from the facility who knew how to safely traverse the gravitational pull between the black holes.

Within this facility labored Bevel Lemelisk, an undistinguished engineer in whom Tarkin had nonetheless seen potential. In isolation, and surrounded by the greatest collection of weapons designers ever assembled, Lemelisk's twisted genius bubbled to the surface and from it sprang Tarkin's dream—the Death Star. This idea for a planetoid-sized, mobile battle station armed with a laser powerful enough to shatter a planet was a physical manifestation of the Tarkin Doctrine. While some of Lemelisk's colleagues scoffed at the concept because it would take the mineral resources of an entire star system to build it, a series of tests nonetheless convinced the Emperor that the concept was viable, and he ordered construction to begin.

The Blood and Sweat of Millions

The penal colony system of Horuz was turned into a giant construction yard. Millions of beings were worked to death and the system was devastated as every planetary body was strip-mined for the raw materials the project demanded. Tarkin transferred Lemelisk to Horuz to supervise the construction, but imposed the same kind of draconic security procedures present at the Maw. Only Tarkin, certain selected aides of the Grand Moff, and Lord Darth Vader were permitted to leave the system once they had arrived there. Tarkin was so security-conscious that he didn't even permit the Death Star plans to be released from the Maw except in isolated chunks as necessary to keep the construction moving forward.

Finished ahead of schedule thanks to the persuasive talents of Darth Vader, the Death Star was a formidable vessel. In addition to its great size and planet-busting superlaser, the battle station carried the equivalent of a Sector Army within its armored shell, including more than TIE fighter wings and two legions of stormtroopers, small attack craft such as assault shuttles, blastboats, and dropships, various support vessels, and thousands of officers and support personnel. Its final test upon completion was the destruction of Horuz, demonstrating the power of the Death Star's superlaser.

When the Death Star was ready for its maiden voyage, Tarkin finally permitted the full plans for the battle station to be transferred to a standard Imperial databank. He believed that the fully functional battle station was invincible—the ultimate, impervious pinnacle of military technology.

Within weeks, Tarkin would be proven to have made a fatal error. Curiously, the genesis of his doom took place on Tatooine, a world in his own domain.

Bevel Lemelisk: Human Male Expert 12; Init +1; Defense 15 (+4 class, +1 Dex); Spd 10m; VP/WP –/9; Atk +8/+3 melee (1d3–1, punch) or +10/+5 ranged (by weapon); SV Fort +3, Ref +5, Will +9; SZ M; FP 0; DSP 1; Rep 4; Str 9, Dex 12, Con 9, Int 16, Wis 13, Cha 10. Challenge Code: C.

Equipment: Datapad, tool kit, comlink.

Skills: Appraise +9, Astrogate +11, Computer Use +13, Gather Information +8, Knowledge (starship engineering) +11, Profession (engineer) +15, Profession (weapons designer) +14, Pilot +6, Read/Write Basic, Repair +15, Speak Basic.

Feats: Gearhead, Skill Emphasis (Profession [engineer]), Skill Emphasis (Repair), Skill Emphasis (Profession [weapons designer]), Spacer, Weapon Group Proficiencies (blaster pistols, simple weapons).

The meeting opens with a few pleasantries, and then Gathip asks the heroes to relay the events surrounding the escape of the *Midnight Star* from Kwevron. Afterward, discussion begins in earnest. Two delegates argue that neutrality is the safest route to take, while a third advocates supporting the Empire in the hope of gaining more shipbuilding contracts. As the discussion progresses, an explosion rocks the station.

Sedret Fain and his thugs destroy the Duros shuttle as they dock with DD 12. The heroes have 3 rounds to prepare before Fain shows up, yelling for Erelen to surrender and for everyone else to drop to the floor. If the heroes defeat Fain's thugs, he flees at the first opportunity. If the heroes are losing, Erelen offers to turn himself in if Fain lets everyone else go. Fain agrees, but orders everyone arrested. If Gathip has not supported the heroes yet, he does so at this point.

The heroes' victory, along with Fain's cowardly attack, convinces Gathip of the need for the Alliance. He agrees to help Erelen and offers the heroes access to his bacta tank. Erelen thanks the heroes profusely, and suggests they head to Tatooine to avoid Imperial scrutiny. "Take this datacard with you," he says. "Deliver it to a shopkeeper in Mos Eisley spaceport named Jun Seros. Seros will aid you and put you in contact with an Alliance agent. From there, you'll be on your way to a Rebel base."

Tatooine, the Desert Planet

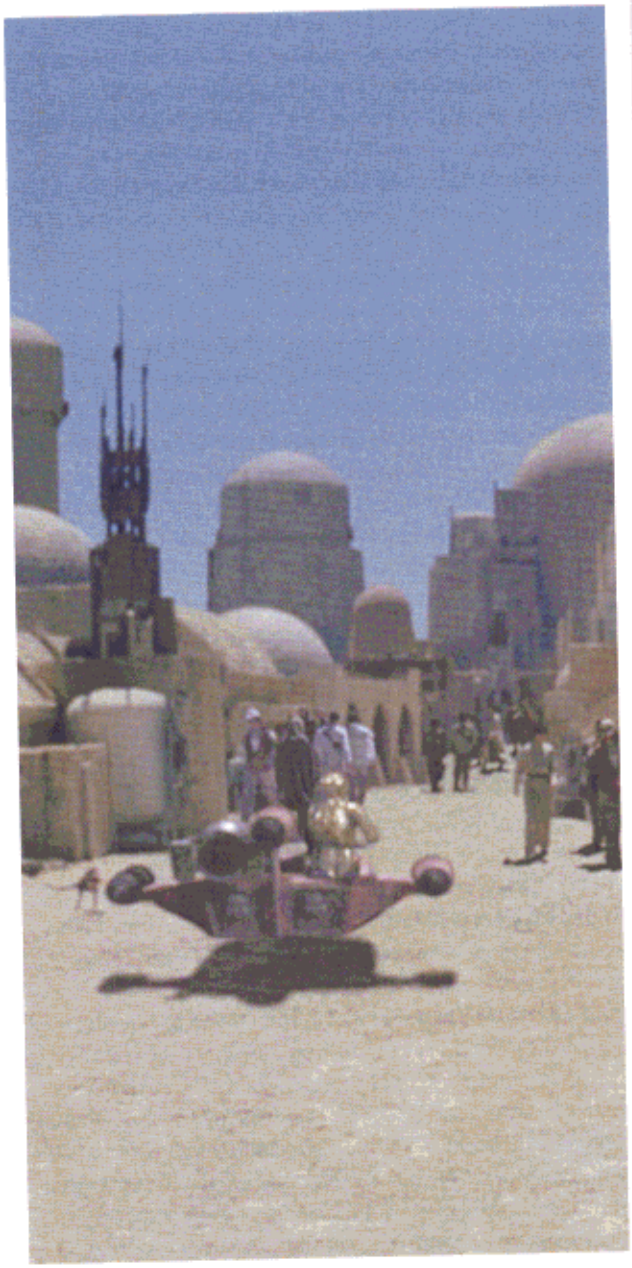
Tatooine is a curious world. The harsh, dry climate created by its two suns makes it an unattractive place to settle, yet its close proximity to a number of hyperspace lanes makes it too useful a system to ignore.

Within decades of the first mines being established, Tatooine emerged as an oft-visited resupply point for civilian and military ships alike. When the Hutts turned their attention to the planet after Corellia Engineering closed its mines, Tatooine became the perfect jump-off point for smuggling runs and slaving transports. In fact, prior to the Clone Wars, Tatooine was the center of slave trade and part of Hutt Space.

Despite the "business people" Tatooine attracted, the world's citizens during the Rebellion Era were primarily freed slaves and their children. However, as the Empire closed its grasp on the Core and Colonies Regions, non-Humans and others who could not find a place in the New Order flocked to Tatooine and similar backwater systems.

Tatooine was a particularly popular destination because it was so easily accessible by civilian transports. Imperial influence on the world was mostly limited to the capital city of Bestine and a tiny system patrol fleet, so many beings simply didn't reboard the passenger liners they were traveling on during layovers on Tatooine.

Within a few short years the population of Mos Eisley, the world's primary starport city, tripled. Most of these newcomers were soon reduced to a life of crime, begging, or servitude, no matter what their former occupation or social status was. Blockade running and smuggling, ship repair, and moisture farming—the primary industries on Tatooine—required specialized knowledge that most of the newcomers didn't possess. The Hutts, the masters of both Tatooine's legal and illegal industries, didn't mind the influx of newcomers; they could serve as cheap labor and disposable minions. The Empire saw no reason to interfere with anyone who wanted to settle on the world; better the rabble be assembled in one place so they could be easily controlled. So long as they didn't try to organize resistance against the New Order, they were welcome to live on the hellish backwater of Tatooine.



Turmoil on Tatooine

The heroes arrive on Tatooine with a datacard and a name and not much else to go on. It's a day or two before *Tantive IV* enters the system (see The Last Voyage of *Tantive IV*, page 25), which gives them some time to get acclimated before Mos Eisley becomes inundated with hordes of Imperial stormtroopers. There are more ways to get into trouble in Mos Eisley than running afoul of Imperials, however.

The next few pages present a series of adventure hooks that you can use to craft adventures on the desert planet. Use them in any order, leave some out, add some ideas of your own, and develop them as you see fit.

Jun Seros

After getting their ship settled in one of Mos Eisley's many docking bays, the heroes might want to make contact with Jun Seros. This shopkeeper runs a small diner in a rather rough part of the spaceport. He has been a friend to the Rebellion since the earliest days of the Empire, passing on information and serving as a conduit for supplies, intelligence, and operatives moving through the spaceport. He's a jovial sort with an infectious laugh and a habit of telling dirty jokes.

He gladly accepts the datacard the heroes have brought him and offers to set them up in a cheap hotel while they wait to meet their "friend" (the

The most infamous Tatooine natives are the Sand People. Scholars dispute whether they are non-Humans or if they represent the outer extreme of the near-Human classification system. For hundreds of years, the Sand People have resisted all efforts to "civilize" them, staying true to their clannish and subsistence-level lifestyle that centers around their Bantha mounts and nomadic wandering through the desert. It is now believed that these beings exist at a postanimal, presentient state of evolution generally not seen in Human or near-Human development.

Sand People Commoner: Init +0; Defense 10; Spd 10m; VP/WP –/10; Atk +0 melee (1d3, punch) or –4 ranged (2d8, slugthrower rifle); SQ +2 species bonus on Survival checks in desert conditions, +2 species bonus on Hide and Move Silently checks; SV Fort +0, Ref +0, Will –1; SZ M; FP 0; DSP 0; Rep 0; Str 11, Dex 10, Con 10, Int 6, Wis 8, Cha 8. Challenge Code: A.

Equipment: Slugthrower rifle, desert robes.

Skills: Craft (leatherworking) +1, Knowledge (Tatooine deserts) +1, Profession (nomad) +1, Speak Tusken.

Feats: Weapon Group Proficiency (simple weapons).

Tusken Raider: Fringer 2; Init +0; Defense 14 (+4 class); Spd 10m; VP/WP 15/12; Atk +2 melee (1d3+1, punch) or +2 melee (1d8+1/1d6+1, gaderffii) or +1 ranged (2d8, slugthrower rifle); SQ +2 species bonus on Survival checks in desert conditions, +2 species bonus on Hide and Move Silently checks; SV Fort +4, Ref +2, Will –1; SZ M; FP 0; DSP 2; Rep 0; Str 12, Dex 10, Con 12, Int 8, Wis 8, Cha 10. Challenge Code: A.

Equipment: Gaderffii, slugthrower rifle, 5 rounds of ammunition, desert robes.

Skills: Handle Animal +2, Hide +5, Knowledge (Tatooine deserts) +4, Move Silently +5, Ride +3, Speak Tusken, Survival +5.

Feats: Armor Proficiency (light), Exotic Weapon Proficiency (gaderffii), Weapon Group Proficiencies (simple weapons, slugthrowers).

Jawas, diminutive humanoids with large yellow eyes, are scavengers, tinkerers, and traders. From the earliest days of Human habitation, they have helped keep Tatooine's moisture farms running by supplying refurbished droids and electronic components recovered from failed farms and crashed vehicles. The Jawas live in tribal units. Many of these tribes make their homes in the ancient, immense orehaulers, or sandcrawlers, that were once used by the mines.

Jawa Commoner: Init +1; Defense 12 (+1 size, +1 Dex); Spd 6m; VP/WP –/7; Atk –2 melee (1d3–2, punch) or +1 ranged (3d4, hold-out blaster); SQ Darkvision, +4 size bonus on Hide checks, +2 species bonus on Survival checks in desert conditions; SV Fort –2, Ref +1, Will +0; SZ S; FP 0; DSP 0; Rep 0; Str 7, Dex 12, Con 7, Int 12, Wis 10, Cha 6. Challenge Code: A.

Equipment: Desert robes, variety of personal belongings.

Skills: Craft (mechanic) +1, Hide +5, Profession (scavenger) +1, Repair +1, Survival +3.

Feats: Weapon Group Proficiency (simple weapons).

Moisture farmers, a hardy breed, dwell in isolated areas and use special equipment to collect much-needed water from the meager moisture in Tatooine's atmosphere. They dislike the press of civilization. To most farmers, what the government in the Core chooses to call itself is irrelevant—they have little interest in the galaxy beyond Tatooine.

Moisture Farmer Commoner: Init +0; Defense 10; Spd 10m; VP/WP –/8; Atk +1 melee (1d3, punch) or +0 ranged (3d8/19–20, blaster carbine); SV Fort –1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 12, Dex 10, Con 8, Int 10, Wis 10, Cha 9. Challenge Code: A.

Equipment: Blaster carbine, desert poncho, variety of personal belongings.

Skills: Knowledge (Tatooine) +2, Profession (moisture farmer) +2.

Feats: Weapon Group Proficiencies (blaster rifle, simple weapons).

Rebel contact). He provides as many meals as they're willing to eat (and the food is particularly delicious), on the house, and all he asks for in return is a few stories about other parts of the galaxy.

Use Jun and his diner as a kind of base of operations for the heroes while they're waiting around Mos Eisley. You can populate it with all kinds of interesting characters—some regular customers, others wandering in on their way to someplace else. At some point, when Jun and the heroes have come to trust each other, the shopkeeper can ask for a couple of favors, which inevitably results in an adventure or two for the heroes to participate in.

Jun Seros: Male Whiphid Diplomat 4; Init –1; Defense 10 (+1 class, –1 Dex); Spd 10m; VP/WP –/14; Atk +5 melee (1d3+3, punch) or +1 ranged (3d4, hold-out blaster); SV Fort +3, Ref +0, Will +4; SZ M; FP 0; DSP 2; Rep 1; Str 16, Dex 8, Con 14, Int 12, Wis 11, Cha 13. Challenge Code: A.

Equipment: Datapad, hold-out blaster, chef's knives and utensils.

Skills: Appraise +5, Bluff +7, Computer Use +6, Gather Information +7, Listen +2, Profession (chef) +7, Read/Write Basic, Read/Write Whiphid, Sense Motive +5, Speak Basic, Speak Huttese, Speak Whiphid, Spot +2.

Feats: Alertness, Weapon Group Proficiencies (blaster pistols, simple weapons).

Mos Eisley Spaceport

"You will never find a more wretched hive of scum and villainy."
—Obi-Wan "Ben" Kenobi

A spaceport city, this Tatooine landmark attracts interstellar commerce and serves as a rest stop for all sorts of spacers. Glorified landing pits, called "docking bays" by the locals, crater the city, providing plenty of facilities for small to mid-sized ships and transports to park. Each docking bay features a refueling and energizing station, tools to rent (if you don't have your own), and some storage space for cargo. The pit walls provide some protection from the elements (sandstorms, primarily), and many bays have locking doors to keep out unwanted visitors. Of course, the more services the bay provides, the more it costs to dock your ship there.

A vast number of species from around the galaxy constantly move through Mos Eisley, making it one of the most crowded areas on the desert planet. Jawas skitter everywhere, offering merchandise for sale or looking to acquire some interesting bit of technology. Landspeeders, dewbacks, banthas, and rontos carry cargo and passengers from place to place, and droids of all makes and models busy themselves at all kinds of tasks. The central hub of the spaceport spirals outward like the spokes of a wheel, radiating from the ruins of an ancient colony ship. Shops, restaurants, inns, and residences fill other wrecked ships and vehicles, as well as the many half-buried, sand-colored buildings designed to maintain a level of comfort during the hottest part of the day.

Thanks to corrupt officials, lax customs agents, distance from the Core Worlds, and the influence of Jabba the Hutt, Mos Eisley attracts more than its share of pirates, thieves, and smugglers. The spaceport city, located on an out-of-the-way planet known for nothing more than its proximity to the middle of nowhere, makes a great place to lay low or get lost. Those looking to avoid Imperial entanglements meet in shadowy cantinas to negotiate illicit deals of all sorts. As long as blasters stay holstered or credits change hands (or other appendages), the authorities (what few there are) turn the other way.

While Tatooine is technically part of the Empire, most of its citizens, as well as visitors passing through Mos Eisley, see very little Imperial influence. An Imperial prefect maintains a post in Mos Eisley, serviced by a squad of stormtroopers and a customs frigate, but otherwise the place operates as an independent world. Except for various Imperial spies and agents working undercover in the spaceport city, watching for any signs of the Rebellion or anything else that might be worth a small fortune to an Imperial senator or naval officer, the planet continues to be controlled by the reigning crime lord, Jabba the Hutt. Jabba has held this lofty position since well before the Clone Wars, keeping the locals in line and making a tidy profit through his many operations.

All this changed when an Imperial task force, led by the Star Destroyer *Devastator*, arrived in the Tatooine system in pursuit of the consular ship *Tantive IV*. Suddenly there were three Star Destroyers orbiting the desert planet, and legions of stormtroopers patrolled the Mos Eisley streets and spread out into the wastes in search of a pair of droids. Many of the locals considered these events to be among the lowest in Tatooine's history—more terrible than the closing of the mines, more horrific than the worst skirmishes with the Tusken Raiders.

Cantina Brawl

At some point, the heroes are going to visit a cantina. Maybe they'll find a place they like and use it as a nightly hangout. Then, as mugs of lum and lomin ale pass from bartender to patrons, a brawl breaks out. The heroes could be the focus of the brawl, or they might be innocent bystanders who get caught up in the violence. Either way, a good knock-down, drag-out brawl is a great opportunity for the heroes to make friends and enemies in the spaceport. As long as the brawl avoids blasters and vibro weapons, it can proceed with few serious injuries. Of course, if someone draws a weapon, then all bets are off.

Even a place like Mos Eisley has some semblance of law and order. If the brawl goes on too long (more than 10 rounds), then someone eventually alerts the local constables. These poorly trained security personnel are basically 2nd-level thugs. At some point, a dozen or so of these toughs show up to restore order. They rarely arrest anyone; they'd much rather bust a few heads and move on once the brawl is finished than deal with the administrative duties necessary to process prisoners.

Protection Racket

The heroes walk into Jun Seros's diner to find that the place has been wrecked. Overturned tables, smashed chairs, and broken glass litter the establishment. They hear a

Generic Spaceport Denizens

	Info Broker (Diplomat 2)	Spacer (Expert 4)	Law Enforcer (Soldier 2)
Species:	Any	Any	Any
Initiative:	−1	+0	+5
Defense:	9 (−1 Dex)	11 (+1 class)	16 (+4 armor, +2 Dex)
Speed:	10m	10m	10m
VP/WP	−/6	−/11	17/10
Attacks:	Punch −1 melee Hold-out blaster −4 rngd	Punch +3 melee Blaster −1 ranged	Vibrodagger +3 melee Blaster +4 ranged
Damage:	Punch 1d3−2 Hold-out blaster 3d4	Punch 1d3 Blaster 3d6	Vibrodagger 2d4+1 Blaster 3d6
Special Qualities:	None	None	None
Saves:	F −2, R −1, W +3	F +1, R +1, W +3	F +3, R +2, W −1
Challenge Code:	A	B	B
Force Points:	0	1	1
Dark Side Points:	0	0	0
Reputation:	1	1	2
Abilities:	Str 7, Dex 9, Con 6, Int 12, Wis 10, Cha 13	Str 10, Dex 11, Con 11, Int 14, Wis 9, Cha 9	Str 12, Dex 14, Con 10, Int 10, Wis 8, Cha 9
Skills:	Appraise +4, Bluff +4, Diplomacy +4, Gather Information +6, Listen +2, Read/Write Basic, Sense Motive +6, Search +6, Speak Basic, Spot +5	Astrogate +8, Computer Use +8, Disable Device +6, Listen +4, Pilot +6, Profession (spacehand) +3, Repair +8, Spot +4, Survival +6, Treat Injury +6	Climb +2, Intimidate +3, Listen +1, Spot +1
Feats:	Sharp-Eyed, Weapon Group Proficiency (simple weapons)	Gearhead, Spacer, Weapon Proficiency (simple weapons)	Armor Proficiencies (light, medium), Improved Initiative, Quickness, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)
Equipment:	Hold-out blaster, comlink, datapad	Blaster, tool kit, comlink, datapad, medpac	Blast vest, blaster, vibrodagger, macrobinoculars, binders

moan from behind the counter and find Jun on the floor, beaten badly and left beneath a pile of rubble. It takes a bit, but eventually Jun reveals what happened. "I didn't have the insurance money," he admits, "so Jabba's boys decided to give me a lesson."

It turns out that Jun Seros, like most of the shopkeepers and merchants in the city, regularly pays protection to thugs that work for Jabba the Hutt. Whenever someone misses a payment, as Jun just did, the thugs remind that person why "insurance" is such a good thing to have. Jun isn't seriously hurt, but the diner needs to be cleaned up and some decorative items need to be replaced.

"I've got until tomorrow at closing time to have the payment," Jun tells the heroes, "with interest." The heroes should feel enough of an attachment to Jun at this point that they'll want to find a way to help him out. They can try to earn the money (2,500 credits), or they can figure out some way to drive off Jabba's thugs. If they do take out the thugs, Jabba eventually sends more unless the heroes can figure out a way to get Jun's diner out from under the crime lord's thumb.

The three thugs sent to rough up Jun include a 4th-level thug (the leader) and two 2nd-level thugs. Use the Generic Thugs from Chapter 14 of the *Star Wars Roleplaying Game* as the basis for Jabba's goon squad.

Old Warriors Never Die . . .

While Tatooine eventually becomes known galaxywide as the home planet of Luke Skywalker, it holds another, lesser-known place in history: It was also the home of Luke's father, Anakin Skywalker.

The elder Skywalker spent his early years on Tatooine, then was recruited by the Jedi Order and left to begin training as a Jedi Knight. With great promise and the possibility that he was the Chosen One, the one who would bring balance to the Force, Anakin Skywalker embarked on a series of adventures with his master, Obi-Wan Kenobi. He eventually succumbed to his fear and aggression, becoming an apprentice to the Emperor and a servant of the dark side now known as Darth Vader.

As for Obi-Wan Kenobi, he managed to survive the terrible fate that befell the Jedi and retreated to the one place Darth Vader would not think to look for him—Tatooine. It is believed that Obi-Wan accomplished one last task before he went into hiding. He spirited away the children of Anakin Skywalker, placing the twins in separate homes. The girl went to live on Alderaan as part of Bail Organa's royal family, while the boy was entrusted to the care of Owen and Beru Lars, moisture farmers on Tatooine.

Once on the desert world, Obi-Wan adopted the life of a hermit, living in a small hut at the edge of the Jundland Wastes. He lived in obscurity for almost two decades, taking the name Ben Kenobi and watching the boy grow to manhood from afar as memories of Obi-Wan were wiped away by time and the New Order. Owen Lars went to great lengths to keep his family and his young ward, Luke, as far from the Skywalker legacy as possible.

But Bail Organa did not forget Obi-Wan. As the New Order's reign of tyranny became stronger, Organa felt he had no choice but to make Kenobi part of his plans. He charged his adopted daughter, Princess Leia Organa, recently elected Senator of Alderaan and secret Alliance leader, with contacting Obi-Wan on Tatooine and bringing him to Alderaan.

However, Princess Leia's mission went astray before it had even started.

KENOBI'S CHOICES

"With no one left alive from the time except the children themselves (who were obviously too young to remember many details of the events), it falls to scholars such as I to try to piece history together. Why did Obi-Wan Kenobi decide to separate the twins? What made him decide to place Leia with the royal family of Alderaan? Why did he allow Luke to keep his father's name and hide him on his father's apparent homeworld? Indeed, was it even Kenobi who actually set all this into motion, or did he simply inherit the situation?

These questions may never be answered fully, of course, as Kenobi apparently kept no records, and any memoirs kept by Bail Organa were undoubtedly destroyed along with the planet Alderaan. Still, I cannot help but speculate and attempt to put what few facts we know into a coherent whole. It does seem curious, however, that the Emperor or Darth Vader could have easily located Luke Skywalker had either chosen to go searching for him. Perhaps neither was aware that the former Anakin Skywalker had been the father of twins. Or maybe they believed that the twins had died along with Kenobi and the rest of the Jedi.

I can only speculate. . . ."

—from the personal journal of Tionne, Jedi historian

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Pickpockets

A group of Jawas like to hang around outside Jun's diner (or in front of the heroes' hotel, or their favorite cantina, or wherever the heroes wind up spending some of their time). Like all Jawas, these small humanoids like to paw shiny objects, examine bits of technology, and otherwise make a nuisance of themselves. Unlike most Jawas, these Jawas are also a gang of thieves and pickpockets. Every time the heroes push through the crowd of Jawas as they are either coming or going, let each hero make a Spot check to see if they notice the pickpockets in action. These Jawas are particularly well-trained, with a Sleight of Hand skill modifier of +7.

If the heroes don't notice, then one of the heroes randomly loses an item to one of the thieves. If the heroes notice the pickpocket, the Jawas flee in all directions—perhaps still holding the stolen item! The heroes can try to follow one or more of the Jawas, but the chase shouldn't be easy. The Jawas are fast, small enough to go places that most of the heroes can't, and they know the twists and turns of Mos Eisley like the backs of their furry hands. It might be better to try to locate the lair of these Jawas in some other way—asking questions, searching the neighborhood, or leaning on other Jawa tribes.

If the item is important enough, the heroes eventually track the Jawas to their lair in an abandoned warehouse. The place is rigged with all kinds of

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The Last Voyage of *Tantive IV*

As Princess Leia Organa prepared to embark on her journey to Tatooine to find Obi-Wan Kenobi and enlist him in the Alliance at the behest of Bail Organa, news reached Alderaan of a group of Rebels operating in the Toprawan system. These Rebels had managed to steal the plans for the mysterious "Project Death Star" and were in need of assistance.

The Alliance had been trying to gain the Death Star plans since rumors of the mysterious project first reached them. This was the closest the Alliance had come to success so far, and they still didn't know exactly what a Death Star was. However, the Toprawan Rebels had not completely escaped with their treasure; a blockade under the command of Lord Darth Vader himself trapped them within the system.

Bail Organa knew he had to act fast if the Alliance was to gain the plans. Topraw wasn't too far out of the way, so he directed Leia to retrieve the plans before she retrieved Kenobi. Leia's ship, the aging Corellian corvette *Tantive IV*, could approach the system freely because it was registered as a senatorial consular ship and thus enjoyed diplomatic immunity. (Indeed, Leia used the vessel on many occasions to perform very public "mercy missions" that had the added benefit of also serving the Alliance.)

Once the ship was inside the blockade, the hope was that the Toprawan Rebels would manage to send a covert transmission to the corvette, then destroy their own copies of the data and escape Imperial capture.

Tantive IV was permitted through the Imperial blockade. Leia insisted that she was there to make sure the innocent population of the star system wasn't abused while the Empire engaged in yet another "silly Rebel hunt." As *Tantive IV* moved into orbit, the Toprawan Rebels sent a tightly beamed data transmission to the corvette.

Unfortunately for the loyal crew of *Tantive IV*, the Star Destroyer *Devastator* led the blockade. Its highly trained crew detected the transmission, and its commander, Lord Darth Vader, "requested" a meeting with the senatorial observer. Sensing trouble, Captain Antilles of *Tantive IV* ordered his vessel to jump to lightspeed. Leia and the plans were safely away. But the danger was far from over.

The brilliant astrogators on *Devastator* extrapolated *Tantive IV*'s destination, and the Star Destroyer gave chase. Both vessels emerged in the Tatooine system. After a short, intense battle, *Tantive IV* was crippled and tractored into *Devastator*'s hangar bay.

Tantive IV and its crew were never heard from again, but Princess Leia was placed in "protective" custody. Before she was captured, however, she managed to put both the stolen plans and her message for Obi-Wan Kenobi in the memory banks of an astromech droid, R2-D2. Along with his counterpart, C-3PO, Artoo fled *Tantive IV* in an escape pod and undertook this important mission to Tatooine, with the fate of the Alliance hanging over his small, domed head.

traps and alarms, so it's almost impossible for the heroes to sneak up on the Jawas, and trying to navigate the warehouse can prove to be dangerous. The Jawas ingeniously employ their technological know-how with various bits of salvage and junk to make a trap-filled obstacle course.

As the heroes try to make their way through the obstacle course, the Jawas attack from behind cover, using pre-set fortifications and hiding places to best advantage. They may be small, but they are organized and on their own turf, which gives them a huge advantage over the unsuspecting heroes. The best ending is for the heroes and the Jawas to come to some sort of agreement after a period of truce and negotiations. The tribe doesn't want to be destroyed, and its members don't necessarily want to kill the heroes—the Jawas are thieves, not killers.

If you want to develop this into a bigger storyline, you can give the Jawas an unusual leader. Perhaps a droid with delusions of grandeur has organized these Jawas into a finely honed team of thieves and pickpockets. The droid, of course, needs to keep its role and identity a secret. Another possibility is to put a tougher alien into the leader role, such as a Gamorrean or Trandoshan who is using the Jawas much like Fagin used the street urchins in *Oliver Twist*.

Droids

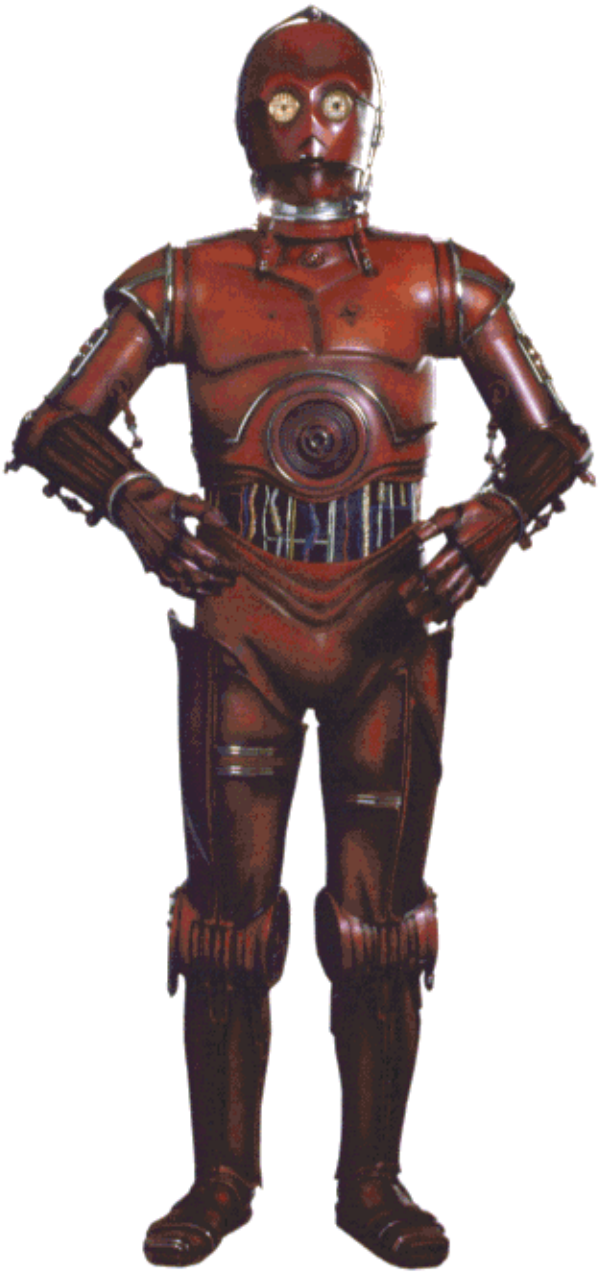
For the citizens of the galaxy, droids are an ever-present part of life. Designed to function as assistants or servants, or built to tackle tasks that are either too menial or too dangerous to assign to sentient beings, droids come in a variety of shapes and sizes. Some are fashioned in the likeness of their creators; others are built for a specific job or environment.

Droids have been around, in one form or another, since before the advent of hyperspace travel. Of course, they have become more sophisticated and complex over time. Thanks to personality subroutines and an increasing capacity for learning and adapting, each droid can aspire to some level of individuality and independence—unless the droid is subjected to frequent memory wipes.

Droids have been utilized for all kinds of tasks. Labor, maintenance, exploration, manufacturing, diplomacy, personal assistants, child care, domestic services; all these functions and more have a variety of droid models designed to handle the job at hand.

For a time, the galaxy toyed with droids designed to serve as bodyguards, assassins, and even soldiers. A series of incidents, ranging from political murders to all-out war, have occurred over the centuries to turn sentient beings away from these uses for droids. The most recent examples, assassin droids acting with wild abandon to murder senators, planetary leaders, and corporate executives (as well as any innocent bystanders that got in the way), led to Imperial laws banning assassin droids, officially, at any rate. And numerous conflicts in which war droids were employed against living beings (such as the Battle of Naboo) helped the waning Republic and early Empire pass laws to restrict all droids from receiving programming that could lead to injury or death for a living being.

People today still harbor some level of resentment against all droids. Some fear that a missed memory wipe might cause a droid to go wild and attack them in their sleep, or that an ambitious leader might raise a new army of killer droids. That's why some planets still see prejudice against droids even in this day of Imperial peace and prosperity.



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The Empire Arrives

After a day or two (or however long you decide), the Imperial presence on Tatooine increases. Unknown to most of the inhabitants of Mos Eisley and the surrounding countryside, a Star Destroyer has arrived in the system, hot on the tail of *Tantive IV*. Once the Rebel ship has been thoroughly searched, the only possible place for the stolen Death Star plans to be hidden is on the planet below: the desert world of Tatooine. As the Imperials begin to clamp down the spaceport and explore the desert beyond, the heroes get drawn into situations where they can't help but deal with the Empire's representatives.

Diner of Despair

One day, while the heroes share a meal and visit with Jun Seros, unexpected visitors barge into the diner. A squad of six stormtroopers crashes through the door, sweeping in like a desert wind. Four of the stormtroopers take defensive positions where they can watch a portion of the restaurant and its occupants while the final two make a circuit of the room, obviously looking for something in particular. They pay special attention to any droids that may be in the diner. The stormtroopers also make a point of hassling any non-Humans among the patrons, including taking a moment to give Jun a hard time.

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If you travel the space lanes, then you have more than likely run into an Industrial Automaton R2-model astromech droid at some point. Capable of doing in-flight repairs on over seven hundred starship models, performing diagnostics and maintenance on virtually any type of widely used ship-board system, storing precalculated hyperspace jumps, and assisting in dozens of routine ship operations, R2 units have become standard on most vessels. For vessels from starfighters to capital ships, nothing makes a better all-around astrogation and mechanical assistant than an R2 unit. The R2 unit comes in a variety of models, each with the basic interface/repair programming, as well as specialized features for any budget.

Another popular model is the protocol droid, with the Cybot Galactica models being most common. These humanoid droids are programmed with subservient personalities and have become mainstays of diplomatic missions due to their vast databases of cultural information, customs, and galactic languages. Many wealthy households and most upscale restaurants employ protocol droids for everything from negotiations to translations.

Two droid types so common and basic that they simply become part of the background wherever they operate are MSE droids and power droids.

The MSE droid is a tiny mechanized droid widely used at large Imperial installations of all kinds, be they in space or on planets. A single modular circuit matrix holds one program at a time, including elementary repair, security, janitorial work, and basic computer programming. The scurrying droid's casing contains two retractable manipulator claws, and a small compartment on top can hold sealed orders or other courier documents. Once locked, the compartment can only be opened by an authorized voice code. Aboard the Death Star, these droids are also used as guides to help navigate its labyrinthine corridors.

Power droids are literally walking batteries. They are used at sites where equipment can't always be connected to power grids, or they serve as reserve power supplies should power be interrupted. Power droids are capable of keeping equipment functioning without direction as long as they have opportunities to occasionally recharge their onboard power cells.

Statistics for astromech, protocol, and power droids can be found in the *Star Wars Roleplaying Game*. The MSE droid is presented below.

MSE-6: General purpose droid, Expert 1; Init +1; Defense 13 (+1 Dex, +2 size); Spd 10m; VP/WP –/6; Atk +0 melee (1d2, small claw); SV Ref +1, Fort –2, Will +1; SZ T; Rep 0; Str 8, Dex 12, Con 6, Int 10, Wis 8, Cha 6. Challenge Code: A.

Equipment: Fine manipulator claw, heavy manipulator claw, auditory sensor, miniature holocam, electrophotoreceptor, one skill.

General Skills: One skill is programmed into an MSE droid at a time, usually from this list: Computer Use +7, Demolitions +7, Disable Device +7, Listen +7, Repair +7, Search +7, Spot +7.

Feats: Skill Emphasis (tied to the skill programmed into the droid).

Cost: 400 credits.

One patron, an old spacer who comes in once in a while for lunch, always has a battered R4 droid at his side. Jun Seros doesn't have the same problem with droids that other shop owners in Mos Eisley do, so he never gives the old spacer a hard time about bringing in the R4 unit. When the stormtroopers try to examine the old spacer's droid, the old spacer goes wild. He screams and shouts at the stormtroopers, pushing one away and drawing his blaster. Jun ducks behind the counter, leaving the heroes to decide whether they want to get involved or not.

If the heroes stay out of it, the stormtroopers blast the old spacer and take possession of his droid. They finish their business and depart from the diner in short order, leaving the smoldering ruin of the old spacer behind as a warning to others who might want to defy the will of the Empire.

If the heroes decide to rush to the old spacer's aid, they should try to find a way to defuse the situation without resorting to killing any of the stormtroopers. If they do kill a stormtrooper (or possibly even the entire squad), then they might wind up on the Empire's "most wanted" list and have to worry about hiding from the authorities during the rest of their time on Tatooine. If they come up with a way to keep the old spacer from shooting at the stormtroopers, and vice versa, they have a good chance of

Imperial War Machine

The previous generation concentrated military might in droids. Destroyer droids and battle droids were considered the pinnacle of destructive power. As the New Order took hold, so did a new emphasis on technology and hardware. This emphasis had already started in the waning days of the Republic, where new generations of starfighters that augmented pilot abilities with astromech droids and battle armor that included onboard targeting sensors were introduced. As time went on, the Empire turned to larger, more powerful vessels such as Star Destroyers to keep the peace and maintain order. The Death Star was the pinnacle in space superiority, but personal forces also saw an upswing in technology.

The stormtrooper developed into the mainstay of the Imperial military. Considered separate from both the Imperial Army and the Imperial Navy, stormtrooper legions augment both branches for the glory of the Emperor. Trained apart from the typical Imperial soldier, a stormtrooper is disciplined, obedient, and built for combat. Stormtroopers help keep Imperial ships loyal, since they follow a chain of command that answers directly to the Emperor. They also serve as elite shock troops, routinely used to crush opposition and neutralize resistance to the New Order.

While an individual trooper has his place, the true worth and power of the stormtrooper is best demonstrated at the squad, battalion, and legion levels. In numbers, stormtroopers make formidable opponents. Trained to work together, they are experts at dealing damage and bringing order to chaotic situations through the judicious application of force. Stormtroopers have come to symbolize the might of the New Order. Common citizens either fear them or look to them for protection, depending on what part of the galaxy they live in.

The white and black armored spacesuits worn by stormtroopers provide protection from a variety of hostile environments and blaster fire. The 18-piece outer shell snaps together and is worn over a black temperature-control body glove. The common stormtrooper carries a blaster rifle and at least one fragmentation grenade.

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talking their way out of this potentially lethal situation.

Once the stormtroopers leave, Jun Seros emerges from his hiding place. "Something isn't right about all this," he tells the heroes. "Those weren't any of the local stormtroopers." He promises to put his ear to the ground and try to dig up some details on what's got the Empire so mobilized in Mos Eisley. "Whatever it is," he adds before striking out, "I'm sure we're not going to like it."

Imperials in the Streets

As the heroes move out from the diner, they find that the streets of Mos Eisley are filled with squads of stormtroopers. The stormtroopers definitely have a target in mind as they move from door to door conducting their searches. The heroes might feel that the stormtroopers are looking for them because of what happened on Kwevron, but unless they have a droid or two with them, the Imperials tend to ignore the heroes. The stormtroopers have established checkpoints throughout the spaceport, and they're searching every speeder that approaches a checkpoint.

This isn't necessarily an adventure idea, but it is an idea for a scene that can help establish what's happening in Mos Eisley in the wake of the Empire's arrival. The stormtroopers turn the spaceport upside down looking for a pair of droids. They search vehicles. They search docking bays.

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Generic Stormtroopers*

	Thug 4	Thug 8	Thug 12
Initiative:	+0	+1	+1
Defense:	16 (+6 armor)	17 (+6 armor, +1 Dex)	17 (+6 armor, +1 Dex)
Speed:	8m	8m	8m
VP/WP	–/10	–/13	–/17
Attacks:	Punch +4 melee Blaster rifle +4 ranged	Punch +8/+3 melee Blaster rifle +9/+4 ranged	Punch +12/+7/+2 melee Blaster rifle +13/+8/+3 ranged
Damage:	Punch 1d3 Blaster rifle 3d8/19-20	Punch 1d3 Blaster rifle 3d8/19-20	Punch 1d3 Blaster rifle 3d8/19-20
Special Qualities:	Immune to bribes, blackmail, seduction, and routing. Such attempts automatically fail, no check or saving throw required.		
Saves:	F +4, R +1, W +1	F +6, R +2, W +2	F +8, R +4, W +4
Challenge Code:	B	C	D
Force Points:	0	1	2
Dark Side Points:	1	2	3
Reputation:	2	3	4
Abilities:	Str 10, Dex 11, Con 10, Int 10, Wis 10, Cha 10	Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 10	Str 10, Dex 12, Con 11, Int 10, Wis 10, Cha 10
Skills:	Climb –1, Intimidate +4, Jump –1, Knowledge (Imperial Army) +2, Profession (stormtrooper) +4, Search +2, Spot +2	Climb +0, Intimidate +6, Jump –1, Knowledge (Imperial Army) +3, Knowledge (New Order) +2, Profession (stormtrooper) +4, Search +4, Spot +2	Climb +0, Intimidate +8, Jump –1, Knowledge (Imperial Army) +4, Knowledge (New Order) +2, Listen +2, Profession (stormtrooper) +5, Search +5, Spot +3
Feats:	Armor Proficiencies (light, medium, powered), Weapon Group Proficiencies (blaster rifles, heavy weapons, simple weapons)	Armor Proficiencies (light, medium, powered), Toughness, Weapon Group Proficiencies (blaster rifles, heavy weapons, simple weapons)	Armor Proficiencies (light, medium, powered), Toughness, Point Blank Shot, Weapon Group Proficiencies (blaster rifles, heavy weapons, simple weapons
Equipment:	Stormtrooper armor, blaster rifle, fragmentation grenade, grappling hook, comlink, utility belt	Stormtrooper armor, blaster rifle, fragmentation grenade, grappling hook, comlink, utility belt, 2 stun grenades	Stormtrooper armor, blaster rifle, fragmentation grenade, grappling hook, comlink, utility belt, 2 stun grenades, medpac

*The baseline stormtrooper appears in the *Star Wars Roleplaying Game*, Chapter 14: Allies and Opponents.

They even enter homes and businesses to look for the missing droids. If anyone resists the search, the stormtroopers use their blaster rifles as clubs to beat the offenders into submission. If someone is bold enough to pull a weapon on the stormtroopers, the Imperial soldiers respond with equal or greater force until the threat is neutralized.

At some point, you can have Jun Seros catch up with the heroes and fill them in on what he has found out. "The Imperials are after a couple of droids, all right," the Whiphid explains. "Seems there was some kind of action up in orbit, three Star Destroyers against some kind of Rebel ship. I haven't been able to find out much more than that, except that the commander of the Imperial task force has ordered his men to turn Tatooine inside out until they find those droids. They must have escaped from the Rebel ship, I'm guessing."

Sample Droids

The following sample droids may be encountered on Tatooine, or almost anywhere else the heroes visit in the course of their adventures.

R4-J1 (Jaywun)

An old, battered, flattop astromech droid purchased by a scavenger on the Outer Rim many decades ago, this R4-series droid was designed to help with repairs and salvage jobs. Long overdue for a memory wipe, R4-J1 has picked

Specialized Troops

The basic stormtrooper is augmented by a variety of units that undergo specialized training. From troopers trained to operate in frozen terrain to troopers outfitted for combat in space, the stormtrooper legions feature a number of special units. One elite group operates in small units, handling covert missions that call for stealth rather than force. These are the storm commandos.

Trained to execute precision strikes, covert assaults, espionage, and sabotage, storm commandos wear black armor modeled on the outfits worn by scout troopers. Coated with an advanced polymer called reflec, the armor bends most sensor and light energy away from it, making its wearer virtually invisible to all but the most determined scans. Built-in sound baffling allows a storm commando to move silently—at least compared to a common stormtrooper.

Storm commandos usually operate in squads of three to six individuals, though certain suicide missions have been undertaken by one or two commandos. They are sent out to capture or assassinate Rebel leaders, gather intelligence, or destroy an important Rebel base or munitions plant. When the Mon Calamari cargo hauler *Blue Wave* exploded on its approach to Daltarra, it was assumed that the ship had been sabotaged by storm commandos. Its cargo, medical supplies, and other noncombatant equipment, apparently marked for distribution to Rebel cells throughout the sector, was destroyed. Shortly thereafter, a series of explosions rocked the spaceport city of Quenin on Daltarra's northern continent, leading to further speculation that the storm commandos had traced the incoming shipment to specific locations and individuals in Quenin.

Other specialized troop types developed from the ranks of stormtroopers include the zero-g spacetrooper and the assault trooper, both of which employ heavier armor and weapons than the standard stormtrooper. The space trooper's armor functions as a personal attack vehicle. It comes complete with a sensor array, magnetic couplers, repulsorlift propulsion, and a wide assortment of weaponry.

up some unfortunate habits, including the tendency to jury-rig things rather than repair them properly. It also likes to scrounge for spare parts it "might need later." Most of Jaywun's previous owners eventually sold or abandoned it because they considered it to be too antiquated, too temperamental, or too willful.

However, Jaywun's ability to repair things, even if those repairs don't always last long, has made the droid useful enough that it eventually finds its way into someone's possession. This usefulness has also protected the droid from periodic memory wipes, because its skills might be lost if such a procedure were carried out. Although disrespectful and stubborn, the droid grudgingly obeys any master that takes care of it. A master who shows real concern for this R4 unit is rewarded with true loyalty—at least as long as the droid's memory remains intact.

R4-J1 (Jaywun): Tracked astromech droid, Expert 2/Fringer 4; Init +0; Defense 14; Spd 8m; VP/WP 20/14; Atk +4 melee (1d3, claw) or +4 melee (2d4, saw) or +6 ranged (2d6, arc welder); SV Fort +6, Ref +4, Will +5; SQ Barter, adaptive learning (Appraise), jury-rig +2; SZ S; Rep 1; Str 14, Dex 11, Con 14, Int 18, Wis 12, Cha 11. Challenge Code: B.

Equipment: Heuristic processor, improved sensor package, diagnostics package, holorecording unit, infrared

	Assault Trooper	Zero-g Space Trooper	Storm Commando
	Thug 1/Soldier 3	**Thug 1/Soldier 5**	**Thug 1/Soldier 7**
Initiative:	+1	+5 (Improved Initiative)	+5 (Improved Initiative)
Defense:	19 (+9 armor)	20 (+10 armor)	16 (+5 armor, +1 Dex)
Speed:	6m	8m	8m
VP/WP	20/14	30/14	40/15
Attacks:	Punch +5 melee Blaster rifle +6 ranged	Punch +7/+2 melee Blaster cannon +8/+3	Punch +9/+4 melee Blaster carbine +9/+4 ranged
Damage:	Punch 1d3+1 Blaster rifle 3d8/19-20	Punch 1d3+1 Blaster cannon 4d8/19-20	Punch 1d6+1 Blaster carbine 3d8/19-20
Special Qualities:	Immune to bribes, blackmail, seduction, and routing. Such attempts automatically fail, no check or saving throw required. The zero-g trooper's armor has DR 8.		
Saves:	F +5, R +2, W +1	F +6, R +2, W +1	F +7, R +3, W +2
Challenge Code:	C	D	E
Force Points:	0	2	4
Dark Side Points:	2	2	5
Reputation:	3	4	1
Abilities:	Str 12, Dex 12, Con 11, Int 10, Wis 10, Cha 10	Str 12, Dex 13, Con 10, Int 10, Wis 10, Cha 10	Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10
Skills:	Climb –4, Demolitions +4, Intimidate +5, Jump –5, Knowledge (Imperial Army) +3, Profession (Stormtrooper) +5, Search +2, Spot +3	Astrogate +3, Climb –5, Intimidate +6, Jump –6, Knowledge (Imperial Army) +1, Profession (Stormtrooper) +2, Search +3, Spot +4, Tumble –5	Astrogate +2, Climb +0, Computer Use +4, Demolitions +4, Hide +8, Intimidate +5, Jump +0, Listen +7, Pilot +3, Profession: Stormtrooper +2, Move Silently +4, Search +4, Spot +6
Feats:	Armor Proficiencies (light, medium, heavy), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Point Blank Shot, Toughness, Weapon Focus (blaster rifle)	Armor Proficiencies (light, medium, heavy, powered), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Heroic Surge, Improved Initiative, Toughness, Weapon Focus (blaster cannon), Zero-G Combat	Armor Proficiencies (light, medium, powered, heavy), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Alertness, Heroic Surge, Improved Initiative, Martial Artist, Stealthy, Toughness
Equipment:	Heavy battle armor, blaster rifle, 2 frag grenades, survival kit, comlink, utility belt, 2 explosive charges	Zero-g assault armor, built-in weapons (blaster cannon, 30 frag grenades, 30 stun grenades, grenade launcher, laser cutters, mini proton torpedo launcher, 6 mini proton torpedos—dmg 6d6)	storm commando armor (built-, in comlink, breath mask, dark-vision goggles, sensors provide +2 equipment bonus on Listen, Search, Spot, reflec provides +4 equipment bonus on Hide and Move Silently), blaster carbine, blaster pistol, survival kit, 2 explosive charges, 2 frag grenades, 2 stun grenades, utility belt, datapad

vision, tool mounts ×4, telescopic appendage, environmental compensation (vacuum), magnetic feet, internal storage (2 kg).

Skills: Appraise +13, Astrogate +10, Craft (mechanic) +13, Computer Use +15, Disable Device +16, Knowledge (astronomy) +10, Pilot +8, Read/Write Basic, Repair +18 (+20 to jury-rig), Speak Basic (understand only), Speak Binary (understand only), Speak Huttese (understand only), Speak Ryl (understand only), Speak Sullustese (understand only), Spot +7.

Unspent Skill Points: 15.

Feats: Gearhead, Skill Emphasis (Disable Device, Repair).

X3D-IO (Exthreedee)

Like all 3D droid models, X3D-IO (or "Exthreedee") is a specialized protocol droid designed to focus on systems administration and formal etiquette. The droid is roughly humanoid in appearance with a covering of highly polished silver chromite. Its head is shaped like an inverted test tube and sports a single off-center photoreceptor. Exthreedee performs the same basic function as any protocol droid: It translates and advises on proper behavior in social situations. It is also equipped with several concealed storage compartments and a heuristic processor.

Unlike most protocol droids, Exthreedee isn't aloof and deferential. Obedient to a fault, Exthreedee has a tendency to remark on the

wisdom (or lack thereof) of a course of action even as it follows orders. This attitude has resulted in Exthreedee passing from owner to owner. It takes a patient owner to put up with Exthreedee's constant, sardonic commentary.

X3D-IO (Exthreedee): Walking protocol droid, Diplomat 1; Init +0; Defense 10; Spd 8m; VP/WP –/13; Atk +0 melee or +0 ranged; SV Fort +1, Ref +0, Will +2; SZ M; Rep 0; Str 10, Dex 10, Con 13, Int 16, Wis 10, Cha 16. Challenge Code: A.

Equipment: Heuristic processor, comlink, translator unit (DC 10), recording unit (audio), internal storage (2kg), vocabulator.

Skills: Bluff +7, Computer Use +7, Diplomacy +7, Knowledge (business) +10, Knowledge (etiquette) +10, Read/Write Basic, Speak Basic, Speak Binary, Speak Calamarian, Speak Ithorese.

Unspent Skill Points: 7.

Feats: Skill Emphasis (Knowledge [etiquette]).

AX-M12 (Ayex)

Originally a standard Arakyd Industries messenger droid seeker-unit, the AX-M12 (or "Ayex") has been heavily modified by a long series of owners, including various smugglers, pirates, and mercenaries. The modifications allow the droid to serve as a combat reconnaissance unit. Its main chassis remains largely unchanged, retaining the 20-inch-diameter hovering droid body and single photoreceptor common to most messenger droids. To make room for its extensive interior modifications, two bulky cubes have been added to the sides of the Ayex. This added weight reduces its maximum hovering altitude to a mere 4 meters.

Ayex has had its holorecording unit expanded to quadruple the normal memory, allowing it up to 20 minutes of recording and playback. The holorecorder is also tied to its comlink, allowing it to broadcast what it sees and hears. The droid has very little personality, since much of its memory was reconfigured to handle its modified duties.

AX-M12 (Ayex): Hovering reconnaissance droid, Scout 1; Init +2; Defense 17; Spd 15m; VP/WP 7/8; Atk +0 melee or +2 ranged; SV Fort +0, Ref +3, Will +2; SZ T; Rep 0. Str 6, Dex 14, Con 8, Int 10, Wis 12, Cha 8. Challenge Code: A.

Equipment: Locked access, improved sensor package, infrared vision, telescopic vision, motion sensors, sonic sensors, comlink, holorecording unit ×4, telescoping appendage.

Skills: Computer Use +4, Hide +5, Listen +11, Search +6, Speak Basic (understand only), Speak Binary, Spot +11, Survival +5.

Unspent Skill Points: 0.

Feats: Alertness, Track.

The Protocol Droid

As the spaceport becomes even more infested with stormtroopers and Imperial officers, the heroes meet an amazing machine. A red protocol droid carefully steps out of the shadows in a nearby ally, looks both ways, then ambles over to the heroes. He asks for the heroes by name, making sure he has located the right group of Humans (and aliens, if appropriate). The heroes might balk at this unexpected event, especially since the droid seems to know who they are even though they've never met this particular protocol droid.

"I am T-9PM, specializing in protocol and negotiations," the droid says, introducing itself. "I have had the most difficult time locating you, not to mention trying to avoid the stormtrooper patrols." Before the heroes can ask any questions or the droid can provide any answers, a squad of stormtroopers turns onto the street and spots them.

"You there," one of the stormtroopers calls. "We want to have a word with your droid."

"Well, this isn't good," T-9PM says. "If you will all follow me, your contact has a message for you."

T-9PM claims to be the property of the Rebel contact that's supposed to meet the heroes here on Tatooine. "We've been delayed," the protocol droid declares. T-9PM won't stand around and wait for the heroes. He's programmed to consider himself much too important to be captured by the Imperials. He rushes away, as fast as his stiff legs can carry him, as the stormtroopers press forward. The stormtroopers won't shoot yet, because they need the droid intact, but that doesn't mean they won't fire at the heroes if they get in the way.

The heroes must decide to try to lose the stormtroopers in the maze of Mos Eisley's streets or to just attack them and be done with it. If the heroes attack quickly, they might be able to stop this squad before any of its members can clearly identify them and report back to their superiors. This adventure can turn into a chase or a firefight, depending on the actions of the heroes.

With any luck, the heroes and the mysterious protocol droid eventually get away. Then T-9PM leads them to the docking bay where their own ship is parked. "Your contact is waiting aboard your ship," the droid says. If the heroes ask how this is possible, the droid simply says, "Your contact is very good at all kinds of socially unacceptable skills. You'll have to excuse her."

Making Contact on Tatooine

At this point, the heroes are probably expecting some kind of trap. They might want to take every precaution as they climb aboard their ship, including having the protocol droid go

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aboard first. On the ship, everything appears to be fine. It doesn't even look like the ship was forced open. When the contact steps forward, it turns out to be someone the heroes have met before: Cala Worner.

"Well, it's about time you got here," Cala says with a smile. "I've taken the initiative to prep your ship for takeoff and request a departure clearance. Unfortunately, with all the Imperial business going on, the control tower isn't granting anyone clearance to leave right about now."

Cala explains that her mission took her into the vicinity, and when the original contact got detained (she doesn't elaborate on this situation), she volunteered to meet up with the heroes. "I can get you to a safe place, then hook you up with a Rebel cell leader who has a mission that you should find right up your space lane," she tells them. "But first, we have to decide how to get out of here without getting shot out of the sky."

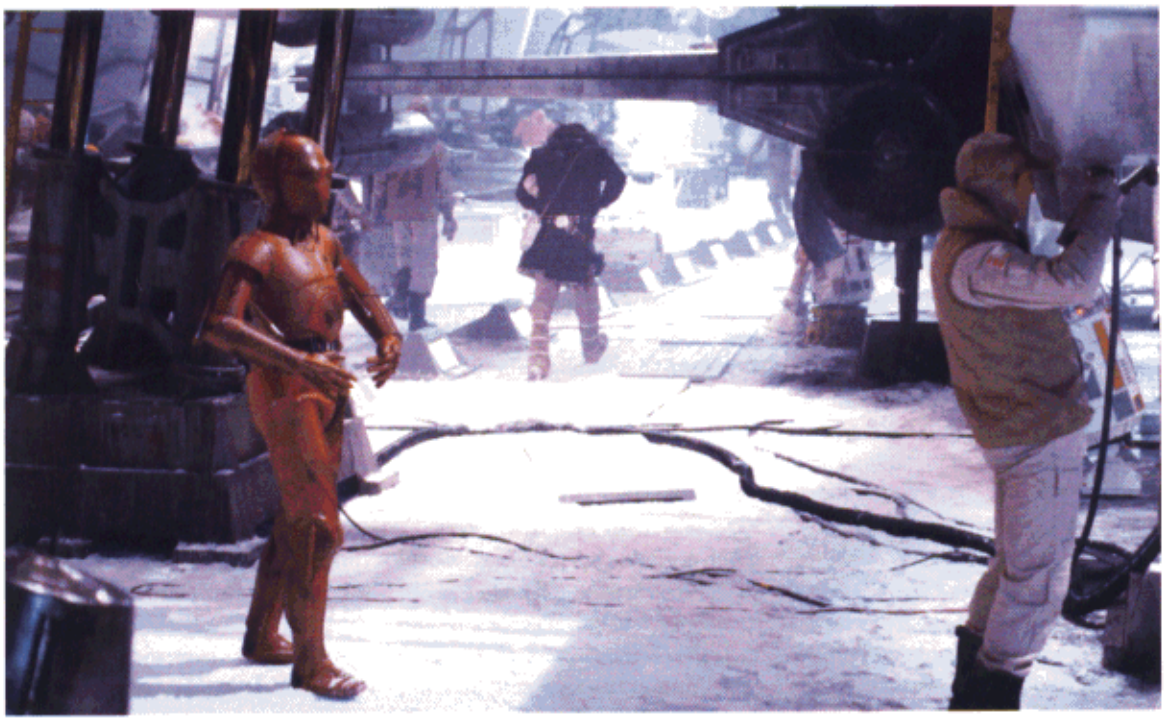
There are a few possible scenarios that could work in this situation. The one we favor might be suggested to the group by the red protocol droid, T-9PM: "If the problem is that we don't have Imperial clearance," the droid ventures carefully, "then perhaps we should get some. There are Imperial shuttles all over the spaceport; I saw at least a half dozen of them just walking from here to Jun's diner. If we could borrow one of their transponders, or at least the appropriate code, we should be able to simply lift off without anyone being the wiser."

This plan, of course, requires that the heroes participate in a raid to steal either an Imperial transponder or the restricted codes to program into their ship's transponder. The first thing they need to do is locate a lightly guarded Imperial shuttle. After a quick check of the nearest docking bays, the heroes locate an acceptable target. On a Search check result of 25 or better, they find a shuttle that's guarded by one stormtrooper and a tech who's servicing the engine. If the Search check result is 15 to 24, there are three stormtroopers guarding the shuttle. On a Search check result of less than 15, the shuttle that the heroes pick is guarded by six stormtroopers and an officer.

To steal the transponder, the heroes must defeat the stormtrooper guards or quietly sneak aboard the shuttle. A Repair check (DC 15) is required to remove the transponder without triggering the code-erase security protocols. Getting the transponder back to the ship might be easy or difficult, depending on what actions the heroes take. Another Repair check (DC 15) is required to install the transponder into the heroes' ship.

To get the transponder code, the heroes need to reach the shuttle's bridge and access the computer. The transponder code is well protected, requiring a Computer Use check (DC 20) to crack. With the code cracked, the heroes can easily program their own transponder to transmit a legitimate Imperial identification code.

Once the heroes have acquired either a transponder or a transponder code, their ship is ready to leave Tatooine. "Good job," Cala says. "Let's get out of here while the getting is still good."



Darth Vader: The Last Jedi

Early New Order propaganda painted Darth Vader as a patriot. Holoreports indicated that he had stood against the rebellious leadership of the Jedi Order and had almost died for his dedication to the citizens of the galaxy. He was hailed as a hero, given a special place in the Imperial hierarchy, and then removed from the direct gaze of the public.

