

A NEW STAR WARS ADVENTURE GAME SCENARIO
FOR USE WITH THE *REBELLION ERA SOURCEBOOK*

STAR WARS

The Fall of Cloud City

WEB EXCLUSIVE!



BY JD WIKER

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A long time ago, in a galaxy far, far away, a small group of brave heroes battled against the tyranny of an evil Empire.

This group was known as the Rebel Alliance, and their goal was to restore freedom and justice to the entire galaxy. Sometimes they needed help.

A Dark Time for the Rebellion...

In this adventure, the heroes experience the Imperial takeover of Cloud City from right in the middle of it all. To escape the clutches of the Empire, they must be brave and resourceful.

The Fall of Cloud City is designed to be used along with the Bespin section of the *Rebellion Era Sourcebook* by Bill Slavicsek, Steve Miller, and Owen K.C. Stephens. You don't have to have that book to play, but the background in it will prove helpful in running this scenario.

As the scenario opens, the heroes are tourists visiting the frontierlike Outer Rim Territories. They have come to Cloud City, on the gas giant planet Bespin, to tour the mining facilities and perhaps to take in some of the local color. This adventure takes

place toward the end of the movie *The Empire Strikes Back*, just after Imperial troops have come to Cloud City — but before anyone knows they're there.

That should be enough to get started. May the Force be with you.

Introduction

To play this adventure, you will need a copy of the *Star Wars: Invasion of Theed Adventure Game*. You don't have to have played the adventures in *Invasion of Theed* — you just need the rulebook, dice, maps, and the punch-out tokens to represent the heroes and villains in this adventure. (You should set aside the Naboo Citizen, R2 Droid, Thug, and Merc tokens, as well as the Door, Wall, and hero tokens, or you can also use action figures if you prefer.) In addition, it will be helpful to refer to the Bespin section in Chapter 3 of the *Rebellion Era Sourcebook* for source material to use with this adventure. Finally, you should download the maps and new Stormtrooper tokens provided for this adventure.

Before you begin play, choose who will be the Gamemaster — the person who

presents the adventure to the players. The material in this adventure is for the Gamemaster only. It explains all the details about the opponents the heroes will face and the secrets they must discover.

The other players all choose characters. You can use the characters from the *Star Wars: Invasion of Theed Adventure Game* with a few changes. Since this is a Rebellion Era adventure, no one can start play as a Jedi. This means that Rann I-Kanu and Sia-Lan Wezz are off limits for this adventure. Additionally, the character backgrounds need some modification. Just assume that the characters all met prior to the start of the scenario and have

Additional Credits

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decided to come to Cloud City together. With a little imagination, you can make the adventure game characters fit into the adventure pretty easily.

If a question comes up that isn't covered in the rules or the adventure text, just make your own decision about it and continue. The trick is to have fun; don't get bogged down in the rules. Keep the adventure moving, be fair, and enjoy yourselves.

Gamemaster's Secret Information

Read this whole adventure to yourself before presenting it to the players. When you're ready to start play, begin with the "Players' Introduction," below. Don't read anything out loud to the players except the boxed text in the various encounter descriptions. Everything else in this adventure is just for you to know.

Less than a week ago, Imperial forces under the imposing Darth Vader — the Emperor's personal enforcer — arrived quietly on Cloud City in order to set a trap for some of the Rebel Alliance's greatest heroes. With the reluctant aid of Cloud City's Baron Administrator, Lando Calrissian, Vader and a company of Imperial stormtroopers have managed to quietly capture three important Rebels. Now Vader is using his three captives to lure a fourth hero — the famous Luke Skywalker — into a trap.

In this adventure, the heroes observe an old man being abducted by vicious thugs. But if the heroes overpower the thugs, they can learn an important secret — one that may mean the difference between victory and defeat for the Rebel Alliance. They just need to get off Bespin before the Imperial troops trap them in Cloud City.

It isn't vital for the heroes to defeat every opponent they encounter. The important thing is for the heroes to reach the safety of the smuggler's transport waiting for them at the end of Encounter 2.

Players' Introduction

When you've read the adventure to yourself and are ready to start playing, read this boxed introduction out loud to the players. It lets them know what is happening around their characters and gives them enough information to decide what they want their heroes to do next.

Your tour of the world of Bespin is just about over. You are starting to run short of money, and besides, Cloud City has been uncharacteristically tense for the last few days. It seems as though some great change is coming, but nobody knows what it is. You're fairly certain, though, that you don't want to stick around to find out the details.

You've been waiting for a shuttle to take you up to an orbiting passenger liner, but the shuttle is running late. You and your friends are standing on a landing platform, scanning the skies for any sign of the shuttle, but though you've seen plenty of ships, the shuttle hasn't shown. Most of the other passengers have decided to wait indoors, but a few, like you, are out on the platform itself, enjoying the fresh air and the spectacular view of Cloud City.