From that point on, memories of the Jedi were encouraged to fade by the unrelenting voice of the New Order. Then belief in the Force was ridiculed, turning the ancient philosophy into a "hokey religion" for most of the galaxy's citizens. Darth Vader continued to follow his "sorcerous ways," however, serving the Emperor as a roving troubleshooter and enforcer. As time passed, his role became more and more important.

Unknown to everyone except the few survivors who had been personally involved in the events, Darth Vader had once been the Jedi Knight Anakin Skywalker. Sometime on his climb to mastery of the Force, he failed to heed the teachings of his master, Obi-Wan Kenobi, and he succumbed to his fear and anger. Anakin Skywalker gave in to the dark side and became a master of evil, Darth Vader.

How this transformation occurred remains somewhat of a mystery. Vader seems to have forgotten or blocked out his prior life, letting the light sink into the darkness that now fills him. He never speaks of his past, and no one has ever braved his wrath to ask him. But however it happened, on the day that Anakin Skywalker put on the black armor that sustains his life, he was reborn in the dark side as Darth Vader.

Vader was viewed with fear and suspicion by most of those around him. They saw him as an archaic relic who insisted on clinging to outdated beliefs. He constantly found that the Emperor's military leaders distrusted him and felt some level of envy of his role and position. One of the only Imperial officials with whom Vader had an effective working relationship was Grand Moff Tarkin. The Grand Moff specifically requested that Vader be attached to Project Death Star to ensure that the construction of the battle station wrap up on time. The Dark Lord provided the right motivation to make the project succeed.

As Anakin Skywalker, he found the methods taught by the Jedi to be too slow. He sought a quicker, less difficult path to the power he saw in the Force. As Darth Vader, he continued to despise the slow path. Impatient, Vader was an expert at making others accomplish whatever tasks were placed before them.

While Vader's routines and rhetoric did indeed mirror his long association with the Jedi, he had no desire to advocate their ways. He believed in the power of the Force, especially the seductive call of the dark side. He refused to suffer incompetence, laziness, or disrespect from his inferiors. Indeed, with few exceptions, Vader believed that everyone was his inferior.

DARTH VADER'S ARMOR

Darth Vader wears a unique suit of dark armor. It is the equivalent of padded battle armor (Defense +6, armor check penalty –4), imbued with dark side power. The dark armor provides Vader with damage reduction 10, and it contains various life-support features that maintain Vader's breathing and his shattered body.

A visual-enhancement system and hearing augmentation device are built into Vader's mask and helmet, as well as an electronic voice synthesizer. The mask's death-head design inspires fear and mystery. The body armor's systems include life-support computers, temperature-regulation systems, and a respiratory sensor matrix.

Without his helmet, Vader's life support begins to fail, and he loses 1 point of Constitution each round. Without his armor, his Strength and Constitution scores are immediately reduced by 4 points. Inside his personal meditation chambers, however, Vader can remove his armor and find comfort within its pressurized, life-supporting shell as though he were still wearing his full suit of armor.

Deadly Shadow

The *Midnight Star* (or whatever ship the heroes are using) leaves Tatooine and makes its way to the third moon of Aargonar. Here, Cala Worner introduces the heroes to Commander Hamelin, a senior Rebel officer at this secret base. Hamelin swears in those heroes who wish to join the Alliance and tries to establish a working relationship with those who are just along for the ride. Hamelin offers the heroes a place to stay, some simple supplies, and the use of Aargonar 3's small repair facility if they need it.

Once Hamelin decides that the heroes have committed themselves to the Alliance's cause, he sends them on their first mission. Due to the desperate shortage of ships, equipment, and other supplies available to the Alliance, base commanders frequently send scavenger teams out to locate anything useful. Civil uprisings, Imperial attacks against insurgents, and even pirate attacks on merchant ships can leave behind bits and pieces useless to large shipyards but critical to many of the small facilities the Rebellion uses to modify and refurbish its small fleet of ships.

Hamelin sends the heroes to check out the site of a recent battle between Imperial forces and a smuggler's ship. The conflict took place several days ago, but it didn't last long. The smuggler's ship was severely damaged, then boarded and stripped of its most

Darth Vader: Dark Lord of the Sith

Darth Vader renounced his Jedi vows and embraced the teachings of the dark side. He took his place at the Emperor's side as apprentice and Dark Lord of the Sith. In time, he became the personification of fear and evil that the Emperor used to rule the galaxy. Vader held fast to his Jedi training, but he freely drew upon the dark side for additional strength and power. He also embraced the Sith teachings passed on to him by the Emperor, earning the title of Dark Lord through deeds and mastery, by utilizing the deep well of anger within him.

Darth Vader was working to assure the successful completion of Project Death Star when Rebel agents stole the plans for the battle station. Vader took command of the Star Destroyer *Devastator* and a small task force and went to retrieve the stolen plans. He tracked the agents to their rendezvous with the consular ship, *Tantive IV*. He was too late to intercept the plans, but not too late to chase the consular ship to its next destination. Vader's task force caught up with *Tantive IV* in the Tatooine system. It didn't take long for Vader's veteran crews to disable the vessel and use tractor beams to draw it into *Devastator*'s hold.

After a short but intense battle as the consular ship was boarded, it didn't take long for Vader to learn that the plans weren't aboard the vessel. He did, however, manage to capture Princess Leia Organa, Senator of Alderaan and suspected Rebel spy. He ordered a search of the nearby desert planet. "Find those plans," Vader commanded, and a detachment of stormtroopers descended on Tatooine. They would tear the planet apart and find those stolen plans, or the would pay the ultimate price for failing the Dark Lord of the Sith.

Darth Vader: Male Human Fringer 1/Jedi Guardian 11/Sith Lord 6; Init +3; Defense 19 (+6 armor, +3 Dex); Spd 8m; VP/WP 122/17; Atk +17/+12/+7/+2* melee (6d8+3/19–20, lightsaber) or +16/+11/+6/+1 ranged (by weapon); SQ Resource access, minions, damage reduction 10, Skywalkers get the Force-Sensitive feat for free and ignore the "Force Level 1st" prerequisite when selecting the primary Force feats Control, Sense, and Alter); SV Fort +17, Ref +15, Will +11; SZ M; FP 10; DSP 16; Rep 10; Str 16**, Dex 16, Con 17**, Int 17, Wis 11, Cha 12. Challenge Code: H.

Equipment: Lightsaber, dark armor (padded battle armor with damage reduction and life support apparatus, as well as Strength and Constitution boosters).

Skills: Climb +0*, Craft (lightsaber) +10, Intimidate +10, Knowledge (Jedi lore) +7, Knowledge (Podracing) +7, Knowledge (Tatooine) +7, Pilot +15, Repair +5, Search +7, Read/Write Basic, Read/Write Huttese, Read/Write Sith, Speak Basic, Speak Huttese, Speak Sith, Spot +6, Survival +2, Tumble +1*.

Force Skills: Affect Mind +8, Battlemind +11, Enhance Ability +13, Farseeing +6, Force Defense +13, Force Grip +15, Force Push +7, Move Object +20, See Force +13, Telepathy +14.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Heroic Surge, Skill Emphasis (Pilot), Starship Operation (starfighters), Weapon Group Proficiencies (blaster pistols, simple weapons, vibro weapons).

Force Feats: Alter, Burst of Speed, Control, Deflect Blasters, Knight Defense, Lightsaber Defense, Force Whirlwind, Prolong Force, Rage, Sense, Weapon Focus (lightsaber).

*Armor check penalty already applied to these bonuses.

**Strength and Constitution boosted by life-support apparatus in armor.

Note to Gamemasters

The statistics presented here differ from those presented in the *Star Wars Roleplaying Game*. While these statistics provide a much more holistic interpretation of Darth Vader's abilities, using material from *The Dark Side Sourcebook*, either version of Darth Vader works perfectly well for most roleplaying purposes.

valuable cargo and components. Now the lifeless hulk floats dead in space, but there may be a few things left behind for the heroes to bring back to Aargonar 3. Cala wishes the heroes luck, then goes off to handle her own assignments.

When the heroes reach the coordinates of the battle, they spot the battered bulk freighter. All attempts to contact the bulk freighter fail. The ship is dead in space, without even running lights to help it stand out against the backdrop of the void. The Empire knows how tempting this target might appear to other underworld types, but they are hoping to draw the attention of Rebel operatives. For this reason, a storm commando has been left aboard the freighter. The commando waits in the darkness, eager to engage anyone who comes exploring in an effort to capture or kill Rebels. The storm commando uses all his training and expertise in an attempt to defeat and capture the heroes.

When the heroes dock with the drifting freighter, they discover that the vessel maintains a minimum level of life support despite the appearance of being completely dead in space. That could indicate that the vessel might be made operational with a little effort. Bringing back a whole ship would be much more valuable to the Alliance than simply scavenging the vessel for parts and meager supplies. On the way to the bridge or the engine room (the heroes might need to visit both of

Keeping the Light Side Alive

While a number of different training traditions are recognized by the Jedi, the primary one involves the Jedi training beings with Force potential from the time they are toddlers. Each child would be educated in the ways of the Force by a Jedi Master, while others would help shape his or her education in other fields. This approach, in part, led to the Jedi becoming increasingly insulated from the galactic population, something the surviving Jedi recognized when they looked back.

How many Jedi survived the terrible Jedi Purge? Very few. Most of the Jedi Order disappeared as the Empire took hold of the galaxy. While many of these individuals died in the violence of the time, some went into hiding. Obi-Wan Kenobi, for example, falls into this category. Did other Jedi Knights and Masters escape the doom that befell the order? Did a handful of Padawan learners disappear into the crowds and refrain from demonstrating Force abilities to save themselves from the hysteria that followed the Jedi Purge?

Force-users, specifically the Jedi, were blamed for many of the Republic's ills. At first they were made the subject of condemnation and hatred, then ridicule, and finally any observance of the Force was considered to be a sign of treason against the New Order. Within the span of two decades, the Force was systematically obliterated from the public consciousness. The Empire hunted down Force-users and either destroyed them, imprisoned them, or turned them to the dark side. Those who realized they had some aptitude with the Force buried such skills and tried to hide their nature from the galaxy around them. Many beings that grew up under the New Order were convinced the Jedi were a destructive, dangerous force. Someone who might otherwise be a decent, honorable, kindhearted individual might well believe the Jedi or the Force-user to be a threat to the Empire. Such a well-meaning individual might betray a suspected Force-user to the authorities all in the name of keeping the galaxy safe.

Even so, it's possible that a Force-user exists somewhere in the galaxy who can take a latent talent in and begin the first steps of Jedi training. Both master and apprentice must be extremely careful. One misstep, one moment of lapsed vigilance, and suddenly the authorities might appear to ask damning questions—or worse.

And even through the worst of it, some beings remembered the good that came from the Jedi Order. They remembered the ideals of the Old Republic. And when the time for Rebellion was upon them, these beings remembered the ancient acclamation and turned it into a rallying cry—"May the Force be with you."

these locations to get the ship's main engines back on line), the storm commando makes his move. He tries to take the heroes out one at a time, using his martial arts skills to knock them unconscious. He only uses a weapon if absolutely necessary, since he doesn't want to alert the whole team to his presence.

Like a shadow moving through the dark interior of the freighter, the silent storm commando engages the heroes in a deadly game of hide-and-seek. Once the heroes realize that there is an enemy aboard the damaged freighter, they can attempt to make a concerted effort to defeat him. Until then, the storm commando operates with the element of surprise and the deep shadows inside the freighter on his side.

If the heroes manage to hurt the storm commando, he uses his comlink to alert nearby Imperials that the trap has been sprung. The heroes can stay to fight it out with the commando, or they can try to get the freighter's hyperdrive on line, or they can simply try to get back to their own ship and make their escape. Using the freighter to escape in (and thereby acquiring a ship for the Alliance) is the best choice. It takes a Repair check (DC 15) to get the main power units back on line, and a second Repair check (DC 10) to get the backup hyperdrive in working order. (The primary hyperdrive unit must be entirely replaced,

Jedi Teachers and Students

With the near extermination of the Jedi and their ways, the few surviving Jedi who dared make attempts to keep their ways alive had to revise their training methods. They had to reinvent the way they approached instructing others in the ways of the Force. With no more Jedi Temple, no Padawans and no Council, every surviving Jedi was left to his or her own devices in developing a training regimen—either for themselves, or their satudents.

Jedi teachers during the Rebellion era would have to deal with students who were generally older and more worldly than those they might have taught in the past. Instruction might contain the following elements:

- Centering Exercises. Unless a student has already somehow awakened Force abilities within himself or herself, a Jedi teacher focuses most early instruction on meditative techniques to overcome fear and resist impulses to act in anger.
- Force Training. While all Force-users start out Force-sensitive, the knowledgeable teacher instructs them in the ways of the Force and helps them find their own aptitudes. (In game terms, helps them select the Force feats and skills most suited to the character's class and abilities.)
- Combat Training. Most teachers focus their instruction on hand-to-hand and melee combat styles that allow a student to subdue opponents, as well as styles that lend themselves to augmentation by the Force.
- History and Philosophy. In times past, this was a major part of any Jedi's education. Few teachers bother to focus on the purely academic side of the Jedi tradition while the New Order reigns.

If there is one thing all Jedi teachers drive home to their students, it is this: A Jedi seldom starts a fight, but he usually finishes it. This statement would be issued in the context of the Jedi code which calls for them, when possible, to meet force with equal force and to fight defensively while turning the attacks of enemies back upon themselves.

and the heroes don't have the time or the equipment to pull off that kind of operation.)

As the ship powers up, an Imperial Star Destroyer arrives in the system. The heroes only have a few moments before it gets close enough to capture the freighter in a tractor beam. Make the scene tense, but if all goes well the heroes can jump to lightspeed just before the Star Destroyer moves into range. They might still have to finish the fight with the storm commando during the trip through hyperspace, but that's a lot better than taking on a Star Destroyer.

To continue this storyline, you can decide that the Imperials can track the freighter with a device they hid on the ship. Or, if you want to even up the odds a little bit, there can be a second storm commando hiding on the freighter, waiting to reveal himself only when the ship reaches the secret Rebel base.

Luke Skywalker, Tradition's Heir

Luke Skywalker, the hero of the Battle of Yavin, was raised as a moisture farmer on the harsh world of Tatooine. Beneath the planet's twin suns, young Skywalker dreamed of a life of adventure. He imagined traveling to far-off worlds and accomplishing great deeds. He practiced for these future adventures by racing his landspeeder across the dunes of Tatooine, flying his skyhopper through treacherous Beggar's Canyon at full throttle, and target-shooting womp rats with his sporting blaster rifle. Luke saw the Academy as his ticket off the desert planet, but his uncle Owen refused time and time again to grant him permission to join the next class. Watching his friends grow up and leave, one after another, was almost more than he could endure.

As Luke grew up, he came to realize he had a natural talent for flying. But never in his wildest dreams did he imagine his true connection to the Force or his heritage as the son of a great Jedi Knight. In fact, Luke always believed that his father had been a navigator on a spice freighter. That was the story his uncle Owen passed on to him, trying to keep the truth about his father from the boy so that he wouldn't be sent on the same path of destruction his father followed.

When the droids R2-D2 and C-3PO fell into possession of Owen Lars, destiny began to catch up with Luke. He discovered that the droids were on a mission for a beautiful young woman who sought the help of Obi-Wan Kenobi. Luke thought that the message might be meant for Old Ben, the hermit who lived near the Jundland Wastes, on the edge of the Dune Sea. So began young Skywalker's adventures, his journey to a deeper understanding of the Force, and his life as the galaxy's new hope.

Luke Skywalker (as of the end of the Battle of Yavin): Male Human Fringer 2/Jedi Guardian 1; Init +2; Defense 18 (+6 class, +2 Dex); Spd 10m; VP/WP 19/13; Atk –1 melee (2d8+1/19–20, lightsaber) or +4 ranged (3d6, blaster pistol); SQ Barter, Force Point use as though he were three levels higher, Skywalkers get Force-Sensitive feat for free and ignore the "Force Level 1st" prerequisite when selecting the primary Force feats (Control, Sense, and Alter); SV Fort +6, Ref +6, Will +1; SZ M; FP 5; DSP 0; Rep 3; Str 13, Dex 15, Con 13, Int 15, Wis 11, Cha 11. Challenge Code: B.

Equipment: Blaster pistol, electrobinoculars, lightsaber, utility belt, tool pouch, desert poncho, goggles, flightsuit, X-wing, R2-D2, C-3PO.

Skills: Computer Use +5, Jump +6, Knowledge (Rebellion) +3, Knowledge (Tatooine) +7, Pilot +11, Profession (moisture farmer) +4, Read/Write Basic, Repair +4, Search +6, Speak Basic, Speak Huttese, Speak Jawa, Spot +5, Survival +4.

Force Skills: Enhance Ability +3, Enhance Senses +2, See Force +2.

Feats: Force-Sensitive, Skill Emphasis (Pilot), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Force Feats: Alter, Control, Sense.

FORCE-USING HEROES IN THE REBELLION ERA

The GM should work with players who wish to play a Force-using character during the Rebellion era to determine how they came to learn their skills.

Did they survive the Purge as Padawan learners who haven't progressed in all these years due to lack of training?

Did they learn in secret from a Jedi hiding in seclusion? Is the master still alive? Is the teacher very skilled? (More than likely, the teacher is a Padawan who never completed his or her own training, or perhaps even a Padawan who failed to attract a master and thus was sent to work in the Agri-Corps or Medi-Corps or Edu-Corps before troubles came upon the Jedi Order.)

If the hero became a Jedi following the rise of the Empire, the GM and player should keep in mind the restrictions spelled out in the *Star Wars Roleplaying Game*.

Naturally, every hero needs a background. With characters as unusual during this period as Jedi should be, this background should be particularly well thought out so that the campaign can remain true to the setting.

Path of the Jedi

Early in your Rebellion era campaign, any Force-sensitive heroes should have a tough time learning Force skills and feats. Later in this book, we present ways to hook up a Force-sensitive hero with a Jedi Master (or at least a more experienced Jedi to train the hero). In the early stages of the campaign, the heroes can meet someone who can help a hero take the first few steps on the path of the Jedi.

Gruu Dunrik

At the Rebel base on Aargonar 3, a Force-sensitive hero eventually meets Dr. Gruu Dunrik. This old man serves as a doctor at the base, tending to any wounded operatives and providing for the general well-being of the Rebels assigned there. At some point, he notices something about a Force-sensitive hero. Whether this involves witnessing the use of a Force skill or just getting a feeling about the hero, Dunrik eventually decides to approach the hero and offer some assistance. As a young boy in the days of the Republic, Dunrik was selected for training at the Jedi Temple. He was never selected by a master, however, and his training ended before the time of the Jedi Purge.

Dunrik can feel the potential in the hero. While he can't actually train a Jedi, he can pass on what he has learned to help get the hero off to the right start. If the hero is willing to undergo some training with Dunrik (in

"He feared you might follow old Obi-Wan on some damned-fool idealistic crusade like your father did."
—Obi-Wan "Ben" Kenobi

Ben Kenobi revealed Luke Skywalker's heritage to the young man and set him on the path of destiny. Kenobi told Luke that his father Anakin was "a good pilot, and a good friend." Old Ben explained that he was a Jedi Knight, as was Anakin Skywalker, and the two of them had fought side by side in the Clone Wars. Ben gave Luke his father's lightsaber, "an elegant weapon for a more civilized day."

When Luke asked how his father had died, Ben grew quiet. "A young Jedi named Darth Vader, who was a pupil of mine until he turned to evil, helped the Empire hunt down and destroy the Jedi Knights," Kenobi explained. "He betrayed and murdered your father." Of course, the story Ben told Luke was only partially true. He felt that Luke wasn't quite ready for the complete truth. No, Kenobi reasoned, Luke needed someone to look up to, someone to believe in. Kenobi made sure that that person was his father, Anakin. He also knew that young Skywalker needed to stay away from Darth Vader, for if Luke learned too early in his development, before he was fully trained as a Jedi Knight, that Anakin Skywalker had become Darth Vader, then Luke might be lost to the dark side as well.

Before Luke could ask too many more questions about his father, Ben changed the subject to the mystery of the two droids. R2-D2, the astromech droid that Owen Lars purchased from Jawa traders, had escaped from *Tantive IV*. The little droid brought a message for Obi-Wan Kenobi, the name Ben used long ago. The message, delivered as a holographic image, requested that the Jedi Knight accompany the droid to Alderaan. R2-D2 contained the technical readouts of a terrible new Imperial weapon—readouts that might allow the Rebellion to destroy it. The young woman who recorded the message was Princess Leia Organa, Senator from Alderaan and member of the Alliance.

"You must learn the ways of the Force if you're to come with me to Alderaan," Ben said. It took Luke a little while to agree, but in the end he was dedicated to saving the princess and learning to become a Jedi Knight, like his father before him. From this fateful meeting, the stage was set for the birth of a new Jedi Order, although it would be many years before the Jedi truly returned to the galaxy.

JEDI HEROES AND LUKE SKYWALKER

Obi-Wan Kenobi described Luke Skywalker as "the first of the new" Jedi Knights. To some, this might mean that until Luke Skywalker starts to train others there can't be other emerging Jedi. However, GMs and players should always remember that they are creating their own *Star Wars* epics. Luke Skywalker has his place in the *Star Wars* galaxy and should not be supplanted, but it's important that GMs create epic tales where the players' heroes get to play parts that are as important in their own way as that of Luke Skywalker. The galaxy is, after all, a very big place.

secret, at least twice a week for an entire level), then when the hero gains his next level, he can use it to take the first level of Jedi guardian.

After Dunrik helps a Force-sensitive hero gain that first level, the hero can continue to advance on his own for a time. At best, the hero should be able to reach 6th level in Jedi guardian before you require the hero to find a true Jedi Knight (of higher level) to provide more advanced training.

Gruu Dunrik: Male Human Jedi Guardian 1/Fringer 4; Init +1; Defense 17 (+6 class, +1 Dex); Spd 10m; VP/WP 26/11; Atk +4 melee (1d3, punch) or +5 ranged (3d6, blaster pistol); SQ Barter, jury-rig +2, adaptive learning (Treat Injury); SV Fort +6, Ref +5, Will +1; SZ M; FP 3; DSP 1; Rep 4; Str 10, Dex 12, Con 11, Int 14, Wis 12, Cha 12. Challenge Code: B.

Equipment: Blaster pistol, tool pouch, medpac, medical kit.

Skills: Computer Use +6, Diplomacy +7, Empathy +7, Hide +5, Listen +5, Profession (doctor) +5, Read/Write Basic, Speak Basic, Speak Rodian, Speak Ryl, Spot +5, Survival +6, Treat Injury +9.

Force Skills: Enhance Ability +4, Force Defense +4, Force Stealth +6, Heal Self +4.

Feats: Alertness, Force-Sensitive, Skill Emphasis (Treat Injury), Weapon Group Proficiency (blaster pistols, simple weapons).

Force Feats: Control.

The End of the Senate

Less than two decades after declaring the New Order, Emperor Palpatine and his supporters were ready to remove the final remnants of the Republic. The grassroots organizations that had supported Palpatine's regime early on had been transformed into full-fledged bureaucracies, police forces, and educational institutions in all but the most distant star systems. The military command structure was completely under the control of New Order loyalists. An entire generation had been raised on New Order propaganda and beliefs.

The position of moff was a political and administrative position similar in function to that of sector governor. Instead of being elected by the people, however, the moffs were appointed by the Emperor and his advisors. Elected governors were removed gradually until the moffs held power throughout the Empire. The moffs and the senators shared the responsibility of keeping star sectors orderly, prosperous, and obedient to the Empire.

A few years later, the Empire greatly reduced the legal authority of system governments to create their own defense forces and established Imperial garrisons in their place. The garrisons and their commanders did not answer to the Senate but reported instead to the sector's moff.

Finally, enough loyal beings were in place at every governmental level that the Emperor felt the time was right to dissolve the Senate. This act eliminated the last possible threat to the Emperor's reign. The New Order's political and military infrastructure was now solid enough that the Emperor and his inner circle felt that any pretense of caring about what the populations of individual planets wanted was no longer needed.

The garrison commanders were placed under the command of the moffs. The moffs answered only to the Grand Moffs, each of whom controlled a collection of star sectors. The Grand Moffs reported directly to the Emperor. Thanks to propaganda disseminated in schools and media outlets, the past was ready to be reshaped into whatever the New Order wanted it to have been, and the future was theirs to command. If at any point control broke down, the Empire could bring to bear the ultimate symbol of its power: the Death Star battle station.

Why Disband the Senate?

Why did the Emperor and his moffs decide to finally disband the Imperial Senate? After all, the Senate had survived since the earliest days of the Republic and was the new government's one link to the past. In the end, that was one of the factors that led to the abolishment of the Senate. That august body was a reminder of a different time, a different form of government. Even after years of Imperial rule, the Senate continued to believe it had some degree of power and influence over the Emperor. Plus, the Senate remained a hotbed of rebellious activity. Not only had the leaders of the so-called Alliance to Restore the Republic come from the ranks of the Senate, but the Emperor suspected that more than a few senators continued to aid the growing Rebellion with funds, information, and other resources.

As long as the Senate remained in place, the citizens of the Empire believed that the Emperor's power was not total and complete. Those in the Senate felt that they could pass laws and direct opinion in such a way as to undermine the Emperor's plans. From the Emperor's point of view, he had suffered their disobedience for far too long. Once the regional governors were firmly entrenched, the Imperial fleet was at full strength, and the Death Star was completed, there was no longer any reason to pretend the Senate was needed.

Senatorial Rescue

This adventure occurs while the heroes are involved with a totally different situation. Maybe they've been sent to the planet of Daroon on behalf of the Alliance, or maybe they're on the planet for their own reasons (recreation, to buy supplies, to meet a contact, whatever). On Daroon, however, the opportunity to rescue a senator and friend of the Alliance presents itself.

As the heroes go about their business, the news begins to spread around the cosmopolitan city—the Emperor has disbanded the Senate! Not only that, it appears that the Empire has arrested all the senators who were present on Coruscant when the order to dissolve the Senate was issued. It turns out that Alku Vordu, the senator from Daroon, happens to be on his home planet as this situation develops. To make matters worse, the Empire has sent Lt. Falto Dragen and a squadron of stormtroopers to take the senator into "protective" custody.

How the heroes get involved is up to you. Commander Hamelin or Cala Worner might contact them and ask them to look in on the senator. The senator or one of his aides might approach them if the heroes have developed any sort of reputation within Rebel circles. Or the heroes might just wind up in the right place at the right time and spot Dragen and

The Death Star: An Overview

"Fear will the local systems in line. Fear of this battle station."

–Grand Moff Tarkin

The Death Star was created to be the ultimate tool of conquest and subjugation. The original Death Star was the largest mobile space station ever built. The size of a small moon, it measured 120 kilometers in diameter, and required over one hundred huge hyperdrive engines to carry it beyond the speed of light. A fusion reactor of near unimaginable proportions, fed by thousands of stellar fuel bottles, produced the raw power needed by the station's systems and propulsion elements.

The Death Star's crew numbered nearly 300,000 sentient beings and 400,000 droids. It contained barracks space for over 700,000 pilots, gunners, and soldiers, as well as over 25,000 stormtroopers. All personnel stationed on the Death Star were selected from the top five percent of the beings serving in the Imperial Navy and Imperial Army. They lived within a self-contained environment, complete with all the luxuries and entertainment found in major Imperial cities.

Designed to reduce fleets of capital ships to space debris, the Death Star had more than 10,000 turbolasers and more than 700 tractor beam projectors installed on its surface. It also carried 7,200 TIE fighters and four strike cruisers (capital-scale system patrol craft).

The Death Star carried within it 20,000 Army landing craft and ground vessels (walkers of all varieties, hovertanks, and mobile command fortresses) and three planetary garrison buildings ready to be dropped on a world and assembled. General Tagge, the commander of the Death Star's armed forces, boasted that he could land the station's full complement of troops within 30 standard minutes after the Navy had cleared aside any space defenses and would have any world subjugated within the following hour.

The Death Star also carried the most powerful weapon of destruction ever devised—a superlaser capable of blasting a planet into billions of asteroids with a single shot. Such a weapon was thought impossible until the Death Star designers devised a way of focusing eight separate laser arrays into a single laser beam with the intensity of a star's core. Thanks to the twisted genius of Grand Moff Tarkin's think tank, the Death Star could be used to destroy any world that would not bend to Imperial might.

his Imperial goons approaching the senator's home or office.

The heroes must gain the trust of the senator, then fight their way through Dragen and his men or otherwise elude them. From there, they need to return to their ship, fight their way out of the system past four TIE fighters, and get away with Alku Vordu before Dragen can arrest or kill the senator. Throw as many stormtroopers at the heroes as you need to seriously threaten them. In the end, the mission isn't to kill every Imperial in their path. It's to keep the senator safe and escape from the system.

Once the heroes are in space, the four TIE fighters are only the beginning of their troubles. Use the statistics found in Chapter 11 of the *Star Wars Roleplaying Game* for the TIE fighters. There's also a Star Destroyer in the vicinity, but the heroes should have time to defeat or evade the TIEs before the Star Destroyer gets close enough to use its weapons or tractor beams. Once the heroes' ship puts some distance between itself and its enemies, the heroes can make the jump to lightspeed and escape from the Daroon star system.

That's No Moon!

Senator Alku Vordu thanks the heroes profusely for helping him escape from the Emperor's lackeys and requests that they take him to a specific place. Read the following text to the players:

The Death of Alderaan

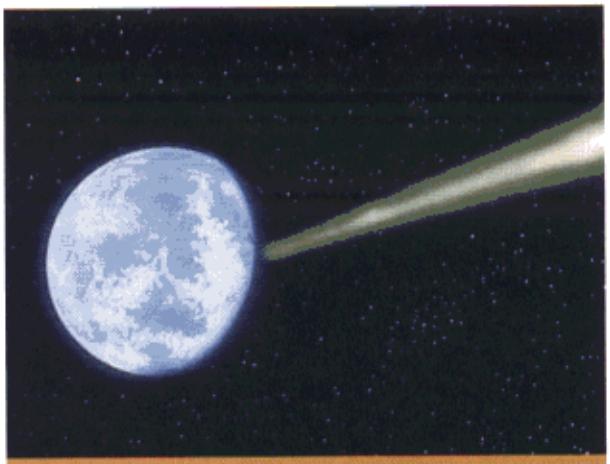
Alderaan was a peaceful planet, a world that had long ago outlawed weapons of any kind. It had no defenses, relying on the Republic, and later the Empire, to keep it safe from harm. Alderaan was also the homeworld of Princess Leia Organa, a planet she served as a senator and a clandestine Rebel operative.

The Death Star was designed to destroy planets. Most Imperial strategists assumed that the threat the battle station posed would be deterrent enough for most worlds and their populations, but Grand Moff Tarkin believed that the Rebellion was growing too audacious, too bold. Tarkin convinced the Emperor that the best course of action would be to demonstrate the full power of the Death Star by eliminating a Rebel target. When Princess Leia fell into Tarkin's hands, the Grand Moff threatened to destroy her homeworld unless she revealed the location of the main Rebel base. Reluctantly, Leia agreed, giving the coordinates for the planet the Alliance had recently vacated—Dantooine.

Believing he had broken her, Tarkin ordered the Death Star's navigation officer to plot a course to Dantooine. But that world was too remote to use as an effective example. Alderaan had long been a source of trouble and opposition to the New Order's ideals, and thanks to Leia's "confession," Tarkin had the excuse he needed to eliminate a thorn from the Emperor's side. With a single blast from its superlaser, the Death Star blew Alderaan into oblivion.

The destruction of Alderaan became the single most pivotal event in the history of the Rebellion, eclipsing even the eventual demise of Emperor Palpatine himself. Rather than terrifying the galaxy into submission, the horror and revulsion this act inspired in beings everywhere drove countless systems to join the Alliance in open defiance of the Empire. Of course, it helped that the Alliance was able to destroy the Death Star in the Battle of Yavin, but the atrocity inspired countless beings to oppose the New Order.

After the Death Star did its damage, the ruins of the planet came to be called "the Graveyard." This asteroid field became the source of spacer legends, and tales of ghost ships and treasure-filled spaceports throughout the Core. Alderaan's survivors (see sidebar) developed a ritual, the Returning, to remember friends and loved ones obliterated in the planet's explosion.



THE SURVIVORS

Being from Alderaan is a perfect background for a hero. Thousands of Alderaanians survived the destruction of their homeworld because they were away on business or because they lived and worked in other star systems. Many of these survivors became some of the Alliance's most dedicated soldiers, motivated either by a desire for revenge or to prevent the Empire from destroying more worlds. A handful, however, became some of the Empire's most fanatical supporters, blaming Bail Organa's involvement with the Alliance for the destruction of everything and everyone they loved.

Alderaanian 1st-level heroes should select the scout, noble, or scoundrel class. The soldier class is not immediately available to Alderaanians because of their culture's pacifistic tradition, but such characters can later multiclass into soldier. (Bail Organa had insisted that his adopted daughter, Leia, receive military training as part of her education, going against tradition to make sure she was prepared to handle any situation.)

"My friends, you showed great courage and resourcefulness back on Daroon," Senator Vordu says, "and now I must ask another favor. You must take me to Alderaan to meet with Bail Organa. With the disbanding of the Senate and the arrests of any senators who ever disagreed with the Emperor's policies, I believe we have reached the point of no return. For the sake of freedom, the Rebellion must now erupt into civil war!"

The senator continues pleading and arguing until the heroes agree to transport him to Alderaan. After returning to realspace long enough to make some navcomputer corrections, the ship makes the jump. When the heroes' ship emerges in the Alderaan system, read:

> Collision and proximity alarms blare throughout the command cabin of your ship as you return to realspace. A moon appears to be directly ahead of you, between your ship and Alderaan, in a position in space that your charts indicate should be devoid of planetary bodies or satellites. Then you notice it isn't a moon—it's a space station! You're flying directly for it when it suddenly emits a beam of energy toward the planet . . . and Alderaan explodes! The resulting shock wave crashes into your ship, sending it spinning away from the monstrous vessel.

	Death Star Trooper Soldier 4	Death Star Gunner Soldier 5	Death Star Officer Noble 6/Officer 2
Initiative:	+1	+6 (Improved Initiative)	+0
Defense:	14 (+3 class, +1 Dex)	15 (+3 class, +2 Dex)	17 (+7 class)
Speed:	10m	10m	10m
VP/WP	26/11	32/10	22/8
Attacks:	Baton +4 melee Blaster pistol +5 ranged	Punch +5 melee Blaster pistol +7 ranged	Punch +4 melee Blaster pistol +5 ranged
Damage:	Baton 1d6 Blaster pistol 3d6	Unarmed 1d3 Blaster pistol 3d6	Unarmed 1d3–1 Blaster pistol 3d6
Special Qualities:	—	—	Call in a favor ×3, inspire confidence +2, command +2, Leadership
Saves:	F +4, R +2, W +1	F +4, R +3, W +1	F +3, R +5, W +7
Challenge Code:	C	C	D
Force Points:	1	1	1
Dark Side Points:	3	3	3
Reputation:	4	4	6
Abilities:	Str 11, Dex 13, Con 11, Int 10, Wis 10, Cha 10	Str 10, Dex 15, Con 10, Int 10, Wis 10, Cha 10	Str 9, Dex 11, Con 8, Int 12, Wis 10, Cha 12
Skills:	Computer Use +6, Demolitions +8, Intimidate +8, Profession (Imperial soldier) +5, Search +4	Astrogate +6, Computer Use +6, Intimidate +6, Pilot +8, Profession (Imperial gunner) +6, Repair +4, Search +2, Spot +3	Astrogate +8, Bluff +11, Computer Use +9, Diplomacy +10, Gather Information +5, Intimidate +8, Knowledge (New Order) +6, Knowledge (Imperial military) +7, Profession (career officer) +6, Pilot +6, Sense Motive +10, Search +5
Feats:	Armor Proficiencies (light, medium, heavy), Heroic Surge, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)	Armor Proficiencies (light, medium, heavy, powered), Improved Initiative, Point Blank Shot, Spacer, Starship Operation (capital ships), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)	Persuasive, Sharp-Eyed, Spacer, Starship Operation (capital ships), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons)
Equipment:	Baton, blaster pistol, comlink, utility belt, blast helmet	Targeting computer linkup helmet (+4 equipment bonus to starship weapons), blaster pistol, comlink, toolkit, utility belt	Comlink, blaster pistol, code cylinder, datapad

The heroes should have no idea that the terrible weapon before them is the Death Star (no matter what the players might know). They have arrived just in time to witness the destruction of Alderaan. The shock wave that sends their ship spinning out of control places them out of the range of the Death Star's tractor beams, but it also damages their engines. To repair the ship so that the heroes can get away requires an hour of work and a Repair check (DC 20). Until then, the ship simply spins and drifts away from the battle station.

While the heroes are working to repair the damage and get the ship's engines back on line, the Death Star disgorges an assault shuttle. The Imperial shuttle locks onto the heroes' ship and moves to dock with it. Using tractor beams to halt the ship's spin, the shuttle clamps itself to the ship so that its airlock can dock with the ship's airlock. While some of the heroes (or at least one of them) continue to make repairs, the others might want to defend their ship from a boarding party and protect the senator.

The boarding party consists of four Death Star troopers and four stormtroopers. A pilot and two additional Death Star troopers remain aboard the shuttle. The Imperials are looking for a freighter trying to reach Alderaan, so the boarding party has been ordered to capture the ship and its crew.

The stormtroopers charge into the heroes' ship first, laying down

The Military-Industrial Complex

The Empire established a mighty military and developed a powerful industrial complex to provide for it. Using both nationalized and private-sector contractors, the Imperial war machine grew by leaps and bounds. Imperial dictates removed most legal roadblocks, and the Empire's willingness to employ slave labor and strip-mine entire planets for resources added even more speed to the arms buildup. Conglomerates such as Sienar Fleet Systems, SoroSuub Corporation, and the Corporate Sector Authority were awarded lucrative contracts to develop weapons for the Imperial arsenal to strict specifications.

The single most effective idea that the Empire put into practice was that all new starships, prefabricated garrisons, hover tanks, and starfighters should be built with interchangeable components. Instead of the gunnery pods on warships manufactured by two different contractors being radically different from one another, the Empire insisted that every contractor use weaponry of the same configuration, supplied by a single manufacturer or subcontractors using the same designs. The same was true for every other aspect of a ship, from hangar bay to bridge, from vehicle bay to command center. Because interchangeable components were used in manufacturing, shipyards never remained idle; if components for an order of *Imperial*-class Star Destroyers came up short, the extra battle bridges could instead be placed into Army garrisons as tactical command centers.

A meticulous inventory system also made sure that excess components at one construction yard could be speedily transferred to wherever they were needed. Projects that had once been thought too large to be practical were now possible—shipyards that had once struggled to produce one *Victory*-class Star Destroyer on a tight schedule now managed to produce two of the massive *Imperial*-class Star Destroyers in the same time. Kuat Drive Yards most effectively implemented this strategy, and this mighty corporation went from being a major shipbuilder to being the major supplier of capital ships to the Imperial Navy.

This process made the construction of the Death Star possible. If not for the standardization of components and training methods it had brought about, the logistical problems involved with designing the Death Star would have been nearly insurmountable. The fact that any manufacturing facility across the Outer Rim could contribute components both helped speed and conceal the construction of the superweapon—who would notice if the Wroona Stardocks was producing five or six Star Destroyer main bridge components this month?

Ironically, this standardization also contributed to the Death Star's one weakness. The Death Star's massive reactor was cooled by vent shafts designed for use in ground-based reactors. As such, they were equipped with shielding that could withstand blasters and lasers, but they could not repel fast-moving proton torpedoes. This fact never occurred to the designers of the Death Star, and so the most fearsome weapon ever constructed was fated to be destroyed by a single fighter launching two torpedoes into its heart.

THE DEATH STAR IN A CAMPAIGN

Statistics are not provided for the Death Star. It is a planetoid-sized battle station bristling with guns. It possesses more firepower than a hundred Star Destroyers, and it can shatter planets and capital ships with one shot of its superlaser. It is not invincible, however. A pair of proton torpedoes fired into just the right spot can result in the station's destruction. If you want to reenact the Battle of Yavin, remember that ion cannons are useless against the Death Star and its hundreds of redundant systems. The ventilation shaft (the station's weak spot) has a Defense of 25 due to its size and the angle of approach needed to make a direct hit. In addition, a successful critical hit is required for the torpedoes to actually enter the shaft and set off the chain reaction that results in the Death Star's destruction.

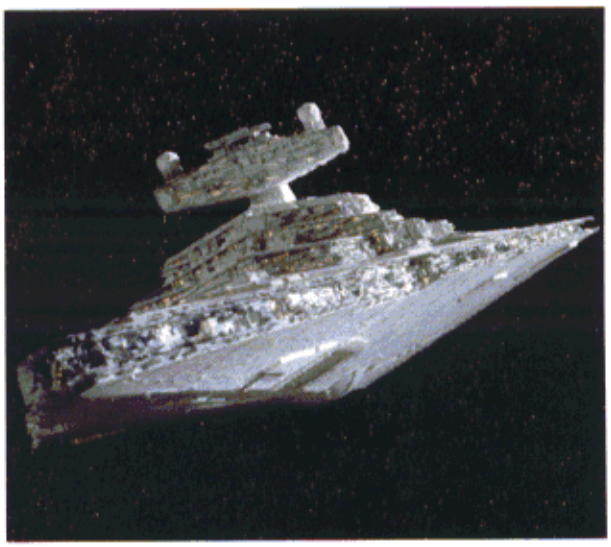
Luke Skywalker spent a Force Point to make the shot, scoring the critical hit that destroyed the battle station.

advancing fire and hoping to establish some protective positions before the Death Star troopers make their move. If they encounter heavy resistance and suffer significant casualties quickly, the Death Star troopers hold back and toss grenades at the heroes. (The Death Star troopers each carry a frag grenade for this mission.)

If the heroes manage to defeat the stormtroopers and the Death Star Troopers, they might decide to take the battle onto the assault shuttle. Should the pilot or the remaining Death Star Troopers realize what the heroes are planning to do, they immediately disengage the shuttle. If this happens, any character in one of the airlocks must make a Reflex saving throw (DC 10) to grab hold of a secured item. Then the character needs to make a Strength check (DC 10) to maintain his or her grip for a couple of rounds until the emergency hatches slide shut. A failure on either check means the character is swept into space as the ship's atmosphere is sucked away.

The pilot tries to pull away from the ship so that he can target it with the shuttle's weapons. While the Imperial forces might not want to destroy the ship, they don't want it getting away, either. If the hero working to repair the ship made a successful skill check, the engines come back online and the ship can make the jump to lightspeed. If not, the hero must make another Repair check and spend another hour

The Imperial Star Destroyer

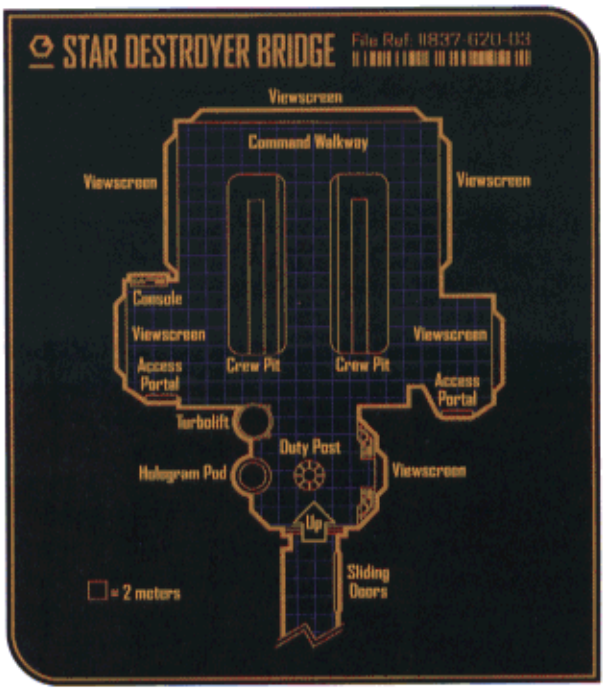


A colossal, wedge-shaped capital ship, the *Imperial*-class Star Destroyer serves as a symbol of the Empire's military might. It measures 1,600 meters long and bristles with turbolasers, ion cannons, and tractor beam projectors. This powerful mobile war platform travels the hyperspace lanes, protecting Imperial interests and blasting rebellious worlds into submission. A Star Destroyer carries 9,700 stormtroopers and a full wing of 72 TIE starfighters of various types (typically 48 TIE/In fighters, 12 TIE bombers, and 12 TIE interceptors). Defensive shield generators and sophisticated sensor arrays protect the vessel and its occupants, including dropships, landing barges, shuttles, repair craft, deep-space probes, droids of all makes and models, field artillery, walkers, ground assault vehicles, and modular building units.

While it remains impossible to garrison every system in the Empire, the Star Destroyer provides the ability for the Empire to rapidly project its power anywhere in the galaxy. Because its mission profiles vary significantly, the Imperial Star Destroyer must serve as more than just a weapons platform. It can provide planetary defense or assault. It can engage in ship-to-ship combat. It is a mobile command center and diplomatic mission, while also serving as a space station, repair dock, and heavy transport.

An Imperial Star Destroyer chased Princess Leia's *Tantive IV* to the Tatooine system, eventually damaging its engines and capturing it with tractor beams. Once *Tantive IV* was drawn into the Star Destroyer's main hangar, it was subjected to a variety of in-depth scans and intensive searches by boarding parties, and all resistance was crushed thanks to the efforts of highly trained stormtroopers.

The *Imperial*-class ships replaced the original *Victory*-class Star Destroyers some years before the Battle of Yavin. The smaller *Victory*-class ships appeared near the end of the Clone Wars and were designed as top-of-the-line peacekeeping battleships. The Emperor agreed to fund an upgraded design, and the Imperial version superseded the Victory. However, *Victory*-class Star Destroyers remained in service throughout the Rebellion era, and a few could be found defending star systems as late as the Yuuzhan Vong invasion.



working on the damaged systems.

If the heroes can fend off the boarding party and get the ship's engines back on line, they can escape into hyperspace. With a little luck and ingenuity, they might also get away with a newly acquired assault shuttle.

Craft: Telgorn Corp Assault Shuttle; **Class:** Space transport; **Cost:** Not available for sale (likely valued at 855,000 credits); **Size:** Small (30 m long); **Initiative:** +3 (+1 size, +2 crew); **Crew:** 5 (Normal +2); **Passengers:** Up to 40 (troops); **Cargo Capacity:** 5 metric tons; **Consumables:** 1 week; **Hyperdrive:** ×2 (backup ×18); **Maximum Speed:** Ramming; **Maneuver:** +3 (+1 size, +2 crew); **Defense:** 21 (+1 size, +10 armor); **Shield Points**: 250; **Hull Points:** 150; **DR:** 10.

Weapon: Turbolaser cannons (4); **Fire Arc:** Turret; **Attack Bonus:** +9 (+1 size, +2 crew, +6 fire control); **Damage:** 2d10×5; **Range Modifiers:** PB +0, S +0, M −2, L −4.

Weapon: Tractor beam projector; **Fire Arc:** Front; **Attack Bonus:** +11 (+1 size, +2 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Concussion missile launcher (15 missiles); **Fire Arc:** Front; **Attack Bonus:** +7 (+1 size, +2 crew, +4 fire control); **Damage:** 8d10×2; **Range Modifiers:** PB +0, S/M/L n/a.

Sienar Fleet Systems: Corporate Servants

As the New Order grew in power, many galactic corporations adjusted their business practices to appeal to the sentiments of the new authorities. Like Kuat Drive Yards, Santhe/Sienar Technologies reacted swiftly to demands for all Imperial military contractors to create components of all types that could be used interchangeably in a wide variety of vessels, vehicles, and installations. In fact, few companies were more successful at marching to the Imperial beat than the Santhe/Sienar subsidiary Sienar Fleet Systems.

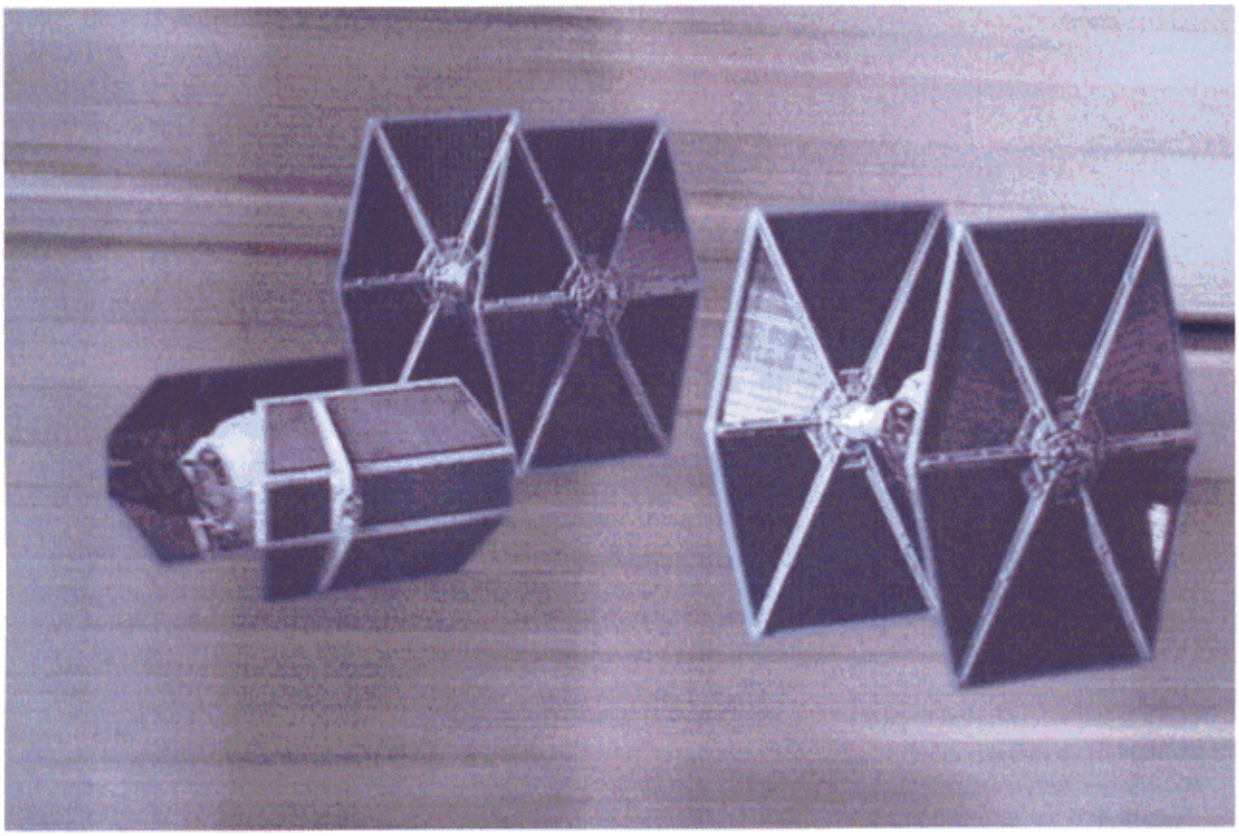
Although highly respected for the quality designs it created, Sienar Fleet Systems was considered a minor player in the military hardware market until its designers spearheaded the implementation of the Empire's cross-functional design requirements. The only challenge to Sienar's future as the foremost creator of military technology during the Rebellion era was the Incom Corporation, but the challenge was removed when the management of the rival design firm was accused of being sympathetic to the Rebellion.

To their further credit, the Sienar engineers were able to work both ends of the spectrum with regard to military technology. In an age when most military tacticians were pushing for greater mechanization and increased reliance on technology in fighter crafts, it was the TIE series of space superiority fighters that truly endeared the company to Imperial military leaders. The early TIE starfighters were easy to maintain due to a marked lack of advanced gadgetry, so the downtime needed for maintenance was minimal. They were cheap to manufacture and very compact—the hangar bays on Star Destroyers could carry nearly twice the number of TIE fighters than any other starfighter model the Imperial planners were considering.

The TIE fighter also served the propaganda machine of the Empire well. The philosophy behind their design revolved primarily around the assumption that only pilots with extensive training would be put in their cockpits, with skill making up for the lack of sophisticated onboard weapons systems and even defense shields. Since the Empire severely limited non-Human access to the Imperial Academy, it was easy to turn the TIE fighter and its pilots into a symbol of Human superiority over other sapient species.

Aside from several different models of TIE fighters, other omnipresent Sienar-designed vessels were the long-range *Lambda*-class shuttle and the Skipray Blastboat.

Due to their close working relationship with Imperial High Command, Imperial weapons designers, and other major Imperial military contractors, Sienar employees were subjected to extensive and frequent background investigations by both the Imperial Security Bureau and Imperial Intelligence. Santhe/Sienar also maintained its own highly skilled security force, which, more often than not, quietly "reassigned" employees who were identified as spies, who spoke out against the Empire, or who otherwise performed actions that might endanger Sienar's relations with the Imperial government.



In the decades before the rise of the New Order, Incom had steadily been building a reputation as the finest starfighter design house in the galaxy. Among its accomplishments were the Z-95 Headhunter series of fighters, created in partnership with Subpro.

As the Clone Wars raged, Incom stepped up its efforts to create the next generation of starfighters. Rather than providing a ship that relied on pilot skill to be effective, as the Sienar design team did with the TIE fighters, Incom instead created a starfighter that gave even novice pilots a chance of surviving combat—the T-65 X-wing Fighter. This heavily armored craft couldn't match the TIE's maneuverability or speed, but it was equipped with deflector shields and a hyperdrive, making it less dependent on carrier vessels for transportation to battle sites. Only the handcrafted starfighters of Naboo had packed as much power and versatility into the tiny hull of a starfighter as the X-wing featured, but Incom had successfully designed its craft for mass production.

Sienar and Incom were in a fierce competition to be the company to deliver fighters for the *Imperial*-class Star Destroyers when they were put into service. Shortly before the Empire made a decision, the Imperial Security Bureau accused Incom upper management and many members of the X-wing design team of harboring Rebel sympathies. Whether such sympathies had actually been present or not is unclear, but the loss of their business and the threat of imprisonment or execution caused Incom's senior management and the entire X-wing design team to go into hiding. The executives took with them the only existing X-wing prototypes and left behind destroyed offices and production facilities. This incident sparked a long-standing feud between Imperial Intelligence and the Imperial Security Bureau, each blaming the other for the failure to secure the X-wing technology for the Empire.

To compound matters, the Incom staff eventually did join the Rebellion. They helped establish secret manufacturing plants and started producing small runs of X-wing fighters to augment the Alliance fleet of outdated military and converted civilian craft with cutting-edge military technology. Desperate for any kind of edge against the Empire's superior numbers, the Rebels were overjoyed.

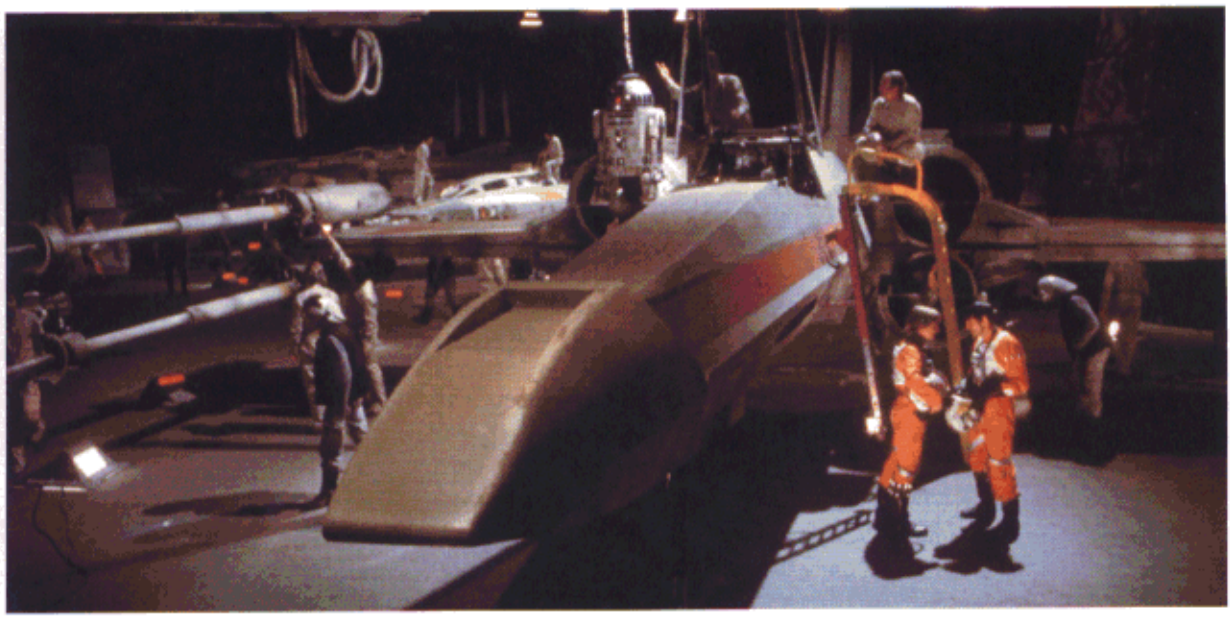
Although the Alliance military only had a few squadrons of X-wings at its disposal, its tacticians deployed them with such great skill that the Empire believed a massive shipyard was producing them. In fact, as the Rebellion expanded, the X-wing's reputation as a starfighter grew to mythic proportions among Imperial commanders, who urged a complete overhaul of both fleet and fighter tactics in light of this new opponent.

CAMPAIGNS AND INCOM

Incom can serve your campaign in two primary ways.

First, the company provides a ready-made explanation for why a player character is part of the Alliance. Nobles or Scoundrels could have been members of the X-wing development team or part of Incom's management (depending on their skills), while a Soldier who excels at piloting could have been a test pilot. They could also have been relatives of Incom staffers.

Second, adventures can be built around either helping the Incom personnel safely escape the clutches of the Empire, or, later, protect X-wing construction sites from Imperial infiltration. (This infiltration may even come from within. What if an Incom designer regretted his decision to betray the Empire and started covertly looking for ways to contact the ISB?)



The Kilian Rangers

Far less widespread than the Jedi, the Kilian Rangers are a tradition of Force adepts from the isolated system of Kilia. This system is not on any major trade route, and no one visits it on a regular basis. In fact, the star system doesn't appear on most astrogation charts; it's in a portion of space labeled as Unknown Regions in most astrogation computers. Kilia IV, the only habitable planet in the system, is a harsh world of mountains and rocky badlands. The Kilians, Humans who came to the system long ago, have no starship technology. They have settled a lush valley between two mountain ranges, where they have built a central town with outlying farms that surround a series of keeps and castles. Most of the Kilians lead simple lives as farmers and herders, using technology no more advanced than iron tools and oil lanterns. Only members of the noble houses have access to higher technology, and even they lack speeders, starships, and vibro weapons. Descendants of a lost colony that left the Core Worlds during one of the earlier expansion periods, the Kilians have had almost no contact with the Republic or the Empire in over a thousand years.

The noble houses control the planet, serving as feudal lords over the farmers and herders. A small band of elite warriors, the Kilian Rangers, defends the noble houses and protects the common people. Force-users raised in a tradition different from that of the Jedi, the Rangers are Force adepts of varying ability

Potential Rangers identified as Force-sensitive by the Kilian Lords around the time of puberty undergo training as Kilian Squires. Each Lord selects and trains one Squire, starting the Squire as a 1st-level Force adept (regardless of whether the character has another class). When the character reaches 7th level as a Force adept, he or she becomes a Kilian Ranger. Upon reaching 13th level, the Ranger becomes a Kilian Lord.

The Kilian Rangers defend their people from predators, outlaws, and offworld slavers and smugglers who sometimes find their way to this uncharted world. The Rangers also protect the noble houses and their charges from the Renegades, outlaws led by nobles trained as Rangers who have turned to the dark side of the Force and were cast out from the Kilian community. The Renegades live in the badlands beyond the lush valley, though they often make raids on the outlying farms or ambush travelers moving from one keep to another.

There are no more than five Kilian Rangers at any time, with perhaps one Lord, two Rangers, and two Squires making up the entire group. There are two Dark Rangers leading the Renegades, a Lord and a Ranger.

Kilian Characters

A Kilian character follows all the normal rules for Humans. A character from Kilia may not take Astrogate, Computer Use, Pilot, or Repair as starting skills, regardless of what class the character belongs to. Acceptable classes for Kilian characters are commoner, diplomat, expert, and thug for nonhero characters. For hero or hero-equivalent characters, most Kilians fall under the fringer, noble, or Force adept class. A Kilian Ranger must select the Force adept class, and must use select the Exotic Weapon Proficiency (siang lance) feat.

Kilian Ranger characters also have access to a number of feats regarding the use of shield gauntlets. These feats are functionally identical with certain Jedi feats used with lightsabers except that the feats only work with shield gauntlets (see below). When using

these feats, the minimum Jedi level prerequisite becomes a minimum Force adept level prerequisite.

Kilian Ranger Feats

Kilian Ranger Feat	*Same as Jedi Feat**
Shield Gauntlet Defense	Lightsaber Defense
Ranger Defense	Knight Defense
Lord Defense	Master Defense
Deflect Blasters	Deflect Blasters

**Except the feat requires a shield gauntlet instead of a lightsaber.*

Kilian Devices

The few technological devices still used on Kilia are remnants of the original colony and are usually in the possession of a member of a noble house, a Kilian Ranger, or Renegades (who have managed to steal some of these carefully guarded items for their own use). The Kilians have made modifications that allow them to keep these items powered and in working condition, and they take great care to keep the jury-rigged systems from crashing. They do not possess the capability to craft new technological items to replace any item that is lost or destroyed.

Marker Ring

Every member of a Kilian noble house wears a marker ring. These rings bear the heraldry of a particular house, as well as a tiny transmitter and receiver. When two marker rings from the same house come in close proximity, the transmitters recognize each other and cause the rings to glow. A noble house member who belongs to the Kilian Rangers has his rank etched into the band as well. A bronze chevron emblazoned on a ring identifies a Squire. A silver chevron marks a Ranger. Kilian Lords wear rings emblazoned with gold chevrons. Many Kilian Rangers turn their marker rings into Force talismans when they attain 8th level as a Force adept.

Siang Lance

A siang lance serves as a Kilian Ranger's badge of office, a symbol of cherished oaths to protect the people and defend justice and chivalry. The lance combines an ancient sport blaster rifle with a long bayonet built into the stock. The bayonet deals 1d8 damage when used as a melee weapon. Kilian Rangers use these weapons one-handed both in melee and ranged combat. Once a Ranger attains 5th level as a Force adept, he usually empowers his siang lance with the Force when using it in melee. Those not of a noble house (including Renegades) are forbidden from using siang lances. The community has only a handful of these weapons, perhaps half a dozen or so, for use by the active Rangers.

Shield Gauntlets

A shield gauntlet serves as the defensive counterpart of a Ranger's siang lance. The gauntlet represents the Ranger's commitment to himself and his family rather than his people. Kilian Rangers inherit their shield gauntlets or are given them by the Kilian Lords. Unlike with siang lances, a Dark Ranger happily uses a shield gauntlet if he can steal or otherwise acquire one.

A shield gauntlet creates a force field that provides a small amount of cover to the wearer. Carrying an active shield gauntlet grants a +1 bonus to Defense. However, the real benefit of a shield gauntlet becomes far more obvious in the hands of a Kilian Ranger trained in its use. A wielder who has mastered the shield gauntlet can parry melee weapons or deflect blaster fire with ease. It is important to note that using a shield gauntlet requires the same level of concentration and maneuvering that using a lightsaber does, and it is not possible for a character to wield both types of devices simultaneously.

Using Kilia in Your Campaign

There's no way for the Kilians to get to your heroes, so if you want to use this archaic world in your campaign, your heroes need to go there. There are a few ways to introduce Kilia into the campaign. A few suggestions follow:

- The heroes hear about the world of Kilia from smugglers or pirates, or even from an explorer or scout. One of these outlaw types might have a stolen shield gauntlet in his possession to further entice the heroes to investigate this mythical planet in the Unknown Regions. If a Force-sensitive hero seeking to learn more about the Jedi hears about the Force-using Rangers, he or she will probably want to find out the truth about Kilia.
- The heroes discover Kilia while helping the Alliance find a new location for their base. (This would occur after the Battle of Yavin.)
- During any adventure in which the heroes' ship suffers damage, the ship falls out of hyperspace in the Kilia system. It takes the heroes a while to figure out where they are, since Kilia isn't on their star charts. Kilia IV offers the best chance for setting down and making repairs, even though the world has a prehyperspace civilization.
- A distant relative contacts one of the heroes and claims she is the descendant of a noble house of Kilia. She must return to Kilia to claim her heritage.
- During a raid on an Imperial prison, the heroes find an old man with mysterious powers who claims to be the lord of a lost planet's nobility. Although nearly mad, the Kilian Lord still has enough power to impress the heroes into beginning a search for his homeworld. The old man insists on traveling with the heroes, referring to them as his "retainers."

Once the heroes arrive on Kilia, by whichever method you choose to get them there, the planet can serve as a place to have some change-of-pace adventures. Kilia, because of its location and society, has no interest in the ongoing Galactic Civil War. Therefore, the adventures that occur here don't have to involve the Empire (although some of them could). If the heroes can make friends with the Kilians, they can use the hidden planet as a safe world. They can recruit the Kilian Rangers to help battle the injustices of the Empire. They can even forget about the war for a time and simply use the place as a vacation spot of sorts, or try to learn some Force skills from the Rangers.

Kilian Adventures

There are numerous ways a Gamemaster can use Kilia and its inhabitants in a campaign. A few adventure ideas follow.

Just Visiting

The heroes suffer a serious malfunction during a hyperspace jump and drop into realspace in the Kilia system. Their ship requires major repairs, forcing the heroes to land on the one habitable planet in the system to accomplish the work.

On the planet, the first people the heroes encounter are peasants. The farmers and herders consider the heroes to be strangers and heretics from beyond the known land. At first, the peasants might attack the heroes out of fear and ignorance, at least until the heroes demonstrate superior firepower and drive them off.

This leads to a meeting with the Kilian Rangers. A Ranger and his Squire approach the heroes to discover if they pose a threat to the people. Depending on the actions of the heroes and the patience of the Rangers this could lead to a battle. Eventually the heroes convince the Rangers, of their peaceful intentions or the entire Kilian society (with the exception of the Renegades) turns against them.

If the heroes do manage to make friends with the Rangers or a noble family, they receive whatever nontechnological supplies they need. If they perform a service for the Rangers or a noble family, they might receive some of the treasured components that have survived since the crash of the original colony ship many centuries ago. These components can help speed up the repair process.

House vs. House

House Fardor has been locked in a struggle with House Wallon for as long as most Kilians can remember. This struggle has been mostly economic and political in nature, but has recently turned violent. The Rangers have done their best to keep the violence from escalating, at least to this point. Now House Fardor has approached the visiting heroes and asked for their help in their quest to crush House Wallon. Whether or not the heroes are interested in getting involved in a Kilian war, the Kilian Rangers are definitely interested in keeping the heroes out of it. Both houses lay claim to a tract of rich farmland between their estates, and both want to expand their operations into the region. When Lord Fardor allowed a dozen of his serf families to begin working the land, Lord Wallon ordered his troops to drive them off. Eight of Fardor's serfs were killed in the exchange. Now Fardor wants revenge for this insult, and hopes that the heroes will agree to be the deliverers of his rage.

The heroes might agree to back Lord Fardor completely. This puts them in conflict with Wallon's house troops (2nd-level thugs with nonpowered melee weapons) and with the Kilian Rangers.

Lord Wallon might make the heroes a counteroffer and try to hire them away from Fardor. If the heroes wind up meeting with representatives from both houses (or even the two house leaders themselves), they should come away with the impression that neither of these groups deserves their help. They are petty, hateful groups that are more interested in their own pride and standing than in the welfare of the serfs pledged to their land.

Perhaps the best option for the heroes (other than simply walking away) is to work with the Kilian Rangers to find a way to settle the dispute before a house war breaks out. Doing this involves diplomatic and fact-finding techniques, and may (if the effort fails) wind up turning both houses against the heroes.

Renegades

While making repairs to their ship and visiting with the Kilians, the heroes witness the arrival of a mysterious wagon in the town square. The wagon bears the heraldry of House Tionc, though there is no immediate sign of the driver or anyone else. A beast of burden pulls the wagon, taking slow, deliberate steps as it strides into the square. A Kilian Ranger runs over to investigate, indicating that the heroes should approach too. The Ranger leans close and whispers, "We've been expecting this wagon train for two days. There should be five wagons in all, as well as outriders. I have a bad feeling about this."

The wagon displays signs of violence. A torn cover, arrows imbedded in the side planking, and large gouges in the rear panel, as though made with a heavy object, decorate the damaged wagon. On the floor of the driver's bench, they find the driver. He has been badly wounded; an arrow juts from his chest. "Lord Tionc's daughter," the driver manages to say when he sees the Ranger. "Renegades." With that, the driver slips into unconsciousness.

The Ranger turns to the heroes. "The Renegades are outlaws and outcasts who prey upon our people," he explains. "If they have stolen the other wagons and kidnapped Lord Tionc's daughter, then I must deal with this." He waits

to see if the heroes will offer to help him in this quest. If the heroes don't immediately jump to assist him, he turns to one of the heroes (a Force-sensitive one, if there is one such) and says, "Will you help me bring justice to this man and to House Tionc?"

If the heroes agree, the Ranger and the two house troops join them for a trip into the badlands to search for the Renegades and Lord Tionc's daughter. In the badlands, the heroes might encounter a fierce predator. They undoubtedly stumble into an ambush set by the Renegades. Eventually, they discover that one of the Dark Rangers holds Tionc's daughter. The young woman, heir to the house throne, might bring a ransom to the Renegades or some other consideration from Lord Tionc. Or, if you want to try something with a twist, the young woman could be in love with the Dark Ranger and is actually helping him and the Renegades rob House Tionc.

In the end, the heroes must face the Dark Ranger and his band of Renegades. The battle should prove difficult, but in no way should the heroes think they're taking on all of the Renegades. This band is only a small subset of the full Renegade contingent.

The Empire and the Renegades

While finishing up their visit to Kilia, the heroes learn that another visitor arrived on the planet shortly before they did. He wore a black flight suit and helmet, and crash-landed in the badlands in a fiery ball. It sounds like the description of a TIE fighter and its pilot to the heroes. The TIE pilot was testing an experimental one-shot hyperdrive for the Empire. Like all the other experiments, this one failed. The idea was to equip a flight of TIE fighters with small hyperdrives that would provide a single jump to lightspeed before the device burned out. It was hoped that these devices could be used to make surprise attacks on Rebel locations without bringing their more easily spotted capital ships too close. This test, like the others, resulted in the TIE fighter emerging from hyperspace prematurely, far from its intended target, out of control, and unable to compensate for the sudden return to realspace. Only the pilot's skill enabled him to land the craft in such a way that he survived.

The heroes have no idea how a TIE fighter could have reached Kilia. It had to be part of a larger convoy. They might decide that an Imperial attack is imminent. While they try to convince the Kilians to prepare to be invaded, they should plan to find the Imperial pilot and question him about the situation. Of course, this means the heroes must enter the badlands, locate the Renegades, and perhaps fight their way to the pilot's side.

In the end, there is no invasion. However, if the pilot can get his comm unit repaired, he can make the call that will bring the Empire to Kilia. There might not be an invasion happening yet, but if the heroes don't find and stop the TIE pilot, then a visit from the Empire will be inevitable.

Vareen Kol, Kilian Ranger: Male Human Noble 1/Force Adept 7; Init +1; Defense 18 (+7 class, +1 Dex); Spd 10m; VP/WP 41/12; Atk +6 melee (1d8+1, siang lance) or +6 ranged (3d6, siang lance); SQ Bonus class skill (Search), Force weapon +1d4, comprehend speech; SV Fort +5, Ref +6, Will +6; SZ M; FP 3; DSP 2; Rep 7; Str 13, Dex 12, Con 12, Int 13, Wis 10, Cha 12. Challenge Code: D.

Equipment: Siang lance, marker ring, shield gauntlet (+1 to Defense when activated).

Skills: Craft (leatherworking) +6, Diplomacy +5, Knowledge (Kilian Rangers) +7, Knowledge (Kilia) +9, Read/Write Basic, Ride +5, Search +6, Sense Motive +7, Speak Basic, Spot +4, Survival +6.

Force Skills: Affect Mind +5, Battlemind +7, Empathy +4, Enhance Ability +5, Enhance Senses +4, Force Push +5, Heal Another +4, Heal Self +3, See Force +4.

Feats: Exotic Weapon Proficiency (siang lance), Force-Sensitive, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Force Feats: Alter, Control, Sense, Shield Gauntlet Defense.

Zandarun Toril, Dark Ranger: Male Human Force Adept 8; Init +1; Defense 17 (+6 class, +1 Dex); Spd 10m; VP/WP 44/12; Atk +9/+4 melee (1d8+2, longsword) or +7/+2 ranged (1d6, bow and arrow); SQ Force weapon +1d4, comprehend speech, Force talisman +2; SV Fort +5, Ref +3, Will +7; SZ M; FP 4; DSP 14; Rep 7; Str 14, Dex 12, Con 12, Int 10, Wis 12, Cha 14. Challenge Code: D.

Equipment: Marker ring, shield gauntlet (+1 to Defense when activated), longsword, bow, quiver of arrows.

Skills: Climb +6, Hide +7, Knowledge (Kilia) +5, Listen +4, Read/Write Basic, Speak Basic, Spot +6, Survival +6.

Force Skills: Affect Mind +8, Battlemind +5, Enhance Ability +6, Fear +10, Force Grip +8, Force Stealth +6, Move Object +5, See Force +5.

Feats: Exotic Force Sensitive, Heroic Surge, Weapon Focus (longsword), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Sense, Shield Gauntlet Defense.

Best of the Academy: TIE Fighter Pilots

For untold millions of beings, the Academy was the gateway to the stars. By training for service, the young males and females of the Republic acquired the skills demanded by the galactic civilization to help keep the peace and secure the union of star systems.

With the increased emphasis on military might under the New Order, the Imperial Military Academy was even hungrier for recruits—at least as long as those recruits were Human or near-Human. Few non-Humans were admitted into the Academy during the reign of the Empire.

The best and brightest Academy pilots, after their basic training was complete, were given the opportunity to join the true elite of the Empire's military—the TIE fighter pilot corps. TIE pilot candidates could not exceed certain height and weight limits, had to display exceptional hand-eye coordination, and had to possess a natural talent for fighter tactics. The best of these elite pilots would be trained in the standard TIE fighter, while those who were slightly less capable would be put in the cockpits of TIE bombers. Regardless of the specific model of TIE the pilot was slated to occupy, he would need superior reflexes to effectively handle the speed at which a TIE fighter had to fly. Speed was the TIE's greatest offensive and defensive value. Its speed allowed it to close rapidly on enemies while making it difficult for them to acquire target locks.

The training of a TIE pilot took nearly twice as long as that of other Imperial pilots, and there were plenty of opportunities to wash out of the program. Failed TIE pilots would be assigned to key functions in the military; for example, most gunnery chiefs on the Death Star were washouts from the TIE training program.

In addition to such notable TIE fighter aces as Baron Soontir Fel, a large contingent of TIE pilots were trained in seclusion and their identities were kept carefully guarded—not unlike the training program undertaken by stormtroopers. Why the Empire kept a significant portion of its military forces secluded and isolated remains a mystery. But the secretive and elite TIE pilots, like their counterparts in the stormtrooper legions, were fiercely loyal to the Emperor and extremely proud and arrogant about their position and status.

Typical TIE Fighter Pilot: Male Human Soldier 2; Init +6; Defense 16 (+4 armor, +2 Dex); Spd 10m; VP/WP 15/10; Atk +2 melee (1d3, punch) or +4 ranged (3d6, blaster pistol); SQ Immune to bribes, blackmail, seduction, and routing; SV Fort +3, Ref +2, Will −1; SZ M; FP 0; DSP 2; Rep 4; Str 10, Dex 14, Con 10, Int 12, Wis 8, Cha 10. Challenge Code: B.

Equipment: Blaster pistol, navcomputer helmet link with internal comlink, high-gravity stress flight suit with life-support equipment, TIE fighter, survival gear, emergency rations.

Skills: Astrogate +6, Computer Use +6, Pilot +10, Read/Write Basic, Repair +5, Search +3, Speak Basic, Spot +2.

Feats: Armor Proficiencies (light, medium), Heroic Surge, Improved Initiative, Skill Emphasis (Pilot), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Defenders of the Alliance: X-wing Pilots

The Alliance, unlike the Empire, gets its pilots from many sources—some humble, some grand. X-wing pilots come from all walks of life. So, while the TIE fighter pilot was an ideal symbol of the New Order, the X-wing pilot was a perfect symbol of the Alliance: a dedicated freedom fighter battling against overwhelming odds with only his skill and sense of purpose to aid him.

Some Rebel pilots were young bush pilots who loved speed and danger. Some were laborers who had seen their peaceful lives shattered by Imperial abuses, while others were former freighter pilots who had been forced out of business by unfair Imperial taxation. Some were Academy-trained pilots who defected to the Alliance when confronted with Imperial atrocities. Still others were grizzled Clone Wars veterans who came out of retirement to help restore the freedom they had known in their youth. The beings who sat behind the controls of the X-wing were as diverse as the Alliance itself.

While the X-wing represented the pinnacle of starfighter technology when it was introduced, it was a craft that was easily mastered by most beings who had piloted atmosphere-only craft, such as landspeeders and skyhoppers. The controls of the X-wing were built to resemble civilian vehicles, and the wide arc of fire of its laser cannons—mounted on the tips of the fighter's S-foils—made it more forgiving than many other fighter models.

Despite their varied backgrounds, all X-wing pilots were united in their devotion to the Rebel Alliance and to their love of the X-wing. Like the Imperial TIE fighter pilots, they loved the starfighters they flew. In addition, a love of freedom forged the widely diverse beings that made up the X-wing starfighter squadrons into more than just fighting forces. In many cases, they became comrades who were able to operate completely self-sufficiently for weeks at a time when the need arose.

Typical X-Wing Fighter Pilot: Male Human Fringer 2; Init +3; Defense 17 (+4 armor, +3 Dex); Spd 10m; VP/WP 12/10; Atk +1 melee (1d3, punch) or +4 ranged (3d6, blaster pistol); SQ Barter; SV Fort +3, Ref +5, Will −1; SZ M; FP 1; DSP 0; Rep 0; Str 10, Dex 16, Con 10, Int 12, Wis 8, Cha 10. Challenge Code: A.

Equipment: Blaster pistol, flight suit, X-wing starfighter, survival gear, emergency rations.

Skills: Astrogate +4, Craft (varies) +5, Knowledge (home planet) +5, Listen +4, Pilot +12, Profession (varies) +3, Read/Write Basic, Speak Basic, Spot +5, Survival +5.

Feats: Endurance, Heroic Surge, Skill Emphasis (Pilot), Weapon Group Proficiencies (blaster pistols, simple weapons).

INVOLVING THE HEROES IN A FIGHTER SQUADRON

A good way to focus a campaign around a starfighter squadron is to have the heroes work for an independent starport, a place established a decade or two earlier by a non-Human entrepreneur. This GM character should be likable and friendly. Depending on the mix of the party, the heroes are either the pilots of the starport's cadre of Z-95s (the forerunner of the X-wing), or they are the ground crew that takes care of keeping the starfighters running. When a newly appointed governor takes over the operation of the starport in the name of the Empire, the alien owner is forced to either flee the planet or be jailed on trumped-up charges of anti-Imperial activity. He asks the heroes to help him and his family escape—he intends to seek out other relatives who can help them hide until things cool down a bit. He knows his relatives will extend hospitality to the heroes as well.

If the heroes have been working in the port on the ground, he asks them to help crew his family freighter (represented by the statistics of the *Midnight Star* from earlier in this book). If they are starfighter pilots, he asks them to use the Z-95s to protect his freighter from Imperial starfighter patrols if the escape attempt is detected. In any event, he intends to make sure that neither the freighter nor the starfighters fall into Imperial hands. "They can afford their own blasted ships!" he rumbles.

The starfighter combat plays out as detailed in the Escape from Alderaan scenario, with the hyperdrive of the freighter malfunctioning as described in the adventure outline if the heroes are onboard the ship.

Once the heroes and their friend have safely escaped, it becomes clear that their employer's relatives are part of the Rebel Alliance. They are given the opportunity to join a Rebel X-wing squadron.

The Battle of Yavin

The Battle of Yavin, the first major engagement of the Galactic Civil War, was also the first significant tactical victory for the Rebel Alliance. In the shadow of the gas giant Yavin, near the planet's fourth moon, the Death Star hoped to crush the Rebellion with one swift strike. On the jungle moon, the Alliance had established its primary base. Luke Skywalker, Han Solo, and Princess Leia Organa, through a series of adventures and daring escapes, managed to deliver the top-secret technical readouts for the Death Star to the Alliance base. Unfortunately, the Death Star was close behind them, following a tracking device hidden inside Solo's ship, the *Millennium Falcon*.

Rebel technicians and tacticians quickly studied the data and devised a battle plan. The readouts indicated that the Death Star had a weakness. A moderately protected ventilation shaft provided access to the vulnerable reactor core. A proton torpedo dropped into the shaft at the precise angle of entry could reach the reactor and ignite the chain reaction needed to destroy the battle station. It was a long shot, but it was the only shot the Alliance had.

The Death Star emerged from hyperspace on the far side of the gas giant. It immediately entered orbit, waiting to clear the planet so that it could target the fourth moon with its planet-busting superlaser. Meanwhile, the Alliance hurled every spaceworthy starfighter it had at the battle station. The plan required starfighters to navigate the trenches along the surface of the Death Star while avoiding enemy fighters and laser towers, target the womp rat-sized exhaust port, and score a direct hit with a proton torpedo. Anything less would result in a barely noticeable explosion along the surface of the moon-sized battle station.

The Alliance suffered massive losses in the battle, and all looked lost as the Death Star began to rise in the sky over Yavin 4. One chance remained, however. One last group of starfighters, led by former moisture farmer Luke Skywalker, entered the Death Star trench and raced toward the ventilation shaft. With Darth Vader right behind him in a prototype TIE fighter, Skywalker turned off his targeting computer and trusted in the Force. Before Vader could target Skywalker's X-wing with a killing shot, *Millennium Falcon* surprised the Dark Lord and knocked his TIE into an uncontrolled spin. Now clear of attack, Skywalker fired the shot that was heard around the galaxy. Even as it prepared to fire its final shot at Yavin 4, the Death Star, along with many of the Empire's most talented officers, exploded into fiery shards.

This victory gave the Alliance the promotion it needed, and suddenly beings from all over the galaxy were joining the cause of freedom. Luke Skywalker and his companions were hailed as the Heroes of Yavin, and for a short time everything was looking up for the Rebel Alliance.

LUKE SKYWALKER'S LEGACY

In the months after the destruction of the Death Star, the Rebel Alliance treated Luke Skywalker and Wedge Antilles, two survivors of the Battle of Yavin, as heroes. They used this celebrity to jointly promote an agenda that involved searching Alliance ranks for the very best pilots. They placed these pilots into small, highly mobile, semi-independent elite fighter and intelligence units that could stealth their way past Imperial security nets, which remained geared toward large-scale assaults. The X-wing fighters were the heart of this plan, taking advantage of the X-wing's hyperspace capabilities by having them either deploy from tiny advanced fighter bases or travel with a "mobile base" in the form of a small space transport.

The most famous of these units was Rogue Squadron, led at one time or another by Luke Skywalker or Wedge Antilles. Rogue Squadron serves as an excellent framework to place a group of heroes in. The heroes can become the nucleus of their own squadron, each assuming a vital role in its success. Those with mechanical aptitude work on board the transport that serves as the mobile headquarters for the squadron, scoundrels and nobles can handle procurement and intelligence gathering, while everyone has enough piloting skill to fly into combat when needed.

The Battle of Aargonar

Around the same time as the Battle of Yavin, the Empire strikes at the Rebel base in the Aargonar system as well. Three Star Destroyers carrying a great number of TIE fighters appear at the edge of the system and slip into a trajectory that will take them to the moon. Base personnel spot the intruders before they reach orbit, and the base goes on alert. Base personnel start loading transports and any other spaceworthy vessels.

The heroes can get involved in the defense of the Rebel base in one of three ways. The method you decide upon depends on the type of adventures your players enjoy.

Starfighter Battle

The heroes can take to their ship or split up into starfighters to help hold off the Imperial TIE fighters until the Rebel transports can escape. This base has both X-wings and Y-wings for the heroes to pilot, if any or all of them want to go that route. The object is to keep the TIE fighters busy so that they can't engage the Rebel transports.

Protect the Base

If the heroes don't want to take to the nearby space lanes, they can help defend the base from Imperial troops. While the TIE fighters and Star Destroyers attempt to shoot down Rebel spacecraft, landing barges carry

The Rebel Storm

Never was the Alliance propaganda network more effective than in the weeks following the destruction of the Death Star. Even the most remote settlements heard about the destruction of the Empire's "undefeatable" battle station, as well as the atrocity represented by Alderaan's destruction.

The result was an explosion of armed resistance across the galaxy. Worlds that once had merely simmered with resentment toward Imperial oppression exploded into open resistance. Some rebelled successfully; others did not. Three star systems that represent typical scenarios for what happened across the Empire as word of the Battle of Yavin spread are Mon Calamari, Fondor, and Dentaal.

From Coruscant to the smallest colony in the galaxy, beings were choosing sides. It was no longer possible to ignore the fact that a war for the future of the galactic civilization was under way.

Mon Calamari

Mon Calamari, an ocean world that had suffered under the yoke of the New Order from the earliest days of Imperial power, managed to drive the Imperial garrison from its world. Amphibious starships that had been constructed at secret sites deep in the world's oceans emerged to drive Imperial vessels from the star system. Many of these vessels joined the growing Rebel fleet, while others remained in the Mon Calamari system, where they successfully defended it against Imperial counterstrikes throughout most of the Rebellion era.

Fondor

At the starship yards of Fondor and on the inhabited colonies in the system, work slowdowns and sabotage reached critical levels. Fearing punishment from the Emperor if the first of the Super Star Destroyers was not finished according to schedule, the governor of the system loosened some of the security restrictions on workers and became more generous with benefits extended to non-Human workers. While the population was pacified, the lighter security permitted Rebel spies and traitors in the Imperial officer corps to carry on their own acts of sabotage.

Dentaal

On the Core world of Dentaal, the population, which had been in unrest for years, violently expelled its Imperial governor and seized control of all Imperial ground installations. The Empire made no official comment on this move, but soon a mysterious outbreak of the dreaded Candorian plague struck the world's populace. Within little more than two standard weeks, Dentaal was a lifeless wasteland. Survivors on other planetary bodies in the star system knew the outbreak had not been an accident, so they welcomed their governor and his troops back with no further protests.

AFTERMATH

Following the destruction of the first Death Star, the Rebellion gains support while the Empire reels. Imperial moffs and governors react with panic when their populations threaten revolt, while military officers see the dark heart of the Empire's philosophies laid bare for the first time. Some officers, such as the leader of the Storm Commandos, Crix Madine, defect to the Rebellion. Others, such as Admiral Griff of the Fondor shipyards, see the chaos as a chance to gain stature within the Empire's power structure.

Heroes who start out on the side of the Empire should be confronted with their own tests of conscience and faith at this point in the Galactic Civil War. GMs should present the first of several opportunities for heroes to change sides. Perhaps the heroes look the other way as Rebel agents escape with a holorecording of an Imperial massacre. If the heroes choose to remain loyal to the Empire even in the face of atrocities, then, some day, they may have to pay for such a decision. (Of course, a hero may remain loyal to the Empire in the hopes of changing it from within. Such an individual soon finds herself hounded by ISB officers questioning her devotion to the New Order.)

stormtroopers to the surface. The stormtroopers have been charged with invading the base and capturing as many Rebel leaders as possible. The heroes have the task of delaying the stormtroopers long enough for the Alliance leaders to escape.

Get Away

Another possible mission to give the heroes involves charging them with getting as many of the important Alliance leaders as possible into their ship and away from the system. These leaders include Cala Worner, Commander Hamelin, and Dr. Dunrik, as well as any other important officials you have at the base in your campaign. To escape, the heroes must navigate through the swarm of TIE fighters, possibly battling a few of them as they work to gain distance and speed. They also have to avoid the nearby Star Destroyers. If the heroes can avoid or outmaneuver the TIE fighters while not getting captured or blown out of space by the Star Destroyers, they can make the jump to lightspeed and get their passengers to safety.

Aftermath

Whatever happens, thanks to the efforts of the heroes, at least some of the Alliance personnel on Aargonar 3 escape to fight another day. This base must be abandoned, but the Rebels will rendezvous with other cells. The Galactic Civil War has only just begun.

The Heroes of Yavin

Although they accomplished much in the course of their efforts on behalf of the Alliance, throughout the Galactic Civil War they were known as "the Heroes of Yavin." This group of unlikely comrades came together on Tatooine, joining forces to first save a princess and then a galaxy. The focal point of these friends and teammates was Luke Skywalker. A young moisture farmer with dreams of adventure dancing in his head, he was an accomplished airspeeder pilot when he took the controls of an Alliance X-wing starfighter and raced to destroy the Death Star battle station high above Yavin 4. Humble and unassuming, Skywalker's fame nevertheless spread throughout the ranks of the Rebellion. He destroyed the Death Star. He took it out with one shot, and he didn't even use his targeting computer! "He said it was just like bull's-eyeing womp rats back in Beggar's Canyon," explained Wedge Antilles to anyone who would listen. Then, when word began to leak out that Skywalker carried a lightsaber and had demonstrated remarkable Force abilities, Luke's legend grew even more. He became one of the shining examples of a true Rebel hero.

Skywalker met Han Solo and Chewbacca the Wookiee in a cantina in Mos Eisley spaceport. A smuggler and ex-Imperial officer, Han Solo had a reputation for trouble—both getting into it and finding a way out of it, no matter what the odds. His partner, Chewbacca, was a free Wookiee whom Solo had rescued a few years earlier. Chewbacca pledged a life debt to Solo for the great service the Human had performed, but it wasn't long before the two became genuine friends. This unlikely pair of reluctant Rebels had a ship that Skywalker and Ben Kenobi needed to get off Tatooine. Solo and his Wookiee partner started out looking to earn enough credits to pay off a debt to Jabba the Hutt, but soon became embroiled in the early stages of the Galactic Civil War. For most of the Rebellion era, Solo made a big deal about being in it just for the money. Indeed, he seemed to help rescue Princess Leia from the prison levels of the Death Star mostly because Skywalker promised him a huge reward (using Leia's wealth as a bargaining chip). When the reward was paid, Solo attempted to escape from Yavin as quickly as possible—even though Chewbacca and Luke had urged him to stick around and lend a hand. Though it took him a while to make a decision, in the end Solo intervened in time to force Darth Vader's TIE fighter to break off its attack on Luke's X-wing, granting young Skywalker the breathing room needed to fire the proton torpedo that destroyed the Death Star battle station.

Princess Leia Organa of Alderaan, senator and Rebel leader, acquired the plans for the Death Star. Before she could deliver those plans to the Rebel Alliance, an Imperial Star Destroyer under the command of Lord Darth Vader intercepted her ship near the desert planet of Tatooine. Leia placed the technical readouts into her astromech droid, R2-D2, and ordered the droid to take the plans to Obi-Wan Kenobi. Artoo complied, using an escape pod to travel from the captured vessel to the planet's surface below. While the droid sought out Kenobi and helped bring Luke Skywalker

and the others together, Leia was imprisoned aboard the Death Star. She endured endless sessions of questioning, refusing to betray the Alliance no matter what the cost. Grand Moff Tarkin finally convinced her to reveal the location of the Rebel base when he threatened to destroy her home planet of Alderaan. Leia offered Tarkin the abandoned base on Dantooine (though the Imperials didn't know at the time that it was abandoned). Satisfied, he gave the order to destroy Alderaan anyway, demonstrating to the galaxy at large the true power of the Death Star battle station.

Eventually, Skywalker and Solo boarded the Death Star and helped Leia escape before her sentence of execution could be carried out. Though Kenobi sacrificed himself in battle with Darth Vader, the rest of the group departed the battle station—with the technical readouts still safely stored within Artoo's memory banks. Aboard the *Millennium Falcon*, the group traveled to Yavin 4 (the actual location of the Rebel base) and handed over the plans. Leia used all of her charisma and leadership skills to rally the Rebel fighter pilots as General Dodonna led the effort to come up with a plan of attack.

In the end, thanks to the efforts of Luke Skywalker, Leia Organa, Han Solo, Chewbacca, and the droids R2-D2 and C-3PO, the Death Star was destroyed and the Alliance won its first major victory. So began the saga of the Heroes of Yavin, and a new hope arose in the galaxy.

Leia Organa (as of the end of the Battle of Yavin): Female Human Noble 3/Soldier 2; Init +1; Defense 15 (+4 class, +1 Dex); Spd 10m; VP/WP 25/13; Atk +4 melee (1d3, punch) or +5 ranged (3d6, blaster pistol); SQ Call in a favor ×2, inspire

confidence +1, Force Point use as though she were three levels higher, Skywalkers get Force-Sensitive feat for free; SV Fort +5, Ref +3, Will +5; SZ M; FP 3; DSP 0; Rep 6; Str 11, Dex 13, Con 13, Int 14, Wis 13, Cha 16. Challenge Code: C.

Equipment: Blaster pistol, comlink, datapad.

Skills: Appraise +6, Astrogate +4, Bluff +6, Computer Use +7, Diplomacy +11, Gather Information +7, Intimidate +5, Knowledge (Alderaan) +8, Knowledge (Coruscant) +4, Knowledge (politics) +8, Knowledge (Rebellion) +9, Listen +3, Pilot +5, Read/Write Basic, Read/Write Bothan, Read/Write Calamari, Repair +3, Sense Motive +5, Speak Basic, Speak Bothan, Speak Calamari, Treat Injury +3.

Feats: Armor Proficiencies (light, medium), Force-Sensitive, Heroic Surge, Persuasive, Skill Emphasis (Knowledge [Rebellion]), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Han Solo (as of the end of the Battle of Yavin): Male Human Scoundrel 6/Soldier 2; Init +2; Defense 19 (+7 class, +2 Dex); Spd 10m; VP/WP 52/13; Atk +7/+2 melee (1d3+1, punch) or +8/+3 ranged (3d8, heavy blaster pistol); SQ Illicit barter, better lucky than good, sneak attack +2d6; SV Fort +6, Ref +7, Will +3; SZ M; FP 3; DSP 2; Rep 6; Str 13, Dex 14, Con 13, Int 13, Wis 12, Cha 15. Challenge Code: D.

Equipment: Heavy blaster pistol, comlink, tools, *Millennium Falcon*.

Skills: Appraise +6, Astrogate +9, Bluff +9, Demolitions +5, Diplomacy +7, Gather Information +6, Hide +4, Intimidate +6, Knowledge (Corellia) +5, Knowledge (merchants) +9, Knowledge (Imperial Navy) +5, Knowledge (organized crime) +6, Move Silently +5, Pilot +15, Profession (gambler) +10, Read/Write Basic, Read/Write Huttese, Repair +7, Speak Basic, Speak Huttese, Speak Shyriiwook, Spot +4.

Feats: Armor Proficiencies (light, medium), Heroic Surge, Point Blank Shot, Skill Emphasis (Pilot), Spacer, Starship Dodge (space transports), Starship Operation (space transports), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Chewbacca (as of the end of the Battle of Yavin): Male Wookiee Scout 6; Init +1; Defense 16 (+5 class, +1 Dex); Spd 10m; VP/WP 68/20; Atk +9 melee (1d3+5, punch) or +5 ranged (3d8/19–20, bowcaster); SQ Trailblazing, uncanny dodge, skill mastery (Intimidate), +2 species bonus on Climb, +4 species bonus on Intimidate, Wookiee rage, extraordinary recuperation; SV Fort +8, Ref +4, Will +3; SZ M; FP 2; DSP 0; Rep 4; Str 20, Dex 13, Con 20, Int 12, Wis 10, Cha 10. Challenge Code: C.

Equipment: Bowcaster, ammo bandolier, comlink, tool pouch.

Skills: Astrogate +5, Climb +14, Computer Use +6, Intimidate +8, Jump +6, Knowledge (Kashyyyk) +5, Knowledge (merchants) +5, Knowledge (organized crime) +5, Listen +7, Move Silently +5, Pilot +10, Read/Write Basic, Read/Write Shyriiwook, Repair +8, Speak Basic (understand only), Speak Huttese (understand only), Speak Shyriiwook, Survival +4.

Feats: Endurance, Exotic Weapon Proficiency (bowcaster), Gearhead, Skill Emphasis (Survival), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

After Yavin

The Rebel victory at Yavin was a tremendous boost to the Alliance. More and more beings rallied to the cause of freedom and joined the Alliance, and the fires of the Rebellion spread across the galaxy. The Empire wasn't willing to allow this threat to go unanswered. The Imperial fleet mobilized, charged with locating the Rebels and their leaders by any means possible. So began three years of bitter fighting as the Rebels conducted wave upon wave of hit-and-run attacks against the Empire. For a while, these quick surgical attacks had the Empire reeling as it tried to develop a strategy for dealing with a foe that never stayed in one place for more than a few weeks at a time. Then the Emperor ordered his troops to attack anyone who might be aiding the Rebels, whether the Imperials had substantial proof or not. Unruly crowds were obliterated. Spaceports were bombarded from above. Extreme fear and excessive force became the foundation for Imperial strategy, and the galaxy shook with war.

The Empire, however, suffered in its own right in the wake of the destruction of the Death Star. Confusion and upheaval caused by the loss of so many key military officers led to a major shakeup in the Imperial hierarchy. Lord Darth Vader was placed in command of the mightiest task force ever assembled in recorded history, a fleet built around the new *Super*-class Star Destroyer *Executor* and charged with hunting down and exterminating the Rebel Alliance.

Throughout this period, Alliance High Command and the numerous Rebel bases were constantly moving around the galaxy, trying to stay one step ahead of the Imperial hunters trying to track them down. The primary Rebel base, which had been located on Yavin 4, searched for a place to create a permanent headquarters. During the three years that followed the evacuation of Yavin, the Rebels couldn't find a world that either suited their needs or could be kept hidden from the Empire for more than a few weeks or months at a time. Alliance leader Mon Mothma hoped to establish a permanent base, but her intuition and natural caution made her decide to keep the Alliance moving. "A moving target is harder to hit," she often told her confidants. "Let's keep moving for a while longer."

The Alliance needed to keep the pressure on the Empire or else risk losing the momentum awarded them by the victory at Yavin. However, the Rebels also required an enormous amount of supplies to keep the war effort going—equipment, medical supplies, food, water, weapons, ammunition, power supplies, and ships had to be replenished on an increasingly frequent basis. For every strategic attack the Rebels made, they had to engage in a half-dozen or more tactical raids against cargo freighters and Imperial depots to acquire the supplies necessary to wage war. This led to a series of Imperial traps set at likely targets that decimated more than a few Rebel strike teams.

At the same time, the Empire was not above endangering its own citizens while on its quest to crush the Rebellion. Rebel sympathizers and supporters, whether suspected or condemned by actual proof, were routinely harassed, questioned, arrested, and even killed to flush out the true agitators. More often than not, these tyrannical and barbaric actions only served to harden the resolve of the Alliance and add more support to its cause. Meanwhile, planets were quarantined, whole species and civilizations were enslaved, and more and more prominent citizens were placed on the Empire's "most wanted" list.

It was a dark time for the galaxy. Believing in freedom had become a crime. But before this war was finished, darker times were sure to come.

War and Politics

The victory at Yavin gave the Alliance a new image of respectability. Perhaps the Rebels did have a military force that could stand up to the Empire. As news of the destruction of the Death Star spread from star system to star system, freedom-loving beings everywhere were given hope. Planets far from the Core were now willing to surreptitiously aid the Rebellion—providing supplies, credits, and additional military might by diverting portions of their own security forces to the Alliance.

Meanwhile in the Core, the Imperial propaganda machine continued to fuel this region's skepticism concerning the Rebellion. The success at Yavin was attributed to luck and a measure of Imperial incompetence rather than the strength and commitment of the Rebels. Many residents of the Core believed the Rebels to be brigands and pirates, common criminals doomed to fall to the superiority of Imperial might.

For the Alliance, victory had to be won in two arenas—on the battlefield and in the court of public opinion. With the public behind it, the Alliance could appeal to planetary leaders for support and aid. The Bothans, the Mon Calamari, and others were won to the side of the Alliance through negotiation and political maneuvering as much as Imperial atrocities and hostilities. The Alliance had to look beyond the Core Worlds for this kind of aid. The Imperial Security Bureau and other Imperial agents had too great a hold on the heart of the galaxy for a moff or a planetary governor to even consider providing more than token assistance to the Alliance.

Even the galaxy's largest corporations and commerce guilds have a hard time defying their Imperial masters. The Corporate Sector Authority, SoroSuub Corporation, Sienar Fleet Systems, and other conglomerates have been nationalized to support the Imperial war machine, and the watchful eye of the Empire keeps these powerful leaders of commerce from even considering betraying the Empire. Ever since the defection of the Incom engineers (who provided the Alliance with the X-wing starfighter), the Empire has become vigilant in the defense of the most important cogs in the Imperial war machine. Consequently, the Alliance must look to systems far removed from the Core, independent traders, and even underground organizations for support.

To complicate matters, the Empire paints the Rebels as terrorists and traitors. Some worlds that would be disposed to join the Alliance have a hard time erasing the opinions that the Empire has fostered. Sometimes the most important mission a Rebel operative can undertake is to convince the leaders of a potentially friendly planet that the Alliance believes in freedom and justice. Many worlds also live in fear of Imperial retribution: witness the enslavement of Kashyyyk and its powerful Wookiees, the attacks on Mon Calamari, and the destruction of Alderaan. Still, the Alliance is quick to point out that the Imperial fleet can't be everywhere at once. For example, the Empire has yet to gather the forces necessary to break through the Mon Calamari defense fleet and destroy the shipyards now working to support the Rebellion.

Rebel Bases

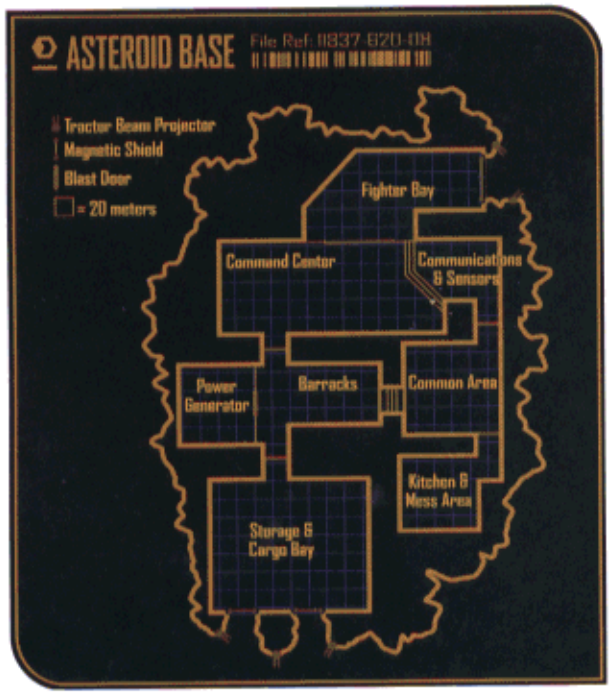
Throughout the Galactic Civil War, the Alliance used many different types of bases on many different planets. In civilized and settled regions of space, small, independent Rebel cells conducted a variety of missions, including intelligence, recruitment, replenishment, and sabotage. At the cell level, there are no bases of operation. A member of a cell knows, at most, a handful of other members of the cell. Members work undercover, posing as good citizens of the Empire by day, while at night they work to destroy it. A cell member receives a drop point location, comm frequency, or scrambled code with which to pass and receive information. If a cell is ever compromised, only a few individuals wind up at risk.

The Alliance maintains a civil government that operates in exile, remaining constantly on the move so as not to fall into the hands of the Empire's hunters. By far, the most important part of the Alliance during the war years is the military. Alliance High Command and the majority of the Rebel fleet continues to move from one temporary base to another, trying to stay more than a few jumps ahead of the Empire. Yavin 4 and later Hoth would be but two of the bases set up by High Command as the civil war raged on.

The Alliance maintains a variety of bases throughout known space. The most numerous of these are the supply caches, ranging from small, mission-specific depots to large warehouses filled with enough material to equip an outpost. Surveillance posts gather intelligence and coordinate cell activity in some sectors of the galaxy, using small teams or, in some cases, just droids to monitor Imperial communications and fleet movements. Each Rebel outpost provides a permanent base for up to five hundred personnel and their equipment. While all outposts serve multiple functions, each usually has a primary function. Primary outpost functions include fighter squadron base, strike squadron base, recon squadron base, fleet resupply, maintenance, and medical.

Sector forces, system defenders, and strike groups maintain smaller bases for their purposes. These hidden locations provide training facilities, supply depots, refueling and repair stations, and rallying points for the fighting men and women of all species dedicated to the cause of the Rebellion. A typical strike group, such as the one commanded by Hamelin, might set up shop in an asteroid field. Inside a hollowed-out hunk of rock and metal, the strike group can monitor Imperial activity in their area, gather intelligence from all of the local cells that feed into it, and utilize its resources as it sees fit until countermanding orders come from High Command.

The asteroid base commanded by Hamelin features a hangar bay for starfighters, where the ships can dock to take on fuel, recharge weapons, and receive maintenance and repair. Fully two-thirds of the base's complement of starfighters is always in flight—on patrol or participating in a mission—so that a surprise attack on the base can't take out more than a third of its starfighter support. A larger hangar provides docking facilities for transports and small freighters, as well as storage space for a variety of supplies. This small base also includes living space for the Rebel pilots, troops, and officers assigned to Hamelin's command, plus a command center from which Hamelin and his officers can monitor space traffic, local communications channels, and incoming intelligence.



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Larger Facilities

The Alliance maintains only a few bases larger than the normal type. An Alliance operational base, for example, houses anywhere from 1,000 to 15,000 troops and support personnel, performing the same functions as an outpost but on a greater scale. It's hard to move operational bases because of their size, but the Rebels constantly run evacuation drills for when the inevitable happens and a base is discovered.

A small number of starship repair ports fly the Alliance banner. Some of these are hidden in deep space, consisting of space stations and dockyard facilities without any planets in sight. Others have been constructed in orbit around remote, uninhabited worlds or in asteroid fields. There are also sympathetic companies willing to help Alliance vessels, either for free or for reduced rates. In addition, some worlds have turned their entire planets over to the cause of freedom, such as the Mon Calamari.

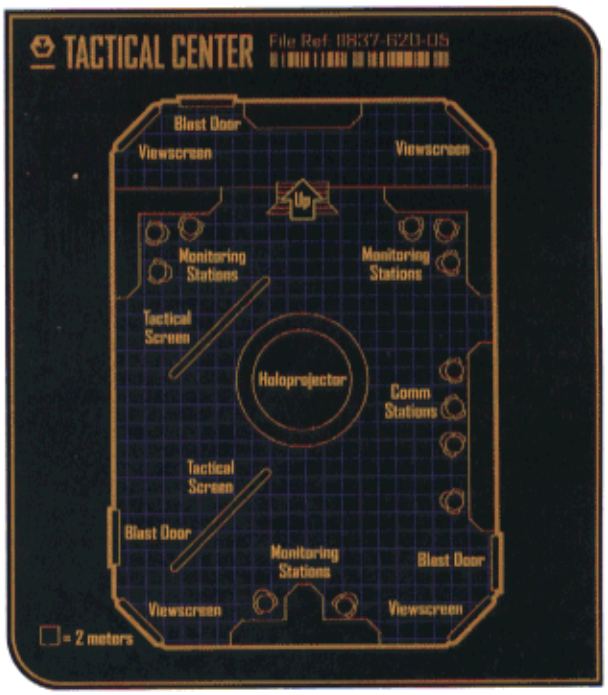
The Alliance maintains a number of colonies as well, established on uncharted planets for the safety and well-being of civilian evacuees, defectors, survivors, and the families of Rebel leaders and operatives. The astrogation and nav computer codes necessary to find these safe worlds are among the Alliance's most closely guarded secrets. Life on a colony world is spartan and secluded, and military protection there is minimal—keeping a safe world hidden remains its primary form of security. Some of the larger colonies have even begun helping in the war effort by setting up weapons factories and shipbuilding facilities.

Alliance Command Center

The heart of any Rebel base is the command center, also known as the tactical center. Whatever its configuration, the command center utilizes a variety of sensor arrays—some attached to the base itself, others in various nearby orbits on stealth satellites, and still others on ships on picket duty—to feed information into the powerful computers that assist the technicians with their work. At any given time, a small army of technicians and officers monitors the many feeds coming into the command center. These techs and duty officers employ powerful computer programs and their own skills to analyze the deluge of data. The goal is to spot Imperial activity in time to come up with a sufficient countermove, or to beat a hasty retreat in the face of overwhelming odds.

All missions currently controlled by the base are monitored from this center. These include intelligence and reconnaissance missions, as well as missions with more overt military objectives. In addition, the command center oversees all base functions, including power generation, life support, shields, and space-traffic control.

A variety of monitoring stations, tactical readout screens, viewscreens, and a powerful holographic projector provide different methods for reviewing and previewing data. These stations remain active at all hours, searching for signs of Imperial aggression or watching over operatives in the field.



Rebel Missions

Your heroes have a base and a commander; now they need some missions to participate in. Here are a few ideas for you to flesh out and turn into full-scale adventures for your Rebel heroes to accomplish. Remember that the types of missions you send the heroes on should take advantage of the group's particular strengths and account for their weaknesses. A team geared more toward stealth and diplomacy shouldn't get sent on a strike team mission, and a team full of soldiers shouldn't have to deal with a complex negotiation scenario.

Sabotage

The newly established Imperial refueling and repair depot at Heriston gives the Empire a key supply station in the Outer Rim Territories. The development of this station has greatly enhanced the efficiency of the Imperial fleet, since its ships no longer have to return closer to the Core to find a sufficient dry dock facility. Now, when an Imperial vessel needs to be resupplied or repaired, or even if it needs routine maintenance, it doesn't have to leave the Outer Rim to get what it needs. (The Imperial facilities at Eriadu provide another option, but that station often has its hands full maintaining the defense fleet that patrols the Seswenna sector.)

The heroes are charged with a delicate mission that requires stealth and demolitions expertise. Commander Hamelin presents the scenario. Read the following text to the players:

> "The new dry dock station at Heriston has reduced the downtime for a portion of the Imperial fleet significantly. Every ship they can keep in service means that the likelihood of their finding us increases proportionately. We need to put that station out of commission, either for a short time or permanently, if possible. The station is heavily protected by defense platforms, starfighter wings, and system patrol craft. We'd have to launch a major offensive to take the place out in a conventional manner, and the Alliance just doesn't have the resources to spare on that kind of undertaking. Instead, we want to send a small team into the system to get aboard the station and take it out from within. I'm talking sabotage, and I'm talking sabotage of the highest order."

The heroes are provided with demolition equipment, schematics of the station's primary power core, and falsified transponder codes to get them into the system without too many questions asked. How they approach the mission after that is up to them. The goal is to make their way onto the station, get into the power core, rig it to explode, and then get out of there. The station, of course, is crawling with Imperials, especially since the Star Destroyer *Adversary* is currently in the dry dock for routine maintenance and repairs. Station security, Imperial soldiers, stormtroopers, and patrol droids can all pose significant obstacles to the heroes.

Find Tigor Sims

One of the Alliance's top intelligence agents, Tigor Sims, has disappeared on his way back to Alliance High Command. He's carrying two important datafiles that were to be downloaded into the secure computers aboard *Home One*, the Alliance's mobile command center. The first datafile contains details of the Imperial restructuring in the wake of the destruction of the Death Star. The information includes facts about officers, their commands, and their theaters of operation—knowledge that would greatly enhance the ability of the Alliance to plan defenses and counterstrikes. The second datafile contains information on Rebel cells throughout the Mid Rim, information that Sims had committed solely to memory but was asked to document for Alliance Intelligence in case anything happened to the agent. Now something has.

Tigor Sims's courier ship, a small, one-man transport, was shot down over the uninhabited world of Granus IV. The Empire has assembled a search team and sent it to capture Sims. The heroes must prevent this team from succeeding at all costs. Their mission is a race against time to locate Sims and escape from Granus IV before the Imperials find him. If all else fails, the heroes must stop the Imperial team from gaining the datafiles, even if doing so means killing Tigor Sims. The life of one agent, even one as accomplished and important as Tigor Sims, isn't worth compromising hundreds of Rebel cells.

Courier Mission

With the exception of messages transmitted via short-range comm relays and slicing into the HoloNet system, most Alliance communications must be handled by couriers or message drops, or some combination of the two. The heroes must carry intelligence reports from their base to Alliance High Command, then bring back new orders for their base commander. Time can be a critical factor in the importance of the reports, adding an element of tension to the mission. Here are some sample time-sensitive datafiles or cargo that couriers might need to deliver quickly:

- Intelligence reports on a new Imperial offensive about to be launched against a Rebel base that doesn't know it's been compromised.
- A report that indicates a deep-cover agent has been identified and has been marked for capture or assassination.
- Bacta or other medicine that must be delivered to an Alliance safe world before a fatal disease spreads to the entire community.
- A group of passengers, all civilian members of the Alliance, who

must be quietly and safely transported to an Alliance safe world before the Imperial Security Bureau agents tracking them can locate them.

- A Rebel cell report that provides details of a new Imperial weapon that could change the course of the war. This weapon is about to be moved to a secure testing facility, and the best opportunity for capturing or destroying the weapon will be during that transport.

In addition, no courier mission is complete without the inevitable obstacles to successfully completing the mission. Engine trouble can provide the heroes with difficulty as they work to repair the problem (or find a place to have it repaired) before time runs out. A hyperdrive mishap that sends the courier ship off course could delay the mission. The heroes might even be forced to rely on public transportation (a cargo hauler or passenger liner) to get from one location to another.

Having trouble locating either the pickup site or the delivery site, perhaps because one or the other has been identified and must keep moving to stay out of Imperial hands, can add a layer of complexity to an otherwise straightforward mission. Finally, the Empire has all kinds of agents and hired hunters constantly on the prowl for Rebel activity. The hero couriers might pick up an Imperial tail, or run into a group of mercenary bounty hunters, or wind up being chased by an Imperial assault team.

A courier mission in and of itself might not be enough to build a whole adventure around. Having the heroes run across an unrelated but perhaps just as important situation can create a unique scenario in which the heroes must prioritize and maybe try to accomplish two missions at once. What if the intelligence the heroes are carrying was compromised before they got it? Imperial Intelligence could try to run its own sting, following the heroes to the delivery site or providing false information that could lead a Rebel team into a trap.

Strike Team

What if the Empire captured a key Alliance unit, such as Rogue Squadron or some special-forces team? The members of that team would be treated, at best, as prisoners of war. More than likely, the Empire would see these individuals as common criminals and prepare them for transport to a slave-labor camp. The Alliance will do everything in its power to secure the release of the POWs. That's where the heroes come in.

The heroes form the core of a strike team charged with assaulting the Imperial prison complex and rescuing the Rebel captives. The mission details are left to the heroes. They could attempt to sneak into the facility and then make their assault, or they could hit the place hard and fast and hope to catch the guards and troopers by surprise. Either way, the heroes need a lot of firepower, a fast ship large enough to carry all of the prisoners, and a solid plan for making their assault.

Some combination of subterfuge, stealth, and outright force will probably be necessary to overcome the various defenses protecting the prison complex. A perimeter force screen, blaster emplacements, and a garrison full of Imperial troopers make a prison complex incredibly tough to break out of, let alone into. A little patience, some reconnaissance, and a bit of luck can help the heroes determine just what they might be up against and help them formulate a plan.

Imperial Supply Fleet

As the Empire sends its ships out in an ever-widening circle to hunt down the Rebel Alliance, more and more support ships must be sent out after them. Of these, the Imperial supply fleet makes a most tempting target for the Alliance. In order to keep the primary assault fleets in space for as long as possible, the supply fleet regularly rendezvouses with Star Destroyers and other Imperial capital ships to unload fresh food, water, and other supplies necessary for the continued operation of the vessels and their crews. Any time not spent in dry dock is time spent looking for the Rebellion, so the supply fleet's mission is viewed as extremely important.

A typical Imperial supply convoy consists of a number of freighters and cargo haulers, an escort carrier or two packed with TIE fighters, and perhaps a small capital ship for extra protection (such as a light cruiser or escort frigate). They keep the supply lines open, carrying cargo from Imperial bases to the Star Destroyers engaged in the hunt for elusive Rebel bases. Because these supply convoys carry less firepower than the ships they are assigned to rendezvous with, they serve as an excellent source of supplies for the Alliance. Somewhere between the Imperial fleet and the Imperial base from which the convoy originated, the Rebels often launch ambushes against the convoys. Rebel starfighters target any escort craft first, eliminating the convoy's protective ships before moving in to disable and capture the supply-laden freighters and cargo haulers.

As the Rebels capture and destroy more and more cargo freighters as the civil war escalates, the Empire introduces a new class of capital ship. By combining the storage capacity of a transport with the sophisticated armament of an escort vessel, the Star Galleon-class frigate was born. Armed with concussion missiles and turbolasers, the frigate can defend itself against enemy ships. Should those defenses fail, however, each Star Galleon carries up to three hundred troops to repel boarding attempts. Interior emplacements provide the troops with up to three-quarters cover when defending the ship's corridors. As a final line of defense, the cargo hold is located in the very center of the ship. It's a separate vessel that can be detached and jettisoned into hyperspace should all other defensive efforts fail.

Rebel Procurement Specialists

A challenge that has loomed large in the minds of Alliance leaders since the earliest planning stages of their armed resistance against the Empire is how to acquire the funds and weapons necessary to survive against the mighty military machine of the New Order. Alliance Procurement and Supply is one answer. Another is to turn to the galaxy's criminal element—shipjackers, pirates, smugglers—and recruit them to the Rebel cause. Beings who agree to work with the Alliance vow to prey only on shipments and installations belonging to or allied with the Empire. Further, they pledge to surrender ships, cargo, and equipment stolen from the Empire to the Alliance in return for payment.

One of the leading organizers of this effort is General Airen Cracken, head of Alliance Intelligence. The high regard smugglers and shipjackers hold him in has greatly aided his recruiting efforts, and he eventually created a network of privateers, shipjackers, and cargo thieves now euphemistically referred to as the "procurement specialists." Cracken's close relationship with many members of this community also helps keep infiltration by Imperial agents to a minimum.

The Rebels' sanctioning of the activities of pirates and hijackers disturbs some Alliance leaders, such as Admiral Ackbar. He views such criminals as beneath contempt and considers their activities despicable no matter what flag they operate under. More pragmatic leaders including Mon Mothma, however, take the position that it is a way to ensure a steady flow of supplies and military hardware to Alliance troops and installations without diverting additional resources that are better spent elsewhere. As General Airen Cracken often says, "Every blaster in our hands is a blaster that's not pointing at us."

While the criminal element provides one avenue for the procurement of much-needed supplies, another comes from the Alliance's own Procurement and Supply division. One of the best agents serving in Procurement and Supply is the Alderaanian survivor named Winter. Once the childhood companion of Princess Leia Organa and later her aide in the Senate, Winter was sent by Bail Organa to help Rebel agents acquire supplies shortly before the destruction of Alderaan. During this initial mission, Winter demonstrated unique talents that made her invaluable to the war effort, and she was assigned permanently to this unit.

With her perfect memory, Winter can enter an Imperial supply cache, memorize every detail about the location, and supply these facts to strike teams. By providing detailed maps and information regarding defense and personnel, as well as the types of supplies and their exact locations within the facility, she helps make raids less dangerous for Alliance operatives. Now known to Imperial Intelligence only as Targeter, Winter has earned a place on the Empire's "most wanted" list for leading a series of successful procurement raids against Imperial sites.

Winter: Female Human Noble 1/Scout 2; Init +3; Defense 18 (+5 class, +3 Dex); Spd 10m; VP/WP 12/10; Atk +0 melee (1d4–1, knife) or +4 ranged (3d4, hold-out blaster); SQ Bonus class skill (Gather Information), call in a favor, perfect memory, trailblazing; SV Fort +2, Ref +6, Will +5; SZ M; FP 2; DSP 0; Rep 4; Str 9, Dex 16, Con 10, Int 16, Wis 12, Cha 16. Challenge Code: B.

Equipment: Hold-out blaster, knife, electrobinoculars, comlink, datapad.

Skills: Appraise +7, Computer Use +9, Diplomacy +9, Disguise +9, Gather Information +9, Hide +7, Knowledge (Alderaan) +7, Listen +7, Move Silently +7, Read/Write Basic, Ride +7, Search +9, Sense Motive +7, Speak Basic, Speak Ithorian, Speak Mon Calamari, Speak Sullustan, Spot +7.

Feats: Alertness, Sharp-Eyed, Track, Trustworthy, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

HEROES AND SUPPLY RAIDS

A procurement mission provides a nice change of pace and lets the heroes exercise some of their less lethal skills. Locating a source for a particular item that the Rebellion desperately needs, examining the storage site, and coming up with a plan for acquiring the item are just the first steps in this kind of mission. Executing the plan and dealing with the inevitable surprises that come up along the way can make for an exciting and tense adventure. There are many ways to dress this type of mission up. A supply raid against a ground installation is much different from trying to capture a convoy of freighters, for example. The type of supplies targeted in a raid can also change the dynamics of a particular mission. Hijacking a shipment of bacta presents different challenges from attempting to acquire a load of proton torpedoes or a hauler full of twelve-grain. How the heroes approach each type of supply raid makes each procurement mission unique.

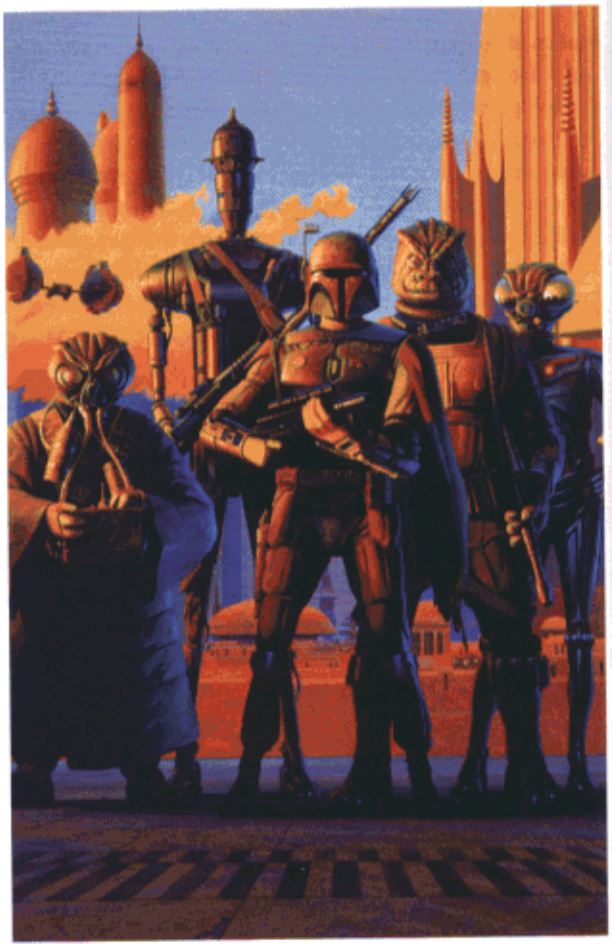
Bounty Hunters

Throughout history, bounty hunters have tracked down escaped convicts, located missing persons, hunted those in hiding, and captured wanted individuals according to the laws of the region they operated in and the instructions provided by their clients. Sometimes this meant capturing fugitives alive; other times the hunters were allowed to use their own discretion. They have served politicians, peace officers, military leaders, crime lords, captains of industry and commerce, planetary governments, and even private citizens. The only requirement was that a client have the right amount of credits to pay for the job.