As you wait, a small group emerges from the passenger lobby, coming out onto the landing platform where you are. Three of them are young Human males — gas miners, probably — but the fourth is an older man. He looks a bit like a doctor, or perhaps a university professor. He also seems very unhappy to be there.

Suddenly, a small astromech droid barrels out of the waiting room and slams into the miners, whistling loudly. As the whole group staggers under the impact, the old man shouts, "Help me! I'm being abducted!"

The miner holding the old man's arm shows you his blaster, which is pointed at the old man's side. "Just mind your own business," he says, "and nobody has to get hurt."

What do you do?

Set-Up

Map 1 on the next page shows the starting positions for all the tokens. Place the Wall tokens on the map to indicate the railing around the edge of the platform — everywhere else is a sheer drop. Place the Door token where indicated, and mention to the players that this is the only exit from the landing platform.

Use a Naboo Citizen from the *Star Wars: Invasion of Theed* punch-out tokens to represent the old man and a Merc to represent the miner with the blaster pistol. Use two of

the Thug tokens to represent his henchmen. The R2 Droid goes right behind this group. Then put the remaining Naboo Citizen tokens on the map in the indicated places to represent the other passengers waiting for the shuttle.

When you have set up the map, allow the players to put the tokens representing their heroes on the map in the area indicated "Start Here." This is where they were standing when the thugs appeared.

Encounter 1: Foul Play on Platform 14

The old man is Doctor Shemza, a distinguished scientist wanted by the Empire for his research. The Emperor intends to turn the old man's knowledge against the Rebellion. Doctor Shemza has been in hiding for many months, and has finally made arrangements with his Rebel contact to rendezvous with the Rebel fleet.

The Merc is the leader of this small group of thugs, and they have been paid a great deal of money to abduct this old man and bring him to Jabba the Hutt, on Tatooine. They don't know why Jabba wants the old man, or even who he is.

The astromech droid is "Shorty," and Shorty's owner is Doctor Shemza's Rebel contact. The thugs used a trick to lure Shorty's owner away from their transport ship just before Doctor Shemza arrived, then grabbed the old man and brought him here. Shorty has been chasing them, trying to rescue Doctor Shemza.

The heroes can try any number of tactics against the thugs. The thugs attack immediately if any of the heroes brandishes a weapon, but otherwise they are willing to listen to the heroes — giving them a chance to use Bluff, Diplomacy, Intimidate, or Affect Mind. The game statistics of Doctor Shemza, Shorty, the Merc, and the thugs appear below.

DR. SHEMZA

Level: 2; Initiative 8; Vitality Points: 0; Wound Points: 6; Speed 4 spaces; Defense 10; Attack: 1d20–1 (unarmed); Damage 1d3–1 (unarmed); Saves: Fortitude 1d20+1, Reflex 1d20+0; Will 1d20+2; General Skills: Computer Use (1d20+5), Treat Injury (1d20+5).

SHORTY: ASTROMECH DROID

Level: N/A; Initiative: 10; Vitality Points: 0;

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Map 1

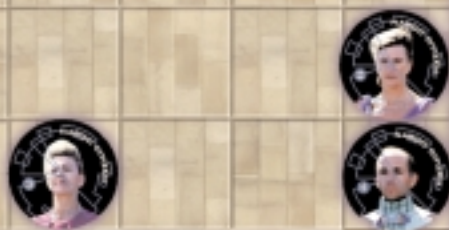
half-wall

20 meters
(straight down)



door

half-wall



Start
Here

20 meters
(the fall)

STAR WARS
ROLEPLAYING GAME

Wound Points: 8; Speed: 3 spaces; Defense: 11; Attack: 1d20 (arc welder); Damage: 1d6 (arc welder); Saves: Fortitude 1d20+2, Reflex 1d20+0, Will 1d20+1; General Skills: Computer Use (1d20+2), Disable Device (1d20+4), Listen (1d20+2), Repair (1d20+4), Search 1d20+2).

MERC (1)

Level: 1; Initiative: 10; Vitality Points: 10; Wound Points: 10; Speed: 5 spaces; Defense: 14; Attack: 1d20+2 (blaster); Damage: 3d6 (blaster); Saves: Fortitude 1d20+1, Reflex 1d20+2, Will 1d20+0; General Skills: Computer Use (1d20+4), Intimidate (1d20+4), Search (1d20+4), Spot (1d20+4).

THUGS (2)

Level: 1; Initiative: 10; Vitality Points: 0; Wound Points: 10; Speed: 5 spaces; Defense: 13; Attack 1d20+1 (baton); Damage: 1d6+1 (baton); Saves: Fortitude 1d20 +0, Reflex 1d20+1, Will 1d20+0; General Skills: Listen (1d20+4), Search (1d20+4).

RUNNING THE FIGHT

If things go sour — or if the heroes jump right into combat — the thugs attack. The heroes should all have higher initiative ratings than the thugs, so they can act first. There is no cover available, but fortunately, only the Merc is armed with a blaster.