The famed Bounty Hunters' Guild once held an impressive amount of power, both in the Republic and the Empire. This loosely organized group monitored the activities of its members, putting them in touch with clients and making sure they paid their dues and upheld the Bounty Hunters' Creed. The Creed was a code of conduct adhered to by even the most ruthless and unethical hunters. The Creed stated that no hunter should ever interfere with another's hunt, and no hunter should ever kill another hunter.

Shortly after the Battle of Yavin, Darth Vader and the Emperor briefly turn their attention away from the Rebellion so they can deal with the Bounty Hunters' Guild. At the urging of Prince Xizor, crime lord of the Black Sun syndicate, and over Vader's objections, the Emperor approves a plan to destroy the Bounty Hunters' Guild. The Empire hires the infamous Boba Fett to serve as the agent of the Guild's destruction. The resulting conflict, called the Bounty Hunters' Wars, results in the shattering of the Guild. The organization fragments into numerous splinter groups and free agents. Darth Vader, still convinced that bounty hunters are a valuable asset, often hires these free agents for his own purposes.

After the breakup of the Bounty Hunters' Guild, most bounty hunters wind up striking out on their own. A few develop partnerships, and some even agree to form larger bands when the assignment calls for it, but for the most part these individualistic hunters stick to themselves and become even greater loners than they were in the past. Some of the more famous bounty hunter teams to arise after the fall of the Guild include Chenlambec and Tinian I'att, Zuckuss and 4-LOM, and Jodo Kast and Zardra. Kast, who wears a suit of armor modeled after the one worn by Boba Fett, is often mistaken for the more infamous bounty hunter. Zardra, on the other hand, is a beautiful woman with a taste for danger, often taking great risks just for the thrill such risks produce. The pair often accepts assignments from the Imperial Security Bureau, using their skills to help round up Rebels and suspected Rebels, though they will work for anyone with a full cred stick.



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The Most Dangerous Game

The heroes become the prey when the Empire puts a bounty on their heads. Perhaps Lt. Falto Dragen initiates this contract, or the heroes somehow let the Empire learn of their identities in the course of one of their missions. Either way, they wind up as the prize for some team of bounty hunters looking to make a name for themselves.

Depending on the levels of your hero characters, use one of the teams detailed above. Jodo Kast and Zardra should be used for higher-level heroes; consider them Challenge Code F when they team up. Roweedu and Krussk make a good threat for low- to mid-level heroes; consider them Challenge Code D when they work together. You can always provide the bounty hunters with some hired muscle in the form of thugs if you need to increase the challenge for the heroes.

The contract calls for the heroes to be captured and delivered to the Empire alive. For this reason, the bounty hunters will apply lethal force only if absolutely necessary.

The Hunt Begins

When the heroes visit any planet that isn't specifically set aside as an Alliance safe world, they receive the first hints that they have been marked with a price on their heads. To gauge the heroes' abilities and resolve, the

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Zardra: Female Human Scout 4/Soldier 2: Init +3; Defense 17 (+3 Dex, +4 class); Spd 10m; VP/WP 38/11; Atk +8 melee (2d8+2, force pike) or +8 ranged (3d6, blaster pistol); SQ Trailblazing, uncanny dodge; SV Fort +5, Ref +2, Will +2; SZ M; FP 2; DSP 2; Rep 3; Str 14, Dex 17, Con 11, Int 10, Wis 8, Cha 16. Challenge Code: D.

Equipment: Force pike, blaster pistol, comlink.

Skills: Climb +7, Computer Use +7, Hide +8, Intimidate +8, Jump +6, Move Silently +9, Read/Write Basic, Search +7, Speak Basic, Spot +4, Survival +4, Tumble +7.

Feats: Armor Proficiencies (light, medium), Heroic Surge, Power Attack, Track, Weapon Focus (force pike), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Jodo Kast: Male Human Soldier 6/Bounty Hunter 2: Init +8; Defense 20 (+4 Dex, +6 armor); Spd 10m; VP/WP 62/16; Atk +11/+6 melee (1d4+3, punch) or +12/+7 ranged (3d8/19–20, blaster rifle); SQ Target bonus +1, sneak attack +1d6; SV Fort +8, Ref +7, Will +4; SZ M; FP 3; DSP 4; Rep 9; Str 16, Dex 18, Con 13, Int 12, Wis 10, Cha 10. Challenge Code: E.

Equipment: Modified battle armor (various equipment that provides the following equipment bonuses: +2 Listen, +2 Spot; range penalties reduced by half), blaster rifle, blaster pistol, missile launcher, comlink, jetpack (dual fuel tanks for 200m of travel), net, syntherope.

Skills: Bluff +3, Computer Use +6, Gather Information +6, Hide +7, Intimidate +7, Jump +7, Move Silently +9, Pilot +8, Read/Write Basic, Search +8, Sense Motive +4, Speak Basic, Speak Rodian, Spot +6.

Feats: Armor Proficiencies (light, medium, heavy), Dodge, Far Shot, Heroic Surge, Improved Initiative, Point Blank Shot, Toughness, Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Two other, less infamous, bounty hunters trying to make a name for themselves in the wake of the fall of the Bounty Hunters' Guild are Roweedu and Krussk. Roweedu, the brains of the operation, is a female Rodian raised in the lore of the hunt. She has left Rodia behind and hopes to make her fortune using the skills she honed while growing up, dreaming of participating in the ultimate hunt. Krussk is the muscle for the team. The Trandoshan met Roweedu while the two of them were separately tracking the same quarry. While Krussk tries to follow the path of the hunt, he admits that Roweedu is the better hunter. She finds their quarry, then he takes it down. So far, the pairing has been beneficial to both of them.

Roweedu: Female Rodian Soldier 1/Scoundrel 3: Init +2; Defense 17 (+2 Dex, +5 class); Spd 10m; VP/WP 25/12; Atk +3 melee (1d4, knife) or +5 ranged (3d6, blaster pistol); SQ +2 species bonus on Search, Spot, and Listen checks, illicit barter, better lucky than good; SV Fort +4, Ref +5, Will +0; SZ M; FP 1; DSP 1; Rep 1; Str 10, Dex 15, Con 12, Int 10, Wis 8, Cha 8. Challenge Code: B.

Equipment: Knife, blaster pistol, comlink.

Skills: Astrogate +4, Computer Use +6, Hide +8, Move Silently +10, Pilot +6, Profession (bounty hunter) +4, Read/Write Basic, Read/Write Rodese, Search +6, Speak Basic, Speak Rodese, Spot +4.

Feats: Armor Proficiency (light), Point Blank Shot, Stealthy, Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Krussk: Male Trandoshan Scout 3: Init +1; Defense 16 (+1 Dex, +1 natural, +4 class); Spd 10m; VP/WP 28/17; Atk +5 melee (1d6+3, claws) or +3 ranged (3d8/19–20, blaster rifle); SQ Darkvision, trailblazing; SV Fort +3, Ref +3, Will +0; SZ M; FP 1; DSP 2; Rep 1; Str 16, Dex 12, Con 14, Int 8, Wis 7, Cha 11. Challenge Code: B.

Equipment: Blaster rifle, comlink.

Skills: Climb +9, Intimidate +4, Jump +8, Listen +4, Read/Write Basic, Read/Write Dosh, Repair +5, Speak Basic, Speak Dosh.

Feats: Power Attack, Toughness, Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

bounty hunters send a gang of thugs to harass the heroes. The thugs won't fight to the death; they run at the first sign that they are outclassed or outgunned. The heroes can capture and question one of the thugs if they want. With the proper persuasion, the thug reveals that he and his gang were hired to rough the heroes up, but he doesn't know the name of his employers—just that they had the look of bounty hunters about them. "We're just the first," the thug laughs. "When you have a price on your head, you become a target for everyone with a blaster or a vibroblade. You better watch your backs."

The Ambush

Next, the bounty hunters increase the pressure by setting an ambush for the heroes. The goal of the ambush is to weaken the heroes, shatter their resolve, and perhaps capture one or two of them in the process. Using stun grenades and blasters set on stun, the hunters attack the heroes from out of the shadows, never showing themselves except for brief glimpses.

The ambush occurs as the heroes head for their ship, somewhere on the way to the docking bay. The bounty hunters hope to render one or more of the heroes unconscious and then drive the others to their ship using a greater show of force (by switching their weapons back to the lethal setting).

End Game

The bounty hunters chase or track the heroes to their next destination. Along the way, they may engage in a space battle to try to damage the heroes' ship and cause it to make for a spaceport that might be more friendly to those working for the Empire. Eventually, the bounty hunters must confront the heroes and attempt to collect the Imperial bounty. Even if the heroes defeat these bounty hunters, others will show up from time to time as long as the bounty remains in effect.

Deathmark

A deathmark isn't an easy thing to live with. Just ask Crix Madine. After he left the Empire to join the Alliance, the Empire placed a deathmark on his head—an open bounty that makes him a target for every bounty hunter in the galaxy. Most of the time, this isn't much of a problem for Madine. Since joining the Alliance shortly after the Battle of Yavin and proving that he wasn't a double agent, he usually can only be found at a Rebel base or with Alliance High Command—well out of the reach of most bounty hunters. He has to return to his native Corellia, however, to meet with Rebel supporters who can provide much-needed funds. The heroes are asked to accompany Madine and serve as his protection while on Corellia.

The heroes may or may not have heard of Crix Madine by this point. The man is strong, inspiring, and a genius when it comes to tactics and intelligence work. His specialty is ground engagements. While visiting with the heroes aboard their ship during the trip to Corellia, he impresses them with his mild, confident manner, and his brilliant tactical mind.

Spotted

On Corellia, the heroes and Madine have to work out how they're going to approach this short visit. What kind of precautions are they going to take? Should Madine wear some kind of disguise? Madine will want to be cautious, but he isn't a fearful man, no matter what kind of reward the Empire has placed on his head.

Despite precautions, an Imperial informant spots Madine. The informant might not be absolutely certain that the figure he notices is Madine, but she knows Madine well enough from the old days to hazard a good guess. She places the call to alert a pair of bounty hunters she often does business with who happen to be on Corellia at this moment. Use either of the pairs described on pages 66 and 67, or create your own bounty hunters. After she contacts the hunters, the informant follows Madine and his companions.

The heroes can attempt to notice the informant who is following them. She uses Move Silently while tracking them, Hide when they pause in their journey. If the heroes spot her, she attempts to flee. If the heroes fail to notice her, she leads the bounty hunters directly to Madine.

Imperial Informant: Female Human Scoundrel 2; Init +6; Defense 17 (+5 class, +2 Dex); Spd 10m; VP/WP 8/10; Atk +0 melee (1d4–1, knife) or +3 ranged (3d4, hold-out blaster); SQ Illicit barter, better lucky than good; SV Fort +0, Ref +5, Will +1; SZ M; FP 1; DSP 4; Rep 1; Str 8, Dex 14, Con 10, Int 11, Wis 12, Cha 13. Challenge Code: A.

Equipment: Knife, hold-out blaster, comlink.

Skills: Bluff +6, Disable Device +5, Disguise +3, Gather Information +6, Hide +8, Move Silently +9, Read/Write Basic, Speak Basic, Spot +4.

Feats: Improved Initiative, Stealthy, Weapon Group Proficiencies (blaster pistol, simple weapons).

Attacked

Whether the bounty hunters know exactly where Madine is (thanks to the informant) or they have to hunt for him on the streets of Corellia, eventually the bounty hunters catch up with the ex-Imperial officer. The bounty doesn't call for capturing Madine alive; for this hunt, dead is just as good (and profitable) as alive. The heroes must do everything they can to keep Madine alive and get him away from the bounty hunters safely.

The bounty hunters don't care about innocent bystanders, the local law, or the heroes. Everyone is expendable, just as long as they get their bounty. The bounty hunters try to strike first, catching Madine and his guardians by surprise. After that, it's an all-out battle to make sure Madine never gets off Corellia—alive. If the heroes deal wound damage to a bounty hunter, that hunter attempts to escape. Madine urges the heroes to let any fleeing bounty hunter get away. "We have a mission to complete," Madine explains, "and then we have to return to the Alliance."

Hunting the Hunter

As the Bounty Hunters' Guild falls apart thanks to the machinations of the Empire, a unique opportunity presents itself. In the chaos and confusion, the heroes can pose as a team of bounty hunters out to profit from the newfound freedom that the Guild's destruction represents. The heroes are charged with locating a former leader of the Guild, Hogun Rath. The Emperor and his top officers often used this infamous bounty hunter to conduct assassinations and kidnappings during the early days of the Empire. If Rath can be captured, Alliance Intelligence can gain valuable evidence against the Empire to convince others to rally to the Rebel cause.

Best of the Best

Hogun Rath is a legend in the bounty hunter community, a legend to be respected and feared. He doesn't wear fancy armor or fly around in a flamboyant ship.

Instead, he quietly and unceremoniously gets his job done. He's a great hunter, a cold-hearted killer, or a smooth talker, depending on the needs of his assignment. He escaped the Bounty Hunter Wars and managed to stay alive despite the best efforts of some of his former comrades and associates. Now he simply wants to retire to some out-of-the-way world. The only thing keeping him off the Empire's most wanted list is that the Empire thinks he was killed during the struggle over the Guild. The Alliance has spotted him, however, and the heroes must pose as bounty hunters to try to get close to him.

If Rath has one weakness, it's pride. He's proud of his accomplishments, and he is known for the generous advice he enjoys providing to younger hunters. That's how the Alliance hopes the heroes can get close to Rath. "If he suspects a setup, however," Commander Hamelin says, "Rath will drop you where you stand. Be careful."

The heroes need to accomplish a minor hunt on whatever backwater planet you decide Rath is hiding on. Then they have to strike up a friendship with the old hunter and try to earn his trust. If they can convince him that he'll be safer inside the Alliance than out here in the galaxy, they might get him to join without needing to capture him.

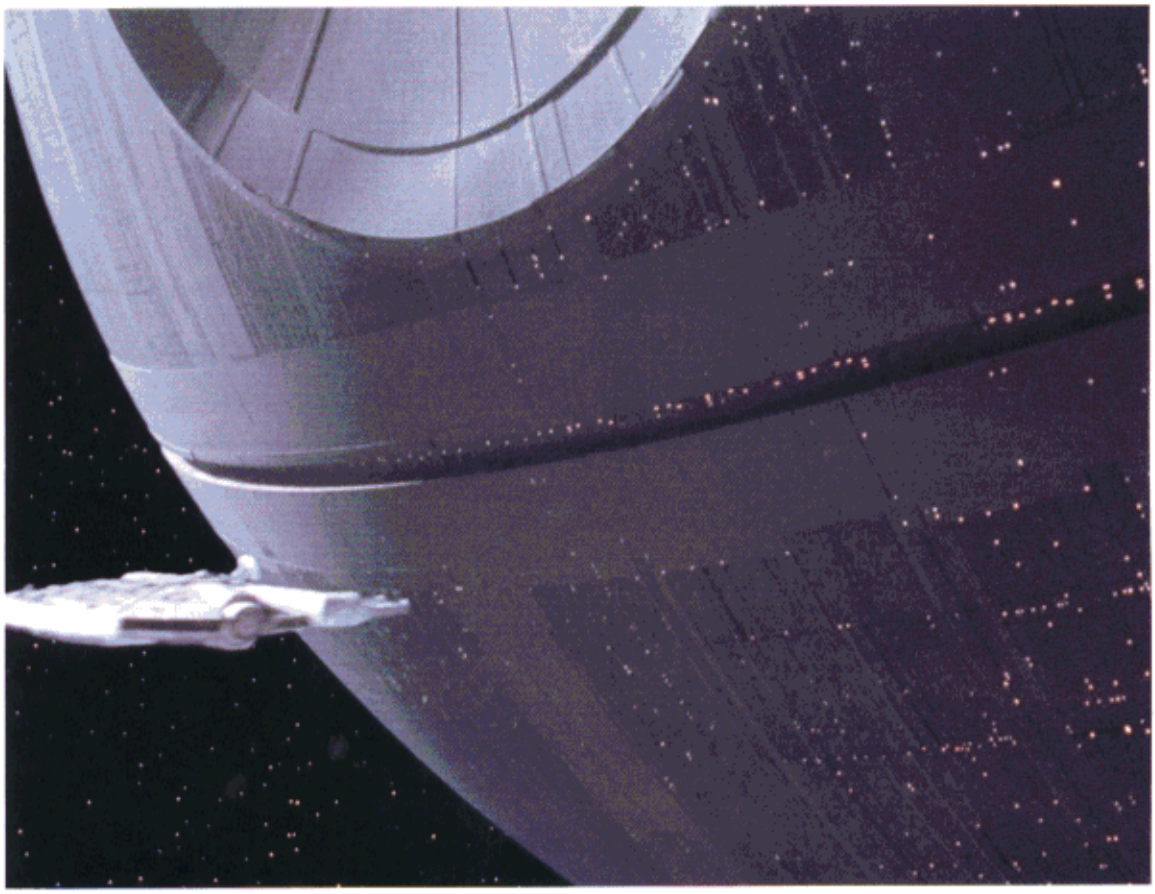
In the end, the heroes either convince Rath to join the Alliance willingly, or they must attempt to capture him. The latter route requires battling and defeating the wily bounty hunter without killing him, and without losing any of their team members along the way. If it comes down to a fight, Rath won't pull any punches. He'll fight to the death to remain free or to otherwise protect himself in the wake of the Guild's collapse.

Hogun Rath: Male Human Scoundrel 8/Bounty Hunter 3; Init +3; Defense 22 (+9 class, +3 Dex); Spd 10m; VP/WP 52/10; Atk +10/+5 melee (2d4+1, vibrodagger) or +12/+7 ranged (3d8, heavy blaster pistol); SQ Illicit barter, better lucky than good, skill emphasis (Move Silently), sneak attack +3d6, skill emphasis (Gather Information), target bonus +2; SV Fort +4, Ref +11, Will +5; SZ M; FP 2; DSP 5; Rep 11; Str 12, Dex 16, Con 10, Int 11, Wis 13, Cha 13. Challenge Code: E.

Equipment: Vibrodagger, heavy blaster pistol, comlink, datapad.

Skills: Astrogate +6, Bluff +8, Computer Use +8, Demolitions +4, Disguise +5, Escape Artist +8, Forgery +6, Gather Information +9, Listen +6, Hide +10, Intimidate +7, Move Silently +13, Pilot +8, Profession (bounty hunter) +6, Read/Write Basic, Search +6, Sense Motive +6, Speak Basic, Spot +8.

Feats: Heroic Surge, Point Blank Shot, Stealthy, Track, Weapon Group Proficiencies (blaster pistol, blaster rifles, simple weapons, vibro weapons).



Struggle for the HoloNet

Before the rise of the New Order, the technological wonder of the HoloNet kept the far-flung peoples of the galactic Republic in contact with one another. Using a series of hundreds of thousands of nonmass transceivers connected through a vast matrix of coordinated hyperspace simutunnels and routed through massive computer sorters and decoders, this network ensured nearly instantaneous communication among the member worlds of the Republic. The network even allowed ships to carry mobile holocomm units that let scout ships and military command vessels remain in constant contact with their bases.

During the Clone Wars, large portions of the HoloNet were damaged or put out of commission. The vast network of transceivers had also fallen into disrepair as corrupt senators diverted the funds for maintaining them into their own pockets. The Emperor made the HoloNet a priority when he rose to power, turning a benefit for all settled space into a tool of the New Order. He ordered the shutdown of large portions of the HoloNet. The network remained active in the Core Worlds and was used for military communications among the Imperial fleet, but all the systems beyond the Inner Rim were cut off to isolate them and keep the spread of news to a minimum.

In the early days of the Empire, many transceivers that had been in civilian hands were seized and installed in the growing fleet of Star Destroyers. As the New Order expanded, laws were passed restricting access to the HoloNet except for military functions. By the time of the Battle of Yavin, only media outlets that had been properly licensed (and censored) by Imperial bureaucrats, the military, and agencies managed by planetary governors and Grand Moffs could legally use the HoloNet.

The New Order's objective was to control the flow of information throughout the galaxy to more effectively control the galaxy. This objective was only partially successful, however. Within weeks of the first restrictions imposed on HoloNet access, Alliance sympathizers and media outlets that had been banned from using the network found ways to either tap into the system or outright commandeer communications channels for illegal broadcasts. The most daring of these HoloNet pirates would even broadcast from Sector Plexus facilities, automated central collection points for data of interest to Imperial Intelligence and the branches of the military. It was the hijacking of one such vessel that allowed the Alliance to spread the truth of the destruction of Alderaan and the Death Star.

ILLICIT ACCESS TO THE HOLONET

To counter Imperial propaganda with the truth about the atrocities committed by the New Order, Alliance data slicers use specially designed holo-compatible comlinks as tools to break through HoloNet security protocols and upload their own messages or intercept transmissions. Breaking into the HoloNet requires a Computer Use skill check (DC 40), from most locations other than a Sector Plexus facility. If one can gain legitimate access (such as with an Imperial rank cylinder), breaking the personal security code requires a less difficult Computer Use check (DC 25).

I-175

When the Alliance learns that an Imperial Sector Plexus, automated drone ship I-175, has broadcast a distress signal, a strike team is assembled. If the team (the heroes) can gain the vessel's HoloNet security codes and make the ship appear to succumb to whatever caused the distress signal, then the Alliance will be able to monitor Imperial communications until the codes undergo a routine change.

The heroes must reach the drone ship, download the security codes, sabotage the vessel, and get away before an Imperial repair ship arrives. They have a window of twenty-four standard hours before the nearest Imperial vessel reaches the drone.

I-175 has a crew of sorts, a collection of astromech and cleaning droids. There's nothing they can do about a blown power converter and a damaged HoloNet array, both caused by a collision with a rogue asteroid. The droids try to delay the heroes for as long as possible.

Once the heroes defeat the droids, it takes a Computer Use check (DC 20) to download the codes into a datapad. Making the ship appear to succumb to its damage requires a Demolitions check (DC 15) or Disable Device check (DC 20). Any lesser result leaves evidence that enables the Empire to determine that the HoloNet has been compromised, and the codes are changed immediately.

After the Death Star unleashed the awesome power of its superlaser upon the peaceful world of Alderaan, all that remained of the planet was shattered debris. This flotsam spread throughout Alderaan's orbit, forming an asteroid field that became known as the Graveyard. The name started popping up among spacers and free traders when the stories began to fill spaceport cantinas from the Core to the Mid Rim. There were tales of lost Jedi artifacts hidden among the ruins of the shattered planet, as well as the supposedly vast treasures of Alderaan's royal families. There were reports of ghost ships that appeared before miners and relic hunters as they explored the newly formed asteroid belt. In some tales, the ghost ship simply appears, then suddenly disappears as silently as it arrived. In others, the ghost ship attacks and chases the visitors out of the Graveyard like some angry spirit. Perhaps the most captivating rumors revolve around the famous Royal Palace, reported to have been seen, still intact, atop one of the largest asteroids floating among the ruins. In some of these stories, members of the royal family still live, trapped within the palace and waiting either to be rescued or to die when their meager supplies and life support run out.

Other tall tales and wild rumors also circulate in whispered conversations over tall mugs of lum or goblets of Corellian wine. These talk about strange monsters, weird aliens, and the ghosts of Alderaan's dead. Whatever the truth, the Graveyard is haunted by the loss of a great civilization and the callous destruction visited upon it by the Empire. No one really believes any of these tales, but they make for great stories—if they're told in a crowded cantina or on a ship that's far from the desolate place.

Alderaanians who were offplanet when their world was destroyed are referred to as the Survivors. A significant number of Survivors remain, perhaps as many as a few thousand. These men, women, and children were offworld on vacation, on business, or on a variety of diplomatic or scientific missions when the Death Star appeared in the sky above Alderaan. Some of the Survivors have developed a ritual known as the Returning as a way of coming to grips with their loss and grief. As part of the ritual, Returnees fill memorial capsules with gifts for departed friends and relatives. When they reach the Graveyard, they jettison these capsules into the asteroid field and spend some time remembering the world of their birth. Some scavengers have made a lucrative living by retrieving these capsules and selling the contents on the black market.

Graveyard Rendezvous

A survivor of Alderaan, Lt. Falto Dragen decides to make a pilgrimage to the Graveyard to participate in Returnee ceremonies. The heroes learn of this development—a perfect opportunity to deal with Dragen once and for all. Capturing him might yield some good intelligence, so Hamelin gives the heroes permission to pursue this lead.

Meanwhile, in the Graveyard, Dragen has a small guard of four stormtroopers serving as his protection while he honors his family with a memorial capsule. Unknown to Dragen and the heroes, the Empire has sent a pair of storm commandos to covertly watch the officer and determine if he is a threat to the Empire.

The heroes can locate Dragen among the debris that makes up the Graveyard. They can watch while he jettisons the memorial capsule from his camp on one of the larger asteroids. Then, while the storm commandos retrieve the capsule to determine if it contains anything to indict Dragen, the heroes can make their move.

The heroes should be able to deal with Dragen's stormtroopers. However, before the blaster battle ends, the storm commandos return. They have determined that Dragen is loyal to the Empire, and they will defend the lieutenant. Use the statistics on page 31 for the storm commandos. Dragen's statistics are on page 11.

Imperial Propaganda

By controlling the HoloNet, the Empire holds sway over the fastest form of communication in the galaxy. But there are other ways in which the Empire directs galactic opinion. In the Core, all news must be approved before being submitted to a public forum. The Empire has a harder time maintaining this law the farther away from the Core it spreads, but news also takes longer to reach such distant locations. The flow of information passes through many layers of Imperial bureaucracy, from the planetary governors and moffs, to local officials, and then to duly appointed Imperial representatives at all levels of business and government.

Perhaps the most influential and public forum for the New Order is COMPNOR, the Commission for the Preservation of the New Order. Initially little more than a social gathering for idealistic young beings who saw the New Order as a way to replace the chaos of the last days of the Old Republic, the commission became a powerful political tool in the guise of a populist movement. To the current day, COMPNOR actively works to turn the ethic of the New Order into the mandate of the average galactic citizen. It fills the heads of the galaxy's young with visions of the grand New Order while painting the Old Republic as an outdated, ineffective relic best relegated to the past. In addition to overseeing the vast Imperial bureaucracy, COMPNOR directs progress in the arts and sciences, as well as in commerce and education, making sure that the goals of the New Order always take priority.

Perhaps the most influential and feared arm of COMPNOR is the Imperial Security Bureau or ISB. It was created to increase the Emperor's knowledge of political events and to serve as a rival to Imperial Intelligence. The ISB maintains a very public presence and acts more like a police force than an intelligence clearing house. The typical ISB agent uses intimidation and the fear associated with his organization to accomplish whatever missions he is assigned.

The ISB maintains a number of divisions, including Surveillance, Investigations, and Internal Affairs. Increasingly, the main function of the ISB seems to be to find and identify Rebels, hunt them down, and arrest them. ISB agents work alone, in squads, and sometimes call upon military force when the need arises. More often, when an agent has to move quickly, he seeks help from bounty hunters and mercenaries willing to pledge their loyalty for as long as the credits keep flowing.

ISB Agent Mar Barezz: Male Human Soldier 4: Init +7; Defense 16 (+3 Dex, +3 class); Spd 10m; VP/WP 25/10; Atk +5 melee (2d4+1, vibrodagger) or +7 ranged (3d6, blaster pistol); SV Fort +5, Ref +4, Will +2; SZ M; FP 1; DSP 6; Rep 4; Str 12, Dex 16, Con 10, Int 10, Wis 12, Cha 8. Challenge Code: C.

Equipment: Vibrodagger, blaster pistol, comlink, code cylinder, datapad.

Skills: Computer Use +5, Gather Information +1, Intimidate +6, Knowledge (New Order) +5, Search +1, Sense Motive +4, Spot +5.

Feats: Armor Proficiencies (light, medium, heavy), Heroic Surge, Improved Initiative, Point Blank Shot, Sharp-Eyed, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

ISB Agent Govin Thane: Male Human Scoundrel 8; Init +3; Defense 21 (+3 Dex, +8 class); Spd 10m; VP/WP 41/15; Atk +7/+2 melee (2d6+1, vibroblade), +9/+4 ranged (3d8, heavy blaster pistol); SQ Better lucky than good, sneak attack +2d6; SV Fort +3, Ref +9, Will +3; SZ M; FP 2; DSP 13; Rep 6; Str 12, Dex 16, Con 12, Int 13, Wis 12, Cha 10. Challenge Code: D.

Equipment: Heavy blaster pistol, vibroblade, comlink, datapad, code cylinder.

Skills: Appraise +7, Astrogate +5, Bluff +9, Computer Use +5, Demolitions +5, Disable Device +5, Disguise +5, Gather Information +9, Hide +8, Intimidate +5, Jump +5, Knowledge (Rebel Alliance) +6, Listen +6, Move Silently +8, Pilot +10, Read/Write Basic, Repair +6, Speak Basic, Search +8, Spot +10.

Feats: Heroic Surge, Point Blank Shot, Skill Emphasis (Pilot), Skill Emphasis (Search), Toughness, Weapon Group Proficiencies (blaster pistols, simple weapons, vibroweapons.

Imperial Intelligence

Imperial Intelligence has evolved from four organizations that operated during the days of the Old Republic. In the final days of the Republic, the four organizations merged and formed the Ubiqtorate, a governing body for all branches of intelligence gathering. Now the Ubiqtorate oversees all of Imperial Intelligence, except for the activities propagated by COMPNOR and the Imperial Security Bureau (agencies that the Ubiqtorate considers to be a misuse of valuable resources and a threat to the security of the Empire). It determines strategies, leaving the tactics to its subordinate organizations. The Ubiqtorate consists of anonymous members who never personally interact with their subordinates (except for agents in Adjustments). Directives come from the Ubiqtorate, never an individual director, and communications return via courier, secure HoloNet, or other indirect means.

The Adjustments agency is considered to be the most elite branch of Imperial Intelligence. Its agents receive their orders directly and in person from the Ubiqtorate. No record of these orders or even Adjustments mission files exist. Adjustments is used to restore order in hopeless situations, handle missions beyond the scope of routine intelligence, and solve problems that no other part of the agency can deal with. Once an Adjustments agent enters the field, he is on his own. The Ubiqtorate never acknowledges these agents, trusting the agents' training and skills will be more than adequate to accomplish the impossible.

The Internal Organization Bureau, or IntOrg, protects Imperial Intelligence's security from outside threats and from any possible internal dangers. IntOrg's agents (including the highly trained officers of Internal Security, or IntSec) cultivate a civil manner and maintain a strong sense of political etiquette. Combined with their complete ruthlessness when the stakes are high, these agents make for unpredictable contrasts—polite, charming, and murderous all at the same time. Part of this branch of Imperial Intelligence provides for the physical security of personnel, facilities, and materials. Another part deals with passive counterintelligence, watching for enemy agents that may have been implanted in Imperial Intelligence.

The Analysis Bureau handles the multitude of data streams inundating Imperial Intelligence from tens of millions of sources. In addition to looking for evidence of Rebel activity, Analysis watches for trends and patterns in every type of data that might be useful to other branches of Intelligence. Social, political, entertainment, science—the data reveals a wealth of secrets, if the analysis is sound and complete. Analysis includes subagencies devoted to media, carrier wave signals and subliminal messages, coded transmissions, technology, and interrogation.

The Bureau of Operations handles covert operations, including surveillance, infiltration, aggressive counterintelligence, diplomatic services, destabilization, and assassination. The Bureau conducts its own missions, as well as augmenting the missions of other branches with its own agents when the need arises.

Finally, Intelligence takes all the data that has been sorted, cleaned, decoded, and manipulated by Analysis and develops predictions concerning any and all threats to the Empire. Intelligence uses expert agents drawn from the military, the diplomatic corps, commerce, education, and the underworld, as well as other groups, combining those agents' knowledge and understanding with sophisticated computer models to make its predictions. Reports are then generated and passed on to the Ubiqtorate. Using these reports and uncannily accurate advice from the Emperor himself, the Ubiqtorate establishes priorities and sets goals for all of Imperial Intelligence.

IntSec Officer Ara Garren: Female Human Soldier 3/Noble 2: Init +2; Defense 17 (+2 Dex, +5 class); Spd 10m; VP/WP 27/12; Atk +4 melee (2d4+1, vibrodagger) or +7 ranged (3d8, heavy blaster pistol); SQ Bonus class skill (Intimidate), call in a favor, inspire confidence +1; SV Fort +4, Ref +5, Will +3; SZ M; FP 1; DSP 5; Rep 5; Str 10, Dex 15, Con 12, Int 11, Wis 8, Cha 13. Challenge Code: C.

Equipment: Vibrodagger, heavy blaster pistol, comlink, code cylinder.

Skills: Astrogate +4, Computer Use +7, Demolitions +4, Diplomacy +5, Disguise +4, Intimidate +9, Knowledge (New Order) +5, Pilot +7, Sense Motive +2.

Feats: Armor Proficiencies (light, medium, heavy), Heroic Surge, Martial Artist, Starship Operation (space transport), Weapon Focus (heavy blaster pistol), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Blackhole

For much of the Galactic Civil War there was an Imperial agent like no other, veiled in impermeable yet compelling layers of secrecy. An Emperor's Hand code-named Blackhole, no one saw his true face. Those who had close dealings with him could not accurately describe him. More withdrawn than even the infamously reclusive Palpatine, Blackhole used fronts, agents, and droids to deliver his orders whenever possible. When a matter required his personal input, he relied on technology to deliver his presence.

On the rare instances that he was "seen," Blackhole appeared as a holographic avatar that was abstract in form. Varying in size from 1.8 to 3 meters, the hologram appeared as a vaguely humanoid silhouette, its insubstantial surface made of shifting starscapes not unlike the shimmering robes of the Prophets of the Dark Side. The curved head bore no features. The voice accompanying the transmission was coolly modulated and eerily androgynous. The only other effect of the holographic transmission was an inexplicable wave of cold. Evidence of this phenomenon was largely anecdotal, and no scientific readings ever verified an actual temperature drop. Those few that had seen a transmission from Blackhole, however, swore to have felt an unsettling chill in their bones.

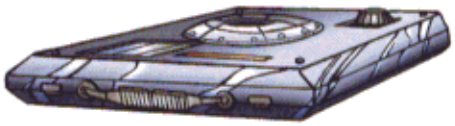
The Emperor granted Blackhole unprecedented control over the entire HoloNet. Since that star-spanning system of communication was dismantled for public use and instead given over to the military, this meant that Blackhole had direct communication with every ship in the Imperial Navy. Blackhole could appear aboard any vessel by commandeering its holocomm. In theory, he could even appear on the few civilian Holonet nodes throughout the galaxy.

Like Palpatine's other Hands, Blackhole was steeped in the dark side of the Force. Unlike the Emperor's agents who specialized in using the Force for martial prowess, Blackhole's specialty was fear. Paranoia is what fueled Blackhole's power.

Blackhole's talents for divination were unrivaled. Originally one of the Prophets of the Dark Side, his unerring visions impressed Palpatine. Too powerful to be ignored, Blackhole was moved from the Prophets to head of Imperial Intelligence. It was timely, as far as Blackhole was concerned, for he feared his fellow Prophets were only moments away from turning against him.

As the head of Intelligence, Blackhole had unparalleled access to the galaxy's unfathomable seas of information. He interfered little in the already smoothly running daily functions of Intelligence—few ever noted his addition to their ranks. Instead, he holed himself away in his sanctuary, meditating on the countless data-documents streaming through his office, awaiting dark side visions to act upon.

Blackhole's true form, that of a withered old man, was known to only a scant handful of individuals. Fewer still know his true origins. Theories speculated that he was once a talented senatorial page whom Palpatine took under his wing.



Others ruminated that he may have been a minor functionary in the great library of the Jedi Temple who was seduced by the dark side.

Whatever the case, the man who became Blackhole cast away any vestige of his former self in favor of total abandon to the dark side. The sinister power ate away at him, leaving him shrunken and frail. So fragile was his health that he spent his days in a specialized life-support chamber. To afford him some mobility, Palpatine gave his agent the gift of a Neimoidian mechano-assembly that moved the orblike chamber aloft on insectoid limbs. A few years into his position as head of Intelligence, Blackhole became possessed of the irrational fear that his life was in danger by staying on Coruscant. He moved his base of operations to his command ship, the Singularity, and spent the remainder of his career on the move.

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to him. No less than an entire Star Destroyer and its complement of troops and fighters were under his command. Blackhole ordered his forces cast in obsidian to match his own particular eccentricities. His Star Destroyer *Singularity*, the assigned TIE wing, the 123rd Nightstalker Group, and his stormtrooper division appear entirely black. More than just decoration, the stygian-triprismatic polymer affords increased sensor-stealth.

Blackhole's abandon into the dark side continued to devour his sanity, leaving him frailer and frailer with each meditation, with each vision. Blackhole disappeared completely during the Galactic Civil War, a fate befitting his code name.

Some of his troops ended up with Imperial splinter groups, including Carnor Jax during the time of the resurrected Emperor's scourge. In Blackhole's absence, Imperial Intelligence fell under the capable stewardship of Ysanne Isard.

Blackhole: Male Human FA 5/DSD 7/EH 3; Init +3; Defense 24 (+12 class, +3 Dex, –1 size); Spd 8m; VP/WP 146/20; Atk +13/+8 melee (1d6+4, claw) or +12/+7 ranged; SQ Force weapon +3d4, dark side talisman +2, resource access, authority, target bonus +1, sneak attack +1d6, DR 5; SV Fort +13, Ref +13, Will +13; SZ L; FP 3; DSP 28; Rep 10; Str 6 (18), Dex 12 (16), Con 7 (20), Int 19, Wis 16, Cha 17. Challenge Code: E.

Equipment: Stygian-triprismatic-polymer coated life-support chamber with mechano-assembly, Imperial-Class Star Destroyer (*Singularity*).

Skills: Bluff +13, Computer Use +10, Diplomacy +9, Disable Device +7, Disguise +5, Gather Information +7, Hide +3, Intimidate +14, Knowledge (galactic politics) +10, Knowledge (Imperial intelligence) +8, Listen +5, Move Silently +7, Read/Write Basic, Sense Motive +10, Sleight of Hand +9, Speak Basic, Speak Bothan, Speak Huttese, Speak Neimoidian, Spot +5, Survival +7.

Force Skills: Affect Mind +11, Control Mind +19, Drain Energy +15, Drain Knowledge +19, Empathy +3, Enhance Senses +12, Farseeing +12, Fear +20, Force Defense +12, Force Grip +8, Force Stealth +7, Heal Another -5, Heal Self +12, Illusion +14, Move Object +4, See Force +10.

Feats: Alertness, Frightful Presence, Force-Sensitive, Point-Blank Shot, Skill Emphasis (Control Mind, Drain Knowledge, Fear), Weapon Group Proficiencies (simple weapons, blaster pistols, primitive weapons).

Force Feats: Alter, Control, Force Mastery, Force Mind, Hatred, High Force Mastery, Sense.

SINGULARITY

Blackhole's command ship, as well as all forces onboard, is coated in a stygian-triprismatic polymer that makes it difficult to detect with sensor equipment. The coating makes treated starships impossible to detect at sensor range. All treated objects (starships, vehicles, and armor) confer a –5 penalty on Spot, Listen, and Computer Use checks made to find them. Against dark backgrounds (such as deep space, underground, or poorly-lit darkness), a treated object's lines are partially indistinct, providing it with the equivalent of one-half concealment (20% miss chance).

Craft: Kuat Drive Yards Imperial I Star Destroyer; **Class:** Capital; **Cost:** Not available for sale; **Size:** Colossal (1,600 m long); **Crew:** minimum 5,000, maximum 37,085 (Skilled +4); **Passengers:** 9,700 (troops); **Cargo Capacity:** 36,000 metric tons; **Consumables:** 6 years; **Hyperdrive:** ×1.5 (backup ×6); **Maximum Speed:** Cruising; **Defense:** 12 (–8 size, +10 armor); **Shield Points:** 250; **Hull Points:** 700; DR: 30.

Weapon: Turbolasers (60); **Fire Arc:** 4 batteries front, 4 batteries left, 4 batteries right; **Attack Bonus:** +8 (–8 size, +4 crew, +8 fire control, +4 battery fire); **Damage:** 5d10×5; **Range Modifiers:** PB –6, S –4, M –2, L +0.

Weapon: Ion cannons (60); **Fire Arc:** 4 batteries front, 3 batteries left, 3 batteries right, 2 batteries rear; **Attack Bonus:** +5 (–8 size, +4 crew, +5 fire control, +4 battery fire); **Damage:** Special; **Range Modifiers:** PB –6, S –4, M –2, L n/a.

Weapon: Tractor beam projectors (10); **Fire Arc:** 6 front, 2 left, 2 right; **Attack Bonus:** +4 (–8 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB –6, S –4, M/L n/a.

The Corporate Sector

The Corporate Sector is a portion of the galaxy that has been set aside for the exclusive use of the intergalactic conglomerate, the Corporate Sector Authority. The sector consists of tens of thousands of star systems that contain no sentient life forms. Though the region was established during the days of the Old Republic, the vast resources of the Corporate Sector played an important role in the creation of the Imperial war machine.

The Corporate Sector Authority is a vast private corporation made up of dozens of participating companies. The Old Republic granted the original CSA charter, and the Empire sanctioned this charter when the New Order rose to power. The charter grants the CSA the right to exploit the resources of the region to the fullest extent. The charter further allows the CSA to operate as owner, employer, landlord, government, police, and military presence in the region, giving it absolute power to control and utilize the sector as it sees fit. This grant of power extends to all people, places, and things within the borders of the region. It can be superseded or withdrawn at any time by the Emperor or his duly appointed representatives.

One thing motivates and drives the Corporate Sector Authority—profit. While the CSA must act like a governing body, it is in all respects an economic entity. Those residing and working within the sector aren't "citizens"; they are "consumers" and "employees." The Authority grants no "rights" to those living and working within its sphere of influence; it allows them "privileges." These privileges may be restricted or rescinded at any time and for any reason. The highest ruling body for the CSA is the Direx Board, led by the ExO. Each member of the board represents one of the member corporations, trying to balance the needs of his or her constituent with the business plans of the CSA.

An Imperial advisor holds a permanent spot on the Direx Board. The advisor communicates the will of the Emperor to the CSA, and his very presence virtually assures that the CSA will cooperate with and acquiesce to the Emperor's every whim. One bad report from the advisor can lead to the nationalization of the CSA and the loss of what little independence it maintains in these days of civil war.

The highest-ranking employees of the Authority are the Viceprexes, each of whom runs one of the many divisions that make up the CSA. Supporting the Viceprexes is a vast network of bureaucrats and functionaries that turns policies into procedures.

Viceprex Jace Lorrin: Male Human Diplomat 6: Init +0; Defense 12 (+2 class); Spd 10m; VP/WP 3/8; Atk +1 melee (1d3–2, punch) or +3 ranged (by weapon); SV Fort +1, Ref +2, Will +8; SZ M; FP 0; DSP 7; Rep 4; Str 7, Dex 10, Con 8, Int 14, Wis 12, Cha 13. Challenge Code: B.

Equipment: Comlink, code cylinder, datapad.

Skills: Appraise +9, Bluff +12, Computer Use +8, Diplomacy +12, Gather Information +10, Intimidate +5, Knowledge (bureaucracy) +7, Profession (Viceprex) +7, Read/Write Basic, Read/Write Sullustese, Sense Motive +7, Speak Basic, Speak Ryl, Speak Sullustese.

Feats: Iron Will, Quickness, Persuasive, Trustworthy, Weapon Group Proficiency (simple weapons).

Adventures in the Corporate Sector

The Corporate Sector Authority and the Empire maintain a mutually beneficial relationship. Much of the Imperial war machine owes its existence to the vast amount of resources and finished goods that come out of the Corporate Sector. At some point, the heroes will receive a mission that takes them into this region of space.

Espionage

Difficult to get into, difficult to get out of, and not the greatest place to visit, the Corporate Sector remains a top destination for spies and covert operatives. From the offices of executives to the assembly lines churning out components for weapons of all descriptions, there are plenty of opportunities for corporate espionage. The heroes need a cover and a legitimate reason for entering the Corporate Sector, or they need to sneak in past the Picket Fleet in the manner of smugglers and pirates the galaxy over.

Once inside the Corporate Sector, the heroes need to be careful they don't attract the attention of the Espos or one of the Viceprex's blasters for hire. The law inside the Corporate Sector favors the CSA, and the heroes could wind up as indentured laborers or, worse, banished to the prison at Star's End. If they brave the dangers, however, the Corporate Sector can provide them with a wealth of secrets

The Corporate Sector Authority desperately needs workers to extract the resources and build the products that drive the gain of profit. Some of these workers come from the eleven sentient species that were enslaved when the CSA took control of the region. (Since the charter specifically says that the region was devoid of natural sentient life, the existence of these eleven species is a closely guarded secret.) Others come from the Empire, which regularly provides the CSA with labor from its ever-swelling prisons. And a large number of workers willingly come to the Corporate Sector to make their fortune, following the promises of holovid advertisements and CSA recruiters who regularly visit spaceports throughout the galaxy.

To legally enter and work in the Corporate Sector, a being has to apply for an Immigrant Labor Visa. This visa grants the privilege of working in the region while also defining the various rights that the worker voluntarily surrenders for the length of his or her stay. In addition, only Authority Cash Vouchers can be used to pay for goods and services. These vouchers must be obtained at a Corporate Sector Authority Currency Exchange Center, where they can also be redeemed for credits or other currency upon leaving the region. Anyone entering the Corporate Sector must exchange currency for cash vouchers or risk legal ramifications.

Life in the Corporate Sector occurs at a frantic pace. Work shifts operate around the clock to keep up with the demands of production. Some of this effort is directed at meeting Imperial orders for ships, weapons, and other items necessary to fuel the Empire's war machine. The rest of the capacity goes into a vast catalog of consumer goods sold throughout the known galaxy. Safety and good working conditions don't factor into CSA planning. Employees regularly fall victim to overwork, unsafe conditions, and industrial accidents. That's just business, and there's always another employee waiting in the wings to replace someone who gets injured or killed on the job.

The Security Division maintains order throughout the Corporate Sector. The troops of the Security Division are known as Espos. Cruel and overbearing, the Espos follow no code of law or justice; they exist solely to maintain order and protect the Authority and its property. This private army typically resorts to excessive force under the theory that such a response sets the right example for the workers.

The Espos protect the space lanes in and around the sector through the efforts of the Authority Picket Fleet, which utilizes archaic *Victory*-class Star Destroyers, Marauder corvettes, and other salvaged vessels to repel and capture smugglers, pirates, and slavers.

Typical Espo Trooper: Male Human Thug 4: Init +0; Defense 16 (+6 armor); Spd 8m; VP/WP –/15; Atk +5 melee (1d6/DC 12, stun baton) or +4 ranged (3d6, blaster pistol); SV Fort +4, Ref +1, Will +0; SZ M; FP 0; DSP 4; Rep 1; Str 12, Dex 10, Con 10, Int 10, Wis 8, Cha 10. Challenge Code: B.

Equipment: Stun baton, blaster pistol, comlink, padded battle armor.

Skills: Intimidate +7, Knowledge (Corporate Sector Authority) +4, Spot +4.

Feats: Armor Proficiencies (light, medium), Toughness, Weapon Group Proficiencies (blaster pistols, simple weapons).

to take back to the Alliance. A couple of sample secrets are given below.

- Workers at the factory and resource mine on the planet Jerrist VI are dying from a disease that the CSA refuses to treat. Instead, the CSA has quarantined the planet, closed off all communications with the world, and continues to send more workers there to replace those who have succumbed to the disease. Almost one million workers have died since the quarantine went into effect six months ago.
- Viceprex Jace Lorrin has set events in motion that could lead to his gaining the position of ExO for all of the CSA. He is waging a secret war against the current ExO in order to overthrow him. This won't necessarily help the Alliance, because Lorrin is as much a supporter of the Empire as the current ExO, but it could allow the Alliance to weaken the fragile cooperation that holds the CSA together by showing that a power struggle is under way.

Sabotage

Any of the factory worlds located throughout the Corporate Sector make excellent targets for sabotage. Of course, there may be too many redundant facilities to really hurt the CSA's ability to deliver components to the Empire, but even a short delay in production schedules can make a difference in the Galactic Civil War.

The Spice Mines of Kessel

The world of Kessel, infamous as a source of addictive spice, holds a wealth of secrets. The planet houses an Imperial prison camp, as well as a vast spice mine that utilizes forced labor. Covered with crumbled salt flats and atmosphere-production factories, Kessel is a harsh, unforgiving world—breath masks are required whenever a being steps outside. The planet has one major city, Kessendra.

Kessel lies near a cluster of black holes, known as the Maw by those who travel the space lanes. The Maw makes navigating into and out of the Kessel system extremely difficult, and has led to the smugglers' route called the Kessel Run. Kessel is a common destination for smugglers and those dealing in spice, despite the Imperial presence and the dangers involved in reaching the planet. Beneath the surface, the spice mines echo with the sound of forced labor. Here, in absolute darkness, prisoners mine the potent glitterstim spice produced by the native energy spiders that roam the caverns.

The prison official Moruth Doole, a Rybet, secretly supplies glitterstim to smugglers, greatly supplementing his Imperial stipend. He has contracts with the Hutts, Black Sun, and a host of independent dealers. Doole keeps his extracurricular activities hidden from his overlords, since he would much rather oversee the work in the mines than participate in it.

The cluster of black holes that make up the Maw provide an excellent hiding place for the top-secret Imperial center known as the Maw Installation. Here, Imperial scientists work on developing new weapons of mass destruction for use by the Empire's armed forces. The installation consists of a number of planetoids crammed together around a gravitational island at the center of the Maw. Grand Moff Tarkin established this site, which he kept hidden even from the Emperor, as a supersecret think tank. In complete isolation, scientists and theoreticians work to develop weapons such as the Death Star, World Devastators, and the Sun Crusher. Shortly after the Battle of Yavin, most of the designs remain purely theoretical; only the Death Star has been completed.

Immense bridges and bands hold the planetoids in place, and access tubes and transit rails connect the cluster of drifting rocks. The interiors of the planetoids have been hollowed out to serve as laboratories, meeting halls, prototype assembly bays, and living quarters for the staff.

SPICE

Spice is the general name for a variety of drugs that are mined beneath the surface of the planet Kessel (as well as other planets). Highly taxed and controlled, spice is nonetheless legal in most parts of the galaxy. Smugglers and crime lords get involved in the trade because they can make good credits by undercutting official sources since they don't pay the taxes.

Psychological therapy, criminal investigations, communications with alien species, and entertainment are just a few of the legitimate uses for spice. There is a danger of addiction associated with the overuse of spice, and there are certain health risks for even casual spice users.

Every use of spice requires a Will saving throw against DC 10. (Some varieties of spice have a higher DC.) If this saving throw fails, the character becomes addicted to the spice he has just used. Once per week, an addicted character must make a Fortitude save (DC 10) or suffer a permanent reduction to one ability score, chosen randomly by the GM.

An addicted character must use spice on a daily basis; on a day when the spice isn't available, the character suffers a temporary 1-point reduction to all ability scores. The temporary effect is cumulative, with an additional reduction every day that the character goes without spice. If the character can go five days without spice and then make a Will save (DC 10), he or she can break the addiction.

Glitterstim, a potent form of spice, provides a temporary telepathic boost to its user. A character without the Telepathy skill gains 1 rank in the skill. A character with the skill receives a +2 circumstance bonus on all Telepathy skill checks. Either boost lasts for eight hours. However, glitterstim is more addictive than other forms of spice (Will save DC 15).

Kessel Adventures

Nothing puts fear into the hearts of living beings and droids like the words "You'll be shipped to the spice mines of Kessel, for sure." The following adventure ideas can be used to incorporate Kessel and its environs into your campaign.

The Kessel Run

A narrow corridor, running alongside the Maw, provides almost free access to the Kessel system, provided one is good enough and foolhardy enough to attempt to travel the route. The pull of the Maw in this corridor makes travel dangerous, so there are only light Imperial patrols protecting this route. Deviating from this course in one direction can attract the attention of patrol ships and sensor drones. In the other direction, deviation can lead to destruction as the gravitational forces of the Maw pull the vessel apart.

The corridor known as the Kessel Run covers 18 parsecs. To successfully navigate the Kessel Run, a pilot needs to plot a course using the Astrogate skill (DC 15). Then, to maneuver the ship through the varying gravitation fields, the pilot uses the Pilot skill (DC 20). For every point by which the Astrogate check fails, the Pilot check increases in difficulty by 1. So, an Astrogate result of 10 requires a Pilot check 25 or better to safely make the trip. If the Pilot check fails, the GM

Growing up in the Seswenna star system, young Renn Volz won a scholarship to the prestigious University of Byblos. Volz despised the divisive policies of the New Order, believing all sentients should reap the benefits of scientific advancements. He nonetheless expressed enough support for Imperial policies to ensure that he received funding from a number of Imperial and corporate sources—until he came to the attention of Grand Moff Tarkin and was drafted into the think tank and shipped to the Maw Installation. Volz believed he was working for the good of the entire galaxy and the Empire was simply providing the funds he needed.

Among Volz's most remarkable inventions is the Subspace Holotransceiver and the Ion Ring weather-control craft. The Holotransceiver is the first advancement in holographic communications technology since the HoloNet was first constructed centuries ago. This elaborate system boosts HoloNet signals and bypasses nodes that may be malfunctioning. His most recent designs are not yet suitable for mass production.

The Empire employed the Ion Ring's weather-control abilities to shatter the environment of the planet Rion. Isolated at the Maw Installation, Volz has no idea to what purpose his inventions are being put. Other scientists at the installation are utilizing Volz's theories to create a new weapon, the orbital nightcloak, and hope to have it ready within the year.

The orbital nightcloak consists of a series of satellites that, when placed in orbit around a planet, prevent visible light from reaching that world. In theory, this would plunge the planet, or parts of the planet, into a darkness more complete than that of a cloud-covered night. As a weapon, the orbital nightcloak presents a few tactical problems, among them the time necessary to deploy the massive number of satellites required and the vulnerability that such a network possesses.

Renn Volz: Male Human Expert 6: Init –1; Defense 11 (–1 Dex,+2 class); Spd 10m; VP/WP –/8; Atk +3 melee (1d3–1, punch), +3 ranged (by weapon); SV Fort +1, Ref +1, Will +6; SZ M; FP 1; DSP 1; Rep 4; Str 8, Dex 8, Con 8, Int 18, Wis 12, Cha 10. Challenge Code: A.

Equipment: Datapad.

Skills: Astrogate +8, Computer Use +15, Demolitions +10, Disable Device +10, Knowledge (engineering) +13, Knowledge (hyperspace physics) +13, Knowledge (astrophysics) +13, Listen +6, Pilot +3, Profession (engineer) +13, Read/Write Basic, Repair +15, Speak Basic, Spot +6.

Feats: Cautious, Gearhead, Skill Emphasis (Knowledge [engineering]), Skill Emphasis (Profession [engineer]), Weapon Group Proficiency (simple weapons).

determines if the ship drifts out of the corridor and into patrolled space, or if the ship flies too close to the Maw and is destroyed.

To complete the Kessel Run faster, the pilot can plot a route that takes the ship closer to the Maw. The Astrogate check increases by 1 for every parsec the pilot wants to shave off the trip. So, attempting the run in 12 parsecs (like Han Solo did) requires an Astrogate check against DC 21. The Pilot check starts at DC 25 due to the stronger gravitational forces, and it increases by 1 for every point by which the Astrogate check failed. So, an Astrogate result of 10 for a 12-parsec run requires a Pilot check against DC 36. Failure results are the same, no matter the distance.

Maw Installation

A possible mission for the heroes revolves around locating the top-secret Maw Installation. The heroes can either be sent to capture a super-weapon prototype, rescue an imprisoned scientist (such as Renn Volz), or try to sabotage the facility. Finding a path through the gravitational fields to the installation requires an Astrogate check (DC 35) and a Pilot check (DC 30). Failure has the same consequences as for making the Kessel Run. If the heroes have top-secret Imperial astrogation charts showing the location of the Maw Installation, the Astrogate check is reduced to DC 25.

Agents of the Emperor

The Emperor utilizes a number of agents and aides to accomplish the work of the Empire and the New Order. In addition to advisors and dark side adepts, the Emperor keeps a stable of special operatives. Two of the most intriguing types of operatives that serve the Emperor are the Emperor's Hands and the Force-using Inquisitors.

Emperor's Hands

Specially trained and solitary agents, each called the Emperor's Hand, make up the most secret and personal operatives working directly for the Emperor. An individual Hand believes that he or she is the only such agent in existence, serving as virtually an extension of the Emperor's will. A Hand might be sent anywhere in the galaxy to carry out the Emperor's orders, including espionage, sabotage, and assassination. Every Hand's mission profile is so secret that not even the Emperor's closest aides are aware of their existence.

One such Hand is Mara Jade, a beautiful young woman with red-gold hair who looks more like a dancer or a courtesan than a highly skilled agent. She trained with the Imperial Royal Guard and has been instructed in infiltration and information-gathering techniques. Additionally, the Emperor has helped awaken her natural Force talents, allowing Jade to receive his telepathic commands and draw strength from his well of dark side power.

Mara Jade, Emperor's Hand: Female Human Scoundrel 6; Init +2; Defense 19 (+7 class, +2 Dex); Spd 10m; VP/WP 42/15; Atk +5 melee (2d6+1, vibroblade) or +6 ranged (3d6, blaster pistol); SQ Illicit barter, better lucky than good, skill emphasis (Disguise), sneak attack +2d6; SV Fort +4, Ref +7, Will +3; SZ M; FP 2; DSP 3; Rep 3; Str 13, Dex 15, Con 15, Int 13, Wis 12, Cha 14. Challenge Code: D.

Equipment: Vibroblade, blaster pistol.

Skills: Bluff +6, Computer Use +7, Demolitions +6, Disable Device +9, Disguise +10, Entertain (dance) +8, Gather Information +10, Hide +7, Knowledge (streetwise) +5, Move Silently +7, Pilot +10, Read/Write Basic, Repair +4, Sleight of Hand +7, Speak Basic, Speak Huttese, Survival +5.

Hand of the Emperor

At some point, the heroes encounter a powerful operative, Vess Kogo, the Emperor's Hand. Kogo never refers to himself as an agent of the Emperor. If he comes into conflict with the heroes, he can be a recurring nemesis for them. The heroes might run across Kogo while performing almost any mission, or they might wind up being the object of one of Kogo's missions.

Vess Kogo, Emperor's Hand: Male Human Scoundrel 4/Force Adept 2; Init +2; Defense 20 (+8 class, +2 Dex); Spd 10m; VP/WP 24/12; Atk +7 melee (2d10+2, vibro-ax) or +6 ranged (3d6, blaster pistol); SQ Illicit barter, better lucky than good, skill emphasis (Listen); SV Fort +4, Ref +8, Will +4; SZ M; FP 3; DSP 6; Rep 3; Str 14, Dex 15, Con 12, Int 8, Wis 10, Cha 13. Challenge Code: C.

Equipment: Vibro-ax, blaster pistol.

Skills: Bluff +6, Climb +7, Demolitions +4, Disable Device +5, Hide +10, Listen +10, Move Silently +9, Read/Write Basic, Sleight of Hand +6, Speak Basic.

Force Skills: Affect Mind +6, Enhance Ability +6, Fear +2, Move Object +3, Telepathy +2.

Feats: Force-Sensitive, Heroic Surge, Power Attack, Stealthy, Weapon Focus (vibro-ax), Weapon Group Proficiencies (blaster pistol, primitive weapons, simple weapons).

Force Feats: Alter, Sense.

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Feats: Force-Sensitive, Heroic Surge, Martial Arts, Point-Blank Shot, Weapon Group Proficiencies (blaster pistol, simple weapons).

Another Hand, Vess Kogo, is a striking young man with hair as dark as deep space and a disarming smile. Like Jade, he has received advanced combat and espionage training, but his personal Force talents are more developed. Though he has served the Emperor for a shorter amount of time than Jade has, he has the potential to surpass her in almost all areas. His extreme hatred of the Rebels, however, could prove to be his undoing. He often deviates from his assigned mission to track down and destroy Rebel operatives or sympathizers. So far, this obsession hasn't resulted in Kogo failing his Emperor, but he has come close. The hatred stems from an event that occurred a few years back, when the Rebellion was still just a disorganized effort conducting by many disparate groups. One rebel group, protesting Imperial taxes on Hanofar, turned wild, and a number of innocent bystanders were hurt, including Kogo's mother. When the Emperor recruited Kogo as a Hand, he fueled that hatred with the dark side and turned Kogo into a killing machine. He can't use Kogo for subtle missions, but for pure mayhem and destruction, the Emperor often turns to Vess Kogo.

The Inquisitors

A secret division of Imperial Intelligence, the Inquisitorius, consists of Force-trained agents called Inquisitors. This select group performs various functions for Intelligence, including intelligence-gathering and surveillance missions, but the Inquisitors are most often called upon to assist with prisoner interrogations. When time permits, the leader of the Inquisitorius, the Grand Inquisitor, orders his agents to conduct searches of the farthest reaches of the Empire, most notably in the Outer Rim Territories. The target of these searches is Force-users—adepts, shamans, dark side devotees, and alien students of the Force in all their forms, as well as any ancient Jedi that may have escaped the purges of the previous generation.

When all other methods of interrogation fail, including torture and drug therapy, Imperial Intelligence turns to the Inquisitors. Using potent Force skills and powerful manipulation techniques, the Inquistors have rarely failed to produce the desired results in their subjects. One of the most powerful and respected Inquisitors is High Inquisitor Tremayne, but an up-and-coming lower-ranked Inquisitor is the subtle and ruthless Drayneen.

Inquisitor Drayneen, one of the few females to hold the position, exudes confidence and concern. Her subjects often start out actually liking her and hoping to please her. It isn't until late in a session that she allows the true extent of the dark side to flow through her, and then her cruelty and power becomes a sight to behold. Some Intelligence officers refuse to make use of Inquisitor Drayneen, no matter how effective and skilled she might be, because she has a habit of both exciting and frightening them when she works with them.

Inquisitor Drayneen: Female Human Force Adept 8; Init +3; Defense 19 (+6 class, +3 Dex); Spd 10m; VP/WP 37/8; Atk +6/+1 melee (2d8, Force pike) or +9/+4 ranged (3d6, blaster pistol); SQ Force weapon +1d4, comprehend speech, Force talisman +2; SV Fort +3, Ref +7, Will +9; SZ M; FP 5; DSP 10; Rep 4; Str 10, Dex 16, Con 8, Int 13, Wis 12, Cha 14. Challenge Code: D.

Equipment: Force pike, blaster pistol, encrypted comlink, datapad, talisman.

Skills: Knowledge (New Order) +7, Listen +11, Read/Write Basic, Sense Motive +9, Speak Basic, Spot +9.

Force Skills: Affect Mind +10, Empathy +8, Enhance Senses +6, Fear +9, Force Grip +7, Force Defense +6, Force Stealth +6, Friendship +8, See Force +9, Telepathy +7.

Feats: Alertness, Dodge, Force-Sensitive, Iron Will, Weapon Group Proficiencies (blaster pistol, primitive weapons, simple weapons).

Force Feats: Alter, Control, Dissipate Energy, Sense.

Facing the Inquisition

A great basis for an adventure involves the capture of one or more of the heroes. To get the most out of the prisoners, the Empire turns them over to one of the Inquisitors, such as Inquisitor Drayneen (detailed above). Over the course of a few days, Inquisitor Drayneen uses Force techniques and various forms of manipulation, the Inquisitor begins the process of breaking the heroes. How long can they last against torture and the power of the Force before they begin telling the Inquisitor everything they know?

While undergoing the grueling torture sessions, the heroes learn that there are other Rebel prisoners incarcerated in this facility. The heroes need to continue to resist the Inquisitor's persuasive techniques while also coming up with an escape plan. Of course, if they slip up and reveal the details of any such plan, they put the lives of all the prisoners in jeopardy.

Perhaps the trick is for them to hold out long enough to be rescued. If no rescue is imminent, then the heroes must fend for themselves. Whatever they plan to do, it won't be easy. The Imperial Inquisitor might be one of the toughest foes they must deal with over the course of the Galactic Civil War, especially since they won't have access to their weapons while inside the prison complex.

Prophets of the Dark Side

The Emperor keeps his subjects in the dark about certain things. For example, few members among the Imperial hierarchy have any inclination that the Emperor is a powerful Force-user. That's just not something he likes to broadcast far and wide. The Emperor's campaign to discredit the Jedi and reduce belief in the Force to a myth would suffer greatly if his own abilities were revealed to the galaxy at large. Many of the Emperor's secrets, therefore, revolve around his connection to the dark side.

One of these secrets concerns a small group of dark side devotees called the Prophets of the Dark Side. Led by the Supreme Prophet, Kadann, these darksiders use their powers and abilities to explore the dark side of the Force and make predictions on the outcome of plans, strategies, and upcoming events. The Emperor regularly consults with his prophets, using their skills to augment his own sojourns into the dark side of the Force. If anyone beyond the Emperor's most trusted advisers knows of the existence of the Prophets, they make certain to keep that knowledge to themselves for fear of drawing the Emperor's wrath.

The Prophets maintain two sanctuaries—one near the Emperor, another far from even their master's prying eyes. The first fills a portion of the Imperial Palace on Coruscant, not far from the Emperor's throne room. Here, Kadann or one of the High Prophets constantly keeps the oracles and seers tuned to the ebb and flow of the Force. By employing meditative techniques and judicious use of the Farseeing technique, the Prophets reach out for signs and portents concerning topics specifically requested by the Emperor. They also troll the dark side for warning signs that might threaten the Empire or opportunities to increase the Emperor's power or the influence of the dark side.

The second sanctuary, an ancient temple devoted to the dark side of the Force that dates back to the earliest days of the Sith, lies hidden in the wilds of the uncharted planet Bosthirda. Kadann makes a pilgrimage to the temple at least once every year to bask in the darkness of the place and look for a deeper understanding of the Force. At least one lesser Prophet always resides in the temple, maintaining the place

PROPHETS IN THE GAME

The Prophets of the Dark Side are a secretive, clandestine group. No one outside of the Emperor and his top associates have any idea that the Prophets even exist. Later, after the Battle of Endor, Imperial Intelligence will use the Prophets in a last-ditch effort to keep the Empire together, but none of the true Prophets of the Dark Side will be involved in this charade.

During the height of the Galactic Civil War, the Prophets keep to themselves, reading the vibrations in the Force and presenting the Emperor with possible outcomes based on their intuition, insight, and true precognitive abilities. If one of the Prophets must interact with either the Imperials or the Rebels, he does so without revealing his true nature—the Prophet presents himself as simply one of the Emperor's many advisors and courtiers.

It isn't unheard of for one of the Prophets to follow his own personal agenda and missions based on the visions the dark side reveals to him. In no way does he allow these personal missions to get in the way of his service to the Emperor, but he isn't prohibited from also promoting his own interests. In this way, a Prophet might seek out a Force-sensitive hero who has caused a ripple in the Force, or a Prophet might observe a battle or event because of the promise that it might lead to other, more important revelations.

Visions and dreams, seen in the midst of Force meditation, hold a very significant meaning for the Prophets of the Dark Side. While the future is always in motion, the visions the dark side reveals to the Prophets hold at least a modicum of truth. When the heroes appear in these visions, their paths cross with the Prophets for a time.

Sometimes a Prophet goes to the aid of the heroes because the dark side needs them for some future situation. At other times a Prophet may approach the heroes to seduce them into joining the dark side. Most often, however, the Prophets simply observe what happens in the galaxy around them, waiting for the proper moment to stop watching and start acting.

A Call to Darkness

Argor, a Lesser Prophet of the Dark Side, has a vision. In that vision, Argor sees one of the heroes. That hero is either Force-sensitive or has actually gained levels in a Force-using class. Argor has seen the potential for darkness within the hero, and he now believes that he has a mission to lure the hero onto the path of the dark side of the Force.

Argor doesn't immediately approach the hero directly. He stands nearby, watching from the shadows, observing how the hero reacts to the situations he finds himself in. Soon, Argor develops a plan for how to corrupt the hero and add another convert to the cause of the dark side. The Prophet carefully approaches the hero when he is alone. He speaks of the Force and everything's place in it without referring specifically to either the light or the dark side. Argor offers to instruct the hero in the ways of the Force, providing a way for the hero to gain a level in a Force-using class.

Argor can provide instruction to allow a hero to increase up to two levels in any Force-using class, although at a cost. Following Argor's instructions gains the hero a level in a Force-using class and gains the character 1 or 2 Dark Side Points. At the end of the training, as the character adds a level, the hero makes a Will saving throw (DC 15). If the save succeeds, the hero only gains 1 Dark Side Point.

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and keeping the meditation chambers attuned to the dark side. Whispered rumors in the grand hallways suggest that Lord Darth Vader himself once studied here, but that fact has never been confirmed by any of the younger Prophets—and Kadann won't discuss Vader with anyone, except perhaps for the Emperor.

Observers and contemplators by nature, the Prophets of the Dark Side don't tend to take an active role in the galaxy's events. They prefer to watch from the shadows, examining the threads of fate and trying to determine where they might lead. Every action causes a ripple in the Force, not unlike when a pebble is dropped in a pool of water. A single action affects other actions around it, and by learning to discern the patterns, the Prophets have become a very powerful tool for the Emperor. They rarely take a hand in the events of the galaxy, since doing that could interfere with their ability to see the patterns in the Force.

Argor, Lesser Prophet of the Dark Side: Male Human Force Adept 4; Init +0; Defense 14 (+4 class); Spd 10m; VP/WP 27/11; Atk +3 melee (1d3, punch) or +3 ranged (by weapon); SV Fort +2, Ref +2, Will +6; SZ M; FP 1; DSP 12; Rep 1; Str 10, Dex 10, Con 11, Int 12, Wis 15, Cha 14. Challenge Code: B.

Equipment: Scrying cube, dark side talisman.

Skills: Hide +6, Knowledge (dark side lore) +6, Listen +8, Move Silently +4, Read/Write Basic, Sense Motive +7, Speak Basic, Speak Ryl.

Force Skills: Affect Mind +6, Empathy +7, Enhance Senses +5, Farseeing +8, Fear +4, Force Defense +3, Force Stealth +3, Move Object +4, See Force +6.

Feats: Alertness, Force-Sensitive, Quickness, Stealthy, Weapon Group Proficiencies (blaster pistol, primitive weapons, simple weapons).

Force Feats: Alter, Control, Sense.

Argor's dark side talisman provides him with a +2 Force bonus on saving throws against non-dark side Force skills or Force feats.

If the save fails, the hero gains 2 Dark Side Points.

The Lesser Prophet refuses to train the hero in public or in any place where the training can be witnessed by someone else. In fact, he demands secrecy: "You must not reveal my existence to anyone," Argor cautions, pretending to be on the run from the Empire. "If they realize I am alive, they will hunt me down and destroy me." He never overtly pushes the hero toward the dark side of the Force, but his lessons always lead in that direction in the most innocuous ways. In most cases, the hero won't even realize that he has taken a step down the dark path, even though he gains at least 1 Dark Side Point because of the training.

After successfully helping the hero gain two levels in a Force-using class, Argor can provide no additional instruction—at least not without turning fully to the dark side. At that point, he drops all pretenses and attempts to cajole and tempt the hero with promises of power and influence. "Join me," Argor whispers. "Come to Bosthirda with me and surrender yourself to the High Prophet himself. He can teach you things you've only dreamed of."

If the hero refuses, Argor quietly slips away. He'll return to tempt the hero at a later date, when circumstances and situations are more favorable to the dark side's call.

Circarpous Major

The populous star system of Circarpous Major contains fourteen planets, including the primary world of Circarpous IV. Many of the system's inhabitants are sympathetic to the Rebellion, especially in the wake of the destruction of Alderaan. However, also because of the lesson of Alderaan, these same sympathizers are afraid to risk the Empire's wrath. The Alliance, however, needs the support of the Circarpousians, and negotiations with the Circarpousian resistance leaders continue.

The fourth planet in the system, Circarpous IV, is a hectic and thriving world that serves as the business hub of the Expansion Region. Some of the galaxy's top financial leaders live and work on this planet, and some of them covertly fund the Alliance. Meanwhile, at the other end of the system, Circarpous XIV houses a small, hidden Rebel outpost. In between, on the fifth planet in the system, a world that the locals call Mimban, the Empire secretly operates a vast illegal dolovite mine. This cloud-covered swamp world, lush and teeming with life, hasn't been fully explored or colonized by the Circarpousians. The Empire, always looking for resources to exploit, secretly set up a mine on Mimban. The miners live in five makeshift towns; some of the miners are paid employees, others are forced laborers serving the Empire. The miners use energy drills, which are illegal on populated worlds, to produce yields more quickly.

Mimban is home to at least two sentient species, the Mimbanites and the Coway. There is reason to believe that these species have common evolutionary roots. The large-eyed Mimbanites, derogatorily called Greenies, beg in the mining towns. These humanoids have small, thin bodies, green skin, and wild hair. Not strong enough to handle mining, the Mimbanites live by scavenging and by wheedling handouts from the miners.

The Coway dwell in the planet's caves. These humanoids resemble the Mimbanites but appear much stronger and have smaller eyes. They are a violent, tribal species, aggressive and proud. The Coway worship the warrior god Canu, who demands strong followers and appreciates brute force.

Mimban also features the ancient Temple of Pomojema, the resting place of the Kaiburr Crystal. This Force-enhancing artifact strengthens the abilities of Force-users, and the ancient priests of the temple once used the crystal's natural properties to enhance their healing powers.

Mimbanite Commoner: Init –1; Defense 9 (–1 Dex); Spd 10m; VP/WP –/7; Atk –2 melee (1d3–2, punch) or –1 ranged (by weapon); SQ +2 bonus on Hide checks; SV Fort –2, Ref –1, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 6, Dex 8, Con 7, Int 12, Wis 10, Cha 8. Challenge Code: A.

Equipment: Variety of personal belongings.
Skills: Profession (scavenger) +2, Hide +3, Spot +1.
Feats: Weapon Group Proficiency (simple weapons).

Coway Commoner: Init +1; Defense 11 (+1 Dex); Spd 10m; VP/WP –/10; Atk +2 melee (1d8+2, spear) or +1 ranged (by weapon); SQ Darkvision, +2 species bonus on Fortitude saves; SV Fort +2, Ref +1, Will –1; SZ M; FP 0; DSP 1; Rep 0; Str 14, Dex 12, Con 10, Int 10, Wis 9, Cha 9. Challenge Code: A.

Equipment: Spear, variety of personal belongings.
Skills: Climb +3, Move Silently +2.
Feats: Weapon Group Proficiency (simple weapons).

KAIBURR CRYSTAL

If a Force-user takes possession of the Kaiburr Crystal, he or she gains access to the crystal's store of Force Points. These Force Points provide a 5d6 bonus on all Force skill checks made for one full round. The character can spend his own Force Point in a round plus one from the crystal to enhance the use of the Force skill. The crystal contains five Force Points. As long as the crystal is in close proximity to the temple, it regains 1 Force Point every 10 rounds. If the crystal is removed from Mimban, it doesn't regain its Force Points. However, it can be used as a lightsaber crystal, giving such a lightsaber a +2 bonus on attack and damage rolls.

Circarpous Adventures

Here are two ideas for advenmturing in the Circarpous Major system.

Circarpous XIV

An Imperial probe droid (described in the *Star Wars Roleplaying Game*) has been spotted on Circarpous XIV observing the Rebel outpost. The heroes must catch up with the droid and destroy it before it reaches high ground and broadcasts its findings to the Imperial garrison on Mimban.

Circarpous IV

The heroes are asked to travel to Circarpous IV to help the resistance leaders and get them to throw their full support to the Alliance. Princess Leia Organa eventually picks up this mission, but the heroes can certainly do their part until she arrives.

The resistance leaders need help. The business hub appears on the verge of collapse due to the sudden disappearance of the Expansion Region Credits Reserve Chief, Dougen Starspan. This genius has kept the region fiscally sound for years, and every financial institution has lost confidence without his guiding hand.

Where has Starspan gone? Did he leave voluntarily, or was he the victim of foul play? These are questions for the Gamemaster to determine and the heroes to unravel as the adventure unfolds.

Mystery of the Charon

On the planet Kayri III, in an unpopulated portion of the Expansion Region, a mysterious species has taken control of the world. Here, in a harsh wilderness of lava-filled crevices and jagged hills, this species of humanoid arachnids worships Death and the Void. Exiles from a dimension beyond the limits of realspace or hyperspace, the Charon utilize biologically engineered tools and machines to keep their technological society going. The group on Kayri III, consisting of no more than three dozen individuals, must have traveled to this section of the galaxy through some unexplained accident, because the Charon have not developed a hyperdrive engine.

The Charon on Kayri III crash-landed in one of their living vessels. The vessel took a great deal of damage and died, leaving the Charon stranded on the harsh world. Subsequently, the survivors try to remain hidden, not wanting to be discovered by any of the indigenous intelligent species of the region. They do hope to acquire a ship someday so they can leave the planet and get on with their goal of eradicating all other intelligent life. Once they have achieved this goal, then the Charon will surrender to the inevitable end that waits for them—but not before.

The Charon have developed a hidden stronghold within the caverns that honeycomb the jagged mountains. The center of this underground community is the Void Stone, taken from the heart of their now-dead vessel. The stone serves as the Charon's focus for their religion of death, and it has an unusual property that dampens the abilities of Force-users who enter the network of caverns (see sidebar).

This group of Charon poses no immediate threat to the Empire or the Alliance. If they somehow manage to find a way to leave the planet, they can become deadly marauders. If they find a way to bring more of their species to this galaxy, the Charon can become an invading force that might be impossible to stop.

Charon Scientist: Scout 2; Init +2; Defense 17 (+2 Dex, +4 class, +1 natural); Spd 10m; VP/WP 12/10; Atk +0 melee (1d4–1, claws) or +3 ranged (2d4, acid spitter); SQ Trailblazing, +1 natural defense; SV Fort +2, Ref +4, Will +3; SZ M; FP 0; DSP 12; Rep 0; Str 8, Dex 14, Con 10, Int 16, Wis 12, Cha 8. Challenge Code: A.

Equipment: Acid spitter, biotools.

Skills: Astrogate +7, Computer Use +8, Craft (biotools) +9, Demolitions +7, Knowledge (bioscience) +9, Listen +6, Pilot +6, Read/Write Charon, Repair +9, Search +8, Speak Charon.

Feats: Gearhead, Starship Operation (space transport), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Charon Warrior: Soldier 3; Init +1; Defense 15 (+1 Dex, +3 class, +1 natural); Spd 10m; VP/WP 22/15; Atk +6 melee (1d4+3, claws) or +4 ranged (2d6, plasma hurler); SQ +1 natural defense; SV Fort +4, Ref +2, Will +0; SZ M; FP 0; DSP 9; Rep 0; Str 16, Dex 12, Con 12, Int 8, Wis 8, Cha 8. Challenge Code: B.

Equipment: Plasma hurler.

Skills: Intimidate +5, Move Silently +4, Read/Write Charon, Speak Charon, Spot +2.

Feats: Ambidexterity, Armor Proficiencies (light, medium, heavy), Blind-Fight, Toughness, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

VOID STONE

The Void Stone, a meteorite from the Charon's home galaxy, serves as a holy relic and has an unusual property. The stone dampens the abilities of Force-users. Any Force-user within 100 meters of the stone (anywhere within the Charon cave network on Kayri III) receives a –4 circumstance penalty on all Force skill checks. In addition, all Force Point use is reduced in effectiveness, whether used by a Force-user or a non-Force-using character. The effectiveness of a Force Point used within the area of the Void Stone is reduced by 1d6. So, if a character would gain a +2d6 bonus from the use of a Force Point, within the influence of the Void Stone that Force Point grants only a +1d6 bonus.

Charon Adventures

Here are two adventures in which the heroes can come in contact with the mysterious Charon.

Stuck on Kayri III

One adventure takes place when the heroes crash-land on Kayri III. The Charon immediately investigate to see if the ship can be used to get off the planet. Also, they want to make sure they send the heroes to the Void.

The heroes must make sure their ship doesn't become the means for the Charon to escape to the stars. As long as the Charon are contained on Kayri III, their threat to the galaxy is minimal.

Otherspace

This adventure opens with a hyperspace accident that sends the heroes' ship hurtling into otherspace, the elusive dimension beyond realspace and hyperspace where the void of space is reversed—stars burn as black jewels against an expanse of gray. The only nearby sign of life is a great asteroid covered with wrecked starships, some familiar to the heroes, others totally alien.

The asteroid is a living ship full of Charon. The heroes must gather parts from the wrecks to repair their hyperdrive before they can escape while Charon warriors attempt to capture the ship so that their scientists can unlock the secret of hyperspace travel.

Scouring the Galaxy

The next stage of the Galactic Civil War shifts into high gear as the Empire makes a concerted effort to locate the main Rebel base. With the Rebel victory at Yavin almost three years in the past, Darth Vader pushes his fleet night and day to achieve some kind of success that he can then report to the Emperor. Imperial forces hit suspected Rebel supporters hard in the hope of gaining some relevant information that will aid them in their search. Resistance and protests of any kind meet with an onslaught designed to spread fear throughout the galaxy. The Empire drops all illusions of being a benign government and increases the pressure until something or someone gives out.

In addition to the Imperial fleet, the Empire has committed a vast amount of resources to locating the Rebel leaders and their hidden base. Tens of thousands of probe droids and remotes scour the far corners of the galaxy, looking for any sign of Rebel activity. Thousands of intelligence agents from both the civilian and military arms of the Empire comb planets and space stations from the Core to the Outer Rim looking for any leads on the Rebellion hierarchy. To that number, add the millions of independent informants, spies, bounty hunters, and petty crooks hoping to make a big score by turning in a Rebel, and you've got an awful lot of eyes looking for traitors to the Empire. Then, thanks to Imperial-controlled media reports that label all Rebels as criminals, add in all the honest citizens who believe the lies and half-truths told by the Empire and therefore feel it's their civic duty to notify the authorities about any possible Rebel activities. There are a *lot* of people and machines searching for the Rebels.

The galaxy, however, is a big place with a lot of uninhabited corners to hide in, a lot of uncharted space to disappear into. And that's just what the Rebels did . . . for a while.

Imperial Wrath

As the Battle of Yavin slipped into the past, and the search for the Rebel base dragged on, the Empire began to conduct more and more displays of raw power and ruthlessness. Although none of these atrocious acts matched the sheer magnitude of the destruction of Alderaan, the Empire became even more determined to use whatever means necessary to flush out the Rebel leaders.

On Sarko VI, an informant provided the names and hiding places of a Rebel cell. Imperial troops descended on the location, bombarding the ramshackle shelters and makeshift homes of what turned out to be harmless squatters and transients who had run out of resources and options and were forced to live on the outskirts of the Sarko colony. Captain Korvellen, in charge of the Imperial operation, later justified the slaughter. "They were poor and without hope," the captain said, "potential Rebel scum waiting to turn against the Empire. We were lucky to strike at them before they made a move against the colony."

An Imperial assault shuttle full of zero-g spacetroopers boarded the luxury starliner *Star Palace* to substantiate a report of Rebel activity originating on the vessel. The heavily armed space troopers opened one of the crowded casinos to vacuum as they entered the ship, then killed or wounded more than two hundred other passengers as they worked their way through the cabin decks. They arrested a family of Corellian tourists, as well as the ship's captain, before returning to the assault shuttle and moving on. Neither the Corellians nor the captain have been seen since.

The Mon Calamari colony on Ruisto suffered a devastating attack. Since the Empire has been unwilling to gather a fleet large enough to assault the Mon Calamari homeworld, the Ruisto colony became a suitable substitute target for the full fury of the Empire's wrath. The colony and the small shipyards it operated were blasted out of existence by a barrage of fire from a Star Destroyer assault fleet. There were no reported survivors.

A peaceful demonstration in Terrina Square, on the planet Quellor, saw hundreds of participants from many species come together to protest reported Imperial atrocities in the Outer Rim Territories, as well as to call for the banning of superweapons similar to the Death Star. Quellor's Imperial governor, Moff Toggan, called up a legion of stormtroopers to watch over the crowd and maintain order. He specifically ordered the troopers to refrain from the use of deadly force unless he gave the order. When the demonstrators burned a facsimile of the Emperor to show their displeasure with current policies, the stormtroopers took action. Whether they acted on their own or on orders from someone with more clout than the moff, the result was the same. The stormtroopers waded into the crowd, moving toward the burning Emperor, using their blasters to clear a path. At the end of the day, the massacre at Terrina Square was big news—for about thirty minutes, until COMPNOR prohibited further reports from going out through any of the regulated media outlets.

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The Hoth system, forlorn and uninhabited, is located in a remote corner of the Ison Corridor. The system contains six planets and an asteroid field. The inner five planets contain no life forms of any type, but the sixth planet, Hoth, features an environment that is extremely hostile yet habitable—barely. Ice and snow cover the planet, and a bitter wind constantly blows across the frozen plains. Temperatures during Hoth's day cycle can be tolerated with layers of protective clothing, but the night brings a cold of such intensity that anyone not inside a shelter risks being fast-frozen to death as the temperature plunges.

The planet boasts a number of native life forms, including tauntauns, wampa ice creatures, Snowmice, ice scrabblers, and ice worms, as well as a variety of lichens, molds, and fungi. Each of these life forms demonstrates the old adage: Life finds a way not only to survive, but to thrive. Even so, considering the planet's ice floes, expanses of tundra, jagged mountains, columns of ice that jut high into the blue-white sky, and the lethal temperatures, Hoth is far from being a pleasant environment. Its major appeal to the Alliance is that it is so foreboding to casual visitors that no one is likely to merely stumble upon the Rebel base.

Hoth Asteroid Belt

A storm of rocks created when two planets collided millions of years ago, the Hoth asteroid belt presents a great hazard to all ships traveling within the system. The erratic orbits of the asteroids make hyperspace travel through the region dangerous, and sublight travel practically impossible except for all but the most experienced or foolhardy of pilots. Debris from the asteroid belt regularly rains down upon Hoth in the form of spectacular meteor showers, adding to the dangers on the ice planet itself.

The asteroid belt isn't devoid of life, either. Clouds of mynocks, flying parasites that feed on energy, congregate around the largest asteroids, ingesting the ambient heat of giant space slugs that live deep within the rocks until they can attach themselves to passing vessels. In addition, temporary mining outposts spring up from time to time in the asteroid belt as someone tries to make a profit from the mineral resources floating freely in the area.

Legends claim that major pirate strongholds are hidden on and within some of the larger asteroids. One of these bases, the legends say, belonged to the notorious Clabburn, whose ships once attacked travelers traversing the hyperspace paths of the Anoat trade corridor.

Echo Base

When Alliance High Command finally decided to set up its headquarters on the ice planet Hoth, it had an almost perfect location to work with. Not from the point of view of creature comforts and accessibility, because Hoth is hostile and hard to get to, but from the perspective that the Empire would never think to look there. The regularly occurring meteor showers helped mask routine activities at the base, and the planet's natural caverns were almost ready-made for habitation.

The Rebel facility on Hoth, Echo Base, was never intended to be a permanent headquarters. Alliance High Command needed a safe haven at which it could regroup, free of visitors, while the Rebels investigated other possible base locations. Rebel engineers worked with the natural terrain instead of throwing up easy-to-spot prefab structures. They expanded Hoth's natural network of ice caves by excavating the packed snow and solid ice with laser cutters and heavy machinery. Seemingly overnight, the engineers turned Echo Base into a livable, if uncomfortable, command center. They installed a power generator, an energy shield, and a planetary defense heavy ion cannon to protect the base.

Even with its state-of-the-art command center, medical bay, and two primary hangars, Echo Base was designed to be abandoned. The Alliance philosophy centered on staying mobile and being ready to run at a moment's notice. It just wasn't ready to take on the full might of the Empire yet. Some supporters wondered if it ever really would be. Dispersed around the galaxy and constantly on the move, the Rebel fleet had no facilities at Hoth. The base could handle ships as large as medium transports, but that was all. If the Empire did show up, the base would rely on the planetary defense gun, the protective shield, and a wing of starfighters to provide cover while the transports escaped.

Echo Base provided accommodations for several thousand people, including the Alliance government in exile, portions of Alliance High Command, and civilian support personnel. In addition, a reinforced battalion of SpecForce troops also protected Echo Base. The soldiers dug numerous trenches in the ice field surrounding the base and mounted weapon emplacements in the trenches to give the infantry as much support as possible. A wing of airspeeders was also assigned to the base, for both air support and reconnaissance, though only a few had been converted to snowspeeders capable of enduring Hoth's arctic conditions. As the conversion process continued, the troops learned to use the native tauntauns as transportation for scouts and perimeter patrols.

Survey Mission

Since before the Battle of Yavin, Alliance High Command has made a habit of constantly relocating its primary bases. This requires that Rebel scouts continuously scour the galaxy, looking for places for the Alliance to hide. Alliance High Command has assigned several teams to explore an out-of-the-way region of space. Your heroes are sent to survey the Calline system for suitable base locations.

The Calline system has only three planets. The first is a sun-baked furnace in close orbit around the yellow-orange star. Initial sensor readings suggest that the small planet has a dense core, indicating the presence of heavy metals. The surface conditions, however, make retrieving such metals hazardous. The third planet is a gas giant devoid of satellites. Industrial gases exist only in small amounts in the planet's atmosphere.

The second planet offers the most promise. Although it, too, orbits too near its sun for surface habitation, it is tidally locked. The sunward side of the planet attains temperatures hot enough to melt all but the best protected equipment, and the spaceward side is nearly as cold as space itself. Between the two sides, however, a narrow strip of moderate temperature rings the planet, providing a marginally habitable zone. Although the planet has no atmos-

The Battle of Hoth

The second great engagement of the Galactic Civil War, the Battle of Hoth was fought on the ground, not in space. Darth Vader's fleet raced for the Hoth system after the Dark Lord viewed a report from one of the thousands of probe droids searching the galaxy and determined that he was looking at a portion of the hidden Rebel base. Fortunately, Alliance personnel detected the probe droid and knew that they had been discovered. Evacuation and defense procedures went into full swing even as the Imperial fleet leaped into hyperspace and approached the system.

The Imperial fleet reentered realspace close to the planet, alerting the Rebels to its presence almost immediately. This gave the Rebels time to activate the planetary shield and dispatch their troops. With the shield in place over Echo Base, a bombardment from space was impossible. Instead, the Star Destroyers positioned themselves around the planet to form a barricade of sorts while dropships landed several legions of specialized stormtroopers and a squadron of AT-AT walkers. The assault on Echo Base had begun.

The Empire had one goal for its ground assault: to destroy the power generator supplying energy to the shield. Once the shield fell, the Empire could bring all its might to bear on the Rebel base, both ground troops and ship-to-planet bombardments. The Imperial forces had to land in a vast glacier field north of the base. From there, it was a trip of a few hundred kilometers through Rebel defenses as the snowtroopers and walkers made their way to the power generator.

For its part, the Alliance strategy was simple: contain or detain the Imperial march long enough for key personnel and equipment to get away. Filling transports to capacity, the Rebels used their ion cannon to clear a corridor and then opened the shield just long enough for one transport and two starfighter escorts at a time to leave the planet. The Rebel troops threw themselves into harm's way to slow the Imperial advance. With a few outdated artillery pieces and a handful of snowspeeders, the troopers managed to delay the Imperial forces long enough for most of the command personnel to escape. They even managed to take down a couple walkers in the process.

In the end, the Alliance suffered a devastating defeat. Echo Base was destroyed, and the Alliance endured heavy casualties. The Empire won the day with this major tactical victory. It was this terrible event that eventually convinced the Alliance to conduct an all-or-nothing strike at Endor less than one year later.

phere, it could be a promising area to locate a base. The planet seems to have undergone significant seismic activity in the past, for below the surface are numerous caves formed from lava pockets.

As the heroes close in on the planet, however, they discover that someone else must have had the same idea. Sensors pick up two craft, some sort of fighters, approaching rapidly from just over the horizon of the planet. Just behind them is a medium freighter. Secondary scans identify the fighters as Z-95 Headhunters and the larger ship as a Corellian Engineering *Barloz*-class freighter. Neither the fighters nor the freighter hails the heroes as they vector in on an intercept course.

The heroes have stumbled on a smugglers' base. The smugglers have built a base here to avoid Imperial patrols. When the Alliance survey ship first enters the base's sensor range, the smugglers take it for an Imperial vessel. They launch fighters and a gunship (the freighter) when they see the survey ship close in on the second planet.

Quick-thinking heroes might be able to gain quite a coup here. Heroes who attempt to contact the incoming ships cause the gunship captain to hesitate. Moments after the initial communication attempt, the gunship captain orders the fighters to back off and responds with

General Rieekan

General Carlist Rieekan commanded the Alliance forces at Echo Base. He was responsible for the brilliant delaying action that allowed the Alliance leadership to escape the Imperial noose that descended on Hoth. A quiet, unassuming native of Alderaan, Rieekan was a secret member of the Rebel Alliance when the Death Star arrived in the Alderaan system. The future general was inspecting satellite transmitters around Alderaan's sister world, Delaya, at the time. He could have signaled a general evacuation of the planet, since he knew through covert Rebel channels the potential destructive power of the battle station. To do so would have been to admit that Alderaan had ties to the Alliance, and Rieekan didn't truly believe that Grand Moff Tarkin would really use the weapon on the peaceful planet.

He was wrong.

Living with the guilt of his decision and vowing never again to underestimate the cruelty of the Empire, General Rieekan made sure that defenses at Hoth were the best they could be. At his order, traffic to and from the Hoth system was limited to a few long-range starfighter patrols and what few ships were necessary to bring in supplies. This provided Hoth its best defense: secrecy. So effective was this tactic that only a stroke of luck and the insight of a Sith Lord enabled the Empire to find the Rebel base. Rieekan put into place an evacuation plan almost immediately upon assuming command of the base and developed the delaying action that would buy the transports time to flee. As soon as evidence of the Imperial probe droid was confirmed, he ordered the evacuation to begin and deployed his troops for the inevitable battle with Lord Darth Vader's forces.

General Carlist Rieekan: Male Human Noble 6/Officer 6; Init +1; Defense 19 (+8 class, +1 Dex); Spd 10m; VP/WP 62/12; Atk +8/+3 melee (1d3, punch) or +9/+4 ranged (3d6, blaster pistol); SQ Bonus class skill (Gather Information), call in a favor ×3, inspire confidence +2, command +2, leadership, requisition supplies, tactics; SV Fort +6, Ref +7, Will +13; SZ M; FP 3; DSP 2; Rep 9; Str 10, Dex 13, Con 12, Int 15, Wis 16, Cha 16. Challenge Code: D.

Equipment: Cold weather gear, multichannel comlink, code cylinder, blaster pistol.

Skills: Climb +4, Computer Use +10, Diplomacy +15, Gather Information +13, Knowledge (alien species) +8, Knowledge (bureaucracy) +12, Knowledge (cultures) +8, Knowledge (history) +10, Knowledge (tactics) +14, Jump +4, Listen +7, Pilot +4, Read/Write Basic, Sense Motive +13, Speak Basic, Speak Calamarian, Speak Ithorian, Speak Sullustan, Spot +8, Survival +9, Swim +4.

Feats: Heroic Surge, Iron Will, Point Blank Shot, Skill Emphasis (Survival), Trustworthy, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons).

questions to the survey ship about who the occupants are, what they're doing in the system, and so on. If the heroes are hostile, the encounter resolves as space combat. Even if the initial contact is hostile, heroes might be able to salvage something from the encounter. Only if the heroes have been especially vicious (finishing off a fighter already damaged enough to be out of the fight, for example) will the smugglers stay hostile. They send out their other two fighters to hold off the heroes' ship while the rest of them escape in small and medium freighters.

If the heroes are careful and polite, the smugglers respond in kind. This group of smugglers has suffered at the hands of the Empire, so they have good reasons to hate the Imperials. Careful negotiation might not only sway them to join the Rebels or support the efforts of the Alliance, but might convince them to allow the Rebels the use of their base! Alliance heavy equipment could quickly extend a tunnel network into other caves, reinforce the structure of the rock, and make the area habitable for a large Rebel base.

A peaceful resolution to the smuggler encounter could also provide a ready-made introduction for new heroes interested in joining Rebellion. The GM can use this encounter as a way for new players to join without stretching anyone's imagination too much.

Cunning, ruthless, and completely loyal to the Empire, General Maximilian Veers rapidly rose through the ranks of the Imperial Army. He made a name for himself, first as an All Terrain Armored Transport commander, then as an officer who could succeed even when faced with "suicide" missions. When the Empire lost many of its top officers at the Battle of Yavin, Veers was promoted to general and placed in charge of the ground troops serving Lord Darth Vader's fleet.

When Admiral Ozzel made the fateful decision to try to surprise the Rebels at Echo Base by emerging from hyperspace close to the planet, Darth Vader "relieved" him of his duties and turned to General Maximilian Veers to lead a ground assault against the Rebel base. The general's primary mission was to destroy the massive generator providing the power that maintained the energy shield protecting the base. Veers deployed a squadron of AT-AT walkers and an elite unit of snowtroopers to overcome the Rebel defenses. His experience in ground assaults proved sufficient for the task: Within hours of landing, the Imperial forces had secured Echo Base.

Indeed, Veers is considered the officer responsible for the Imperial victory at Hoth. He turned what had started as a strategic blunder by the Imperial Navy into a tactical victory for the Imperial Army. While his leadership had led to a victory for the Empire, it could have been much worse for the Rebel Alliance. If not for General Rieekan's state of readiness and the Rebel obsession with being ready to run at a moment's notice, General Veers might have accomplished what no other Imperial officer had been able to bring about in more than three years. He could have destroyed Alliance High Command and crippled the Rebellion. Instead, he handed the Rebels their worst defeat of the war.

General Maximilian Veers: Male Human Noble 1/Soldier 4/Officer 5; Init +1; Defense 18 (+7 class, +1 Dex); Spd 10m; VP/WP 60/12; Atk +7/+2 melee (1d3, punch) or +8/+3 ranged (3d6, blaster pistol); SQ Bonus class skill (Repair), call in a favor, leadership, requisition supplies, tactics; SV Fort +8, Ref +6, Will +10; SZ M; FP 2; DSP 7; Rep 8; Str 11, Dex 12, Con 12, Int 16, Wis 14, Cha 14. Challenge Code: D.

Equipment: Multichannel comlink, code cylinder, blaster pistol.

Skills: Computer Use +11, Demolitions +7, Diplomacy +12, Gather Information +10, Intimidate +8, Knowledge (bureaucracy) +10, Knowledge (Imperial military) +10, Knowledge (tactics) +8, Listen +7, Pilot +10, Read/Write Basic, Repair +8, Sense Motive +10, Speak Basic, Spot +7; Survival +6.

Feats: Armor Proficiencies (light, medium, heavy), Endurance, Far Shot, Heroic Surge, Iron Will, Persuasive, Point Blank Shot, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vehicle weapons, vibro weapons).

Hoth Adventures

At some point, members of Commander Hamelin's Rebel cell will be asked to provide support for the Alliance High Command installation on Hoth. This is one way for your heroes to wind up on the planet during the Battle of Hoth. If they do, here are some ideas for adventures on Hoth.

Tauntaun Roundup

When the heroes first arrive at Echo Base, they quickly discover that not everything works as well as it should. Most of the Rebel equipment and vehicles aren't designed to operate in such extreme cold. While the Alliance engineers tackle the problem, the heroes are assigned to help capture the native tauntauns. If the Alliance can tame a few of these wild beasts, it can use them as riding animals until the airspeeders can be converted to snowspeeders.

The heroes make up one of six teams sent into the bitter cold to track and capture tauntauns. Tracking and survival skills come in handy in the frozen wastes. The heroes are provided with nets and liquid-cable lassos, and they are warned to keep their weapons set on stun. "We want the tauntauns alive," the duty officer tells them, "not roasted for the evening meal."

Dealing with an unexpected blizzard or white-out condition, avoiding an avalanche, dodging falling

Probe Droid

When the Emperor assigned Darth Vader the task of hunting down and destroying the Rebel Alliance, he opened the Imperial arsenal and provided everything Lord Vader might need to complete his mission. Ever a believer in the value of reliable information, Vader loaded hundreds of probe droids and hyperspace delivery pods onto his fleet of Star Destroyers. Once the fleet identified an area in which the Rebels could possibly be hiding, Vader still faced the daunting task of trying to find the proverbial ice flea on a tauntaun.

To narrow his search, Lord Vader ordered his subordinates to seed the region of space with a variety of probe droids. Some were sent to float quietly in shipping lanes to observe traffic patterns, while others were assigned to sweep space for stray communication signals and identify those encrypted with unrecognized codes. The job of close survey of individual planetary systems fell to Arakyd Viper probe droids.

The probe droid, or probot, contains sophisticated surveillance and tracking programs, and is equipped with a wide variety of scientific and military hardware. A powerful sensor array allows the probot to search across a multitude of spectrums, including electromagnetic, motive, acoustic, seismic, and olfactory. Specialized tools unfold from the droid's many appendages, and it is equipped with both offensive and defensive ordnance.

Viper Series: Hovering military droid, Scout 2; Init +0; Defense 14 (+4 class); Spd 10m; VP/WP 16/14; Atk +1 melee (1d8, claw) or +1 ranged (3d6, blaster); SQ Trailblazing; SV Fort +4, Ref +2, Will +4; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 14, Int 10, Wis 14, Cha 10. Challenge Code: B.

Equipment: Blaster, locked access, improved sensor package, infrared vision, low-light vision, telescopic vision, comlink, recording unit, self-destruct system.

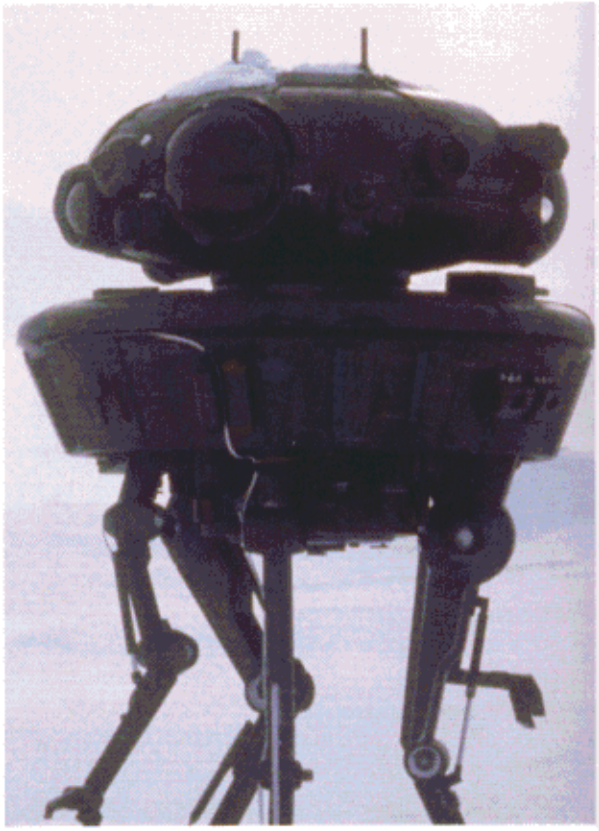
Skills: Hide +5, Listen +7, Move Silently +5, Search +5, Spot +10, Survival +7.

Feats: Skill Emphasis (Spot), Track.

The Arakyd Probe-Mate hyperspace pod is a cheap and reliable means of delivering a Viper probe droid into a system and deploying it in an ablative shield to the surface of a planet. The droid brain controlling the pod has Astrogate and Pilot skill modifiers of +5, enabling it to deliver its passenger relatively accurately.

Craft: Arakyd Probe-Mate Hyperspace Pod; **Class:** Starfighter; **Size:** Fine (3.5m long); **Initiative:** +13 (+8 size, +5 crew); **Crew:** Skilled +5; **Passengers:** One Akaryd Viper probe droid; **Cargo Capacity:** None; **Consumables:** None; **Hyperdrive:** ×1; **Maximum Speed:** Cruising; **Maneuver:** +13 (+8 size, +5 crew); **Defense:** 28 (+8 size, +10 armor); **Shield Points:** None; **Hull Points:** 60; **DR:** 5.

Weapon: None.



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icicles the size of spears, and watching out for soft snow that can swallow a Wookiee whole are just some of the concerns for anyone traveling through in the Hoth wastes. After dealing with a few of these environmental threats, the heroes still have to find a herd of tauntauns.

Eventually they come across a small herd consisting of one male, four females, and two colts. The heroes must capture as many of these animals as they can, preferably by using their Handle Animal and Ride skills to break and tame the creatures. And they have to do all this quickly enough to get back to the base before nightfall arrives and the temperature drops to lethal levels.

Tauntaun, Adult Male: Arctic herd animal 3; Init +1; Defense 17 (+7 natural, −1 size, +1 Dex); Spd 20m; VP/WP 22/16; Atk +4 melee (1d2+4, claw) or +3 melee (1d4+4, bite); SQ +4 species bonus on arctic Survival checks; SV Fort +5, Ref +2, Will +0; SZ L; Rep 0; Str 18, Dex 12, Con 16, Int 2, Wis 8, Cha 9. Challenge Code: B.

Skills: Listen +2, Spot +2, Survival +9.

Tauntaun, Adult Female: Arctic herd animal 3; Init +2; Defense 18 (+7 natural, −1 size, +2 Dex); Spd 20m; VP/WP 14/14; Atk +2 melee (1d2+2, claw) or +1 melee (1d4+2, bite); SQ +4 species bonus on arctic Survival checks; SV Fort +4, Ref +3,

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The All Terrain Armored Transport (AT-AT), or walker, is one of the most feared weapons in the Imperial arsenal. Serving as both a troop carrier and an assault craft, the armored behemoth provides high-powered support to ground forces. Used as weapons of terror, walkers stride across a battlefield, shrugging off all but the most powerful blaster fire while spitting deadly bolts from their cockpit-mounted cannons.

A walker carries assault forces that it can unleash in one of two ways. The AT-AT can kneel and lower assault ramps to deploy its troopers, or it can extend boom racks and drop lines to unload troopers while standing still or advancing on the enemy. Stormtroopers ride in the double-decker body cavity of the walker, while speeder bikes are carried in the lower rear garage. The upper rear compartment houses the powerful reactor that provides the walker with energy. The double-decked body cavity can be reconfigured to carry two AT-ST scout walkers.

The walker's heavily armored "head" contains the command cockpit. Two pilots and a commander drive the walker and operate its weapons from this command center. Both pilots can operate all the systems in the cockpit, but in practice one drives while the other serves as gunner during confrontations with enemy forces.

Craft: All Terrain Armored Transport; **Class:** Ground (Walker); **Size:** Colossal (20.6m long, 15.5m tall); **Crew:** Skilled +4 (1 pilot, 1 gunner, 1 commander); **Passengers:** 40 troops or 2 AT-STs, plus 2 speeder bikes; **Cargo Capacity:** 1 metric ton; **Speed:** 20m (max speed 60 km/h); **Defense:** 12 (–8 size, +10 armor); **Hull Points:** 180; **DR:** 15.

Weapon: Heavy laser cannons (2, fire-linked); **Fire Arc:** Front*; **Attack Bonus:** +0 (–8 size, +4 crew, +4 fire control); **Damage:** 6d10; **Range:** 300m.

Weapon: Medium blasters (2, fire-linked); **Fire Arc:** Front*; **Attack Bonus:** +0 (–8 size, +4 crew, +4 fire control); **Damage:** 3d10; **Range:** 100m.

*These weapons are mounted on the cockpit, which is situated on a pivoting "neck." They can be brought to bear in one arc of fire per combat round (either left, front, or right).

AT-AT Pilot: Human Expert 1; Init +0; Defense 14 (+4 armor); Spd 10m; VP/WP –/10; Atk +0 melee (1d3, punch) or +0 ranged (3d8, heavy blaster pistol); SV Fort +0, Ref +0, Will +2; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code: x.

Equipment: Blast vest and helmet, heavy blaster pistol, comlink, utility belt.

Skills: Climb +3, Computer Use +4, Pilot +4, Profession (AT-AT pilot) +4, Repair +4, Spot +3.

Will +0; SZ L; Rep 0; Str 14, Dex 14, Con 14, Int 2, Wis 8, Cha 9. Challenge Code: B.

Skills: Listen +2, Spot +2, Survival +9.

Wampa Hunt

After Luke Skywalker returns to Echo Base, a few patrols are sent out to locate the creature that wounded him. The heroes don't find the one-armed wampa ice creature, but they do encounter another of these deadly arctic predators. After a while, the heroes begin to get the sense that they are being followed. More astute heroes might even say that they are being stalked by something hiding in the ice and snow. Then the creature attacks.

The wampa lunges from beneath a mound of snow, gaining surprise and getting a free round of attacks on the heroes before they can react. If the creature can render one of the heroes unconscious, it grabs that hero and disappears into the snow. Then the other heroes must track it to its lair and rescue their companion.

The wampa, always hungry and unwilling to allow such a significant amount of food to get away, will leave a battle if it isn't winning, but continues to stalk the heroes. It makes hit-and-run attacks from under the cover of the snow, trying to take out the heroes one at a time.

Cold Assault Trooper

The Empire maintains and trains a variety of elite stormtrooper divisions, allowing it to send the right forces for the right job, regardless of planetary conditions. For Hoth, General Veers called upon a legion of cold assault troopers, more commonly known as blizzard soldiers or snowtroopers, to deal with the Rebel threat. Trained to work in tandem with AT-ATs, snowtroopers hit fast and hard, acting to crush opposition quickly and completely. They proved their worth and abilities on the ice planet that day.

Snowtroopers wear the black two-piece temperature-control body glove common to all stormtroopers. The 18-piece outer shell features a powerful heating and personal-environment unit, an airtight fabric oversuit, and a breather hood to filter out freezing cold air. A snowtrooper's boots feature all-terrain grips that provide excellent footing even on snow and ice.

These specialized stormtroopers carry a variety of personal weaponry, usually a blaster rifle and two stun grenades. In addition, every snowtrooper legion includes a number of heavy weapons squads. These three-trooper teams each carry an E-Web repeating blaster, a tripod-mounted weapon that delivers a lot of firepower thanks to its portable power generator.

In addition, scout troopers trained to operate in arctic conditions round out the forces assigned to a snowtrooper legion. More lightly armored than their combat-oriented counterparts, the snow scouts ride high-velocity repulsorlift speeder bikes on reconnaissance missions. The speedy and agile snow scouts complement the slow but inevitable march of the AT-ATs and provide wide-ranging scouting reports to help direct the course of any battle.

Cold Assault Stormtrooper: Male Human Thug 1/Soldier 3; Init +0; Defense 16 (+6 armor); Spd 8m; VP/WP 20/10; Atk +5 melee (1d3, punch) or +4 ranged (3d8/19–20, blaster rifle); SQ Immune to bribes, blackmail, seduction, and routing; SV Fort +5, Ref +1, Will +2; SZ M; FP 0; DSP 4; Rep 2; Str 12, Dex 11, Con 10, Int 10, Wis 12, Cha 9. Challenge Code: B.

Equipment: Cold assault armor, blaster rifle, two stun grenades, comlink, utility belt.

Skills: Climb +1, Demolitions +4, Intimidate +6, Knowledge (Imperial military) +6, Knowledge (New Order) +4, Read/Write Basic, Speak Basic, Spot +4, Survival +5.

Feats: Armor Proficiencies (light, medium, heavy, powered), Endurance, Far Shot, Point Blank Shot, Weapon Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Wampa: Arctic predator 3; Init –1; Defense 18 (+10 natural, –1 size, –1 Dex); Spd 10m; VP/WP 32/20; Atk +7 melee (1d6+6, claw) or +7 melee (1d4+6, bite) or +0 ranged; SQ +2 species bonus on Hide checks in snowy environments, +4 species bonus on arctic Survival checks; SV Fort +8, Ref +2, Will +1; SZ L; Rep 4; Str 22, Dex 8, Con 20, Int 10, Wis 10, Cha 12. Challenge Code: C.

Skills: Hide +3, Listen +5, Move Silently +4, Survival +4.

Feats: Power Attack, Track.

Squad Leader

When the Imperial attack on Hoth begins, the heroes are assigned to one of the trenches to fight alongside the Alliance ground forces. Their mission isn't to win the war, just delay the Imperial army long enough for the Rebel transports to get away. Some of this adventure should include fighting the onslaught of snowtroopers and AT-ATs from the limited protection of the ice trenches. However, another event can lead to a more personal mission.

Heavy fire suddenly concentrated on the line that includes the heroes results in a great number of casualties for the Rebels. Indeed, when the blaster fire clears, the heroes wind up the only survivors in the immediate area. Before they can fully regain their bearings, four speeder bikes race over the trenches on a direct line for the Alliance planetary defense ion cannon. The bikes, carrying a snow

A complement of SpecForce soldiers bolstered the Rebel troopers assigned to Echo Base. These veteran soldiers fought side-by-side with raw recruits and troopers with almost no combat experience who wanted to do their part to aid the Alliance. This combination of battle savvy, determination, and raw courage allowed the Rebel troops to delay the advancing Imperials with nothing more than personal weapons, a few outdated pieces of artillery, and the support of a dozen modified airspeeders.

The pilots of Rogue Group, led by Luke Skywalker and Wedge Antilles, flew the snowspeeders into battle against the AT-AT walkers at the Battle of Hoth. This group of pilots was assigned to Alliance High Command and formed around the members of Red Squadron who had survived the Battle of Yavin. Using some ingenious tactics, Rogue Group managed to fell a couple of walkers with good flying and the judicious use of tow cables. When the final evacuation call was made, the pilots of Rogue Group leaped into their X-wings and flew escort for the Alliance transports leaving the system.

SpecForce Trooper: Male Human Soldier 3; Init +6; Defense 15 (+3 class, +2 Dex); Spd 10m; VP/WP 20/10; Atk +4 melee (1d3+1, punch) or +5 ranged (3d8/19–20, blaster rifle); SV Fort +3, Ref +3, Will +1; SZ M; FP 0; DSP 0; Rep 1; Str 12, Dex 14, Con 10, Int 10, Wis 10, Cha 10. Challenge Code: B.

Equipment: Cold weather gear, blaster rifle, two frag grenades, comlink, utility belt.

Skills: Demolitions +5, Intimidate +6, Knowledge (Alliance military) +5, Read/Write Basic, Speak Basic, Spot +3, Survival +4.

Feats: Armor Proficiencies (light, medium, heavy), Heroic Surge, Improved Initiative, Martial Arts, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Rogue Group Pilot: Male Human Fringer 4; Init +3; Defense 17 (+4 class, +3 Dex); Spd 10m; VP/WP 22/10; Atk +3 melee (1d3+1, punch) or +6 ranged (3d6, blaster pistol); SQ Barter, adaptive learning (Astrogate), jury-rig +2; SV Fort +4, Ref +5, Will +1; SZ M; FP 1; DSP 0; Rep 3; Str 10, Dex 16, Con 10, Int 10, Wis 10, Cha 10. Challenge Code: B.

Equipment: Flight suit, blaster pistol, comlink, utility belt, tool kit, astromech droid, X-wing starfighter, snowspeeder.

Skills: Astrogate +7, Computer Use +6, Knowledge (Alliance military) +6, Listen +7, Pilot +8, Read/Write Basic, Ride +7, Speak Basic, Spot +7, Survival +6.

Feats: Alertness, Gearhead, Starship Dodge (starfighters), Starship Operation (starfighters), Weapon Group Proficiencies (blaster pistols, simple weapons).

scout each, have a long way to go, but for all the heroes know, there isn't anything left in their path to stop them. It's up to the heroes to find a means to bring down those speeders and keep the snow scouts from reaching the ion cannon.

Cold Assault Scout Trooper: Male Human Scout 3; Init +1; Defense 17 (+6 armor, +1 Dex); Spd 8m; VP/WP 16/10; Atk +2 melee (1d3, punch) or +3 ranged (3d6, blaster pistol); SQ Immune to bribes, blackmail, seduction, and routing, trailblazing; SV Fort +2, Ref +3, Will +3; SZ M; FP 0; DSP 4; Rep 1; Str 10, Dex 12, Con 10, Int 10, Wis 12, Cha 9. Challenge Code: A.

Equipment: Cold assault padded armor, blaster pistol, explosive charge, comlink, utility belt, snow speeder bike.

Skills: Computer Use +4, Demolitions +5, Hide +6, Knowledge (Imperial military) +4, Knowledge (New Order) +4, Move Silently +6, Pilot +6, Read/Write Basic, Speak Basic, Spot +8, Survival +6.

Feats: Alertness, Armor Proficiencies (light, medium), Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

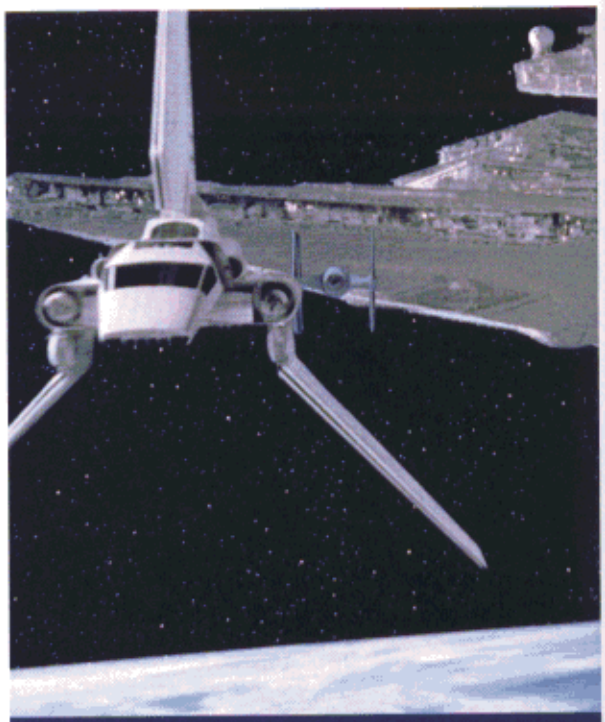
Vader's Fleet

The destruction of the Death Star and the Alliance victory at Yavin suddenly forced the Emperor to put more emphasis on the threat posed by the Rebellion. He still didn't believe that the Rebellion could derail his plans, but it was now obvious that the Rebels could at least hinder those plans if allowed to act unchecked. The Emperor, of course, had no intention of ignoring the Rebels. Indeed, he wanted the Rebellion crushed and its leaders destroyed.

To this end, the Emperor presented his most trusted servant, Lord Darth Vader, with the newly constructed Super Star Destroyer *Executor*. This massive vessel was built at the top-secret shipyards at Fondor as the first in a new line of powerful cruisers. Vader accepted the gift and the mission that went along with it: Find the Rebels and destroy them. This worked well with Vader's other obsession; he wanted to locate and capture the X-wing pilot who had destroyed the Death Star. In the months following the Battle of Yavin, Vader had learned that the pilot's name was Luke Skywalker. The name leaped out of Vader's long-forgotten past with a jolt that rocked him. Skywalker. That was the name Vader once possessed, in another life, before the dark side. Could this young Skywalker, strong in the Force, be his son?

Darth Vader assembled five of the best Imperial Star Destroyers to accompany his vessel, forming a fleet that would be called the Imperial Death Squadron as it scoured the galaxy for signs of the hidden Rebel base. Among these Star Destroyers were *Avenger*, known for participating in more than four hundred planetary suppressions in the years since it was first commissioned, and *Devastator*, once Lord Vader's flagship and the vessel that had captured *Tantive IV*.

The Imperial Death Squadron started out under the command of Admiral Griff. Later, Admiral Ozzel took the command seat and reported directly to Lord Vader. Currently, the fleet follows the directives of Admiral Piett. Lord Vader doesn't accept anything less than success, and he often asks that his commanders pay for a significant failure with their lives. Both Griff and Ozzel met their end through Vader's dark side powers after they displeased the Dark Lord.



FONDOR SHIPYARDS

The planet Fondor, in the system of the same name, is the site of an extensive deep space shipyard. Most of the orbiting docks operate around the clock to fulfill the needs of the Imperial Navy. A few of these are set far away from the common space lanes and used to build the components for the top-secret *Super*-class Star Destroyers. Warning markers surround the classified orbit docks, ordering any unauthorized ships to turn back. Patrol cruisers and perimeter battle stations enforce these warnings with savage efficiency; any unauthorized ships that pass the warning markers are destroyed.

Prior to the Imperial military buildup, Fondor ran a highly profitable commercial venture. The shipyards turned out the best transports, freighters, and luxury cruisers the galaxy had to offer and provided all kinds of additional services as well. The shipyards offered extensive maintenance and repair services, refueling depots, layover docks, and cargo transfer and storage facilities. Since accepting the massive Imperial contract, most of the Fondor services are now utilized almost exclusively by the Empire. Warships moving through the region make regular stops at Fondor to take on supplies, receive conscripts and orders, and undergo routine maintenance.

"Apology accepted, Captain Needa."
—Lord Darth Vader

Some of the finest officers worked—and died—for Lord Darth Vader's special Imperial fleet. A quick overview of some of the more prominent ones follows.

Admiral Piett

Admiral Piett rose to command Lord Darth Vader's fleet and had the distinct honor of never suffering the Dark Lord's wrath—unlike his predecessor, Admiral Ozzel, or any number of lesser officers. He was selected for duty after amassing a notable record of arrests and suppressions as a patrol officer in the Outer Rim. He was assigned to Admiral Griff's command as a captain, eventually taking operational command of the *Executor*. Ozzel replaced Griff, and when Ozzel disappointed the Dark Lord, Piett was immediately promoted to fleet admiral.

Admiral Piett: Male Human Soldier 4/Officer 2; Init +4; Defense 15 (+5 class); Spd 10m; VP/WP 36/10; Atk +4 melee (1d3–1, punch) or +5 ranged (3d6, blaster pistol); SQ Leadership; SV Fort +6, Ref +3, Will +6; SZ M; FP 1; DSP 7; Rep 6; Str 9, Dex 11, Con 10, Int 13, Wis 13, Cha 12. Challenge Code: C.

Equipment: Blaster pistol, datapad, code cylinder, comlink.

Skills: Astrogate +9, Bluff +7, Diplomacy +8, Intimidate +8, Knowledge (Imperial Navy) +6, Knowledge (New Order) +5, Knowledge (tactics) +7, Pilot+7, Read/Write Basic, Repair +5, Sense Motive +5, Speak Basic, Speak Huttese.

Feats: Armor Proficiencies (light, medium, heavy), Improved Initiative, Iron Will, Persuasive, Point Blank Shot, Spacer, Starship Operation (capital ships), Weapon Group Proficiencies (blaster pistol, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Captain Needa

Captain Needa commanded the Star Destroyer *Avenger* until the fatal mistake that earned him the wrath of Darth Vader. Before that mistake, *Avenger* was the point ship for one of the most powerful space fleets ever assembled. Needa, ruthless and efficient, had distinguished himself in the Outer Rim and as one of Admiral Ozzel's top advisors in the Death Squadron. He was permanently relieved of duty after his apology to Vader over letting the *Millennium Falcon* escape.

Captain Needa: Male Human Diplomat 4/Soldier 2; Init +0; Defense 11 (+1 class); Spd 10m; VP/WP 11/10; Atk +3 melee (1d3–1, punch) or +5 ranged (3d6, blaster pistol); SV Fort +4, Ref +1, Will +4; SZ M; FP 1; DSP 8; Rep 3; Str 9, Dex 10, Con 10, Int 12, Wis 10, Cha 12. Challenge Code: B.

Equipment: Blaster pistol, datapad, code cylinder, comlink.

Skills: Astrogate +6, Bluff +6, Computer Use +5, Diplomacy +6, Intimidation +6, Knowledge (Imperial Navy) +6, Knowledge (New Order) +5, Pilot+6, Read/Write Basic, Repair +4, Speak Basic, Speak Ryl, Spot +2.

Feats: Armor Proficiencies (light, medium), Expertise, Quick Draw, Quickness, Spacer, Starship Operation (capital ships), Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistol, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Star Destroyer Officers

It takes a huge crew to operate an Imperial Star Destroyer, and a large number of officers to manage that crew. The typical Star Destroyer officer is acutely aware of the competition inherent in his position. He must keep order and provide leadership for his subordinates, while at the same time struggling against his fellow officers for coveted promotions. Ambition, ruthlessness, and a competitive nature is drummed into all Imperial officers, and those aboard the feared Star Destroyers might be the best at exhibiting these qualities.

Typical Star Destroyer Officer: Male Human Noble 2/Soldier 2; Init +0; Defense 14 (+4 class); Spd 10m; VP/WP 18/10; Atk +2 melee (1d3–1, punch) or +3 ranged (3d6, blaster pistol); SQ Call in a favor, inspire confidence +1, bonus class skill (Pilot); SV Fort +3, Ref +2, Will +4; SZ M; FP 1; DSP 4; Rep 4; Str 9, Dex 10, Con 10, Int 10, Wis 12, Cha 12. Challenge Code: B.

Equipment: Blaster pistol, datapad, code cylinder, comlink.

Skills: Astrogate +7, Computer Use +6, Diplomacy +6, Intimidation +7, Knowledge (Imperial Navy) +6, Knowledge (New Order) +5, Pilot+7, Read/Write Basic, Sense Motive +5, Speak Basic.

Feats: Armor Proficiencies (light, medium), Persuasive, Spacer, Starship Operation (capital ships), Weapon Group Proficiencies (blaster pistol, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Bounty Hunters and the Empire

"Bounty hunters. We don't need that scum."
—Admiral Piett

There was a time, long before the Empire, when bounty hunting was considered a noble profession—when bounty hunters followed a strict code of conduct and were thought of as courageous troubleshooters. They helped the authorities weed out the most dangerous criminals from the law-abiding population of the galaxy. But somewhere along the way, many bounty hunters became little more than ruthless thugs and killers—the absolute last resort for restoring order. Bounty hunters frequently clashed with Jedi Knights over methodologies and goals, and when they did, someone almost always died. The clashes eventually became so frequent that the Jedi Order asked the Galactic Senate to look into the matter.

The Senate concluded that the best way to police bounty hunters was for bounty hunters to police themselves. The bounty hunters would be allowed to form self-governing guilds, with bylaws, apprenticeship programs, membership fees, and personnel records. In exchange for the limitations they agreed to place on themselves, the guilds received exclusive contracts with the Republic; when the Republic authorities needed a bounty hunter, they would *only* hire someone from the guilds. This state of affairs was so popular that the guilds survived the last days of the Republic and on into the days of the Empire. Over time, the individual guilds became simply the Bounty Hunters' Guild—albeit with several individual and often competitive houses.

As the Empire grew in power, the Emperor frequently called upon the Bounty Hunters' Guild to silence troublesome dissidents and, eventually, to track down and eliminate particularly elusive Rebels. Their success record was neither spectacular nor abysmal—but for the first time in a long time, the general public learned to fear the appearance of a bounty hunter. With no more Jedi Knights to oppose them, bounty hunters often went unchecked except for the occasional courageous peace officer or local prefect. While the bounty hunters still clung to their code of conduct, which prevented them from simply blowing up an entire building to kill one person, or engaging in violent blaster-play where innocents could get caught in a crossfire, they learned to "interpret" the code. This interpretation made it possible for them to engage in wanton destruction and still collect their fees. The Emperor publicly denounced such activities, but privately rewarded the bounty hunters with more contracts.

A collateral party in this situation was the Black Sun criminal syndicate, whose members frequently found themselves targeted by these overzealous bounty hunters. In an effort to end the threat of the bounty hunters, the leader of Black Sun, Prince Xizor of Falleen, convinced the Emperor to disenfranchise the Bounty Hunters' Guild. The Emperor contracted Boba Fett to engineer the downfall of the guild.

In a spectacularly grim conflagration known as the Bounty Hunter Wars, Boba Fett created enough confusion, mistrust, and internecine struggles to permanently disband the Bounty Hunters' Guild. The organization survived only as a scattering of splinter groups and independent operators—much the same as it had been in the days of the Republic—except that the warfare in their ranks had made the bounty hunters perhaps more ruthless than before.

After the Bounty Hunter Wars, bounty hunters across the galaxy became once again comfortable in the role of free agents, sometimes even taking contracts on opposite sides of the same conflict. The reputation of bounty hunters in general suffered as they came to be seen as, at worst, a collection of vicious and dangerous animals. At best, they were considered a necessary evil.

It was a surprise to many when Darth Vader summoned several independent bounty hunters to help him capture Luke Skywalker, Leia Organa, Han Solo, and Chewbacca shortly after the fall of the Rebel base on Hoth. Though this was an unpopular move with the Imperial officers aboard Vader's ship, the Dark Lord did not care. His own troops had failed over and over to capture his prey, so it was time to call in professionals—the same reasoning that allowed bounty hunters to thrive in the first place.

Lord Vader's goal was the capture of Luke Skywalker. Vader and the Emperor sought to turn young Skywalker to the dark side, but he had proven surprisingly difficult to catch and keep. Vader reasoned that he could use Leia, Solo, and the Wookiee as bait to lure Skywalker—who had vanished after the fall of Hoth—into a trap. Vader set the bounty hunters on the trail of the *Millennium Falcon*, hoping to draw Skywalker out of hiding. Several bounty hunters arrived, keen to collect the bounty: Dengar, Bossk, 4-LOM, Zuckuss, the deadly IG-88, and of course, Boba Fett.

It was ultimately Boba Fett who second-guessed Han Solo and followed the *Millennium Falcon* to Bespin. Once he realized Solo's destination, he alerted Vader, and the Imperials arrived at Cloud City ahead of the *Falcon*. Leia Organa, Han Solo, and Chewbacca were captured, and Solo was encased in carbonite—to be delivered to Jabba the Hutt on Tatooine. Boba Fett thus collected two bounties on the same target.

Bossk

Though not as famous as Boba Fett, the Trandoshan bounty hunter Bossk has acquired a significant reputation of his own, accomplishing eight live captures and four not-so-live captures. Bossk began his career hunting escaped Wookiee slaves and has a running feud with Han Solo's partner, Chewbacca. Though they have tangled multiple times, it is always Bossk who comes up short—short a limb, generally. Only his recuperative abilities have enabled the Trandoshan to survive to carry on his feud for so long.

Bossk: Male Trandoshan Scout 4/Soldier 3/Bounty Hunter 4; Init +3; Defense 21 (+1 natural, +7 class, +3 Dex); Spd 10m; VP/WP 94/16; Atk +13/+8 melee (1d3+3, punch) or +13/+8 ranged (3d8/19–20, blaster rifle) or +13/+8 ranged (3d6/1d6, stun grenade) or t13/+8 ranged (2d6, flamethrower); SQ Darkvision 20m, trailblazing, uncanny dodge; SV Fort +10, Ref +8, Will +6; SZ M; FP 2; DSP 8; Rep 8; Str 16, Dex 17, Con 16, Int 12, Wis 12, Cha 13. Challenge Code: D.

Equipment: Blaster rifle, grenade launcher*, flamethrower*, binders, modified freighter (*Hound's Tooth*).

*See The Weapons of Boba Fett in Chapter 13 of the *Star Wars Roleplaying Game* for details on these weapons.

Skills: Appraise +3, Astrogate +5, Computer Use +5, Disable Device +5, Gather Information +8, Hide +5, Intimidate +7, Knowledge (alien species) +4, Knowledge (streetwise) +5, Knowledge (systems) +5, Listen +4, Move Silently +8, Pilot +10, Repair +7, Read/Write Dosh, Search +5, Speak Basic, Speak Dosh, Spot +4, Survival +10, Swim +5.

Feats: Armor Proficiencies (heavy, light, medium), Dodge, Mobility, Point Blank Shot, Rapid Shot, Starship Operation (space transports), Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

IG-88

The Emperor's edict against assassin droids did not include his own, of course, though officially the Empire never admitted that fact. Holowan Laboratories had devised the IG-series assassin droid to be superior to the Sienar Intelligence Systems E522 series. Because of inadequate safety protocols, the programmers at Holowan were systematically slaughtered by their creations—a handful of unstoppable killing machines, led by the calculating and cunning IG-88. Since gaining his freedom, IG-88 has carried out his programming as an efficient killer. He answers to no one, making him an independent bounty hunter comparable in skill to Boba Fett.

IG-88: IG-series experimental walking assassin droid, Scout 4/Soldier 6/Bounty Hunter 4; Init +7; Defense 19 (+9 armor); Spd 12m; VP/WP 120/17; Atk +16/+11/+6 melee (1d8+3, claws) or +16/+11/+6 ranged (3d8/19–20, blaster rifle) or +16/+11/+6 ranged (4d8/19–20, blaster cannon) or +16/ +11/+6 ranged (2d6, flamethrower); SQ Trailblazing, uncanny dodge, target bonus +2, sneak attack +2d6; SV Fort +12, Ref +9, Will +8; SZ M; FP 0; DSP 16; Rep 12; Str 17, Dex 17, Con 17, Int 11, Wis 14, Cha 14. Challenge Code: E.

Equipment: Blaster rifle, blaster cannon, flamethrower, claws, heavy battle armor, locked access, heuristic processor, improved sensor package, infrared vision, low-light vision, telescopic vision, 360-degree vision, motion sensors, sonic sensors, vocabulator, comlink, environmental compensation (acid, heat, cold, dust, water), rust inhibitor, assault starfighter (*IG-2000*).

Skills: Astrogate +4, Computer Use +12, Demolitions +6, Disable Device +5, Gather Information +7, Intimidate +14, Knowledge (alien species) +4, Knowledge (streetwise) +4, Knowledge (systems) +4, Listen +8, Move Silently +8, Pilot +7, Search +4, Sense Motive +6, Spot +8, Survival +10.

Feats: Ambidexterity, Armor Proficiencies (heavy, light, medium), Cautious, Improved Initiative, Improved Two-Weapon Fighting, Point Blank Shot, Precise Shot, Rapid Shot, Starship Operation (starfighters), Track, Two-Weapon Fighting, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Boba Fett

Known as the most ruthless bounty hunter in the galaxy, Boba Fett has completed an extraordinary number of successful missions. He is never seen without his most prized possession, the specially modified battle armor that he always wears. This distinctive battle armor fills criminals and outlaws with terror. He has a reputation for fulfilling his contracts without either malice or remorse, a true professional in the coldest sense of the word. But whispered rumors indicate that Boba Fett also pursues a private vendetta, a grudge he has carried with him since childhood. No living being has ever asked him about his past, and as a result, much of what is known about Boba Fett is little more than conjecture.

Boba Fett's arsenal includes a number of illegal weapons and security devices, many of which are custom-made, at a premium price. Considering what he charges

THE DOUBLE BOUNTY

Exalted Jabba,

The notices have gone out and we have secured the services of Boba Fett to clear the account of the despicable Han Solo. Mighty Jabba, to date Solo has failed to make good on cargo lot 3207D. It has been more than three years since he jettisoned the cargo due to the arrival of an Imperial cruiser, though subsequent research indicates that he may have used proceeds from the cargo to fund the Rebel Alliance. In addition, Solo blasted your humble servant, Greedo, and has eluded or ended the careers of more bounty hunters than I care to list since he departed Tatooine with a false promise of paying what he owed with interest. I doubt that was ever his intention.

O Powerful One, your quick thinking and wisdom continue to amaze your lowly servants. While it has been three long years, I have great faith that the combination of a bounty on Solo's head and the specific hiring of Boba Fett will finally yield results. With the addition of an Imperial bounty for Solo, it is now only a matter of time before someone brings in the spice thief. Like you, Illustrious Jabba, I am betting on Boba Fett to bring him back to Tatooine.

While I am loath to add to your discomfort (oh, how I am loath to do that!), you asked for an update on the costs associated with locating and capturing Solo and the Wookiee Chewbacca. To date, including lost cargo, lost revenue from the loss of the services of the *Millennium Falcon*, lost employees, bounty hunter notices and fees, Boba Fett's fees, and compounded interest, the unscrupulous Han Solo has cost Wise Jabba more than 1.3 million credits.

It is time to close this record, Honored Jabba. It is time to make an example of Han Solo. I humbly suggest we double Boba Fett's bonus to ensure that the bounty hunter remembers us after he has collected the Imperial bounty.

Your obedient and very faithful servant,
Calk Fen

for a bounty, Fett can well afford such hig-price tools.

The following stats describe Boba fett's standard working gear. The GM may decide to improve Fett's arsenal by adding specialized weapons and other devices (such as scanners, probes, tracking devices, and so on).

Boba Fett: Male Human Soldier 6/Scoundrel 1/Bounty Hunter 6; Init +3; Defense 20 (+7 armor, +3 Dex); Spd 10m; VP/WP 100/15; Atk +14/+9/+4 melee (1d6+2, punch) or +14/+9/+4 melee (1d4+2, knife) or +15/+10/+5 ranged (3d8/19–20, blaster rifle) or +15/+10/+5 ranged (2d4, laser gauntlet) or +15/+10/+5 ranged (2d6, flamethrower gauntlet) or +15/+10/+5 ranged (2d6 rocket darts) or +15/+10/+5 ranged (3d6/1d6, stun grenade) or +15/+10/+5 ranged (5d6/3d6, missile) or +15/+10/+5 ranged (whipcord); SQ Illicit barter, target bonus +3, sneak attack +3d6; SV Fort +10, Ref +12, Will +6; SZ M; FP 2; DSP 7; Rep 10; Str 15, Dex 16, Con 15, Int 11, Wis 13, Cha 13. Challenge Code E.

Equipment: Modified battle armor, blaster rifle, laser gauntlet, flamethrower gauntlet, whipcord, jet pack, rocket darts, sonic beam, spiked boots, grenade launcher, missile launcher, magnetic grappling hook, survival knife, ammo belt, antisecurity blades, flight suit, *Firespray*-class patrol/attack ship (*Slave I*). (Boba Fett's weaponry is detailed in Chapter 13 of the *Star Wars Roleplaying Game*.)

Skills: Astrogate +6, Computer User +6, Demolitions +8, Disable Device +6, Gather Information +9, Hide +11, Intimidate +11, Knowledge (bureaucracy) +4, Knowledge (streetwise) +10, Listen +5, Move Silently +11, Pilot +11, Read/Write Basic, Repair +5, Speak Basic, Spot +5, Survival +6.

Feats: Armor Proficiencies (heavy, light, medium, powered), Exotic Weapon Proficiency (whip), Infamy, Lightning Reflexes, Martial Artist, Point Blank Shot, Precise Shot, Starship Operation (space transports), Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Slave I

Boba Fett's modified Firespray-31 features a concealed turret with proton torpedoes, a tractor beam, a sensor mask (+8 to any Computer Use DC check for detecting *Slave I*), a HoloNet transceiver, and enough internal security systems to stop even the most skillful starship thief—or escaping prisoner.

Craft: *Slave I* (modified Kuat Systems Engineering Firespray-31); **Class:** Space transport; **Cost:** Not for sale (likely to be valued at 726,500 credits); **Size:** Small (21.5 m long); **Initiative:** +4 (+1 size, +3 crew*); **Crew:** 1; **Passengers:** 6 (prisoners); **Cargo Capacity:** 40 metric tons; **Consumables:** 1 month; **Hyperdrive:** ×1 (backup ×8); **Maximum Speed:** Ramming; **Maneuver:** +12 (+1 size, +11 crew*); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 90; **Hull Points:** 150; **DR:** 10.

Weapon: Blaster cannons (2); **Fire Arc:** Turret; **Attack Bonus:** +22 (+1 size, +6 fire control, +15 crew*); **Damage:** 5d10×2; **Range Modifiers:** PB +0, S +0, M/L n/a.

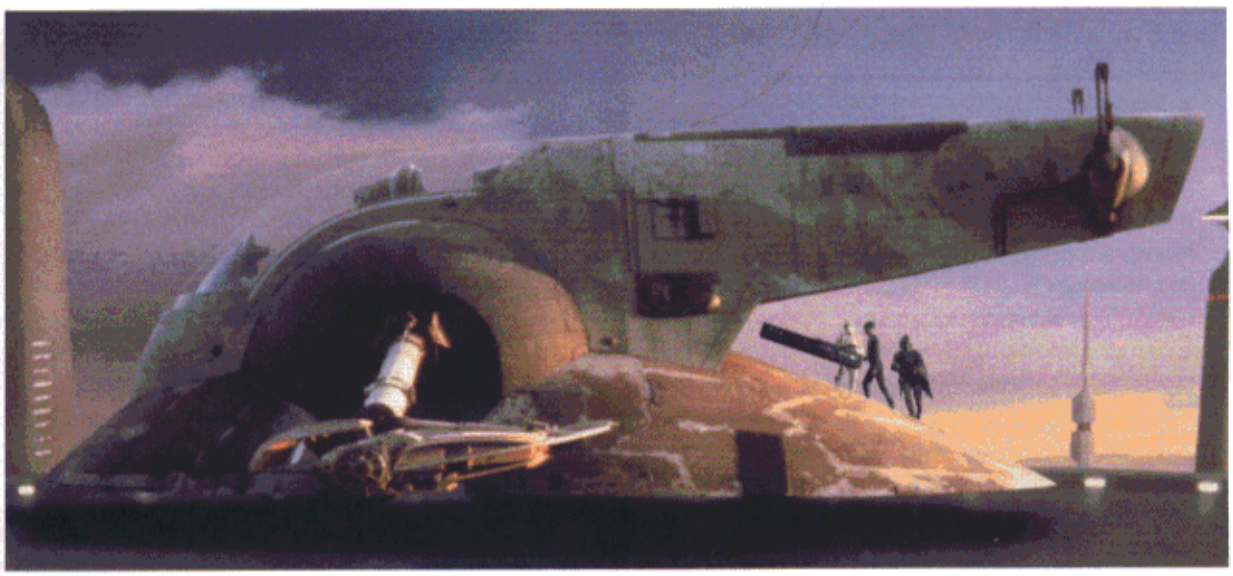
Weapon: Small concussion missile launcher (8 missiles); **Fire Arc:** Front; **Attack Bonus:** +22 (+1 size, +6 fire control, +15 crew*); **Damage:** 8d10×2 ; **Range Modifiers:** PB +0, S/M/L n/a.

Weapon: Ion cannon; **Fire Arc:** Front; **Attack Bonus:** +20 (+1 size, +4 fire control, +15 crew*); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M −2, L n/a.

Weapon: Tractor beam projector; **Fire Arc:** Turret; **Attack Bonus:** +20 (+1 size, +4 fire control, +15 crew*); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Proton torpedo tubes (4 proton tracking beacons each); **Fire Arc:** Turret; **Attack Bonus:** +20 (+1 size, +4 fire control, +15 crew*); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M/L n/a.

*When Boba Fett pilots this ship, its initiative modifier includes his Dex modifier; its maneuver modifier includes his Pilot skill modifier; and each of its weapon's attack bonuses includes his base ranged attack bonus.



Imperial Trash

A typical Imperial ship generates several metric tons of trash per day, and the larger the ship, the more trash it creates. This is due to the amount of personnel on board as well as the Imperial tendency to replace instead of repair items—an entire databoard may be discarded merely because of a single faulty conduit.

Imperial ships are laced with disposal chutes. Most solid waste makes its way to the trash compactors on the lower decks. Nontoxic liquid waste is purified and recycled, with the worst dregs being dumped down the chute. The chutes lead to a series of waste reclamation bays throughout the ship. On the larger ships, these bays are equipped with compactors—shifting walls that break down trash into smaller, tighter pieces. Imperial ships jettison the trash right before they leave the system, according to standard policy.

The Imperial forces worry more about the power behind their laser cannons than the condition of these waste chutes and garbage bays. Therefore, the interior chutes and storage areas tend to be encrusted with muck and covered with slime. Standing water is common in many of the garbage bays. As a result, parasitic creatures often infest the garbage areas, staying clear of both the compactors and jettison devices when in operation, and dodging stormtroopers that are occasionally sent to clear out their lairs.

Dianogas and tregoths, among other vermin, can be found living within Imperial trash systems. Rarely, mynocks find their way on board. The presence of these vacuum vermin is usually a precursor to a shipwide system failure as the creatures chew through bulkheads and damage interior wiring. When mynocks are discovered on an Imperial ship, usually a full overhaul is required.

Rebel ships tend to recycle trash, owing in part to their concern for others, as well as their need to use every resource available in their battle with the Empire. On larger ships, the Rebels tend to take better care of the infrastructure so that parasites such as the dianoga and tregoths do not infiltrate their systems as easily. More Squibs (see the next page) are working for the Rebellion as well, bringing with them knowledge of the interiors of Imperial vessels.

Mutated Dianoga

The dianoga is a typical garbage bay inhabitant. Extending from its body are seven tentacles, which the dianoga uses for locomotion, manipulation of objects, and attacking. The creature's single eyestalk can be raised above the surface of the watery garbage it lives in, enabling it to see what's going on around it while it remains submerged.

Adapted originally to the marshes of Vodran, the dianoga have taken to the garbage bays easily, pulling back into the larger chutes and connecting shafts when the machinery is in operation. Within this environment, some dianogas have mutated. These are smaller and tougher than their ancestors, but no less fierce.

Mutated Dianoga: Aquatic Scavenger 5; Init +2; Defense 22 (+10 natural, +2 Dex); Spd 10m; VP/WP 30/12; Atk +4 melee (1d6+2, tentacles) or +3 melee (2d4+2, bite); SQ Low-light vision; SV Fort +4, Ref +5, Will +0; SZ M; FP 0; DSP 0; Rep 1; Str 15, Dex 15, Con 12, Int 4, Wis 8, Cha 6. Challenge Code: C.

Skills: Hide +5, Move Silently +5, Search +3, Swim +6.

Tregoth

The tregoth, or "trash bat," is a three-eyed reptilian flyer that usually nests in the upper reaches of trash bays, coming down to feed on discarded, rotting food. Tregoths travel in swarms and let out shrieking cries when they are disturbed. Although trash bats are not formidable on an individual basis, they can be difficult to cope with when they attack en masse to bring down a single opponent.

Tregoth: Airborne Scavenger 1; Init +4 (+2 Dex, +2 airborne); Defense 15 (+1 natural, +2 size, +2 Dex); Spd fly 10m (average); VP/WP 3/6; Atk +0 melee (1d3, bite); darkvision; SV Fort +0, Ref +3, Will −3; SZ T; FP 0; DSP 0; Rep 0; Str 6, Dex 14, Con 9, Int 4, Wis 4, Cha 4. Challenge Code: A.

Skills: Hide +4; Spot +2.

Feats: Flyby Attack.

Inside Job

Han Solo escaped from an Imperial Star Destroyer amid the rubbish the ship cast off before its jump to hyperspace (though he didn't fool Boba Fett, who knew the trick as well). However, using garbage as a cover can work the other way, allowing the heroes to gain access to a Star Destroyer.

The Star Destroyer *Indomitable* has remained insystem while most of its supporting fleet has jumped away to patrol for Rebels. Word gets out that the Star Destroyer needs to have its garbage bays cleared, much as aquatic sailing ships are sometimes scraped of barnacles. A local independent Squib contractor, Jeremos, has been hired to do the work and is looking for a team to help him.

The heroes can get aboard the ship as Jeremos's cleanup crew. Doing this involves striking a deal with Jeremos (who will try to get the heroes to work for a pittance in compensation) but allows them to take the Squib's shuttle up under the laser batteries of *Indomitable* itself and into the ship.

Once on board, the crew is told where to start and left with minimal or no supervision. Members of the group can try to sneak off and engage in subversive activities as well as helping Jeremos with the cleanup.

The reclamation units are swarming with trash bats as well as two mutated dianoga that move easily (and separately) between the eight major bays.

It is standard operating procedure for an Imperial craft to jettison its accumulated garbage before jumping to hyperspace. Shedding extra weight for the jump is the primary consideration, and the Imperials are unconcerned about cluttering up star systems with their waste, particularly since scavengers are paid to clean up for them.

This trash consists of compacted blocks of rubbish, discarded and inoperative components, inedible foodstuffs, the occasional body or droid, and other material the Empire sees as worthless. By examining the garbage, Rebels can often tell what an Imperial ship has been up to in a system, as well as what trash-salvaging creatures are on board. A collection of trash light on organics may indicate one or more dianoga in the garbage bays, while trash with valuable components stripped out indicates that the ship employs Squibs.

One Imperial's trash is another alien's credits, and there is competition for the refuse even after it has been jettisoned. Fearless Squibs that do not enjoy Imperial contracts often pilot their shuttles through the debris fields, scooping up as much as possible for later sorting and reuse. In addition, a protozoan species known as the Ugors also competes for these resources. Ugors show no mercy to Squibs or any other species they find "stealing" *their* trash.

Squibs are small, furry humanoids with tufted ears. Their fur ranges from deep red to brilliant blue, and they have large yellow or red eyes. They are known for their fearless curiosity, shameless overconfidence, and love of haggling. They are enthusiastic scavengers, and often find fistfuls of credits in the detritus that others discard.

Squibs working on Imperial ships try to stay as inconspicuous as possible. As the Empire grows more militant and malignant, Squibs are treated little better than slaves. Many have abandoned their contracts for this reason.

Ugors are single-celled beings. However, that single cell grows to be up to 2 meters across. An Ugor may extrude and manipulate pseudopodia into as many as thirty discrete units, which may serve as limbs, manipulators, or sensory organs. Ugors often have a "default" appearance, roughly humanoid, in order to deal with multicelled sentients.

Ugors see scavenging as both their business and their religion. They are by nature unfriendly, selfish, and concerned only with garbage and food. Lying and cheating are Ugor virtues. They are highly competitive with Squibs and consider them mortal enemies.

Squib Commoner: Init +1; Defense 12 (+1 Dex, +1 size); Spd 6m; VP/WP –/10; Atk +0 melee (1d2–1, punch) or +2 ranged (by weapon); SQ Haggling; SV Fort +0, Ref +1, Will –1; SZ S; FP 0; DSP 0; Rep 0; Str 8, Dex 12, Con 10, Int 10, Wis 8, Cha 12. Challenge Code: A.

Equipment: Variety of personal belongings.

Skills: Appraise +2, Craft (varies) +2, Diplomacy +3, Knowledge (varies) +2, Read/Write Squib, Speak Basic, Speak Squib.

Special Qualities: Haggling—Squib live to bargain, and gain a +2 species bonus on Appraise and Diplomacy checks. Also, Diplomacy is a class skill for all Squibs.

Ugor Commoner: Init +0; Defense 10; Spd 6m; VP/WP –/10; Atk +0 melee (1d3, punch) or +0 ranged (by weapon); SQ Amorphous nature; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code: A.

Equipment: Variety of personal belongings.

Skills: Craft (varies) +2, Knowledge (varies) +2, Profession (scavenger) +2, Read/Write Basic, Read/Write Ugor, Speak Basic, Speak Ugor.

Special Qualities: Amorphous Nature—Ugors can manipulate their cytoplasm to alter their ability scores, increasing one at the expense of others. An Ugor may raise any ability score up to 5 points above its default value of 10. For every point so raised, one or more other abilities must be reduced 1 point each. (Raising Dexterity to 15 would lower all other ability scores to 9.) Moving ability scores around requires a full-round action. Wound points are unaffected, though vitality points should be adjusted. Skill points are as for a character of 15 Intelligence, but all skills are considered cross-class.

To make matters worse, jammed within one of the inoperative trash compactors is a partially functioning assassin droid. The droid's programming is corrupted—anything within its range (trash bats, heroes, falling garbage) attracts its attention and firepower. The heroes need to deactivate it. Once it has been deactivated, Jeremos refuses to leave it behind, and the heroes must find a way to sneak it off the ship or rescue it once it has been jettisoned.

Jeremos: Female Squib Fringer 3; Init +2; Defense 17 (+4 base, +1 size, +2 Dex); Spd 6m; VP/WP 18/12; Atk +2 melee (1d2, fists) or +2 melee (1d6, spanner) or +4 ranged (3d4, holdout blaster); SQ Barter, adaptive learning (Astrogate); SV Fort +3, Ref +4, Will +0; SZ S; FP 1; Rep 1; Str 10, Dex 15, Con 12, Int 13, Wis 9, Cha 14. Challenge Code: x.

Equipment: Backpack, comlink, medpac, survival kit, metric spanner, secondhand shuttle (five payments left).

Skills: Astrogate +3, Appraise +3, Climb +2, Diplomacy +4, Hide +3, Knowledge (Imperial procedure) +3, Listen +7, Pilot +8, Profession (scavenger) +7, Read/Write Squib, Search +7, Speak Basic, Speak Squib, Spot +7, Survival +2, Swim +2.

Feats: Alertness, Starship Operations (space transport), Run, Weapon Group Proficiencies (blaster pistols, simple weapons).

Dark Trooper Project

In the wake of the destruction of the Death Star, General Rom Mohc got the go-ahead to move forward with his brainchild, the dark trooper project. A decorated Imperial officer who was obsessed with personal combat, Mohc opposed the construction of the Death Star. He believed that all soldiers should have the opportunity to face their opponents in one-on-one combat. To this end, Mohc led the Empire's ambitious attempt to create "super stormtroopers."

The project called for the creation of a new type of battle droid. Mohc was provided with *Arc Hammer*, a titanic spacefaring construction facility that quickly began producing the droids. The first prototypes were tested in combat. They destroyed a Rebel base on Talay in what could only be called a brutal massacre. The Emperor and Darth Vader were impressed by the results and ordered the project to continue.

The Phase One dark trooper resembles a metal skeleton cast from phrik, an exceptionally durable alloy. Standing approximately 3 meters tall, this battle droid is equipped with a blast shield on its left forearm, a cutting sword on its right, and a reinforced frame. Primitive but relentless, the Phase One Trooper is designed for close-quarters combat.

The Phase Two dark trooper serves as the standard combat unit for the project. A phrik body shell protects the skeletal frame and increases its height to about 3.5 meters, giving it the appearance of a giant stormtrooper. This droid incorporates a repulsorlift engine and maneuvering jets to give it superior movement in the air. The Phase Two Trooper carries a devastating assault cannon. The cannon fires either plasma shells or long-range explosive rockets.

The Phase Three dark trooper is designed to be the ultimate battle droid. While about the same height as the Phase Two Trooper, the Phase Three Trooper is more massive and covered in a darker, heavier suit of armor. It can operate independently, or a sentient operator can wear the Phase Three Trooper as an exosuit. A rear hatch provides access into the exosuit. The reinforced frame contains a cluster of firing tubes and seeker missile storage chambers. These slow-moving rockets home in on a target's heat signature to deliver a lethal package of detonite.

Dark Trooper Adventures

No matter how strictly you decide to follow *Star Wars* canon concerning the dark trooper project, here are three adventure ideas you can use to introduce these deadly droids into your campaign. You can spread these out over a series of unrelated adventures, revealing a little more about the growing menace of the dark trooper project as time goes by.

This Is Only a Test

The Empire locates the Rebel base commanded by Hamelin and decides to use it as a testing ground for the Phase One dark trooper droids. The heroes are present at the base when the attack occurs. The skeletal dark troopers invade the base with a legion almost one hundred strong. The heroes get involved as they see fit, fighting off squads at a time, defending important parts of the base, or rescuing pinned base personnel.

The test ends with the dark troopers either driving off the Rebels, slaughtering the base's occupants, or suffering heavy losses themselves. If more than half of the attacking droids fall in battle, the remainder are called back to their landing barges for escape and retrieval.

Note that all of the droids in the attack force have been equipped with self-destruct devices. In this way, a defeated droid can't reveal any secrets to surviving Rebels.

Dark Trooper, Phase One: Super stormtrooper droid, Soldier 4; Init +5; Defense 14 (+3 class, +1 Dex, +1 shield, –1 size); Spd 12m; VP/WP 33/14; Atk +5 melee (1d8+2, sword) or +4 ranged (by weapon); SV Fort +6, Ref +2, Will +0; SZ L; FP 0; DSP 3; Rep 1; Str 14, Dex 12, Con 14, Int 10, Wis 8, Cha 8. Challenge Code: C.

Equipment: Forearm sword, forearm shield, heuristic processor, infrared vision, vocabulator, comlink, magnetic feet.

Skills: Climb +5, Intimidate +7, Jump +5, Speak Basic, Spot +3.

Feats: Ambidexterity, Armor Proficiencies (light, medium, heavy), Dodge, Improved Initiative, Power Attack, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Dark Trooper, Phase Two: Super stormtrooper droid, Soldier 8; Init +6; Defense 17 (+2 Dex, +6 armor, –1 size); Spd 10m; VP/WP 68/14; Atk +10/+5 melee (1d3+3, punch) or +10/+5 ranged (4d8, assault cannon); SV Fort +8, Ref +4, Will +2; SZ L; FP 0; DSP 4; Rep 2; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 8. Challenge Code: D.

Equipment: Assault cannon, heuristic processor, infrared vision, low-light vision, vocabulator, comlink, magnetic feet, armored shell, repulsorlift unit, maneuvering jets.

Assault Cannon: Type energy, size Large, weapon group heavy; *Plasma shell loads*—4d8/19–20, range increment 20m; *Long-range rockets*—10d6/19–20, burst 2d6, range increment 80m.

Skills: Climb +7, Intimidate +10, Jump +7, Pilot +9, Speak Basic, Spot +6.

Feats: Armor Proficiencies (light, medium, heavy), Dodge, Far Shot, Heroic Surge, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (assault cannon), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Dark Trooper, Phase Three: Super stormtrooper droid, Soldier 8/Elite Trooper 4; Init +5; Defense 18 (+1 Dex, +8 armor, –1 size); Spd 10m; VP/WP 96/19; Atk +15/+10/+5 melee (1d3+3, punch) or +14/+9/+4 ranged (4d8, assault cannon) or +14/+9/+4 ranged (6d10, seeker missile); SQ Uncanny dodge; SV Fort +13, Ref +5, Will +4; SZ L; FP 0; DSP 6; Rep 4; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 12. Challenge Code: E.

Equipment: Assault cannon, heuristic processor, infrared vision, low-light vision, vocabulator, comlink, magnetic feet, armored shell, missile firing tubes.

Assault Cannon: Type energy, size Large, weapon group heavy; *Plasma shell loads*—4d8/19–20, range increment 20m; *Long-range rockets*—10d6/19–20, burst 2d6, range increment 80m.

Seeker Missile: Type energy, size Large, weapon group heavy, 6d10/19–20, range increment 30m, speed 10m.

Skills: Climb +7, Computer Use +3, Demolitions +3, Intimidate +14, Jump +9, Listen +5, Move Silently +6, Pilot +8, Speak Basic, Spot +9.

Feats: Armor Proficiencies (light, medium, heavy), Dodge, Far Shot, Heroic Surge, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Toughness, Weapon Focus (assault cannon), Weapon Focus (seeker missile), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

DARK TROOPERS IN HISTORY

In the expanded *Star Wars* universe, there were a relatively large army of Phase One and Phase Two dark troopers produced aboard *Arc Hammer*. Only one Phase Three trooper was created, however. The dark trooper project came to an expensive end when Rebel agent Kyle Katarn destroyed *Arc Hammer*.

In your campaign, you can determine how far along the dark trooper project is when your heroes learn of its existence. You can have them get involved prior to Katarn's mission, or they can take Katarn's place in the infiltration of *Arc Hammer*. If you want to maintain the official history, have another Imperial officer or moff restart the project.

Capture the Trooper

The heroes learn that an aerial test of some sort is scheduled to take place in a city on a planet with suspected Rebel infestation. (Choose a planet based on your campaign.) A number of Phase Two dark trooper droids, selected to make an extreme encounter for your heroes, descend from the sky to assault a building suspected of housing a Rebel cell. The heroes must try to protect the innocents inside the building (regardless of whether it really has ties to the Alliance) while trying to capture at least one of the dark troopers intact.

If the heroes manage to incapacitate one of the droids, they have 3 rounds to open the droid's locked access (Disable Device check, DC 20) and disengage its self-destruct mechanism (Disable Device check, DC 15). Of course, as long as any other Dark Troopers are still active, they attempt to "rescue" their fallen companion.

Infiltrate *Arc Hammer*

The heroes could be assigned to locate the source of the dark trooper project and shut it down. Finding and getting access to the mobile factory aboard *Arc Hammer* presents one challenge; dealing with the Phase Three dark troopers guarding the facility presents another. If the heroes succeed, they can shut down this version of the Empire's super stormtrooper project.

Dagobah

Dagobah, the swamp planet, is a mystery to the galaxy. One of the few expeditions to the world, made during the final days of the Republic, cataloged only a tiny fraction of Dagobah's animal and vegetable life before vanishing completely. The report states that Dagobah consists of dense gray-green swampy jungle, shrouded in thick clouds of fog. Above the tree canopy, the world is mostly bright and almost cheerful. The smell of rot permeates everything, and the sound of billions of living creatures creates a never-ending buzz in the gloom beneath the canopy. The air is hot and damp; the ground is soft and wet. Rain falls daily, and the lowest few meters of everything on the surface rapidly acquires a layer of muck and mildew.

Dagobah's most notable life forms include the titanic swamp slug and the deadly dragonsnake, a reptilian flier that hunts the diminutive, tree-dwelling rodents; the omnipresent knobby spiders; and the massive gnarltrees the spiders metamorphose into. Countless other species exist, from tiny insects to huge predators. It is doubtful that many more of them will ever be cataloged.

The swamps of Dagobah, particularly those just below the equator of the eastern hemisphere, exude an almost palpable air of menace. According to long-suppressed histories, a group of dark Jedi from Bpfassh perished on Dagobah sometime after the Clone Wars; it is possible they left artifacts behind that are tainted by the dark side of the Force. Certainly, there is a cave on Dagobah where the dark side is particularly strong, and this site provides grim visions of the future.

Unknown to the rest of the galaxy, though, is the fact that the diminutive Jedi Master Yoda lives on Dagobah, very near the aforementioned cave. Believed to have died during the early days of the Empire, Yoda actually went into hiding—perhaps taking advantage of the dark side energy on Dagobah to conceal his presence. Here he has waited patiently for his next student, Luke Skywalker, to become a new Jedi Knight to face the evil dark side power of Emperor Palpatine and Darth Vader.

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A Jedi Master

Earlier, an old man named Gruu Dunrik might have served as a mentor for a fledgling Jedi hero. Dunrik was able to get the hero started on the path of the Jedi, but he or she can't achieve the status of Jedi Knight without guidance from a more experienced Force-user. Locating this Force-user should be a quest for the hero.

Part of this quest requires some research. The hero needs to chase down rumors and seek out classified records from the earliest days of the Empire. This behavior might attract the notice of an ISB agent, an Imperial inquisitor, or Darth Vader himself.

To find a hidden Jedi, the hero should explore ancient ruins, search for the source of local rumors and legends, and talk to anyone from the "old days" that he or she can locate. Most of these paths will lead to dead ends, but one or two of them should provide a new clue.

At times, the hero might receive visions or sensations through the Force. These can be used to subtly direct the hero's path or provide additional clues as the GM sees fit.

When you're ready to let the quest end, here's a possible master to add to your campaign. Qid Proko is a Quarren working at a speeder repair shop on the desolate world of Poderis. Proko is known throughout the settlement as a quiet but honest individual. He left the Core right around the time

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FINDING A JEDI MASTER

During the Rebellion era, those who studied the Jedi arts but managed to survive the purge can still be found, if one knows where to look. All of these survivors keep that part of their past a secret for their own protection, but some might be willing to take on a student. Locating such an individual should never be easy. (If it were easy, the Empire would have found them all by now!) But it shouldn't be impossible either; that's no fun for the player. The Gamemaster should think about the pace and power level of his or her campaign, and then decide what it takes to locate a Jedi teacher in the Rebellion era.

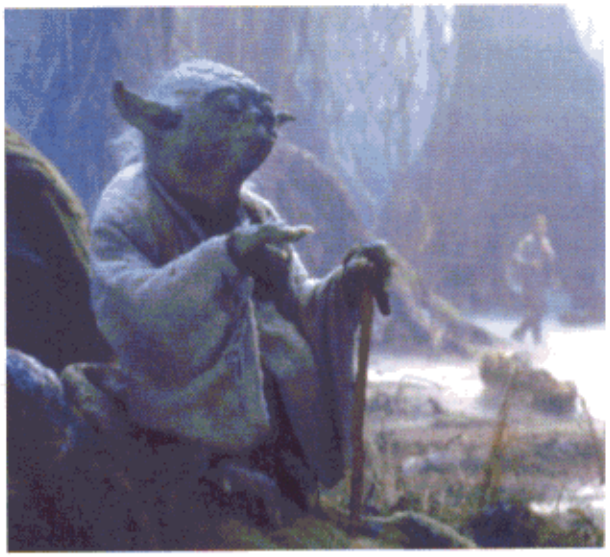
The process of finding a Jedi instructor should never be reduced to a quick series of die rolls, though the successful use of the skills Diplomacy, Gather Information, Knowledge (Jedi lore), and See Force can certainly be useful in an aspiring Jedi's quest as he or she interacts with individuals who might be able to help. Ideally, the search for a master should be played out over a series of game sessions specifically aimed at locating a teacher—though they don't have to be consecutive sessions.

And while a Jedi Master should always be a Jedi of some level or another, he or she need not be an actual master, or even a living person. Picture a Jedi Padawan who managed to escape the purge before becoming a Jedi Knight, or, more frightening, a Jedi Knight who has turned to the dark side—but hides that fact from his or her new apprentice. Perhaps the aspiring Jedi's quest for a teacher leads to a Jedi holocron waiting in some forgotten storehouse.

The Gamemaster might also decide that a non-Master teacher can only teach the student so much. Traditionally, a Jedi Padawan has to undergo a test of some kind to become a Jedi Knight. If the new apprentice's instructor never underwent such a test, perhaps the new apprentice cannot either—effectively halting the apprentice's progress at 6th level in either the Jedi consular or the Jedi guardian class—at least, until a new teacher is found.

In the Rebellion era, it is particularly difficult to become a Jedi Knight. The Emperor's purge of the Jedi Order left only a handful of Jedi alive. Of the Jedi Masters who once instructed the young Padawans in the Order, only Yoda remains. Obi-Wan Kenobi is the only one who knows where Yoda hides, and he shares that information with Luke Skywalker through a Force-induced vision. This enables Luke to continue the training he had barely begun en route to Alderaan.

Yoda's approach to teaching potential Jedi has always been to show them the two primary aspects of the Force: the living Force, which anchors a Jedi in the here and now, and the unifying Force, which binds all of time and space together. The aspect to which a student gravitates shows Yoda the best path for that student. Those who focus on their place and role in the galaxy tend to become defenders, or Jedi guardians. Those who can see the "big picture" tend to become diplomats and statesmen, or Jedi consulars. Yoda is perfectly at ease teaching either kind of Jedi, though he makes it clear that a Jedi who is too focused is blinding himself to the full power of the Force.



of the Jedi Purge. His travels eventually took him to Poderis, where he decided to settle down.

Qid Proko: Male Quarren Jedi Consular 8/Fringer 3; Init +1; Defense 19 (+8 class, +1 Dex); Spd 10m; VP/WP 48/11; Atk +8/+3 melee (3d8/19–20, lightsaber) or +9/+4 ranged (3d8/19–20, blaster rifle); SQ Amphibious, low-light vision, Jedi Knight, healing, barter, adaptive learning (Repair); SV Fort +9, Ref +7, Will +12; SZ M; FP 1; DSP 3; Rep 7; Str 10, Dex 12, Con 11, Int 14, Wis 17, Cha 13. Challenge Code: D.

Equipment: Blaster rifle, lightsaber (hidden, in storage), tool kit.

Skills: Bluff +9, Craft (lightsaber) +9, Diplomacy +10, Gather Information +8, Hide +5, Knowledge (Jedi lore) +8, Listen +7, Profession (speeder mechanic) +7, Read/Write Basic, Read/Write Quarren, Repair +3, Sense Motive +7, Speak Basic, Speak Mon Calamari, Speak Quarren, Speak Rodese, Spot +7, Survival +7, Treat Injury +8.

Force Skills: Empathy +8, Force Defense +6, Force Stealth +7, Friendship +7, Heal Another +8, Move Object +7, See Force +9, Telepathy +7.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Iron Will, Low Profile, Persuasive, Trustworthy, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Force Feats: Alter, Control, Force Mastery, Sense.

Bespin

The Bespin system occupies part of the Ison Corridor, a natural space lane located just off the Corellian Trade Spine. The corridor consists of five systems: Anoat, Varonat, Bespin, Hoth, and Ison, all falling in a relatively straight line.

Three planets and an asteroid belt make up the system. Miser, the first planet out from the stellar primary, is a metal-rich world centered around a large iron and gententhium core. Miser is a harsh and unforgiving world with environmental extremes between day and night, no atmosphere, a slow rotation period, and a magnetic field that renders all but the most heavily shielded equipment useless. Nevertheless, those seeking to avoid the Empire occasionally use the old mine tunnels as bases. Some go to Miser trying to salvage the heavy mining equipment that acquired the material used to construct Cloud City.

Orin, the second planet, is a volcanic ember of a world with an extreme, eight-month orbit that approaches Miser's orbit, passes out through the asteroid belt, and returns.

The remains of the third planet form Velser's Ring, an asteroid belt occasionally mined for gases useful in lasers, carbon-freezing units, and tractor beams.

The Planet Bespin

The fourth planet of the system, Bespin, is a world of billowing clouds, kaleidoscopic gases, endless sky, and dizzying drops, Bespin is an unusual gas giant because it has a temperate zone in its upper layers that supports life.

Bespin has two primary moons, H'Gaard and Drudonna, known as the Twins. H'Gaard is five kilometers across and Drudonna two and a half, but from Bespin they appear the same size due to the difference in their distance from the planet. Both are ice worlds with rocky cores.

Gas giants are the spectacular jewels of the galaxy, and Bespin is no exception. The planet is 118,000 kilometers in diameter, with a metal core about 12,000 kilometers in diameter. The pressures at the core would crush an ordinary rock or ice world to dust. Surrounding the core is a 30,000-kilometer-thick layer of liquid-metal rethen. The second layer is a 22,000-kilometer-deep sea of liquid rethin. At this altitude, the atmospheric pressure lessens enough that the rethen loses its metallic properties. Above this is the cloud layer. Though it is the layer most commonly experienced by visitors, in reality it's a thin skin, a mere 1,000 kilometers deep, that hides the true depths of the planet. This skin varies in temperature from 6,000 Standard Degrees where it meets the sea of liquid rethen to the absolute zero of deep space at the top. Bespin completes a standard rotation around its axis every 12 Standard Hours. It completes its orbit every 14 Standard Years. Seasonal changes are limited. The planet generates two and a half times the energy it receives from the sun, so even when a pole plunges into darkness its temperature varies little.

Storms

Gas giants lack surface features that disrupt the winds

generated by their spin. These winds disturb the atmosphere, causing gases of varying temperatures to mix, bringing about storms. Though it is not wracked by the perpetual hurricanelike storms found on some gas worlds, Bespin still experiences severe storms occasionally. Bespin's storms begin in the lower half of the cloud layer, where hot gases from the lower altitudes meet cooler gases from above. Storms range from mild (+5 to all Pilot skill check DCs) to "grand alert" (+30 to all Pilot skill check DCs).

Native Life

The "life zone" of Bespin begins 150 kilometers down from space and extends another 30 kilometers toward the "sea." Native life forms, from giant gasbags called beldons to microscopic glowers, thrive in this zone. Cloud City and Tibannopolis both float in this zone.

Tibannopolis

This attempt to mine the Tibanna gas of Bespin predates Cloud City. It lacks the storm warning systems of Cloud City, and by the Rebellion era it has been abandoned by all but the most eccentric hermits, smugglers, and unaffiliated miners.

A metropolis floating in the midst of Bespin's life zone, Cloud City is 16 kilometers in diameter and 17 kilometers tall (including the immense unipod that reaches below the city proper). Its architecture gives the illusion of open space in what is essentially a closed environment. Its many plazas allow breathtaking views of the brilliantly colored clouds surrounding the city. There are 392 levels below the surface plaza concourse. The upper levels contain the resorts and casinos that provide a substantial portion of the city's income. The middle levels are used for heavy industry and working class housing. The lower levels hold the Tibanna gas processing facilities and the 3,600 repulsorlift engines that anchor the city in place. Approximately six million people, primarily humans and Ugnaughts, reside here.

Though Bespin's output of Tibanna gas represents a tiny fraction of the galaxywide Tibanna production, profit from the sale of the gas combines with the income from the casinos and resorts to make Cloud City economically feasible. Founded by Lord Ecclessis Figg, the city uses thirty-two tractor-beam projectors to draw gas into the city's refineries. Once the Tibanna gas is separated from other atmospheric gases, it is sealed in carbonite for shipment and distribution.

City government rests in a Baron Administrator, a position held during part of the Rebellion era by Lando Calrissian, who won it in a game of sabacc. Other administrative power resides in the Exex, hired by the city. The Parliament of Guilds and the Gambling Authority also hold considerable influence. The Baron Administrator spends time negotiating between all these groups. A central computer controls most of the city's infrastructure automatically. A computer liaison officer works directly with the Baron Administrator. During Lando's term, and for many years prior, Lobot served as the computer liaison officer. Under Lando Calrissian's rule, Bespin maintained strict neutrality between the Alliance and the Empire. (After Imperial forces assume control of the city, Captain Treece commands the garrison at Cloud City and it becomes an Imperial supply base.)

Law enforcement rests with the blue-clad Wing Guard. They serve as both police and militia for the city, under the command of the Baron Administrator. The Wing Guard keeps the peace in the city and in the air around it and acts as a customs agency. In that latter capacity, the Wing Guard enforces the strict "no weapons" policy in the city. When Lando Calrissian took charge of Cloud City, the Wing Guard was a corrupt, disorganized unit, essentially a legitimate protection racket. Lando reorganized the guard, enhanced the pay structure, and added liaison to the security arm to Lobot's list of duties. Without this new respectability, Cloud City could not have become a popular resort destination.

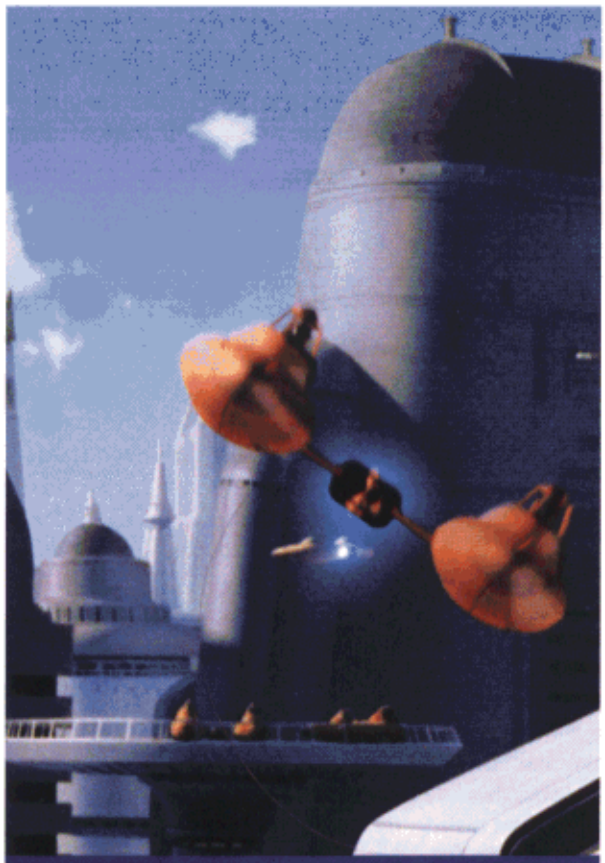
An elite unit, the Storm Guard, maintains an elaborate and sophisticated weather watch atop Kerros's Tower, observing the upper atmosphere and comparing data from the weather vanes that dot the underside of Cloud City. The Storm Guard issues weather warnings for the city and has the authority to close down some or all modes of transportation for weather-related reasons.

Typical Wing Guard: Male Human Soldier 2; Init +2; Defense 12 (+2 class); Speed 10m; VP/WP 18/13; Atk +4 ranged (3d6, blaster pistol); SV Fort +4, Ref +2, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 12, Dex 14, Con 13, Int 10, Wis 11, Cha 10. Challenge Code: B.

Equipment: Blaster pistol, comlink, datapad. Wing Guard on aerial patrol use Storm IV Cloud Cars.

Skills: Computer Use +5, Intimidate +5, Pilot +7, Treat Injury +5.

Feats: Armor Proficiencies (light, medium), Dodge, Martial Arts, Mobility, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons.



TIBANNA GAS

This rare gas is half the reason Cloud City exists. Though few know it, Bespin's Tibanna gas is naturally "spin-sealed," producing four times the normal energy output when cohesive light passes through it. Weapons manufacturers desire the greater energy yield produced by Bespin's Tibanna, which makes blasters and other energy weapons much more powerful. While personal weapons cannot tolerate this extra power, ship-mounted weapons benefit greatly from it. The gas also serves as a hyperdrive coolant.

Cloud City Adventures

Under Lando Calrissian's leadership, Cloud City becomes a relatively safe place to vacation or to work. Imperial interest is minimal, and the Wing Guard is honest. Cloud City plays host to many members of the idle rich on a regular basis. Nonhuman species can find a kind of freedom from Imperial repression by becoming workers in the gas refineries. Heroes may work for the city administration in any capacity, including as members of the Wing Guard. If they are part of the Rebel Alliance, or have strong sympathies with it, they must hide those feelings and maintain a veneer of neutrality.

The adventure outline presented below provides some ideas for using Cloud City in your campaign. Add to it, leave scenes out, change their order, and adjust the DCs to make the adventure best fit your heroes.

Old Friend

The heroes arrive at Port City, a disreputable part of Cloud City that is populated by blue-collar workers, slumming tourists, and those who cater to or prey on them. They have come to visit the owner of the Lower Deck, an old friend of one of the heroes who has settled here.

Brann Lo-Farr is a dark-skinned Human male, roughly 60 years old. When one of the heroes was a child, Brann steered him onto his life's path. The Lower Deck is his place, a blue-collar cantina in Port City where refinery workers relax before, between, and after their shifts. Local singers and bands practice on the stage, and folks looking for a little gambling find their way to the back room.

When the heroes arrive, Brann welcomes them and introduces them to the bartender and the two servers, then takes them to the back room. The heroes can make a Spot check to notice something unusual about two particular customers out front (DC 20) and another one to

notice that something is bothering Brann (DC 15). If they ask him what's on his mind, he tells them it's just business. If they notice and ask about the unusual customers, he looks worried and tells the heroes to ignore them.

The carefully soundproofed back room can be entered through Brann's office. Slumming tourists never even know it's there. Another bar takes up one wall, with a one-way mirror behind it that shows the front room. At a table in the back room Tusskerl, a Trandoshan, arm wrestles all challengers and Dunb Shevv, a Sullustan, takes bets on the outcome. No one who challenges Tusskerl is aware that the two of them are in cahoots.

Dunb Shevv and Tusskerl started their arm wrestling scam when they were young adults. Brann thinks they are lost causes and tolerates them because they help out around the Lower Deck. Dunb Shevv and Tusskerl are well connected with smugglers and other criminals, and can get their hands on any sort of equipment, despite the strict customs code in Cloud City.

After Brann returns to watching the door, Dunb Shevv and Tusskerl explain that Jabba the Hutt recently bought the Holiday Towers hotel, and his thugs started a protection racket in Port City. Between their demands and payments that must be made to the bank, Brann is in danger of losing his cantina in two days. Both Dunb Shevv and Tusskerl are upset by this prospect. Brann didn't get the two of them to change their ways, but they respect him for trying to help them, and they see the good he does in Port City.

Dunb Shevv points out the two customers in the front room through the one-way mirror. He doesn't know who they are, but they've been asking questions and throwing a lot of credits around. They don't act like Hutt gangsters to him. He thinks they might be Imperials, but doesn't know what Imperials would be doing in Cloud City.

If the heroes decide to help their old friend Brann, Dunb Shevv and Tusskerl volunteer to aid them in any way they can. Treat Dunb Shevv as a con artist (Scoundrel 4) and Tusskerl as an outlaw (Fringer 2/Scoundrel 2).

The heroes may be able to pay off Brann's debt from their own wealth, but if they're unable or unwilling to do that, they might have to steal the needed credits from the bank, from Jabba's gangsters, or from the Imperials. If the heroes don't choose a course of action quickly, Dunb Shevv reveals a plan to rob the Imperials and to dump them down the kilometer-wide wind tunnel in the center of Cloud City. He claims it's the perfect crime, since there's no way the Wing Guard knows the two are Imperial agents.

Whatever the heroes do to get

Brann out of trouble, the gangsters won't like it. Jabba has plans for the Lower Deck, and the thugs don't want to fail him. If Brann suddenly is able to make his payments, they get suspicious and start roughing up people, including Brann, for information.

If the heroes attack the Imperials and fail to dispatch them before they can send a distress call, the heroes are in big trouble. These Imperial agents are not alone in Cloud City, and more Imperial agents hunt them until they're captured or until they manage to get away.

Once they're in hot water, the heroes may decide to set the villains against each other. If the gangsters thought the Imperial agents were trying to buy the place, they would attack the Imperials. The Imperials would assume the gangsters were allies of whoever robbed them. The Imperials entered the city as tourists, and the Wing Guard would act against them if it knew their identities. Despite Cloud City's public neutrality, Rebel sympathizers could ally against the Imperials.

Ideally, the heroes successfully pay off the bank loan, reveal the Hutt's activities to the Wing Guard, and frustrate the Imperials. If the Wing Guard gets involved, the heroes won't be welcome in Cloud City for quite a while despite their role in revealing Imperial activities within the city.

High Stakes Game

The heroes could come to Cloud City to take part in a high-stakes sabacc game. The particular game they want to get into has a number of colorful players, including Lando Calrissian, Corugg the Hutt, and Queen Sula of Presteen. The player they want to interact with, however, is an Imperial who might be able to provide them with a high-ranking code cylinder if the game takes the right turns. The Imperial is Moff Elior, an overindulgent Human who can't resist a high-powered game.

Moff Elior provides the Rebel heroes with a wonderful opportunity. He's a high-ranking Imperial officer who's outside of his usual, protected environment. If some of the heroes can keep him busy at the game, the others can

attempt to break into his suite to try to steal his code cylinder (and anything else of importance that you decide is hanging around). Of course, he could be wearing the code cylinder, making it all that more difficult to acquire. He has a few personal guards around him at all times, as well as a squad of stormtroopers to defend himself and his suite.

Wrong Place, Right Time

The heroes might be visiting (or participating in a mission) on Cloud City when suddenly the Imperials arrive. It's the same time as the *Millennium Falcon*'s visit, while Darth Vader and Boba Fett are on the massive floating city. The heroes shouldn't get directly involved in the events that unfold in the movie, but they can certainly be forced to deal with the fallout of having the Empire send armed troops to the previously neutral Cloud City. Perhaps the heroes believe that the stormtroopers roaming the wide corridors and open plazas are looking for them. If not, the heroes might want to determine why the Empire has made such a bold move in this out-of-the-way location.

One of the Imperial officers could be Lt. Falto Dragen, the villain who has hounded the heroes in the past. He commands a stormtrooper squadron and has been charged with making sure that Cloud City remains secure while Lord Vader completes his top-secret mission. By this time, Dragen has gained a few levels and should be more or less on par with the heroes. Make any adjustments necessary to his statistics that you deem necessary to make him a viable threat for your group of heroes.

The big scene takes place as Lando Calrissian alerts the station and suggests that everyone evacuate. In the chaos, anything can happen. The Imperials will do everything they can to delay or stop everyone from leaving, but it's a lost cause. The heroes, however, can be one of the unfortunate groups that gets singled out for Imperial scrutiny.

Lt. Falto Dragen: Male Human Noble 4/Soldier 4; Init +6; Defense 17 (+5 class, +2 Dex); Spd 10m; VP/WP 55/12; Atk +7/+2 melee (2d6, vibroblade) or +9/+4 ranged (3d6, blaster pistol); SQ Call in a favor ×2, inspire confidence +1, command +2; SV Fort +6, Ref +5, Will +6; SZ M; FP 2; DSP 8; Rep 7; Str 10, Dex 14, Con 12, Int 10, Wis 13, Cha 15. Challenge Code: D.

Equipment: Blaster pistol, uniform, rank insignia, comlink, datapad.

Skills: Astrogate +6, Bluff +6, Computer Use +9, Diplomacy +11, Intimidate +8, Knowledge (New Order) +9, Knowledge (military) +12, Pilot +7, Read/Write Basic, Sense Motive +6, Speak Basic, Survival +4.

Feats: Alertness, Armor Proficiencies (light, medium, heavy), Improved Initiative, Heroic Surge, Point Blank Shot, Rapid Shot, Skill Emphasis (Knowledge [military]), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Heroes of Yavin: Update

In the three years following the Battle of Yavin, Luke Skywalker and his friends were at the forefront of Rebel activity. Sometimes working together, sometimes off handling missions that required their specific talents, the Heroes of Yavin contributed in their own ways to the success and growth of the Rebel Alliance.

Luke Skywalker continued to practice what Obi-Wan Kenobi taught him and even learned a few things on his own through trial, error, and an almost intuitive understanding of the Force. He helped forge the elite starfighter team Rogue Group (which would later evolve into Rogue Squadron), searched for new locations for bases, and participated in a number of key battles against the Empire.

Leia Organa worked to bring more and more members into the Alliance. She became an inspiring voice, a leader, and a visionary. It took time to heal the wounds of losing her adopted homeworld, but she had a job to do. She threw herself into her mission and her work, acting as one of the premier diplomats for the growing Alliance.

Han Solo and Chewbacca stuck around, helping to train recruits when they weren't working with Luke or Leia on some important mission or project. The *Millennium Falcon* became a recognized symbol for many in the Alliance, showing that heroes could come from all walks of life. Plus, it was one of the fastest and most powerful ships of its size in the Rebel arsenal, and it was assigned missions accordingly.

The group came together on Hoth to help set up the new command base. Luke Skywalker almost died in an encounter with a wampa ice creature, but he was able to use the Force and his father's lightsaber to wound the monster and escape. In the frozen wilderness, Luke received a vision of Obi-Wan Kenobi. The vision urged Luke to seek out the Jedi Master Yoda on the planet Dagobah. As Luke lost consciousness, Han Solo finally located him. Luke would spend some time in a bacta tank to heal his wounds, but he had survived.

The Empire, meanwhile, had discovered the location of the base. The Battle of Hoth turned into a defeat for the Rebellion, but Han Solo and the Princess were able to escape in the *Falcon* before Darth Vader reached them, and Luke Skywalker, after helping to take out a few AT-ATs, left in his X-wing for Dagobah. He promised to meet up with the fleet later, after he took care of some personal business.

Luke met the Jedi Master Yoda on the swamp planet. Yoda took Luke's Jedi training to the next stage, teaching him in only a few weeks what the Jedi of the past learned over the course of many years. Before Yoda declared Luke's training to be complete, the young Skywalker, troubled by visions of his friends in danger, decided to break off his training to go help them. Yoda and the spirit form of Obi-Wan tried to warn Luke about the danger of facing Darth Vader before Luke was ready, but young Skywalker wouldn't be dissuaded.

While Luke traveled to Dagobah and trained with Yoda, the *Millennium Falcon*, carrying Han Solo, Chewbacca, and Leia Organa, struggled to escape from Imperial pursuit. Without a working hyperdrive, Solo was forced to improvise

a way out of the deadly situation. He used the Hoth asteroid field to shake the Imperials, flying directly into the swarm of space debris despite the overwhelming odds against successfully navigating his way through it. With a backup hyperdrive, the *Falcon* limped along to Bespin and Cloud City. Boba Fett, one of the bounty hunters employed by Darth Vader to help find the *Falcon*, tracked Solo to Cloud City and alerted Vader and his troops.

Using the captured Solo, Organa, and Chewbacca as a lure, Darth Vader awaited the arrival of Luke Skywalker—his son. Luke reached Cloud City, walking right into Vader's trap. The Dark Lord planned to encase young Skywalker in carbonite to more easily transport him to the Emperor. He tested the process on Han Solo, freezing him and turning him over to Boba Fett. Meanwhile, Luke and Vader met in combat, and young Skywalker fought surprisingly well. At the same time, Lando Calrissian decided to play his hand. He called for the evacuation of Cloud City, using the resulting chaos to rescue Leia and Chewbacca and escape with them in the *Falcon*.

Skywalker and Vader continued their battle, fighting with lightsabers and the Force above Cloud City's wind core. The battle was fierce, and Darth Vader finally ended it by slicing off Luke's right hand. Then, as the wounded Skywalker tried to back away, Vader revealed the truth—that he was Luke's father! Luke, shocked by the news and disappointed that Obi-Wan and Yoda had not told him the truth,

stepped off the platform and fell into the core shaft. With the Force to help him, he fell through an airshaft and clung to a weather vane jutting from the bottom of the massive floating city. Leia, in the *Falcon*, heard Luke's telepathic call. She diverted the ship, and they retrieved Luke before escaping from the system.

Reunited with the Alliance fleet, the group had little time to recuperate. Luke received a prosthetic hand to replace the one he lost to Vader's saber, and he and the others made plans to rescue Han Solo from Boba Fett and Jabba the Hutt. Luke learned of his dark heritage, and the Alliance was reeling from its most devastating defeat of the war. The time was coming for the ultimate confrontation with the Empire, but there were a few things the heroes of Yavin had to do first.

Luke Skywalker (as of the escape from Cloud City): Male Human Fringer 2/Jedi Guardian 5; Init +3; Defense 21 (+8 class, +3 Dex); Spd 10m; VP/WP 56/13; Atk +8/+3 melee (3d8+2/19–20, lightsaber) or +9/+4 ranged (3d6, blaster pistol); SQ Barter, Force Point use as though he were three levels higher; SV Fort +8, Ref +8, Will +3; SZ M; FP 2; DSP 1; Rep 7; Str 14, Dex 16, Con 13, Int 15, Wis 11, Cha 11. Challenge Code: D.

Equipment: Blaster pistol, flight suit, utility belt, tool pouch, goggles, X-wing, lightsaber, comlink, R2-D2, prosthetic hand.

Skills: Climb +6, Computer Use +7, Jump +7, Knowledge (Rebellion) +3, Knowledge (Tatooine) +7, Pilot +12, Profession (moisture farmer) +4, Read/Write Basic, Repair +4, Search +6, Speak Basic, Speak Huttese, Speak Jawa, Spot +5, Survival +4, Tumble +6.

Force Skills: Affect Mind +4, Empathy +2, Enhance Ability +3, Farseeing +2, Force Defense +3, Move Object +5, See Force +3, Telepathy +2.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Pilot), Starship Operation (starfighter), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Force Feats: Alter, Control, Sense.

Leia Organa (as of the escape from Cloud City): Female Human Noble 5/Soldier 2; Init +1; Defense 15 (+4 class, +1 Dex); Spd 10m; VP/WP 34/13; Atk +5 melee (1d3, punch) or +6 ranged (3d6, blaster pistol); SQ Call in a favor ×3, inspire confidence +1, command +2, Force Point use as though she were three levels higher; SV Fort +5, Ref +4, Will +8; SZ M; FP 5; DSP 0; Rep 8; Str 11, Dex 13, Con 13, Int 14, Wis 14, Cha 14. Challenge Code: D.

Equipment: Blaster pistol, comlink, datapad, C-3PO.

Skills: Appraise +7, Astrogate +6, Bluff +6, Computer Use +7, Diplomacy +12, Gather Information +7, Intimidate +4, Knowledge (Alderaan) +9, Knowledge (Coruscant) +4, Knowledge (politics) +9, Knowledge (Rebellion) +10, Listen +4, Pilot +5, Read/Write Basic, Read/Write Bothan, Read/Write Calamari, Repair +3, Sense Motive +6, Speak Basic, Speak Bothan, Speak Calamari, Spot +3, Treat Injury +5.

Feats: Armor Proficiencies (light, medium), Force-Sensitive, Heroic Surge, Iron Will, Persuasive, Skill Emphasis (Knowledge [Rebellion]), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Han Solo (up to being frozen in carbonite): Male Human Scoundrel 7/Soldier 2; Init +2; Defense 19 (+7 class, +2 Dex); Spd 10m; VP/WP 55/13; Atk +8/+3 melee (1d3+1, punch) or +9/+4 ranged (3d8, heavy blaster pistol); SQ Illicit barter, better lucky than good, sneak attack +2d6; SV Fort +6, Ref +7, Will +3; SZ M; FP 4; DSP 2; Rep 7; Str 13, Dex 14, Con 13, Int 13, Wis 12, Cha 15. Challenge Code: D.

Equipment: Heavy blaster pistol, comlink, tools, *Millennium Falcon*.

Skills: Appraise +6, Astrogate +9, Bluff +9, Demolitions +5, Diplomacy +7, Gather Information +6, Hide +4, Intimidate +7, Knowledge (Corellia) +5, Knowledge (merchants) +9, Knowledge (Imperial Navy) +5, Knowledge (organized crime) +6, Move Silently +5, Pilot +16, Profession (gambler) +10, Read/Write Basic, Read/Write Huttese, Repair +8, Ride +3, Search +3, Speak Basic, Speak Huttese, Speak Shyriiwook, Spot +5, Survival +2.

Feats: Armor Proficiencies (light, medium), Dodge, Heroic Surge, Point Blank Shot, Skill Emphasis (Pilot), Spacer, Starship Dodge (space transports), Starship Operation (space transports), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Chewbacca (as of the escape from Cloud City): Male Wookiee Scout 8; Init +2; Defense 18 (+6 class, +2 Dex); Spd 10m; VP/WP 84/20; Atk +11/+6 melee (1d3+5, punch) or +8/+3 ranged (3d8/19–20, bowcaster); SQ Trailblazing, uncanny dodge (Dex bonus to Defense, can't be flanked), skill mastery (Intimidate), +2 species bonus on Climb checks, +4 species bonus on Intimidate checks, Wookiee rage, extraordinary recuperation; SV Fort +9, Ref +6, Will +4; SZ M; FP 4; DSP 0; Rep 5; Str 20, Dex 14, Con 20, Int 12, Wis 10, Cha 10. Challenge Code: D.

Equipment: Bowcaster, ammo bandoleer, comlink, tool pouch.

Skills: Astrogate +6, Climb +14, Computer Use +6, Disable Device +2, Intimidate +10, Jump +7, Knowledge (Kashyyyk) +5, Knowledge (merchants) +5, Knowledge (organized crime) +5, Listen +8, Move Silently +6, Pilot +11, Read/Write Basic, Read/Write Shyriiwook, Repair +11, Speak Basic (understand only), Speak Huttese (understand only), Speak Shyriiwook, Survival +5.

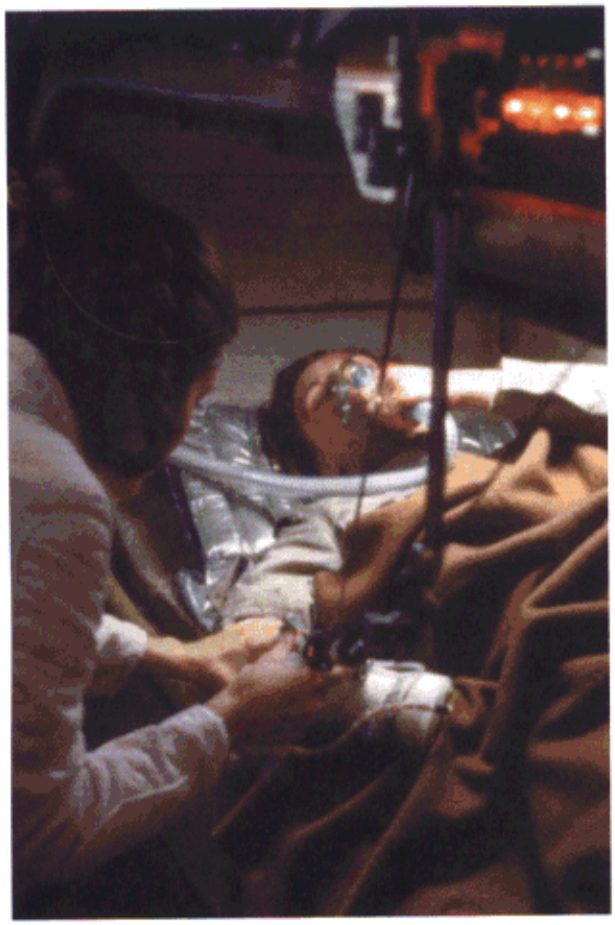
Feats: Endurance, Exotic Weapon Proficiency (bowcaster), Gearhead, Skill Emphasis (Survival), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Between Hoth and Endor

In the weeks following the evacuation of Cloud City, a number of key elements begin to come together that will have a devastating effect on the galaxy. The unstable political situation has led some parties to covet the Imperial throne. Lord Darth Vader, for example, tries to convince Luke Skywalker to join him so that together they could rule the galaxy as father and son. Another player who schemes to seize the reins of government is Xizor, head of the Black Sun crime syndicate. While these kinds of intrigues unfold, the Emperor hatches plans of his own. He wants to turn young Skywalker to the dark side. He wants to destroy the Rebellion. To accomplish both things, he decides to let news of a second Death Star fall into Rebel hands. He plans to set a trap that will ultimately spell the end of the Rebel Alliance and lead to the corruption of young Skywalker.

Xizor, prince of the Falleen and longtime rival of Darth Vader, was aware of the blood ties between the Dark Lord and Luke Skywalker. Xizor was one of the few non-Humans to have the ear of the Emperor, but he wanted more. He wanted the spot currently held by Darth Vader, since having that position would put him one step closer to his ultimate goal—the throne of the Empire. To make Vader look incompetent in his master's eyes, Xizor decided that young Skywalker had to die.

While Luke Skywalker and his companions track Boba Fett, Black Sun operatives set out to assassinate the young Jedi.



As each attempt fails, Leia Organa nevertheless grows more and more concerned. Unaware of Black Sun's role in the assassination attempts, Leia turns to the crime syndicate's underworld spy network to help uncover what person or organization is behind the plot to kill Skywalker.

In the meantime, Luke returns to Tatooine to construct his own lightsaber, using tools he finds at Ben Kenobi's abandoned home. The Bothan spy network learns of the Empire's second Death Star, currently under construction at the Forest Moon of Endor. The final major battle of the Galactic Civil War will soon erupt in this out-of-the-way location, but first Luke Skywalker must overcome yet another trap. This one, set by Xizor, uses Princess Leia as the bait. Luke rescues the Princess, and the two escape aboard the *Millennium Falcon*. Xizor, refusing to let the matter end, sends his personal navy in pursuit of the escaping transport. When Darth Vader's Imperial flotilla arrives, it ignores the *Falcon* and attacks Xizor's fleet. After the crime lord refuses to surrender, Vader orders his ships to destroy Xizor and his vessels.

The resulting power vacuum in Black Sun after Xizor's death leads to a bloody struggle among the remaining lieutenants. Darth Vader must deal with this situation, and while he is preoccupied, Grand Admiral Zaarin attempts a coup d'etat. Loyal Imperial forces manage to defeat Zaarin, but the traitor escapes to the Outer Rim and is later eliminated by Grand Admiral Thrawn.

Falleen

The Falleen, reptilian humanoids from an Inner Rim system of the same name, have lithe, scale-covered bodies. Falleen are often described as "irresistible." They produce pheromones used naturally to attract mates, but this chemical reaction also affects many Human and humanoid species.

Falleen are not commonly encountered off their homeworld. They focus on their own culture, which they believe is inherently superior to everything else the galaxy has to offer. Some young Falleen nobles spend years touring the galaxy to confirm their sense of superiority.

Any Falleen commoner encountered is usually part of a Falleen noble's entourage.

Falleen Commoner: Init +0; Defense 10; Spd 10m; VP/WP –/8; Atk –1 melee (1d3, punch) or +0 ranged (by weapon); SQ Amphibious, pheromones; SV Fort +0, Ref +0, Will +1; SZ M; FP 0; DSP 0; Rep 0; Str 8, Dex 10, Con 8, Int 10, Wis 12, Cha 12. Challenge Code: A.

Equipment: Variety of personal belongings.

Skills: Knowledge (varies) +2, Profession (varies) +2.

Special Qualities: Pheromones—Exuding pheromones and changing skin colors to affect others gives a Falleen a +2 circumstance bonus on Bluff and Diplomacy checks. The bonus can be increased by +1 for each hour of uninterrupted meditation to enhance the effect. The additional bonus cannot be increased higher than +4, and the additional bonus only lasts for 1 hour after completing meditation.

In the years following the Battle of Yavin, Luke Skywalker and Wedge Antilles turned a group of starfighter pilots into the elite Rogue Squadron. Composed of the twelve best pilots to survive in battle against the Empire, the squadron utilizes powerful X-wing starfighters, but the pilots can fly almost any kind of ship, depending on the mission.

The squadron has been assigned to Alliance High Command since the Battle of Yavin, but it is often sent to handle a variety of challenging missions. Since the terrible defeat at Hoth, Rogue Squadron has been based on *Home One*, the Mon Calamari star cruiser that serves as headquarters for High Command and the Rebel fleet. Luke Skywalker envisioned the squadron as a rapid-response unit, able to be sent wherever it was needed on a moment's notice. When Skywalker left to deal with personal business after the Battle of Hoth, he left the squadron in the command of Wedge Antilles. With Wedge in command, Rogue Squadron flew with distinction in dozens of missions. But attrition was nonetheless high. Being chosen for duty with the Rogues meant that you were among the best starfighter pilots in the galaxy. It also meant that you would be called upon to handle some of the most dangerous missions Alliance High Command concieve.

Wedge Antilles

Wedge Antilles began his career with the Alliance as a smuggler, moving cargo and weapons between Rebel cells. He soon proved himself an excellent combat pilot, and that's the role he has filled ever since. A veteran of both the Battle of Yavin and the Battle of Hoth, Antilles is now a commander, serving as the leader of Rogue Squadron. His pilots trust and respect him, and they appreciate that he flies into the same dangers as they do whenever the squadron is called into action. It is a tribute to Wedge's skill that he has survived for so long in the notoriously punishing Rogue Squandron.

Wedge Antilles: Male Human Scoundrel 1/Soldier 6/Starfighter Ace 1; Init +7; Defense 20 (+7 class, +3 Dex); Spd 10m; VP/WP 57/10; Atk +6/+1 melee (1d3, punch) or +9/+4 ranged (3d6, blaster pistol); SQ Illicit barter, starfighter defense; SV Fort +6, Ref +9, Will +4; SZ M; FP 3; DSP 1; Rep 4; Str 10, Dex 16, Con 10, Int 12, Wis 13, Cha 10. Challenge Code: D.

Equipment: Blaster pistol, comlink, datapad, tool kit, flight suit, X-wing starfighter.

Skills: Astrogate +12, Bluff +4, Computer Use +7, Demolitions +6, Forgery +5, Gather Information +6, Hide +8, Intimidate +6, Knowledge (Alliance military) +7, Pilot +16, Read/Write Basic, Repair +7, Speak Basic, Speak Mon Calamari, Spot +5, Treat Injury +5.

Feats: Armor Proficiencies (light, medium, heavy), Heroic Surge, Improved Initiative, Martial Arts, Spacer, Starship Dodge (starfighter), Starship Operation (starfighter), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, starfighter weapons, vibro weapons).

Wes Janson

Wes Janson, gunner and pilot, goes by the code of Rogue Six. Janson left the gunner station behind after the Battle of Hoth. Rogue Squadron needed a few new pilots to replace those lost in the terrible battle, and Wes was selected. Getting used to handling both the piloting and shooting inside an X-wing hasn't been that tough for Wes, but he certainly prefers making the kill to figuring out which jink and roll to use in any particular situation.

Wes Janson: Male Human Soldier 4; Init +2; Defense 15 (+3 class, +2 Dex); Spd 10m; VP/WP 25/10; Atk +4 melee (1d3, punch) or +6 ranged (3d6, blaster pistol); SV Fort +4, Ref +3, Will +1; SZ M; FP 1; DSP 0; Rep 1; Str 11, Dex 14, Con 10, Int 12, Wis 11, Cha 11. Challenge Code: B.

Equipment: Blaster pistol, comlink, tool kit, flight suit, X-wing starfighter.

Skills: Astrogate +6, Computer Use +7, Demolitions +7, Intimidate +5, Pilot +9, Read/Write Basic, Repair +6, Speak Basic, Speak Sullustese, Spot +4.

Feats: Armor Proficiencies (light, medium, heavy), Point Blank Shot, Far Shot, Precise Shot, Spacer, Starship Operation (starfighter), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, starfighter weapons, vibro weapons).

Chief

Chief Technician Viera Cheran, or "Chief," leads the team that keeps Rogue Squadron flying. She also oversees flight deck operations wherever Rogue Squadron is currently stationed. Experienced and good at her job, Chief nevertheless dreams of the glory that more often than not goes to the pilots instead of the tech crew. This frustration has turned into resentment and envy; she is beginning to dislike her job and the pilots of Rogue Squadron. Perhaps that's why a mysterious operative approaches her and offers her ten thousand credits to sabotage Luke Skywalker's X-wing. She accepts, but her efforts fail to lead to Skywalker's death.

Chief: Female Human Expert 4; Init +1; Defense 12 (+1 class, +1 Dex); Spd 10m; VP/WP –/8; Atk +2 melee (1d3–1, punch) or +4 ranged (3d4, hold-out blaster); SV Fort +0, Ref +2, Will +4; SZ M; FP 0; DSP 3; Rep 1; Str 8, Dex 12, Con 8, Int 14, Wis 11, Cha 12. Challenge Code: A.

Equipment: Hold-out blaster, comlink, datapad, tool kit.

Skills: Appraise +7, Astrogate +6, Computer Use +7, Disable Device +9, Forgery +7, Gather Information +6, Hide +5, Knowledge (technology) +7, Listen +5, Pilot +5, Profession (technician) +6, Read/Write Basic, Repair +9, Speak Basic, Speak Sullustese, Speak Mon Calamari, Spot +6.

Feats: Alertness, Stealthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Bothans

Short, fur-covered humanoids from the Mid Rim planet of Bothawui, the Bothans have long been involved in galactic politics. The creatures are expressive, eloquent, and sometime duplicitous; their fur gently ripples to signify their current emotional state. By their nature, Bothans can be power-hungry, manipulative, and opportunistic. In general, Bothans believe that prestige comes from controlling and influencing others. Wealth has its uses, but influence is of far greater worth to a Bothan.

Constantly in competition with each other and other species, Bothans consider all acquaintances to be rivals. They rarely attack their rivals directly, preferring to let someone else make an attack and then find ways to benefit from that other individual's effort. Because Bothans have a tendency for developing schemes and plots that feature intricate layers of complexity, their entire society suffers from an acute state of paranoia.

The Bothans control a sector of space that includes their homeworld and its various colony planets. Bothawui is a high-tech, industrial planet. It has long served as a neutral ground for trade and diplomatic endeavors, as well as the site of the secret headquarters of the infamous Bothan SpyNet. While the SpyNet keeps a low profile, legitimate information brokers secretly tied to the SpyNet offer their services to the galaxy at large and are considered to be some of the best in the business.

Typical Bothan Diplomat: Male Bothan Diplomat 2; Init +1; Defense 11 (+1 Dex); Speed 10m; VP/WP –/10; Atk +0 melee (1d3–1, punch) or –2 ranged (3d4, hold-out blaster); SQ +2 species bonus on Gather Information and Sense Motive checks; SV Fort +0, Ref +1, Will +2; SZ M; FP 0; DSP 2; Rep 2; Str 8, Dex 12, Con 10, Int 11, Wis 9, Cha 12. Challenge Code: A.

Equipment: Comlink, datapad, hold-out blaster, variety of personal belongings.

Skills: Appraise +5, Diplomacy +8, Gather Information +10, Read/Write Basic, Read/Write Bothan, Sense Motive +8, Speak Basic, Speak Bothawui.

Feats: Trustworthy, Weapon Group Proficiency (simple weapons).

Typical Bothan Information Broker: Female Bothan Expert 2; Init +2; Defense 12 (+2 Dex); Speed 10m; VP/WP –/8; Atk +0 melee (1d3–1, punch) or –1 ranged (3d4, hold-out blaster); SQ +2 species bonus on Gather Information and Sense Motive checks; SV Fort –1, Ref +2, Will +3; SZ M; FP 1; DSP 3; Rep 1; Str 8, Dex 14, Con 8, Int 12, Wis 10, Cha 14. Challenge Code: A.

Equipment: Comlink, datapad, hold-out blaster, variety of personal belongings.

Skills: Appraise +5, Computer Use +6, Disable Device +5, Disguise +6, Forgery +5, Gather Information +8, Knowledge (galactic politics) +5, Listen +2, Read/Write Basic, Read/Write Bothan, Sense Motive +5, Speak Basic, Speak Bothawui, Spot +2.

Feats: Alertness, Weapon Group Proficiency (simple weapons).

SpyNet Adventures

Sooner or later, the Alliance is going to send the heroes to negotiate with the Bothan SpyNet. They might be asked to make deals for information with one of the Bothan clans, or they might be sent to help Clan Alya (one of the Rebels' allies) complete an intelligence mission. Either way, the SpyNet can be used to kick off some exciting adventures. A few examples follow.

Extricate

The heroes are ordered to help get a Bothan spy team out of harm's way. The spy team has been identified by an Imperial moff on the planet Cordes, and even now Imperial troops, led by a ruthless ISB agent, hunt for the hapless Bothans. To make matters worse, the last communication with the team indicated that they had uncovered something of extreme importance to the Alliance. To recover that intelligence and to save the Bothans, Clan Alya has asked for help from the Alliance. "We have no expertise at fighting the Empire," Borsk Fey'lya tells Alliance High Command. "To recover our agents and your intelligence, we need military help."

The heroes, with the help of Bothan operative Bree Vel'lya, must go to Cordes and locate the spy team before the Empire finds them. Use the typical Bothan SpyNet operative statistics to represent Vel'lya.

When the heroes arrive on Cordes,

The Bothans love secrets. In the course of the species' development, secrets came to be seen as the primary route to power and influence. It is no wonder that this attitude led to the creation of an intelligence network that stretches across the width and breadth of the Empire. The Bothan SpyNet gathers information from a variety of well-placed agents, moles, and informants. The SpyNet utilizes bribes, surveillance methods, and even illegal activities to collect knowledge. To the Bothans, knowledge is profit, and they know how to turn a profit.

The SpyNet maintains "op-fronts" on many worlds, using legitimate businesses, homes, and a variety of hideouts to conduct the numerous intelligence operations that are always under way. Op-front businesses include cantinas, shipping companies, factories, warehouses, and even a few media outlets such as the Mid Rim NewsNet. On the surface they appear to be performing a service to the Empire's populace. But in reality, operatives attached to these concerns monitor local newsnets, slice into the HoloNet or other computer networks, and conduct surveillance and espionage missions.

In addition to these ongoing operations, the SpyNet keeps permanent bases and safe houses open for its agents. To maintain secrecy, SpyNet bases are concealed in large citiplex buildings on major worlds, located on out-of-the-way farms, or even disguised to look like a natural feature in the countryside. Information constantly passes through these bases, where it is monitored, analyzed, and uplinked to Bothawui. As in the Rebel Alliance, the SpyNet also maintains a variety of mobile bases in cargo ships, freighters, and even aboard luxury liners.

Bothans aren't the only species working for the SpyNet, though they certainly control it. They employ native species on worlds where Bothans might attract too much interest. As the Empire becomes more and more unfriendly to non-Human species, the Bothans have also hired additional Human agents to complement their operations.

Each Bothan clan operates its own portion of the overall SpyNet. These clans treat each other with suspicion, and the competition between them can be fierce. Over the years, the various clans have allied with criminal organizations, the Empire, the Hutts, and the Rebel Alliance to get a leg up on the other clans. The prominent diplomat Borsk Fey'lya has allied his clan, Alya, to the Alliance. This arrangement has worked out well for both sides, though the Rebel leaders understand that Fey'lya sometimes puts his own interests above those of the Alliance. Still, it is Fey'lya's operatives who give their lives to get the information about the new Death Star to the Alliance, as well as the news that the Emperor himself will be visiting the construction site.

The SpyNet isn't perfect. Sometimes moles, enemy agents, or rival clans allow sensitive information to fall into the wrong hands. And the information isn't necessarily accurate; false reports are occasionally "fed" to the SpyNet. All in all, though, the Bothan SpyNet is renowned as the best independent intelligence organization in the galaxy, and all sides employ its services in the eternal struggle for power and information.

Typical Bothan SpyNet Operative: Male Bothan Scoundrel 3; Init +1; Defense 16 (+5 class, +1 Dex); Speed 10m; VP/WP 8/10; Atk +1 melee (1d4–1, knife) or +3 ranged (3d4, hold-out blaster); SQ +2 species bonus on Gather Information and Sense Motive checks, illicit barter, better lucky than good; SV Fort +1, Ref +4, Will +2; SZ M; FP 1; DSP 3; Rep 1; Str 8, Dex 12, Con 10, Int 12, Wis 12, Cha 14. Challenge Code: B.

Equipment: Comlink, datapad, hold-out blaster, surveillance kit, variety of personal belongings.

Skills: Appraise +5, Bluff +6, Computer Use +6, Disable Device +6, Disguise +6, Forgery +5, Gather Information +9, Hide +8, Listen +7, Move Silently +8, Read/Write Basic, Read/Write Bothan, Sense Motive +5, Speak Basic, Speak Bothawui, Spot +8.

Feats: Alertness, Stealthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

they discover that the entire planet seems to be on alert. Spaceport authorities double-check every ship entering the system, and a moratorium on travel has been declared—no ships may leave Cordes until the current "emergency" has ended. There is no immediate indication as to the nature of the emergency. The heroes need to be alert and quick-thinking to get through the questioning and background checks unscathed.

To locate the hiding spy team, the heroes might try to slice into the local Imperial computer network to see how the hunt is progressing. They might also use Bree Vel'lya to search all of the known SpyNet hideouts on Cordes.

Eventually, the heroes need to fight off the ISB agent and his troops, gather the spy team, and get back to their ship. Getting off Cordes without clearance might take a bit of work, but with the help of the spy team the heroes should be able to forge the proper datawork needed to get permission to leave.

What intelligence has this team gathered that's so important to the Rebellion? That's up to you, based on the needs of your campaign.

The Fate of Pilot Porpu

When an Alliance Y-wing disappears while traveling through a region of space that isn't supposed to contain any unusual dangers, the heroes are

called on to investigate the incident and determine the fate of the starfighter and its pilot, Zan Porpu. They find that Imperial forces have cordoned off this once-open sector, and no unauthorized ships are allowed to enter the area. What's going on? The heroes turn to the Bothan SpyNet for help.

When the heroes make contact with the local representatives for the SpyNet, they are greeted cordially. "We have information on this matter," the local spy master informs them. "Instead of the usual payment methods, we require your assistance. Help us in a small matter, and we will give you everything we have on the Esstran Cordon."

The local Imperial authorities have imprisoned a Bothan agent for a minor infraction. Unfortunately, if the Imperials decide to perform a deeper identity check, they might break the agent's cover and determine her true identity. Then all of the warrants issued against her in the past will be revealed, and the Imperials might kill her—or worse, subject her to a variety of tortures to break her spirit and gain information that could lead to the end of the local SpyNet operation.

The Bothan agent is currently housed in a minor security facility, watched over by a handful of local militia while awaiting the arrival of more experienced Imperial law enforcers. The heroes must act quickly to rescue the agent before tougher captors arrive and her true identity is discovered. If this portion of the adventure works out in the heroes' favor, then the spy master agrees to honor his part of the bargain.

"The Y-wing strayed into an area where the Empire is testing some new starfighter designs," the spy master tells them. "It's all here on this datacard. The Y-wing made an excellent test subject for the TIE prototypes." He pauses, then adds, "The pilot ejected when his ship was destroyed. We believe he is still alive and being held in the secure base inside the cordoned area."

Do the heroes simply take the intelligence regarding the new TIE design back to Alliance High Command, or do they decide to mount a rescue mission to free Zan Porpu? Either way, you should be able to develop a series of adventures around either capturing a TIE prototype or freeing Zan Porpu, or both.

The Secret of Supply Depot I-389

Why has the activity level at Imperial supply depot I-389 on Tatooine recently increased by a magnitude of one hundred? What secret project has been initiated at this out-of-the-way location? The Bothan SpyNet wants to know.

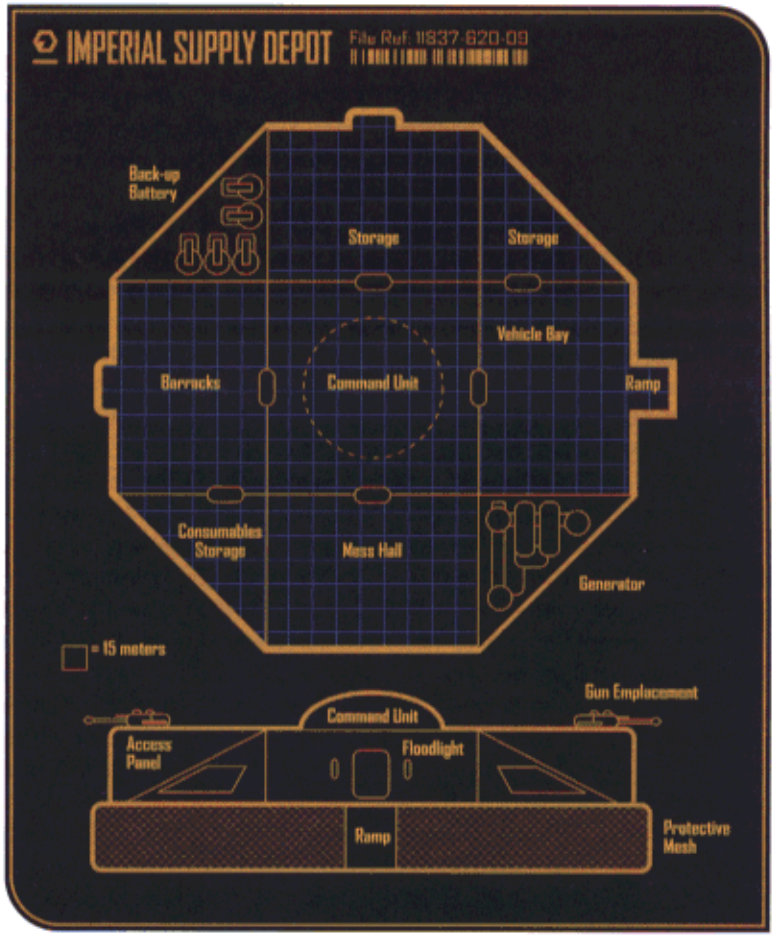
The heroes, acting as liaisons between the Alliance and the SpyNet,

once more get involved in games of deception and espionage. The supply depot on Tatooine, which normally serves as the garrison for the squad of stormtroopers stationed on the planet as well as a storage facility for Imperial supplies, now overflows with personnel. Reconnaissance efforts reveal a small army of technicians, scientists, and Imperial officers, as well as an increased stormtrooper presence. The squad has become a platoon of thirty-two stormtroopers, divided into four squads of eight stormtroopers each. Two stormtrooper biker scouts bolster the platoon and routinely patrol the perimeter of the depot.

If the heroes and their Bothan SpyNet contact observe the depot for any length of time, they eventually spot an Imperial cargo shuttle approaching the depot. It lands, unloads a ton of cargo containers, then lifts off, much lighter than it was when it arrived. Unless the heroes want to take on a platoon of stormtroopers and support personnel, they won't have an easy time getting into the depot. The SpyNet contact suggests having a talk with the local Imperial prefect. "He might be willing to shed some light on these developments," the Bothan says, "or we might be able to learn something by simply searching his offices."

However they proceed, if the heroes are successful in their dealings with the prefect, they learn that he isn't happy about whatever is happening at the supply depot. An Imperial moff runs the show at depot I-389, and except for a few cursory visits from the moff, the prefect has been left out of the picture. The prefect feels much as he did three years earlier when Darth Vader showed up and overshadowed his authority, running roughshod over the planet. If the heroes act accordingly, they might find a reluctant ally in the prefect. The prefect, however, won't overtly betray the Empire or willingly help the Rebellion.

If the heroes can find a way into the depot, they discover that one of the storage units has been converted into some kind of high-tech laboratory. The moff, Sartar, oversees the technicians and scientists working feverishly to stabilize a bioagent codenamed Fire-Rain 3. A search of the records, and a Computer Use check (DC 25) to break the security codes, reveals that Moff Sartar wants to use this bioagent as a weapon. In fact, once the bioagent is stabilized, Moff Sartar plans to test the effects of Fire-Rain 3 first on the people of Anchorhead and then on Mos Eisley itself.



Fire-Rain 3 mixes with a planet's atmosphere to produce violent and localized firestorms, depending on the amount of the bioagent employed. The tests will determine whether or not structures provide any level of protection, as well as how much of the bioagent to use to achieve nominal success.

The heroes should discover all they can about the secret of supply depot I-389. Then they should work to destroy the depot before Moff Sartar can complete his work and begin testing the terrible Fire-Rain 3.

Moff Sartar: Male Human Noble 8; Init +4; Defense 16 (+6 class); Spd 10m; VP/WP 32/10; Atk +5/+0 melee (2d6, vibroblade) or +6/+1 ranged (3d6, blaster pistol); SQ Call in a favor ×4, inspire confidence +2, command +4, bonus class skill (Gather Information); SV Fort +2, Ref +4, Will +10; SZ M; FP 1; DSP 14; Rep 10; Str 9, Dex 11, Con 10, Int 14, Wis 15, Cha 16. Challenge Code: C.

Equipment: Blaster pistol, vibroblade, code cylinder, comlink, datapad.

Skills: Computer Use +15, Diplomacy +14, Gather Information +14, Knowledge (life sciences) +13, Knowledge (New Order) +13, Knowledge (scholar) +13, Profession (bureaucrat) +13, Profession (scientist) +13, Read/Write Basic, Sense Motive +13, Speak Basic, Speak Huttese, Speak Ithorian.

Feats: Gearhead, Improved Initiative, Iron Will, Weapon Group Proficiencies (blaster pistols, simple weapons, vibro weapons).

Coruscant

The Empire revolves around the planet Coruscant, the center of the known galaxy. For as long as there has been a galactic civilization, Coruscant has been the nucleus of that union. In the days of the Old Republic, it was the seat of government and home to the Senate and the fabled Jedi Temple. Today the planet is called Imperial Center, and it serves as the throne-world of the Emperor.

A vast network of orbital facilities surrounds the planet, from climate-control weather stations to dry docks and habitation spheres. Power satellites and skyhooks fill the sky, and a seemingly endless stream of military and commercial traffic travels between the orbital facilities and the surface of Imperial Center. The Coruscant Sector Fleet protects Imperial Center, since the capital world is considered to be a sector all by itself.

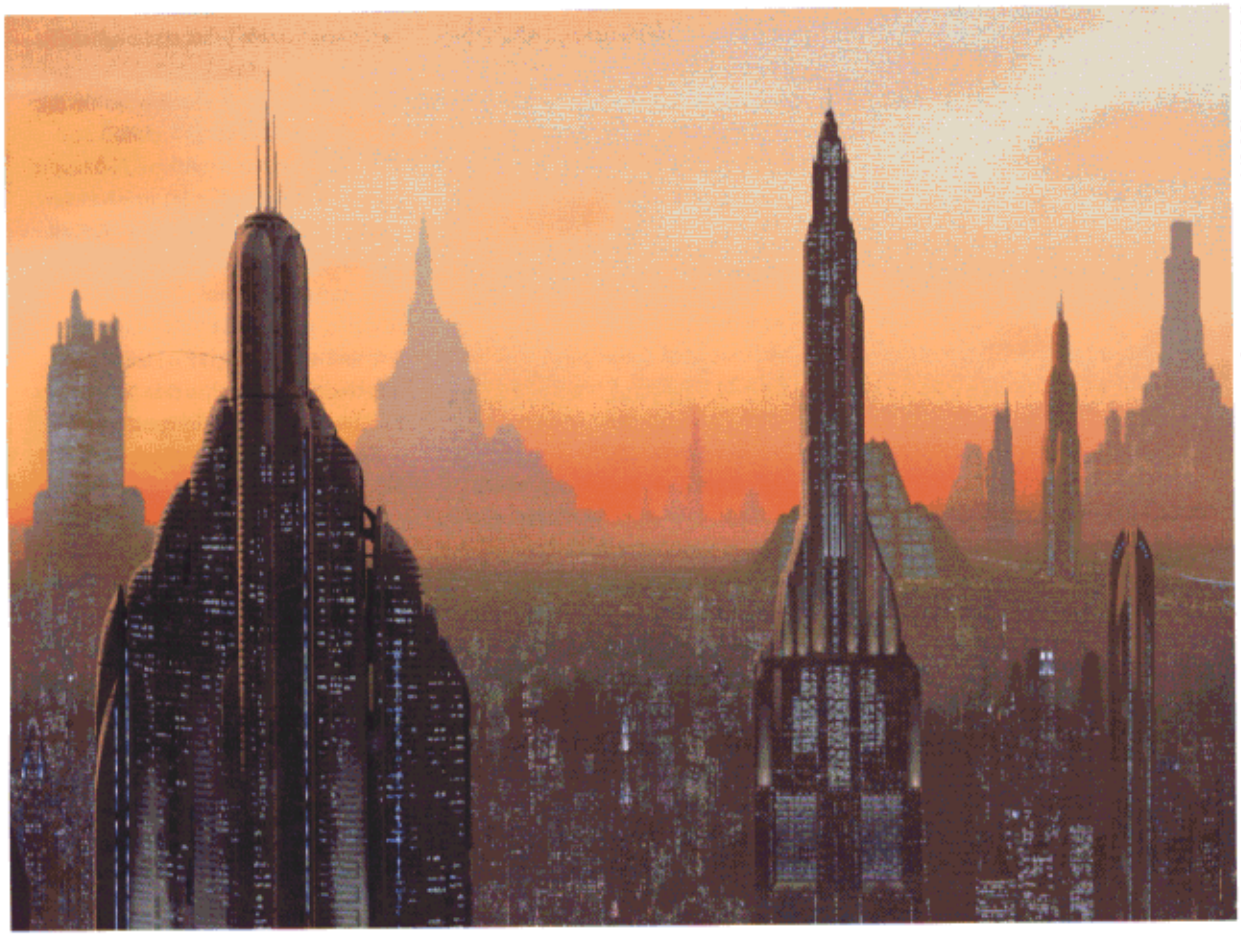
From orbit, Coruscant sparkles like a gem and radiates a city-glow brighter than that of any other planet in the galaxy. Exceedingly tall buildings cover most of the planet's surface, and it is the light from the tops of these structures that illuminates the planet. At the top levels of the kilometers-high buildings, airspeeder traffic is almost as thick as the starship traffic in higher orbits. Indeed, the sun's light bathes the upper levels of the city, but barely reaches the city's lower levels. Some of the buildings possess their own ecosystems, either artificially generated or produced by the natural conditions within the vast, multileveled structures.

The upper tiers of the city house the affluent citizens, including the Emperor and his court. The deeper into the skyscraper forest one travels, the less affluent the residents become. In the lowest levels of the city-world, street gangs and other undesirables live in the darkness. Rumors persist that monsters and mutants roam the lowest basements, but no one can yet confirm the truth of such claims.

Imperial Palace

The Imperial Palace rises above the vast cityscape, occupying the highest point on Coruscant. Home to the Emperor and center of the immense bureaucracy that runs the Empire, this ornate structure dominates the skyline and towers over the nearby Senate Hall. The Emperor's theater-sized throne room can be found in the palace, as well as dozens of private audience chambers for less public meetings.

A parade of bureaucrats, droids, dignitaries, and Imperial officers wanders the vast complex. Imperial stormtroopers and Coruscant guards patrol the public areas, and the red-garbed Royal Guards protect the Emperor. While a portion of the palace is designated for the business of government, a large section of the building serves as the Emperor's private sanctum. Here, the Emperor studies the news of the galaxy and contemplates the dark side of the Force. He keeps hidden vaults full of Sith and Jedi artifacts, as well as devices of his own warped design.



A number of locations stand out in the vast cityplex that covers the planet Coruscant. In addition to the Imperial Palace and the now-empty Senate Hall, Lord Darth Vader's castle is not far from the Emperor's home. An imposing edifice of broad, dark towers and jagged vertical walls, the place looks more like a fortress than a home. Vader's personal sanctuary rests deep within the castle, protected by armored walls and blast doors. Within his private quarters, Vader maintains a command center from which he can keep in constant contact with the Imperial fleet in those rare instances when he isn't aboard the Super Star Destroyer *Executor*. Perhaps the Dark Lord's most closely guarded secret is the contingent of Noghri commandos that Vader uses to handle his most secret missions, such as reconnaissance or assassination.

Not far from Vader's castle, Prince Xizor's home fills a city block. Xizor's palace serves as his home and headquarters. From here, he oversees the concerns of his legitimate business, Xizor Transport Systems, as well as the activity of the Black Sun crime syndicate. A maze of corridors and security measures fill the palace, as well as opulent ballrooms, small gardens, and private audience chambers. Except for his personal living area, the entire palace is wired with holocameras and other surveillance devices. Xizor can access this security network from anywhere in the palace to secretly monitor activities elsewhere in the facility.

Xizor also maintains the skyhook *Falleen's Fist*, a palatial orbital platform that floats among the other satellites and space stations that surround Coruscant. As with other skyhooks, *Falleen's Fist* rests in geosynchronous orbit, locked to the planet by a tether. Turbolifts in the tether allow passengers and cargo to travel to and from the skyhook.

Coruscant Guards

Distinctive crimson and black armor identifies the Coruscant Guards. An elite division of stormtroopers, these highly trained peacekeepers maintain order throughout Imperial Center's upper levels, and sometimes descend into the dark depths of the skyscraper forests to deal with rabble and troublemakers. When the Emperor dissolved the Senate, he also issued a decree establishing martial law. This edict empowers the Coruscant Guards to take whatever action they deem necessary to protect Imperial Center, including conducting searches of homes and facilities, detaining and questioning citizens to locate Rebel operatives, and even entering diplomatic embassies when they feel a search is in order.

Body armor provides the Coruscant Guards with solid protection. The helmet contains battle sensors, scrambled comlinks, and environment filters. The guards carry blaster rifles and force staffs.

Coruscant Guard: Male Human Soldier 6; Init +5; Defense 17 (+6 armor, +1 Dex); Spd 10m; VP/WP 42/15; Atk +8/+3 melee (2d6+2/2d6+2, force staff) or +7/+2 ranged (3d8/19–20, blaster rifle); SQ Cannot be bribed, seduced, blackmailed, or routed; SV Fort +6, Ref +3, Will +2; SZ M; FP 1; DSP 5; Rep 4; Str 14, Dex 12, Con 12, Int 10, Wis 11, Cha 11. Challenge Code: C.

Equipment: Blaster rifle, Coruscant Guard armor, force staff.

Coruscant Guard Armor: Defense +6, damage reduction 5, darkvision viewplate, environment filter (+4 equipment bonus on Fortitude saves in hostile environments), comlink scrambler for secure communications, temperature control body glove.

Force Staff: Can be used as a lethal or stun weapon. Lethal damage—2d6/2d6; Stun damage—1d6 (DC 15).

Skills: Climb +6, Computer Use +7, Jump +7, Knowledge (Rebellion) +3, Knowledge (Tatooine) +7, Pilot +12, Profession (moisture farmer) +4, Read/Write Basic, Repair +4, Search +6, Speak Basic, Speak Huttese, Speak Jawa, Spot +5, Survival +4, Tumble +6.

Feats: Armor Proficiencies (light, medium, heavy, powered), Heroic Surge, Improved Initiative, Martial Arts, Point Blank Shot, Power Attack, Toughness, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Black Sun Crime Syndicate

The power and reach of the vast criminal organization called Black Sun has continued to expand for millennia, while always working in the shadows to further the interest of its Underlord. Few outside the underworld have even heard of Black Sun, thanks to an extensive network of spies, saboteurs, and double agents that spread throughout every economic and criminal sector. During the Rebellion era, before the Battle of Endor, the influence of the crime syndicate is at its peak. Black Sun maintains thousands of agents and spies within the Rebel Alliance, the Empire, planetary and sector governments large and small, other criminal organizations, and law enforcement agencies. The organization is involved in every illegal activity in the galaxy—be it gambling, gunrunning, smuggling, political corruption, assassination, bribery, or spicerunning—from the Corporate Sector to the Outer Rim.

Prince Xizor, the Underlord of Black Sun, is a charismatic Falleen and a personal acquaintance of the Emperor himself. Indeed, Xizor privately vies to destroy Darth Vader and replace him at the Emperor's side. A group of lieutenants known as "Vigos"—powerful crime lords in their own right—report directly to the Falleen prince and administer his illegal empire. Each Vigo maintains his own criminal network, which helps the dark prince pursue a number of diverse interests while diverting attention from Black Sun itself. Each Vigo has his own lieutenants and sublieutenants to administrate day-to-day operations. Low-level operatives function within a cell system, and none of them knows any more than is needed to accomplish their individual tasks.

Xizor's Ascent

Decades ago, before Palpatine became Chancellor, Darth Maul—acting on orders from his master, Darth Sidious—nearly destroyed Black Sun. Because there were no survivors of the attack (except Maul himself, who was killed a few months later), little is known of the exact course of events. When Maul left Black Sun's then-headquarters on Ralltiir, however, every single Vigo, the syndicate's Underlord (a shadowy figure known as "Lex") and the Underlord's bodyguard, a Dathomiri nightsister, lay dead. Thanks to the sheer size of the organization, Black Sun survived, but its activities were thrown into complete disarray. A succession of ineffective Underlords, themselves former sublieutenants who survived the slaughter, attempted to control the massive syndicate, but each one was assassinated by rivals. Self-appointed Vigos attempted to secede from the greater organization, and the syndicate's spynet was verging on complete collapse. Black Sun had been crippled, and it needed an effective leader if it was to survive.

Into this power vacuum stepped Prince Xizor. The scion of a noble family on Falleen, Xizor had the wealth, charisma, and razor-sharp criminal mind to rebuild Black Sun into the omnipresent entity it had been. The clever Falleen quickly rose through the ranks of the syndicate, quietly eliminating those he saw as real threats to his ambition, until he easily seized control of the entire organization and none could or would oppose him. Slowly, cautiously, and with the utmost secrecy, Xizor restored Black Sun's influence throughout the galaxy.

The reptilian Falleen rarely leaves Imperial Center, where he resides in an enormous palace protected by the finest security credits can buy. When he calls his Vigos together, they visit him there or on his tethered skyhook, *Falleen's Fist*. Xizor even has the ear of the Emperor (a rare thing for a non-Human), with whom he meets frequently to offer assistance and counsel. Unknown to the Emperor (Xizor thinks), the Falleen prince envies Darth Vader and schemes to have the Sith Lord destroyed so that Xizor can take Vader's place at the Emperor's side. Xizor appears to the public as the head of Xizor Transport Systems (XTS), from which he makes a tidy (and mostly legitimate) profit—in fact, the Falleen prince himself does not truly know the extent of his vast wealth. XTS also serves as a convenient front for Black Sun activities, a secret that so far remains unexposed.

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Despite having nearly a century of life behind him, Prince Xizor maintains the trim body of a 30-year-old athlete by means of expensive myostim treatments (exercise for exercise's sake bores Xizor). He also practices a variety of martial arts and combat techniques, despite his army of bodyguards and the personal protection of the enigmatic Guri (see the next page). Xizor is always prepared to crush an opponent physically as well as financially. The Falleen prince is an expert pilot, though few enemies have seen him fly his personal fighter, *Virago*, and lived to tell about it. Xizor should never be underestimated.

The prince is a passionate individual, and he occasionally lets his passions control his behavior. He is aware of this personal foible, however, and relies on Guri to tell him when he's following his heart instead of his head. Prince Xizor, like all Falleen males, can exude pheromones at will that make him nearly irresistible to most humanoid females. He frequently enjoys their companionship, and treats them well. More than one former "acquaintance" has gone permanently missing, however, when she tried to keep in contact with Xizor after he was finished with her.

Xizor: Male Falleen Noble 6/Scoundrel 6/Crime Lord 6; Init +2; Defense 25 (+13 class, +2 Dex); Spd 10m; VP/WP 90/12; Atk +14/+9/+4 melee (1d6+3, punch) or +13/+8/+3 ranged (3d4, hold-out blaster); SQ Pheromones, amphibious, bonus class skill (Bluff), call in a favor ×2, inspire confidence +2, command +2, illicit barter, better lucky than good, sneak attack +2d6, contact (the Emperor), contact (Avaro Sookcool), resource access, minions, inspire fear −4; SV Fort +7, Ref +13, Will +13; SZ M; FP 5; DSP 15; Rep 12; Str 17, Dex 15, Con 12, Int 18, Wis 13, Cha 20. Challenge Code: H.

Equipment: Encrypted comlink, expensive robes, hold-out blaster, palace fortress, personal starfighter (*Virago*), tethered skyhook (*Falleen's Fist*), untold wealth.

Skills: Appraise +25, Astrogate +9, Bluff +26, Computer Use +14, Diplomacy +27, Forgery +13, Gather Information +21, Intimidate +28, Jump +5, Knowledge (Black Sun) +18, Knowledge (criminal organizations) +16, Pilot +15, Read/Write Basic, Read/Write Falleen, Read/Write Huttese, Read/Write Rodese, Sense Motive +19, Speak Basic, Speak Falleen, Speak Huttese, Speak Mon Calamarian, Speak Rodese, Speak Ryl, Tumble +17.

Feats: Dodge, Expertise, Frightful Presence, Martial Artist, Mobility, Spring Attack, Skill Emphasis (Tumble), Starship Operation (starfighter), Weapon Group Proficiencies (blaster pistols, simple weapons).

Special Qualities: Pheromones—The natural pheromones of Falleen affect the behavior of other beings in close proximity. Exuding pheromones and changing skin colors to affect others gives a Falleen a +2 circumstance bonus on all Bluff and Diplomacy checks. The bonus can be increased by +1 for each hour of uninterrupted meditation to enhance the effect. The additional bonus cannot be increased higher than +4, and the additional bonus only lasts for 1 hour after completing meditation.

REVENGE OF THE DARK PRINCE

Xizor's desire to replace Vader in the Imperial Court is more than raw ambition: The Sith Lord was directly responsible for the death of Xizor's entire family. When Vader still commanded the *Devastator*, he was dispatched with orders to contain a virulent plague that had been accidentally released from an Imperial research facility on Falleen. Realizing that the disease would spread over the entire planet within a matter of days—and that the disease could spread offworld if panicked citizens attempted to escape—the Dark Lord acted with the utmost pragmatism. He ordered the destruction of the facility, as well as the city that surrounded it. In the end, over 200,000 Falleen were killed, although the planet itself (as well as the rest of the galaxy) was saved. Among the dead was Xizor's entire family, and the prince swore vengeance on Vader. The Underlord has destroyed all records of his family and his connection to them, so that only Xizor knows his true motivations in acting against the Dark Lord of the Sith.

The Right Hand of Xizor

Xizor keeps his leadership of Black Sun a secret from all but his Vigos and a few select sublieutenants. Those in the criminal underworld who know of Black Sun's existence labor under the mistaken assumption that Xizor's bodyguard and right-hand agent, Guri, is actually the head of the syndicate. This arrangement suits the Falleen prince just fine. Guri does nothing to discourage this assumption, because the misdirection only serves to further protect her master.

No one but Xizor and her creator knows Guri's true nature: She is an almost perfect Human replica droid built to order by the genius outlaw technician Simonelle the Ingoian. Simonelle acquired schematics for a primitive Human replica droid project originated by the Rebel Alliance and added numerous improvements, making his new creation virtually indistinguishable from an actual Human. Xizor paid the Ingoian nine million credits, a sum that the prince feels was worth every decacred.

Guri's only concern is the safety and survival of Xizor, and she obeys him without question. In turn, Guri is the only individual who Xizor truly trusts, because he had her built to his exact specifications.

Guri appears to be a beautiful Human female in her mid-20s. Only the most sensitive scanning equipment can detect anything unusual about her physiology. Her skeleton consists of ultrahard plasteel designed to resemble bone. Her "organs" are built of synthesized organic tissue fibers and operate as those in any Human body would, right down to the circulatory system. Her epidermis is actually cloned Human skin. The only real chink in the armor of this disguise is Guri's musculature, which registers on medical scanners as "unknown tissue." (Guri would be of little use to Xizor if she possessed only Human-level strength.) Rarely does a medtech get close enough to the lovely droid assassin to run such a scan, however.

Behind her hypnotic blue eyes lurks Simonelle's masterpiece: a highly modified AA-1 Verbobrain loaded with positronic Human behavioral programs, genius-level tactical assessment data, and nearly limitless combat, espionage, and assassination techniques. This programming allows Guri to serve Xizor not only as a bodyguard, but as a trusted advisor as well—especially when the Falleen prince lets his fiery emotions get the better of him.

Guri travels the galaxy in *Stinger*, a one-of-a-kind starship that Xizor had specially constructed for his one-of-a-kind chief lieutenant.

Guri, Human Replica Droid

Few beings can get the better of Guri in any situation. Even if someone were to learn her secret—that she is actually a mechanical construct—there is little chance that individual would live long enough to spread the news. Her strength and dexterity are far above the Human norm, and in most cases she does not need a weapon to kill with great efficiency (although her training in all types of weapons has not been ignored). Xizor also had several special devices installed to make Guri the perfect bodyguard (for more information on these devices, see Chapter 15 of the *Star Wars Roleplaying Game*).

Unless Guri submits to an extensive medical scan, there is virtually no way to distinguish her from a Human female. Only a Force-user can detect her artificial nature without such equipment. A Force-user with the Sense feat may make an automatic See Force check when within 10 meters of Guri. If the check beats DC 25, the Force-user can see past the "living" tissue that covers her droid components to discover the mechanical structure beneath.

Guri: Human replica droid, Scoundrel 4/Soldier 4/Noble 2; Init: +4; Defense 23 (+9 class, +4 Dex); Spd 12m; VP/WP 73/15: Atk +16/+11 melee (1d6+8, punch) or +12/+7 ranged (3d6, blaster pistol); SQ Bonus class skill (Tumble), call in a favor, inspire confidence +1, illicit barter, better lucky than good, sneak attack +2d6, droid components—diagnostics package, locked access, heuristic processor, improved sensor package, infrared vision, low-light vision, telescopic vision, vocabulator, translator unit (DC 5), recording unit, internal storage (5 kg); SV Fort +8, Ref +11, Will +6; SZ M; FP 0; DSP 6; Rep 8; Str 26, Dex 18, Con 15, Int 18, Wis 13, Cha 19. Challenge Code: E.

Equipment: Cred chip, encrypted comlink, expensive jumpsuit, blaster pistol, personal starship (*Stinger*).

Skills: Appraise +11, Astrogate +9, Bluff +9, Computer Use +12, Diplomacy +10, Disable Device +8, Disguise +10, Entertain +6, Gather Information +8, Hide +9, Intimidate +12, Jump +12, Knowledge (Black Sun) +12, Knowledge (criminal organizations) +9, Listen +9, Move Silently +9, Pilot +10, Read/Write Basic, Repair +10, Search +7, Sense Motive +5, Speak Basic, Speak Falleen, Speak Huttese, Speak Rodese, Speak Ryl, Spot +10, Treat Injury +5, Tumble +9.

Feats: Ambidexterity, Armor Proficiencies (light, medium, heavy), Dodge, Expertise, Martial Artist, Skill Emphasis (Listen), Skill Emphasis (Spot), Starship Operation (starfighter), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Stinger

The personal starship of Guri, Prince Xizor's Human Replica Droid bodyguard, is the Stinger, a Surronian Conqueror assault ship. Acquired by the crime lord under mysterious circumstances from a grateful Surronian shipwright, the Stinger was eventually handed over to Guri.

Craft: Modified Surronian Conqueror Assault Ship; **Class:** Space Transport; **Cost:** Not available for sale, 150,000 (used); **Size:** Small (28 m long); **Crew:** 1; **Passengers:** 2; **Cargo Capacity:** 25 metric tons; **Consumables:** 1 month; **Hyperdrive:** ×1 (backup ×10); **Maximum Speed:** Ramming; **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 50; **Hull Points:** 150; DR: 10.

Weapon: Ion cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +19/+14 (+1 size, +12/+7 crew (Guri), +6 fire control); **Damage:** Special; **Range Modifiers:** PB −6, S −4, M −2, L n/a.

Weapon: Twin laser cannon; **Fire Arc:** Turret; **Attack Bonus:** +19/+14 (+1 size, +12/+7 crew (Guri), +6 fire control); **Damage:** 2d10×2; **Range Modifiers:** PB −4, S −2, M/L n/a.

The Vigos of Black Sun report directly to the Underlord (the word "Vigo" is derived from the Old Tionese for "nephew") and directly control the operations of the vast syndicate. Each Vigo runs a criminal empire, and many Vigos specialize in different illegal activities, but all of them pay fealty to Black Sun.

Clezo

The most powerful crime lord on Rodia is also one of Xizor's most reliable—and least flashy—lieutenants. Clezo is an efficient businessman, and alone among the Vigos has attempted to diversify his own branch of the syndicate as much as the Underlord diversifies the operations of Black Sun. Clezo dresses the part, preferring to wear subtle, well-tailored suits without a hint of flair. Clezo seems to have almost instinctive management skills and always finds the right being for the right job—whether that job is running a load of spice through the Core or simply tailoring Clezo's next suit.

Clezo: Male Rodian Noble 3/Scoundrel 3/Crime Lord 1; Init +1; Defense 19 (+8 class, +1 Dex); Spd 10m; VP/WP 26/10; Atk +3 melee (1d3-1, punch) or +5 ranged (3d4, hold-out blaster); SQ Bonus feat (Track), +2 species bonus on Search, Spot, and Listen checks, bonus class skill (Gather Information), call in a favor ×2, inspire confidence +1, illicit barter, better lucky than good, contact (Avaro Sookcool); SV Fort +2, Ref +7, Will +7; SZ M; FP 2; DSP 3; Rep 9; Str 9, Dex 12, Con 10, Int 18, Wis 13, Cha 17. Challenge Code: C.

Equipment: Cred chip, expensive suit, hold-out blaster, *Dzundo*-class star yacht (*Treasure of Rodia*).

Skills: Appraise +12, Bluff +9, Computer Use +10, Diplomacy +14, Forgery +8, Gather Information +11, Hide +6, Intimidate +8, Knowledge (Black Sun) +13, Knowledge (criminal organizations) +10, Knowledge (Rodia) +9, Listen +9, Read/Write Basic, Read/Write Huttese, Read/Write Rodese, Search +12, Sense Motive +9, Speak Basic, Speak Falleen, Speak Huttese, Speak Rodese, Speak Ryl, Speak Sullustese, Spot +11.

Feats: Alertness, Infamy, Skill Emphasis (Diplomacy), Track, Weapon Group Proficiencies (blaster pistols, simple weapons).

Durga

The Hutt Vigo Durga drips with raw ambition (among other things). Although not openly connected to the Hutt organization, his criminal network specializes in slavery and smuggling, and it handles a significant portion of all traffic through Nar Shaddaa. While several of Xizor's Vigos harbor secret desires to attain the Underlordship, the Hutt is a being who might actually be able to do it. He has spread dissension among the sublieutenants of many other Vigos, and manipulated Green (see the next page) to do his bidding. Always thinking in the long term (easy enough when your species lives for centuries), Durga also has agents inside the Empire's Death Star II project. When he becomes Underlord, Durga hopes to steal the technology to build his own spaceborne superweapon.

Durga: Male Hutt Noble 4/Scoundrel 1/Crime Lord 2; Init +1; Defense 15 (+8 class, -3 Dex); Spd 2m; VP/WP 38/15; Atk +5 melee (1d3+1, punch) or +1 ranged (3d6, blaster pistol); SQ +6 bonus on Will saves against mind-affecting Force powers, always considered fallen, bonus class skill (Bluff), call in a favor ×2, inspire confidence +1, command +2, illicit barter, contact (Bevel Lemelisk), contact (Sulamar), resource access; SV Fort +3, Ref +3, Will +9; SZ L; FP 2; DSP 10, Rep 11; Str 12, Dex 5, Con 15, Int 20, Wis 10, Cha 15. Challenge Code: C.

Equipment: Blaster, cred chip, palatial estates, repulsorlift sled, numerous slaves.

Skills: Appraise +12, Bluff +12, Diplomacy +12, Forgery +10, Gather Information +12, Intimidate +8, Knowledge (Black Sun) +15, Knowledge (criminal organizations) +13, Knowledge (Imperial weapons research) +13, Knowledge (Hutt) +9, Listen +8, Read/Write Huttese, Sense Motive +12, Speak Basic, Speak Dosh, Speak Falleen, Speak Huttese, Speak Rodese, Speak Ryl, Speak Shyriiwook.

Feats: Improved Initiative, Infamy, Iron Will, Weapon Group Proficiencies (blaster pistols, simple weapons).

More Vigos

Each of Black Sun's Vigos participates in a loose alliance, held together by fear of Xizor and by the wealth the Falleen prince promises. Xizor constantly reinforces his Vigos' positions, telling them they are some of the most powerful and influential beings in the galaxy. This power, however, doesn't come cheaply. Xizor expects complete loyalty, and he doesn't tolerate betrayal. For all of their feuding, Xizor and Darth Vader share this trait, and both have eliminated more than one subordinate for failing them.

Green

Despite Xizor's base distrust of Humans, he elevated Green to the level of Vigo, largely because of Green's extensive spynet. The Falleen prince sees little real threat from Green despite the Vigo's ill-concealed desire to replace the Underlord.

Green himself is completely unaware that Xizor knows of his plans. Green is motivated by a lust for personal power that far outweighs his ability to lead. Green also relies heavily on his sublieutenants, most of whom work for Durga the Hutt (who sees in Green a perfect scapegoat for his own traitorous plans). Unfortunately for Green, his preoccupation with deposing Xizor has left little time for management of his various rackets. His low profits haven't escaped Xizor's notice, either.

The middle-aged, balding Green is an ostentatious dresser. He believes that the more wealth an individual displays on his person, the more respect he will earn from inferiors.

Green: Male Human Noble 3/Scoundrel 2/Crime Lord 1; Init +0; Defense 18 (+8 Class); Spd 10m; VP/WP 29/13; Atk +2 melee (1d3-1, punch) or +3 ranged (3d4, hold-out blaster); SQ: Bonus class skill (Gather Information), inspire confidence +1, illicit barter, better lucky than good, contact (Sulamar); SV Fort +2, Ref +6, Will +6; SZ M; FP 1; DSP 5, Rep 9; Str 9, Dex 11, Con 13, Int 11, Wis 13, Cha 14. Challenge Code: C.

Equipment: Hold-out blaster, fly-eye camera, cred chip, ostentatious robes.

Skills: Bluff +11, Diplomacy +11, Gather Information +11, Knowledge (Black Sun) +6, Knowledge (espionage) +9, Knowledge (Xizor Transport Systems) +7, Listen +3, Read/Write Basic, Sense Motive +9, Speak Basic, Speak Huttese.

Feats: Fame, Infamy, Skill Emphasis (Knowledge [espionage]), Skill Emphasis (Knowledge [Xizor Transport Systems]), Weapon Group Proficiencies (blaster pistols, simple weapons).

Perit

While Guri is the only being Xizor truly trusts, the Mon Calamari Vigo Perit may be the only being that Xizor truly considers a friend. Perit, like many of his species, was a slave to the Empire—specifically, he was the household servant of a prominent Sienar Fleet Systems executive. Perit's master saw that the Mon Cal had an affinity for computers and technology, and soon put his servant to work in a new role as his personal assistant.

Perit's talent did not go unnoticed, and he soon received a slave reassignment to Imperial Center, where then-Vigo Xizor became his new master. Xizor taught the already devious Mon Calamari how to use his talents and knowledge for crime. When Xizor seized control of Black Sun, he named Perit to replace him as Vigo. Xizor's other Vigos are understandably jealous of Perit's influence with the Underlord, but Perit could not care less. With the data at his disposal, the Mon Cal knows he could ruin any one of them at any time.

Perit: Male Mon Calamari Expert 2/Scoundrel 5/Crime Lord 1; Init +2; Defense 19 (+7 class, +2 Dex); Spd 10m; VP/WP 17/10; Atk +4 melee (1d3, punch) or +6 ranged (3d4, hold-out blaster; SQ Amphibious, low-light vision, +4 species bonus on Craft (varies) checks, +1 bonus on Will saves in wet conditions, −1 penalty on Will saves in dry conditions, illicit barter, better lucky than good, sneak attack +2d6, contact (Xizor); SV Fort +1, Ref +8, Will +8; SZ M; FP 2; DSP 12; Rep 9; Str 11, Dex 15, Con 10, Int 14, Wis 12, Cha 10. Challenge Code: C.

Equipment: Cred chip, datapad, expensive robes, hold-out blaster, Mon Calamari starliner (*Red Tide*).

Skills: Appraise +7, Bluff +11, Computer Use +17, Craft (electronics) +10, Diplomacy +12, Gather Information +11, Intimidate +4, Knowledge (Black Sun) +6, Knowledge (criminal organizations) +4, Knowledge (Imperial HoloNet) +4, Read/Write Mon Calamarian, Read/Write Basic, Read/Write Falleen, Repair +10, Sense Motive +8, Speak Basic, Speak Falleen, Speak Mon Calamarian, Speak Quarren.

Feats: Dodge, Gearhead, Skill Emphasis (Diplomacy), Skill Emphasis (Computer Use), Weapon Group Proficiencies (blaster pistols, simple weapons).

In addition to Black Sun's nine Vigos, the crime syndicate maintains a vast number of agents, operatives, contacts, and assassins. In fact, each Vigo keeps his or her own private army on retainer. Two of the more prominent agents are described below.

Avaro Sookcool

One of Clezo's top operatives on Rodia is the proprietor of the Flip of the Credit casino, Avaro Sookcool. Unknown to Clezo, the plump Rodian also has direct lines of contact with Xizor himself.

While Avaro makes plenty of profit legitimately from his business, Flip of the Credit is also one of Black Sun's most efficient money-laundering operations—"dirty credits" are simply lost by "unlucky" Black Sun agents, who then "win" laundered cash at another table. The darkened lounges in the rear of the establishment are almost exclusively used as meeting rooms for Black Sun business. This setup allows agents to observe potential underworld threats (Flip of the Credit is an extremely popular casino with the criminal set) while simultaneously allowing Avaro to track the movements and plans of the other agents.

Avaro is an excellent information broker, and he never gives away more than he needs to. His weak grasp of Basic often leads others to underestimate his intelligence, which Avaro does nothing to discourage. After all, the more an enemy underestimates him, he believes, the more easily that enemy can be manipulated.

Avaro Sookcool: Male Rodian Expert 10; Init: −1; Defense 12 (+3 class, −1 Dex); Spd 10m; VP/WP —/10: Atk +7/+2 melee (1d3, punch) or +2/−3 ranged (3d4, hold-out blaster); SQ Bonus feat (Track), +2 species bonus on Search, Spot, and Listen checks; SV Fort +3, Ref +2, Will +6; SZ M; FP 1; DSP 8; Rep 2; Str 10, Dex 8, Con 10, Int 19, Wis 16, Cha 12. Challenge Code: B.

Equipment: Casino (Flip of the Credit), cred chip, expensive robes, hold-out blaster.

Skills: Appraise +17, Bluff +9, Computer Use +17, Disable Device +17, Diplomacy +10, Forgery +17, Gather Information +14, Intimidate +3, Knowledge (gambling) +11, Knowledge (criminal organizations) +13, Profession (entepreneur) +19, Read/Write Rodese, Read/Write Basic, Sense Motive +12, Speak Basic, Speak Huttese, Speak Falleen, Speak Rodese, Speak Ryl, Speak Dosh.

Feats: Skill Emphasis (Diplomacy), Skill Emphasis (Bluff), Skill Emphasis (Profession [entepreneur]), Skill Emphasis (Sense Motive), Weapon Group Proficiency (simple weapons).

Howzim

Howzim, a stocky, bald-pated thug with two rows of black-chromed teeth and a leering smile, serves as Xizor's chief of security and operations inside his personal palace on Coruscant. Howzim is very good at his job—in all the years that Xizor has employed him, not one intruder has made it inside Xizor's palace. The security chief often handles the rare intrusion attempt personally. His thuggish appearance and his tendency to communicate only with gestures and facial expressions have an extremely unnerving effect, especially when Howzim flashes his black-toothed smile.

Howzim coordinates the efforts of dozens of counterintelligence agents. These agents work to discover operatives hired by Xizor's enemies, rivals, and even his Vigos. No one enters the Falleen prince's palace without Howzim's knowledge, and often the "captain of the guard" escorts visitors during their stay.

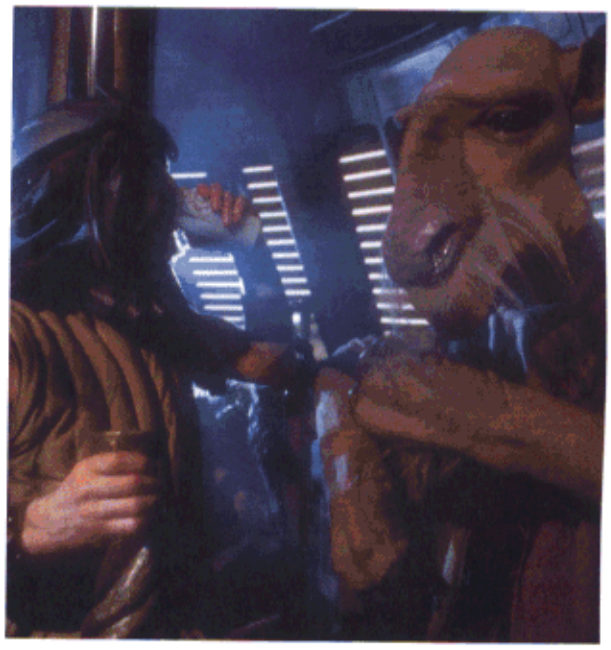
Xizor has secretly given his security chief a few cybernetic implants that may be the reason for Howzim's reticence. In addition to artificial eyes that allow Howzim to see in even the darkest conditions, his brain contains a special chip that Xizor can use to communicate with his chief of security from a great distance. Howzim has no idea, however, that Xizor can use the chip to kill him instantly should the Human ever take actions against the Underlord.

Howzim: Male Human Thug 13; Init +1; Defense 18 (+7 armor, +1 Dex); Spd 8m; VP/WP —/12; Atk +16/+11/+6 melee (1d6+3, baton) or +14/+9/+4 ranged (3d8/19–20, blaster rifle); SQ Darkvision, comlink implant; SV Fort +9, Ref +5, Will +6; SZ M; FP 1; DSP 8; Rep 3; Str 16, Dex 13, Con 12, Int 8, Wis 14, Cha 10. Challenge Code: D.

Equipment: Baton, blaster rifle, optical implants, padded battle armor.

Skills: Intimidate +19, Listen +7, Read/Write Basic, Search +6, Spot +7, Speak Basic.

Feats: Armor Proficiencies (light, medium), Skill Emphasis (Intimidate), Skill Emphasis (Listen), Skill Emphasis (Spot), Skill Emphasis (Computer Use), Skill Emphasis (Gather Information), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).



The Pike Sisters

The Pike sisters, Zan and Zu, can silence a room simply by walking in the door—and if their mere appearance doesn't do the trick, their fighting skills certainly will. Stunningly beautiful, the Human Epicanthix twins are also deadly martial artists, masters of the ancient art of teräs käsi.

The Pike sisters had already earned a considerable reputation on the underground fighting circuit of the remote Pacanth Reach when they first came to Xizor's attention. The sisters single-handedly defeated and killed over two dozen opponents in one memorable match. Even more impressive to Xizor, the twins used no weapons to accomplish this feat. He immediately offered them jobs as highly paid assassins.

Today, the Pike sisters continue to excel on the combat circuit, fighting in hidden arenas and upscale pleasure halls in more prominent parts of the galaxy. This allows them to use the combat circuit as cover for their covert missions for Xizor and Black Sun. Though they are exotically beautiful, the sisters have cold, deliberate eyes. They display almost no emotion. Even in the midst of combat, they fight with a cold detachment that makes them even more brutal and deadly.

Zan and Zu learned their martial arts techniques when their mother, a prominent Bunduki noble, sent them to the conquered world of Bunduki as children. There, they studied with the Followers of Palawa, ancient hermits who still held the secrets of teräs käsi (which literally means "steel hands"). They are justifiably proud of their skills, and they refuse to carry conventional weaponry.

While the pair are almost impossible to tell apart, there are differences between them. Zan is an expert in astrogation and excels at intimidation techniques. She is a marginally better gymnast than her sister, and has learned to speak the language of her current master (Xizor). Zu, on the other hand, prefers poetry and even tries to write a bit herself. She flies their starfighter, *Steel Hand*, and has learned to communicate with Hutts.

In combat, Zan and Zu dispatch "low-threat" foes with direct attacks (using Mobility and Spring Attack to move into melee range quickly), and disarm opponents whenever possible. Tougher enemies warrant Knockdown or Trip attacks, and the occasional grapple. One sister often waits for the other to act, so that they can concentrate their efforts to disable formidable foes.

Zan Pike: Female Human Soldier 9; Init +5; Defense 20 (+5 class, +5 Dex); Spd 10m; VP/WP 59/13; Atk +14/+9 melee (1d6+2, punch) or +14/+9 ranged (by weapon); SV Fort +7, Ref +8, Will +12; SZ M; FP 3; DSP 5; Rep 4; Str 14, Dex 20, Con 13, Int 13, Wis 12, Cha 15. Challenge Code: D.

Equipment: Form-fitting black jumpsuit, cred chip, personal two-passenger starfighter (*Steel Hand*, co-owned with Zu).

Skills: Astrogate +7, Climb + 6, Computer Use +5, Knowledge (teräs käsi) +13, Intimidate +14, Jump +10, Read/Write Epicanthix, Read/Write Basic, Speak Basic, Speak Epicanthix, Speak Falleen, Tumble +14.

Feats: Armor Proficiencies (light, medium, heavy), Dodge, Expertise, Mobility, Skill Emphasis (Tumble), Spring Attack, Martial Artist, Weapon Finesse (unarmed), Weapon Group proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Whirlwind Attack.

Zu Pike: Female Human Soldier 9; Init +5; Defense 20 (+5 class, +5 Dex); Spd 10m; VP/WP 64/13; Atk +14/+9 melee (1d6+2, punch) or +14/+9 ranged; SV Fort +7, Ref +8, Will +12; SZ M; FP 2; DSP 7; Rep 3; Str 14, Dex 20, Con 13, Int 13, Wis 12, Cha 15. Challenge Code: D.

Equipment: Form-fitting black jumpsuit, cred chip, personal two-passenger starfighter (*Steel Hand*, co-owned with Zan).

Skills: Climb + 8, Knowledge (teräs käsi) +13, Intimidate +9, Jump +10, Pilot +11, Read/Write Basic, Read/Write Epicanthix, Repair +5, Speak Basic, Speak Epicanthix, Speak Huttese, Treat Injury +6, Tumble +11.

Feats: Armor Proficiencies (light, medium, heavy), Dodge, Expertise, Mobility, Starship Operation (starfighter), Spring Attack, Martial Artist, Weapon Finesse (unarmed), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Whirlwind Attack.

The Fight Circuit

The heroes need to infiltrate the illegal fight circuit for one reason or another. Maybe the Rebels need to get close to Black Sun or some other criminal organization. Maybe fighters on the circuit can go places that other Rebel agents can't, since the circuit makes a decent cover story. Perhaps the heroes want to make contact with one of the fighters. He or she could be an ex-Imperial on the run and hiding out, or an Old Republic military hero who serves as a trainer on the circuit. Eventually, one or more of the heroes must compete in the fights.

The Early Rounds

The illegal fights end when one opponent is incapacitated or killed. The fights provide entertainment for a rough clientele, including crime lords and their lackeys, spacers, bored dilettantes, and gamblers.

The heroes can participate in one-on-one contests, matches against pairs or teams, or can even compete against some terrible creature. In general, opponents fight unarmed or with melee weapons, but occasionally a contest with blasters or other ranged weapons is showcased. If the heroes can win a few matches, they can become favorites on the circuit and be privy to even better information.

Eventually, the heroes may win enough matches to get pitted against the popular and deadly Pike Sisters.

Jabba the Hutt respects and admires Xizor and his Black Sun operation. As long as the two crime organizations stay out of each other's way, Jabba would much rather not have to deal with a costly conflict. The Hutt operates out of Tatooine and is recognized as one of the most powerful crime lords in the Outer Rim Territories. In addition to a small army of mercenaries and spies, as well as a number of contract bounty hunters, Jabba also employs a vicious swoop gang to serve as enforcers on the desert planet.

Thieves, murderers, bullies, and ruffians make up the swoopers who fly with this gang. They run Jabba's protection racket among the moisture farms between Wayfar and Mos Eisley. When not terrorizing the farmers or collecting protection money for the Hutt, the swoopers race across the sand dunes or carouse in the cantinas. Sometimes Jabba even uses the swoopers to bolster his entourage and provide additional security.

While the members of the swoop gang rotate in and out with amazing regularity, the leadership of the gang remains unchanged. The wild-haired and repulsive Big Gizz runs the gang, and he is always keeping an eye out for new recruits to replace the losses suffered—usually at the hands of either Big Gizz or Jabba himself.

Big Gizz uses crude laws to keep his gang in check, ruling like a barbarian prince over his cruel and fun-loving followers. Quick to unleash his gang's violent tendencies and slow to rein them in, he treats the gang and its activities like his personal party. Big Gizz does his best to show Jabba the Hutt the proper respect, and he does fear the crime lord when he's in Jabba's general vicinity. But once he heads back into the wastes, having fun terrorizing the local Jawas soon makes his fear of Jabba fade away.

Big Gizz: Male Human Thug 12; Init +1; Defense 15 (+4 class, +1 Dex); Spd 10m; VP/WP 6/12; Atk +14/+9/+4 melee (1d4+2, knife) or +13/+8/+3 ranged (3d8/19–20, blaster carbine) or +13/+8/+3 ranged (3d8, heavy blaster pistol); SV Fort +9, Ref +6, Will +3; SZ M; FP 1; DSP 7; Rep 3; Str 14, Dex 12, Con 12, Int 10, Wis 8, Cha 9. Challenge Code: D.

Equipment: Blaster carbine, boot knife, heavy blaster pistol, swoop.

Skills: Intimidate +7, Jump +8, Pilot +6, Repair +3, Speak Basic.

Feats: Point Blank Shot, Power Attack, Quickness x2, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Swoopers

Big Gizz's swoop troops, or swoopers, are recruited from the mean streets of Mos Eisley. They include washed-up swoop racers, outlaws, and ruffians who would rather take credits away from someone else than earn them in an honorable fashion.

The swoopers tend to be bold and raucous in large numbers, but ready to flee at the first sign of a superior opponent. Peer pressure and the whims of their leader influence them, and they can easily be talked into participating in any kind of violent activity. Big Gizz keeps his swoopers in line by means of bravado and intimidation. Someday, however, someone bigger and stronger will come along and replace Big Gizz as the leader of the gang—just as Big Gizz replaced the previous gang boss.

A dozen or so members ride with Big Gizz at any given time. All carry some kind of weapon, usually a blaster and some type of melee weapon. Knives, clubs, and even durasteel pipes make good close-combat weapons as far as the swoopers are concerned.

Typical Swooper: Male any species Thug 4; Init +0; Defense 14 (+4 armor); Spd 10m; VP/WP –/10; Atk +4 melee (1d4, knife) or +4 ranged (3d6, blaster pistol); SV Fort +4, Ref +1, Will +1; SZ M; FP 0; DSP 3; Rep 0; Str 10, Dex 11, Con 10, Int 10, Wis 9, Cha 9. Challenge Code: B.

Equipment: Blaster pistol, knife or club, blast vest, swoop.

Skills: Intimidate +5, Knowledge (swoop racing) +6, Pilot +5, Speak Basic.

Feats: Skill Emphasis (Pilot), Weapon Group Proficiencies (blaster pistols, simple weapons).

Gang Trouble

Whether you use Jabba's swoop gang (as described above) or create your own gang modeled after Big Gizz and his swoopers, the heroes get involved with the swoop gang when they decide to put a stop to the swoopers' terrorizing of innocents.

Perhaps this adventure has nothing to do with the heroes' usual Alliance-related activities. Maybe they encounter friendly farmers or herders or teachers on a lawless world and decide to help get rid of the swoop gang that has been making life terrible for their friends. Or, for a different approach, the friendly farmers (or whatever) seek out and hire the heroes to help them chase off the vicious swoop gang.

The swoop gang appears every couple of weeks or so to have fun at the expense of the innocents, and to raid their victims' settlement for supplies. When the heroes arrive on the scene, they have about a week to scope out the land, investigate the swoop gang, and plan their defense of the innocent settlement.

The battle with the swoop gang could be a straightforward encounter, or it can be as complex as you and the players are comfortable making it. Plan out the settlement and allow the heroes to design their own defenses. Let them set traps or fortifications, depending upon how they want to approach the battle.

The Rescue of Han Solo

"A Jedi Knight? I'm out of it for a little while and everybody gets delusions of grandeur."
—Han Solo

After dealing with the threat posed by Prince Xizor and the Black Sun crime syndicate, Luke Skywalker and his companions went on to rescue Han Solo from the clutches of the vile gangster Jabba the Hutt. The complex plan put Lando Calrissian into Jabba's palace, where he disguised himself as one of Jabba's palace guards. Then the droids R2-D2 and C-3PO arrived at Jabba's palace and offered themselves as a gift to the crime lord from Luke Skywalker. Threepio was immediately put to work as Jabba's new translator droid (the previous droid had been destroyed for displeasing the crime lord), while Artoo was turned into a serving droid, passing out drinks in the palace and aboard Jabba's sail barge.

Princess Leia Organa, disguised as the Ubese bounty hunter Boushh, entered the palace next. She led in Chewbacca in chains, claiming to want to collect the reward on the mighty Wookiee's head. After being welcomed into the palace, Leia waited until Jabba's entourage finally settled down for the night before she made her way over to the block of carbonite that imprisoned Han Solo. Leia freed Han from the carbonite, but Jabba and his cronies discovered her in the act. As punishment for this deception, Han and Chewbacca were tossed into one of Jabba's dungeons, while Leia was chained to the Hutt's resting platform, where she would serve the Hutt as his newest slave.

When everything looked bad, it got worse. Luke Skywalker entered the palace, using his Force abilities to disable the Gamorrean guards and entice Jabba's major domo, Bib Fortuna, to lead the Jedi to the crime lord's inner sanctum. Luke attempted to use the Force against Jabba, but the crime lord simply laughed him off. The Hutt was not some weak-minded fool like Fortuna. He opened the rancor pit beneath Luke, dropping the Jedi into the lair of his pet monster. The rancor was a terrible beast, a five-meter-tall carnivore that served as a source of entertainment for Jabba's court—and an efficient method of eliminating problems. Luke lured the rancor under the portcullis that divided the two portions of the pit, then dropped the heavy metal gate onto the creature. It died instantly.

Now Jabba was especially angry with Han Solo and his friends. He gathered his entourage and the prisoners, loaded everyone aboard his sail barge, and headed out into the Dune Sea to pass judgment on those who offended him. Jabba planned to toss Han, Luke, and Chewbacca into the Sarlacc, an omnivorous beast that lived at the bottom of the Great Pit of Carkoon. Death inside the Sarlacc came at a slow and painful pace. As Jabba's guards (including the disguised Lando Calrissian) prepared Luke and the others to walk the plank off one of the accompanying skiffs, the Jedi offered Jabba one last chance to let them all go free and live. Jabba refused and ordered them cast into the Sarlacc. That's when Luke's backup plan went into full swing.

Artoo moved into position and ejected Luke's newly constructed lightsaber from its hiding place in one of the droid's many compartments. Luke easily caught the weapon and began wading into Jabba's guards. Lando, meanwhile, finally took action as well. A confusing battle ensued. When it was over, the Sarlacc had consumed Boba Fett and many of Jabba's guards, Leia had strangled Jabba with the chain that bound her to the Hutt, and Luke had destroyed the massive sail barge. The companions were free, Jabba was dead, and Boba Fett was defeated—or so they thought.

The formidable Ubese bounty hunter, Boushh, has a slight build that belies his deadly nature. Wearing padded body armor beneath layers of protective clothing, Boushh carries several bandoleers of explosives, including grenades of all types and even a couple of thermal detonators. Spiked fist guards make Boushh's unarmed attacks more powerful, and his helmet contains a variety of sensors as well as a breath mask that allows him to survive outside his native world.

Even before the collapse of the Bounty Hunters' Guild, Boushh was an independent contractor. Unwilling to form permanent alliances, he wanders the Outer Rim Territories, taking on jobs as they come his way. Boushh makes a habit of learning everything he can about an employer, even as he pursues a bounty. He considers everyone to be untrustworthy and refuses to take any unnecessary chances, regardless of how much someone might be paying him.

Paranoid and cautious to a fault, Boushh always expects to be cheated out of something, or lied to, or taken advantage of. He expects his prey to try to escape from him at all costs, so he spends countless hours before every hunt contemplating the capabilities of a particular bounty. As for his employer, Boushh digs up every fact he can about that individual or organization so that he can use the information to blackmail or otherwise hurt the employer, should the employer attempt to withhold payment.

Technology of all sorts fascinates Boushh. He has a particular love of explosives; the bigger the explosion, the more he likes the device. He's also greedy, and he usually tries to renegotiate a contract at the last minute to get a few extra credits out of the deal.

During a recent job for Black Sun, Boushh made the mistake of insulting Prince Xizor. Guri, Prince Xizor's trusted bodyguard, killed the Ubese as punishment for the infraction. Guri later gave Boushh's outfit to Leia Organa so that she could sneak into Imperial Center. This ploy worked so well that Leia also used it to get inside Jabba the Hutt's palace as part of the plan to rescue Han Solo.

Boushh: Male Ubese Scoundrel 3/Soldier 4; Init +6; Defense 18 (+6 armor, +2 Dex); Spd 10m; VP/WP 31/10; Atk +6/+1 melee (1d4, spiked gloves) or +6/+1 melee (2d8, force pike) or +8/+3 ranged (3d8, heavy blaster pistol); SQ +2 species bonus on Survival checks, illicit barter, better lucky than good; SV Fort +5, Ref +6, Will +2; SZ M; FP 1; DSP 7; Rep 3; Str 12, Dex 15, Con 10, Int 12, Wis 10, Cha 11. Challenge Code: C.

Equipment: Padded body armor, Ubese helmet, force pike, spiked gloves, heavy blaster pistol, explosive charges, demolitions kit, binders, small transport, variety of grenades including frag grenades, stun grenades, and thermal detonators.

Skills: Astrogate +5, Computer Use +8, Demolitions +11, Disable Device +8, Escape Artist +8, Gather Information +6, Hide +7, Intimidate +6, Move Silently +6, Pilot +6, Read/Write Basic, Read/Write Ubese, Repair +4, Search +6, Speak Basic, Speak Ryl, Speak Ubese, Spot +6, Survival +3.

Feats: Armor Proficiencies (light, medium, heavy), Blind-Fight, Cautious, Gearhead, Improved Initiative, Sharp-Eyed, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Jabba the Hutt

As one of the major kingpins in the Outer Rim Territories, the notorious crime lord Jabba the Hutt runs his wide-ranging operation from a secluded palace on Tatooine. The Hutt has his fat fingers in everything from smuggling and spice dealing to slave trading and protection rackets. Jabba remains one of the most visible and well-known gangsters in the galaxy, flaunting his wealth and power with a pride that befits his great girth. A member of an influential Hutt crime family, Jabba's influence reaches throughout the Outer Rim and back to Nal Hutta itself.

Possessing a ruthless mind and a love of power, Jabba established his base of operations on Tatooine back in the days when the planet was considered part of Hutt Space and not part of the Republic. Over the years, he amassed wealth, influence, and a small army of pirates, smugglers, and mercenaries to do his bidding far and wide. The Hutt has a love of good food, strong drink, fine spice, and exotic females of all species. His downfall, however, came from the obsession that haunted him until his death. He wanted to make Han Solo pay for dumping a cargo of spice and then disappearing to help the Rebellion for more than three years. No matter what other business was before him, Jabba kept focusing on the elusive Solo. He hired dozens of bounty hunters to find the captain of the *Millennium Falcon* and his partner Chewbacca. He dreamed of the tortures he would inflict on the pair for betraying his trust and friendship.

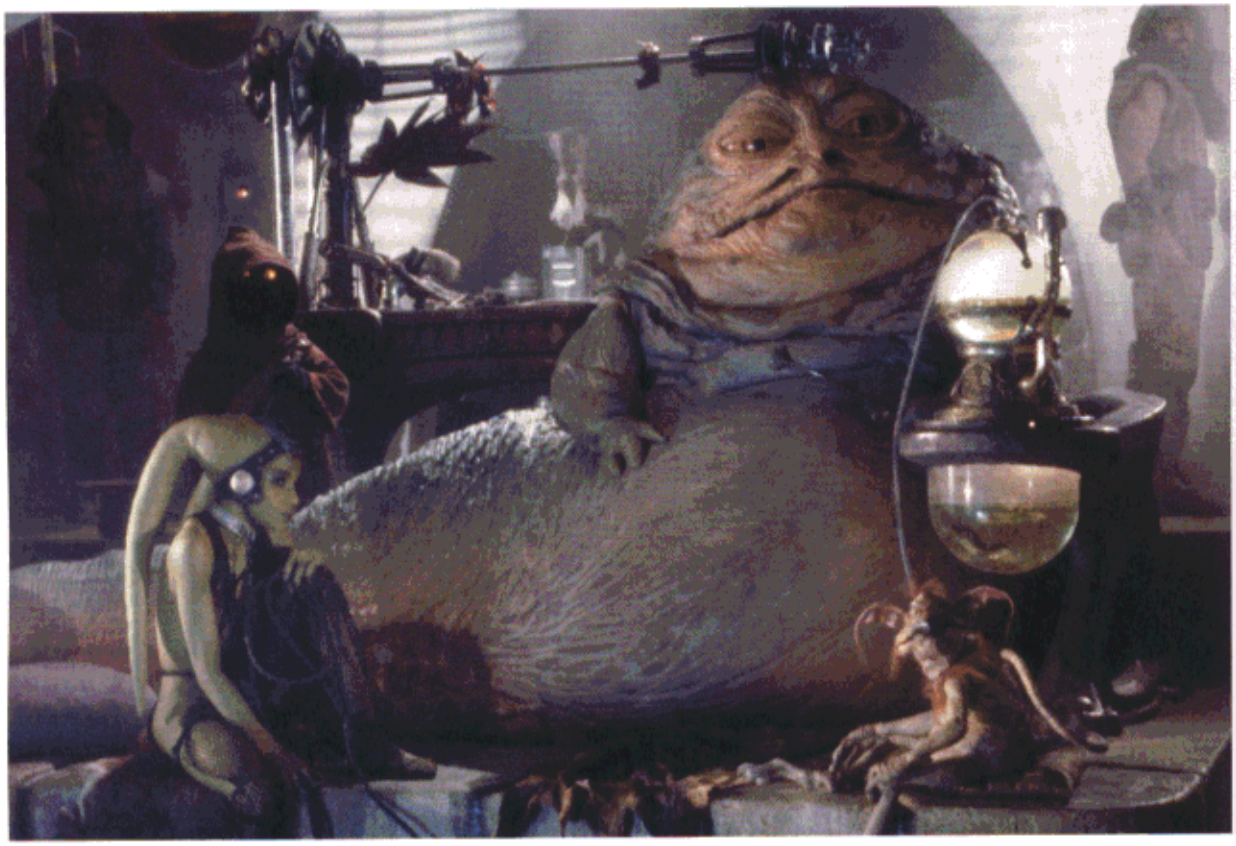
In the end, Jabba almost achieved his revenge. He failed to take into account the commitment of Han's friends or the power of a Jedi Knight. In his arrogance, Jabba thought he was immune to Luke Skywalker's abilities. The young Jedi, however, found other ways to damage the Hutt's criminal empire, and Leia Organa used the chains that Jabba had bound her with to strangle the crime lord to death.

Jabba the Hutt: Male Hutt Noble 3/Scoundrel 3/Crime Lord 6; Init −2; Defense 17 (+10 class, −2 Dex, −1 size); Spd 2m; VP/WP 70/16; Atk +7/+2 melee (1d3, punch) or +5/+0 ranged (by weapon); SQ +6 species bonus on Will saves against mind-affecting Force skills, always considered prone, illicit barter, better lucky than good, bonus class skill (Bluff), call in a favor ×2, inspire confidence +1, contacts ×2, inspire fear −4, minions, resource access; SV Fort +9, Ref +6, Will +11; SZ L; FP 4; DSP 6; Rep 10; Str 11, Dex 7, Con 16, Int 15, Wis 14, Cha 14. Challenge Code: F.

Equipment: Repulsor sled, sail barge, skiffs, landspeeders, palace, bodyguards, servants, vast amounts of illegally acquired wealth.

Skills: Appraise +10, Bluff +16, Computer Use +7, Diplomacy +18, Knowledge (Hutts) +10, Knowledge (Nal Hutta) +8, Knowledge (organized crime) +20, Knowledge (Tatooine) +10, Profession (gambler) +10, Read/Write Basic, Read/Write Huttese, Sense Motive +11, Speak Basic, Speak Huttese, Speak Ryl, Survival +6.

Feats: Infamy, Persuasive, Skill Emphasis (Gather Information), Skill Emphasis (Knowledge [organized crime]), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).



The mighty Jabba the Hutt surrounds himself with a variety of courtesans, bodyguards, lackeys, toadies, and servants. In addition, an entourage of friends, associates, employees, and other guests orbits the great Hutt in much the same way as sting-flies gather around bantha poodu.

Jabba's court follows the crime lord around. When he travels by sail barge or transport, a portion of the court travels with him. When Jabba relaxes in his desert palace or at one of his many city townhomes, the court joins him there. Jabba enjoys a good time, and the court participates in an almost constant party. The Hutt hires musicians to entertain the court, and he often orders his own collection of dancing girls and slaves to perform for his guests.

In rare instances, when the mood strikes him, Jabba calls for a more violent form of entertainment. That's when Gamorreans engage in contests of strength, mercenaries fight to the death, or an unfortunate guest or employee is dropped into the rancor's pit.

Jabba's court includes many of the Hutt's top associates. Bib Fortuna, Jabba's major domo, is never far from his master's side. He provides advice to his master and oversees the daily operations of the Hutt's criminal empire.

The Hutt has a Kowakian monkey-lizard named Salacious Crumb serving as a kind of court jester, whose job it is to make Jabba laugh at least once each day.

The task of keeping Jabba safe from harm falls to Ephant Mon, a former Chevin gunrunner who is now chief of Jabba's security force. Much of this security is provided by a band of nine Gamorrean thugs who guard the palace, led by their captain, Ortugg.

Ortugg: Male Gamorrean Thug 4; Init +1; Defense 15 (+4 armor, +1 Dex); Spd 10m; VP/WP –/18; Atk +8 melee (2d10+4, vibro-ax) or +6 ranged (3d6, blaster pistol); SV Fort +10, Ref +3, Will +0; SZ M; FP 1; DSP 3; Rep 2; Str 18, Dex 12, Con 18, Int 10, Wis 9, Cha 10. Challenge Code: B.

Equipment: Blaster pistol, vibro-ax, blast vest, collection of morrts.

Skills: Intimidate +12, Speak Gamorrean, Survival +5.

Feats: Armor Proficiency (light), Power Attack, Skill Emphasis (Intimidate), Weapon Group Proficiencies (blaster pistols, simple weapons, vibro weapons).

Typical Gamorrean Guards: Male Gamorrean Thug 2; Init +0; Defense 12 (+2 class); Spd 10m; VP/WP –/14; Atk +4 melee (2d10+2, vibro-ax) or +2 ranged (3d6, blaster pistol); SV Fort +5, Ref +0, Will –1; SZ M; FP 0; DSP 2; Rep 0; Str 14, Dex 10, Con 14, Int 10, Wis 9, Cha 8. Challenge Code: B.

Equipment: Blaster pistol, vibro-ax.

Skills: Intimidate +4, Speak Gamorrean, Spot +1.

Feats: Armor Proficiency (light), Weapon Group Proficiencies (blaster pistols, simple weapons, vibro weapons).

Turmoil in the Outer Rim

In the wake of Jabba the Hutt's death, a massive criminal empire teeters on the brink of collapse. Who will step forward to seize control of Jabba's organization? Who will put an end to the violence and bloodshed?

This is a great arena for a series of adventures. The heroes can get involved in a number of ways, either by just trying to put an end to the gang wars to save innocent lives or by taking a more active role for the sake of the Rebellion, for the benefit of a crime syndicate they might be allied with, or for their own aggrandizement. Here are some adventure hooks based on what could happen after the death of the Hutt.

Factions at War

Jabba the Hutt owned and operated a number of businesses in Mos Eisley, including the Sandstorm Shipping Concern and the Swift Hutt Spacer's Service Depot. When word of Jabba's death reaches the minor henchmen who oversee these two businesses, both of these ruthless and ambitious beings scurry to reap some profit from the situation.

Qes Dollis, a Quarren, runs the Sandstorm Shipping Concern. For game purposes, consider Dollis to be a 4th-level diplomat and use the generic statistics from Chapter 14 of the *Star Wars Roleplaying Game*. He has a loyal band of eight 2nd-level thugs who rally around him and promise to help him seize Jabba's smuggling operation.

Kisa Shaki, meanwhile, killed Jabba's pit boss at the Spacer's Service Depot the moment she was certain that the Bloated One was dead. Now this 4th-level mercenary and her gang of six 2nd-level thugs have taken over the depot and set their sights on the shipping concern.

This turn of events results in a minor gang war that threatens to expand throughout the spaceport city. Local law officers and innocent bystanders alike are being hurt and

killed in the conflict. In time, various spacers, smugglers, and pirates begin to rally to each side, giving the two warring leaders access to fresh troops and more power.

The heroes get involved when a local contact asks for help. While life under Jabba was never pleasant, at least Mos Eisley wasn't usually a war zone. The contact, a friend of the Alliance who passes on information and provides aid to the local Rebel cell, needs the heroes to put a stop to this escalating gang war. How the heroes approach this is up to them. They might decide to help one side over the other to establish a new overall gang leader, or they might come up with a plan to put both gangs out of business.

Whichever route the heroes try to navigate, they wind up getting called before each gang leader in turn. Qes Dollis offers to hire the heroes, or at the very least to pay them a large bonus to work against his rival. "Mos Eisley profits from someone of my intellect and charisma running the smuggling trade," Qes says, "whereas all Shaki provides is violence and bloodshed, and that's just not good for anyone's business."

Kisa Shaki, on the other hand, threatens the heroes to see just how committed they might be to ending the gang war. If she can't scare them, she offers them a place in her gang. "We're a much more militaristic organization than even what the Hutt used to run," she explains. "With ships and enough muscle, we can forge a band of marauders the likes of which haven't been seen since the time of Xim the Despot—with myself as the warlord, of course."

Mos Eisley Mourners

With the death of Jabba, one of the Hutt's many fail-safe plans begins to unfold. In this set of circumstances, when the Hutt doesn't provide the weekly code to keep them deactivated, the Mos Eisley Mourners are released to wreak havoc on the spaceport. These four ancient war droids have been hidden around the city and programmed to eliminate all of Jabba's possible enemies if the Hutt should disappear for any length of time or die.

The war droids march through the city from different directions, attacking anyone who gets in their way as they search for whatever targets that Jabba programmed into them most recently. These targets include the Imperial prefect, the captain of the local law officers, Bib Fortuna (Jabba figures that if he died unexpectedly, Fortuna probably would have had something to do with it), the Hutt's chief rival Lady Valarian, and a local Rebel cell leader named Jun Seros.

The heroes get the call to protect Jun Seros from the rampaging war droids. Along the way, they might decide to try to put a stop to all four of the deadly mechanicals. If they try to use a bit of diplomacy, the heroes could wind up leading a team that includes stormtroopers (provided by the prefect), a couple of local law enforcers, and a few of Valarian's best thugs. None of this help is better than 2nd level, though, so the bulk of the defense still falls to the heroes.

When the heroes encounter one of these war droids, they hear the droid repeat the same phrase over and over through its ancient vocabulator. "We mourn for the exalted Jabba. We cry for the magnificent Jabba. We grieve for the illustrious Jabba," the war droid says, over and over again.

DX-Series Droid: Walking war droid, Soldier 7; Init +5; Defense 20 (+9 heavy battle armor, +1 Dex); Spd 8m; VP/WP 46/16; Atk +10/+5 melee (2d10+3, retractable vibro-ax) or +8/+3 ranged (4d8/19–20, two heavy repeating blasters); SQ Damage reduction 5; SV Fort +8, Ref +3, Will +1; SZ M; FP 0; DSP 0; Rep 1; Str 16, Dex 13, Con 16, Int 10, Wis 8, Cha 8. Challenge Code: D.

Equipment: Retractable vibro-ax, two heavy repeating blasters, heavy armor, improved sensor package, vocabulator.

Skills: Intimidate +9, Knowledge (tactics) +10, Listen +9, Search +2, Speak Basic, Spot +9.

Feats: Alertness, Armor Proficiencies (light, medium, heavy), Cleave, Improved Initiative, Point Blank Shot, Power Attack, Rapid Shot, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Palace Break-in

Jun Seros has one additional mission for the heroes before they depart Tatooine. "Jabba the Hutt kept records on everything that happened on Tatooine," Seros explains. "I need you to get into his palace and recover some of those records. I'm sure that information in that data will prove to be invaluable to the Alliance."

While Jabba and many of his closest cronies died in the Dune Sea, Ortugg and his band of Gamorreans still occupy the Bloated One's desert palace. They consider it their personal honor to defend Jabba's home until he returns. They won't believe that the mighty Jabba is dead unless they see his body, and that just isn't going to happen.

Also, the palace is loaded with traps and security devices that should keep the heroes busy and pose some problems for them.

Even if the heroes manage to eliminate the Gamorrean guards and the various security devices, they won't have the palace to themselves for very long. The place is just too valuable and well known in the underworld for anyone to let it remain unoccupied. Plus, the mysterious B'omarr monks who wander the lowest levels of the palace also claim a stake in the massive fortress.

The Rebel Fleet

"Many Bothans died to bring us this information."
—Mon Mothma

With the defeat at Hoth, the Alliance decided to gather its various cells together and amass the Rebel fleet. After the ships rendezvoused at the preappointed coordinates, the order came through to move the fleet to Sullust. At Sullust, the mighty SoroSuub Corporation underwent a quiet but well-executed takeover. The former board of directors, most of its members loyal to the Empire, was replaced by a board that supported the Rebel Alliance. As soon as the new board solidified its position, word was sent to Alliance High Command that the Rebel fleet had a staging ground if it needed one. Mon Mothma, Supreme Commander of the Alliance, conferred with Admiral Ackbar, and they agreed that Sullust would be the perfect place to set up for the coming battle.

Meanwhile, the Bothan SpyNet uncovered two important facts, and a spy team faced death to get those facts to the Alliance. The intelligence reached Alliance High Command, but not without a price. Many Bothans died getting the information to the Rebel leaders.

First, the Bothans discovered that a second Death Star battle station was under construction in orbit around the forest moon of Endor. Second, they learned that the Emperor himself was planning to visit the construction site. It was a rare opportunity; the Emperor would be out from under the security of Imperial Center. Mon Mothma and her top advisors agreed that this was an opportunity the Alliance could not let pass—a chance to strike a devastating blow against the Empire and also cut off its head by killing the Emperor.

LANDO LEADS THE FIGHTER ATTACK

Lando Calrissian volunteers to lead the starfighter attack on the second Death Star. To help give him the best chance to succeed, Han Solo offers to let his friend use the *Millennium Falcon*. "She's the fastest ship in the fleet," Han tells Lando.

Serving as Lando's copilot aboard the *Falcon* is Nien Nunb, a Sullustan. Nunb and Calrissian go way back, and there isn't a finer pilot for the job. In addition, Rogue Squadron would join Lando on this mission. Using the code name Red Group in honor of those who had died at the Battle of Yavin, Wedge Antilles led Rogue Squadron and helped show why that elite group of X-wings and their pilots was the best in the Rebel fleet.

Mon Mothma called a general meeting of all Rebel commanders aboard the headquarters frigate, *Home One*. She explained what the Empire was up to, how it was readying a second, more powerful, better defended Death Star to unleash upon the galaxy. Admiral Ackbar explained the defenses guarding the construction site and outlined the Alliance plan of attack. "Although the weapon systems on this Death Star are not yet operational," Ackbar says, "the Death Star does have a strong defense mechanism. It is protected by an energy shield which is generated from the nearby forest moon of Endor. The shield must be deactivated if any attack is to be attempted. Once the shield is down, our cruisers will create a perimeter, while the fighters fly into the superstructure and attempt to knock out the main reactor."

Three of the top strategic and tactical minds in the Alliance participate in the planning for the Battle of Endor: Mon Mothma, Admiral Ackbar, and General Madine.

Mon Mothma, the leader of the Alliance, was an honored member of the Republic and the Imperial Senate before she broke away to lead the Rebellion against the Empire. She helped draft the Declaration of Rebellion and the Corellian Treaty that formally established the Alliance. Branded a traitor and wanted for crimes against the Empire, Mon Mothma nevertheless leads the Alliance with vigor and integrity.

Admiral Ackbar, a Mon Calamari, served Grand Moff Tarkin before Rebels helped him escape. It wasn't long thereafter when Ackbar, who made a habit of studying Imperial tactics and defenses while enslaved by Tarkin, returned to Mon Calamari and convinced his people to join the Alliance. As one of Mon Mothma's senior advisors, Ackbar helped design the battle plan for the upcoming strike on Endor.

General Crix Madine, a former Imperial officer from Corellia, serves as one of Mon Mothma's senior advisors. He defected to the Alliance after refusing to perform a mission for the Empire that he considered to be vile and criminal. His specialty is intelligence and ground tactics, and he trained the strike team that would make the assault on the shield generator.

Mon Mothma: Female Human Noble 8; Init +0; Defense 16 (+6 class); Spd 10m; VP/WP 27/9; Atk +5/+0 melee (1d3–1, punch) or +6/+1 ranged (3d4, hold-out blaster); SQ Bonus class skill (Gather Information), call in a favor ×4, inspire confidence +2, command +4; SV Fort +1, Ref +4, Will +10; SZ M; FP 2; DSP 0; Rep 11; Str 8, Dex 11, Con 9, Int 16, Wis 14, Cha 16. Challenge Code: C.

Equipment: Hold-out blaster, comlink, datapad.

Skills: Appraise +7, Computer Use +8, Diplomacy +15, Gather Information +14, Handle Animal +5, Knowledge (Old Republic) +10, Knowledge (Alliance) +9, Knowledge (Empire) +8, Knowledge (New Order) +8, Knowledge (cultures) +5, Listen +10, Profession (senator) +10, Read/Write Basic, Read/Write Bothan, Read/Write Elom, Read/Write Mon Calamari, Repair +5, Ride +6, Sense Motive +12, Speak Basic, Speak Bothan, Speak Elom, Speak Mon Calamari, Speak Shyriiwook, Spot +9.

Diplomacy +10, Gather Information +7, Intimidate +5, Knowledge (Mon Calamari) +8, Knowledge (Imperial tactics) +11, Knowledge (Alliance) +7, Knowledge (engineering) +9, Knowledge (capital ships) +9, Pilot +9, Read/Write Basic, Read/Write Mon Calamari, Repair +8, Sense Motive +10, Speak Basic, Speak Bothan, Speak Mon Calamari, Speak Quarren, Spot +4.

Feats: Armor Proficiencies (light, medium), Gearhead, Spacer, Starship Operation (capital ships), Starship Operation (starfighters), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

General Madine: Male Human Soldier 2/Scoundrel 2/Scout 4; Init +2; Defense 19 (+7 class, +2 Dex); Spd 10m; VP/WP 41/11; Atk +7/+2 melee (1d4+2, knife) or +8/+3 ranged (3d6, blaster pistol); SQ Trailblazing, uncanny dodge (Dex bonus to Defense), illicit barter, better lucky than good; SV Fort +5, Ref +9, Will +5; SZ M; FP 1; DSP 1; Rep 2; Str 12, Dex 14, Con 11, Int 14, Wis 16, Cha 12. Challenge Code: D.

Equipment: Blaster pistol, knife, comlink, datapad.

Rebel Commandos

The Alliance's SpecForces consist of ten divisions of highly trained troops commanded by brilliant leaders and enjoying some of the highest morale in the Rebellion. SpecForce units are usually divided among three primary missions: defend Alliance High Command, defend the Rebel fleet, and handle special missions as they become available.

Rebel commandos engage in SpecForce missions covering a variety of mission profiles. A SpecForce [illegible] be assigned to the fleet as a marine, ordered to [illegible] against boarding while being ready to lead an [illegible] t an Imperial vessel if the opportunity arises. Or [illegible] oldier might be given security duty at Alliance [illegible] nd, such as the troopers who protected Echo [illegible]. The typical commando is trained to go [illegible] moment's notice, to use whatever equipment is [illegible] to improvise as the situation warrants. In short, [illegible] g typical about a typical SpecForce trooper. [illegible] ofiles for Rebel commandos include covert oper- [illegible] ge, assassination, courier duty, counterintelli-

Typical examples of the strike team commandos follow.

Rebel Commando: Male Human Soldier 4; Init +6; Defense 15 (+3 class, +2 Dex); Spd 10m; VP/WP 32/10; Atk +5 melee (1d3+1, punch) or +6 ranged (3d8/19–20, blaster [illegible]; SQ: Fort +4, Ref +3, Will +1; SZ M; FP 1; DSP 3; Rep [illegible]; Force Sensitivity: [illegible]; Challenge Code: B.

Equipment: Survival gear, forest camouflage gear, blaster rifle, two frag grenades, comlink, utility belt, explosive charges.

Skills: Demolitions +6, Intimidate +6, Knowledge (Alliance military) +5, Read/Write Basic, Speak Basic, Spot +5, Survival +6.

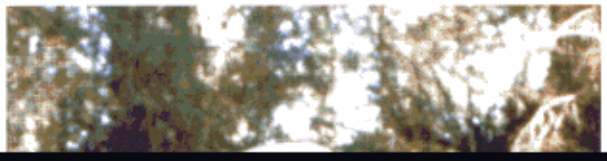
Feats: Armor Proficiencies (light, medium, heavy), Heroic Surge, Improved Initiative, Martial Arts, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

The typical [illegible] ble of handlin [illegible] soldier might [illegible] protect a ship [illegible] assault agains [illegible] a SpecForce s [illegible] High Commar [illegible] Base on Hoth [illegible] anywhere at a [illegible] available, and [illegible] there's nothin [illegible]

Mission pro [illegible] ations, sabota [illegible]

Imperial Scouts

When the Imperial military looked for the best scouts and reconnaissance troops for the Endor mission, it turned to the special stormtrooper division—scout troopers. Typically, a squadron of forty scout troopers and their speeder bikes perform reconnaissance and patrol missions when attached



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Ewok Inventions

The Ewoks have always used traps to aid in food-gat

heling, of logs and other debris that makes operation of all-AT-ST or

The Ewoks quickly converted their primitive technology to warlike uses in the face of the Imperial threat, developing catapults and gliders, among other types of weapons.

Catapult: Large wooden machines, catapults use bent tree branches to fling heavy rocks at their foes. Catapults make straight attack rolls (1d20) with no attack modifiers; the catapult crew selects a 2-meter-square target, then makes the attack roll. If the catapult misses, it hits a nearby square (use the Grenadelike Weapons chart in Chapter 8 of the *Star Wars Roleplaying Game*). A catapult stone deals 3d6 points of damage to everything in the 2-meter square where it lands. The range increment for a catapult is 50 meters, and the device has a minimum range of 30 meters. It takes 5 minutes to set up a catapult and 5 rounds for a crew of two to load it between shots.

Glider: A rickety assemblage of branches and animal hide, an Ewok glider enables a brave Ewok and two heavy rocks to fly through the understory. Rocks dropped from the glider deal 1d6 points of damage each plus an extra 1d6 points of damage for every 12 meters they fall, to a maximum of 20d6 points of damage. These rocks are targeted with a straight attack roll just as catapult stones are, and they scatter on a miss in the same way.

Craft: Ewok Glider; **Class:** Air; **Cost:** Not available for sale; **Size:** Huge (9-meter wingspan); **Crew:** Untrained +0 (1 pilot); **Passengers:** None; **Cargo Capacity:** 50 kilograms; **Speed:** 20m (max. speed 48 km/h); **Altitude:** up to 300 meters; **Defense:** 8 (–2 size); **Hull Points:** 8; **DR:** 2.

Weapon: 25-kg rocks (2).

Ewok Commoner: Init +3; Defense 14 (+3 Dex, +1 size); Spd 6m; VP/WP –/10; Atk +2 melee (1d8+1, spear) or +4 ranged (1d8+1, spear); SQ Primitive penalty, keen sense of smell; SV Fort +0, Ref +3, Will +1; FP 0; DSP 0; Rep 0; Str 12, Dex 17, Con 10, Wis 13, Int 12, Cha 8. Challenge Code: A.

Equipment: Spear.

Skills: Climb +3, Survival +3.

Feats: Weapon Group Proficiency (primitive weapons).

Ewok Hunter: Fringer 1; Init +3; Defense 17 (+3 class, +1 size, +3 Dex); Spd 6m; VP/WP 4/10; Atk +2 melee (1d8+1, spear) or +4 ranged (1d8+1, spear); SQ Primitive penalty, keen sense of smell; SV Fort +2, Ref +4, Will +1; FP 1; DSP 0; Rep 0; Str 12, Dex 17, Con 10, Wis 13, Int 12, Cha 8. Challenge Code: A.

Equipment: Spear.

Skills: Climb +8, Craft (trapmaking) +5, Hide +11, Listen +5, Search +5, Spot +5, Survival +5.

Feats: Skill Emphasis (Climb), Weapon Group Proficiencies (primitive weapons). ⊛

rouse a particularly large preducor clinging to a tree trunk, ready to

them after they arrived on Endor's forest moon. Once the Ewoks agree to

The trip to the base of the trees near Tammala's hut is easy, but the charac-

Ewok Heroes

Here are two of the Ewok heroes who participated in the Battle of Endor.

Wicket

Wicket is one of Bright Tree Village's best scouts and hunters. A loner, he hunts and forages far from the village. Because he's young, he has little influence among the tribal elders or Chief Chirpa. As an unmarried male, he receives a lot of attention from the tribe's unmarried females—attention he sometimes finds annoying.

When Imperial troops land on Endor's forest moon, Wicket proves invaluable to his village. While spying on the stormtroopers, he observes an AT-ST crash and discovers that the newcomers aren't as invulnerable as the Ewoks originally believed. He hurls Primary Ord to the village [illegible]

those who fail to give his rituals proper deference. He frequently criticizes Wicket and other young members of his tribe for even the slightest hint of insubordination.

When the Ewoks capture the rebels, Logray argues vociferously to sacrifice them to the "golden god." But aided by Luke Skywalker, C-3PO takes on the mantle of the golden god and convinces the Ewoks to instead join in an attack on the Imperial shield generator.

Logray: Male Ewok Fringer 2/Noble 3; Init +3; Defense 20 (+6 class, +1 size, +3 Dex); Spd 6m; VP/WP 19/11; Atk +4 melee (1d8, spear) or +7 ranged (1d8, spear); SQ Primitive penalty, keen sense of smell, barter, call in a favor ×2, inspire confidence +1; SV Fort +4, Ref +7, Will +4; FP 3; DSP 1; [illegible]

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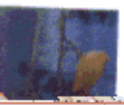

The Battle of Endor

"General Solo, is your strike team ready?"
—General Madine

What began as a trap set to destroy the Rebel Alliance and turn Luke Skywalker to the dark side of the Force evolved into the most decisive engagement of the Galactic Civil War. When the smoke cleared at the Battle of Endor, the Alliance was victorious and the Empire was defeated. The Emperor and Darth Vader were dead, and the Rebellion gave rise to the New Republic.

Using intelligence intercepted by Bothan spies, the Alliance developed a bold strategy. It required precision planning, coordinating the efforts of Han Solo's strike team and the entire Alliance fleet. The site of the battle, Endor's forest moon, housed the shield generator that protected the new Death Star as it progressed through its stages of construction. The strike team had to destroy or disable the shield generator by the time the Rebel fleet emerged from hyperspace to attack the unfinished battle station.

The information was all part of a trap set by the Emperor, and the strike team walked right into it. A full legion of stormtroopers and other Imperial soldiers was waiting to defend the shield generator, and the Death Star wasn't as helpless as it appeared to be. Its new and improved superlaser was on line and calibrated to make precision attacks on moving capital ships. The Rebel fleet arrived to find that the shield was still in place and that its vessels were helpless before the Death Star's weapons.

natives attacked the stormtroopers, providing the diversion the strike team needed to finish its mission. Han Solo and his team planted explosive charges and blew the generator to rubble.

The energy shield collapsed, leaving the Death Star vulnerable to the Rebel fleet. Lando and his starfighter squadrons made their move. The *Millennium Falcon* and Wedge Antilles' X-wing punched through the TIE fighter screen and flew into the unfinished superstructure of the battle station, where they were able to fire concussion missiles and proton torpedoes into the main reactor. The second Death Star began to meet the same fate as the first, exploding from within.

While this was happening, Luke Skywalker engaged Darth Vader in an epic battle in the Emperor's throne room aboard the Death Star. The Emperor had hoped to corrupt young Skywalker, offering him power and position while simultaneously feeding his anger and hatred. Inwardly, Luke struggled with his emotions, ultimately giving way to his rage in order to drive Vader to the floor and disarm him—actually cleaving Vader's mechanical hand off. The Emperor cackled with pleasure. "Now, fulfill your destiny and take your father's place at my side!"

But Luke refused to kill his father. "I'll never turn to the dark side. You've failed, Your Highness. I am a Jedi, like my father before me." The Emperor's expression turned ice cold. "So be it ... Jedi," he snarled, and began blasting Luke with

Luke Skywalker Update

"The Force is strong in my family. My father has it . . . I have it . . . and . . . my sister has it."
—Luke Skywalker

After the confrontation with Darth Vader at Cloud City, Luke Skywalker experienced doubt, disappointment, and a gnawing fear. He had lost his hand in the battle with Vader, and he was forced to face an awful truth—Darth Vader was Anakin Skywalker, Luke's father. Though a part of him wanted to give up, to surrender to the fear and the anger and the shame, a stronger, deeper part urged Luke to finish what he had started. His friend, Han Solo, needed to be rescued. The Alliance, nearly broken and in disarray, needed to be inspired. The galaxy, caught in the grip of the dark side, needed a light to banish the evil. Luke Skywalker would

M; FP 1; DSP 3; Rep 8; Str 14, Dex 16, Con 13, Int 15, Wis 12, Cha 11. Challenge Code: E.

Equipment: Blaster pistol, black pants and tunic, utility belt, tool pouch, goggles, X-wing, lightsaber, comlink, prosthetic hand, R2-D2.

Skills: Climb +6, Computer Use +7, Jump +9, Knowledge (Jedi lore) +3, Knowledge (Rebellion) +5, Knowledge (Tatooine) +7, Pilot +12, Profession (moisture farmer) +5, Read/Write Basic, Repair +4, Search +6, Speak Basic, Speak Huttese, Speak Jawa, Spot +7, Survival +6, Tumble +6.

Force Skills: Affect Mind +5, Empathy +4, Enhance Ability +4, Farseeing +4, Force Defense +4, Move Object +5, See Force +5, Telepathy +4.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Pilot), Starship Operation

nt 15, Wis.

"You have a power I . . . I don't understand and couldn't possess."

Han Solo Update

"It's your imagination, kid. Come on. Let's keep a little optimism here."
—Han Solo

What does hibernation frozen in carbonite do to a man? If the man is Han Solo, it helps him evaluate his life and make some dramatic changes. After his friends rescued him, Han determined to fully commit himself to the cause of the Alliance. He finally had a direction. Without discussing it with any of his companions—not even with Chewbacca the Wookiee—Han volunteered to lead the strike team that would slip past the Imperial cordon and attempt to destroy the shield generator protecting the new Death Star. Alliance High Command even made Solo a general. That was something he had never imagined happening after he was discharged from the Imperial Navy years before.

Han felt that before he could deal with his feelings for Leia, he had to show himself and the others that he could finally look beyond his own interests and work for the good of others. Although the mission didn't go as smoothly as he would have liked, it was nevertheless successful. Han and his

(Repair), Spacer, Starship Dodge (space transports), Starship Operation (space transports), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

A New Republic

"We, the Beings of the Galaxy, in order to form a free union of planets, establish justice, provide for the common peace and prosperity, and to secure liberty for all beings, do

founding member worlds of Corellia, Kashyyyk, Sullust, and Elom. These eight individuals comprise the New Republic Provisional Council, the body that governs the New Republic

After t
begins
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After the death of the Emperor and Darth Vader, the Empire begins to tear itself apart. Various military officers and moffs try to keep the Empire together, with varying degrees of

its formative stages. Fortunately, most of them died with the second Death Star. Those who didn't refused to work together. Grunger and Pitta turned on each other and annihi-