HERO ATTACKS: Heroes using ranged weapons can attack from a distance, but they must have at least once clear space between themselves and all opponents to do so. A hero with a melee weapon must move next to his opponent to attack.

If a hero's attack roll result is equal to or better than his opponent's Defense, the attack hits. The player then rolls the damage dice for the weapon the character is using, and you subtract the result from the thug's wound points. If the hero was attacking the Merc, the damage comes off the Merc's Vitality Point total first. When the Merc runs out of Vitality Points, any damage he suffers goes directly to his wounds. When either the Merc or one of the thugs run out of Wound Points, he falls unconscious.

THUG ATTACKS: Because only the Merc has a blaster, the thugs must close to attack with their batons. The Merc, meanwhile, uses Doctor Shemza as cover, firing at any hero who appears to be approaching him. If any hero gets into the space next to him,

though, he can't attack with the blaster — except to use it like a baton. Any successful hit the Merc scores while using his blaster this way inflicts only 1d6 points of damage.

OUTCOME: The thugs run off if one of them or their boss, the Merc, is knocked unconscious. If captured, the thugs and the Merc know only that a Chevin claiming to work for Jabba the Hutt offered them 1,500 credits to abduct the old man. They were supposed to bring him to the orbiting passenger liner to collect their money.

If the heroes rescued Doctor Shemza, he introduces himself and tells them that he needs to get back to Landing Platform 21 as quickly as possible. If the heroes have been hurt, he uses his Treat Injury skill to help out, but insists that they leave immediately afterward. If they have been particularly heroic in helping him, Doctor Shemza tells them that he has something vital to the Rebel Alliance, and needs to get to the ship at Platform 21.

If the thugs win the battle, and all of the heroes are knocked unconscious, the thugs realize that they have drawn too much attention, and since the shuttle isn't here, they need to find another way to get the old man to the passenger liner. They go back to Landing Platform 21, where they first abducted him, planning to steal the transport they saw waiting there. Shorty remains behind to show the heroes where they need to go to rescue the old man. (The shuttle, by the way, never arrives — it was stopped by an Imperial Star Destroyer on its way down to the planet.)

REST

After this encounter, the heroes have a chance to catch their breath before going on to Encounter 2. Let the players know that they have recovered all lost Vitality Points — but not Wound Points — before continuing on.

Encounter 2: Escape from Cloud City

The heroes have been on Bespin just a little too long. As they try to help Doctor Shemza, events elsewhere on Cloud City finally become too much for Cloud City's Baron Administrator, Lando Calrissian, and he decides to help the Rebellion. Unfortunately, this is also the signal for the Imperial troops secreted about Cloud City to come

out of hiding — and some of them try to stop the heroes from leaving.

PLAYERS' INTRODUCTION

If the heroes decide to go to Landing Platform 21, read the following boxed text aloud:

You move through the eerily deserted corridors of the Cloud City spaceport control, encountering no one. When you finally arrive at the door marked "Landing Platform 21," though, the door is shut, and the security panel indicates it is locked.

Just as you come to this conclusion, though, loudspeakers in the corridor suddenly spark to life, and a voice says: "Attention ... this is Lando Calrissian. The Empire has taken control of the city. I advise *everyone* to leave before more Imperial troops arrive."

Before you can give much thought to what this means, though, a door a little farther back up the corridor opens up, and a group of three Imperial stormtroopers piles out! The first one raises his blaster rifle at you and says: "Freeze! You're not going anywhere."

What do you do?

SET-UP

Place the following tokens on the map, as shown on Map 2 on the next page: Wall tokens, indicating the corridor's confines, and two Door tokens — one to represent the door to Landing Platform 21, and one to represent the door the stormtroopers came out of. Put three tokens down in the indicated places to represent the stormtroopers. (Download and print out the new stormtrooper token provided with this adventure or substitute Battle Droid tokens instead.) Let the heroes decide where they are within their setup area, and if Doctor Shemza is with them, let the players decide where he is in the same area. If Shorty is with the heroes, put him halfway between the two doors (he's slower than the heroes).

THE FIGHT

The game statistics for the stormtroopers are presented here. Because stormtroopers are fearless and fanatically loyal to the Emperor, the Diplomacy and Intimidate skills have no effect on them — though Bluff and Affect Mind can still work.

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Map 2

wall

door

Start Here

door

wall

STAR WARS
ROLEPLAYING GAME

IMPERIAL STORMTROOPERS (3)

Level: 3; Initiative: 10; Vitality Points: 0; Wound Points: 10; Speed: 5 spaces; Defense: 16; Attack: 1d20+3 (blaster rifle); Damage: 3d8 (blaster rifle); Saves: Fortitude 1d20+3, Reflex 1d20+1, Will 1d20+1; General Skills: Climb (1d20+3), Intimidate (1d20+4), Spot (1d20+2).

RUNNING THE FIGHT

Resolve everyone's actions in initiative order — including Shorty and Doctor Shemza. For most actions, though, Doctor Shemza will hide behind the heroes, while Shorty tries to open the door to the landing platform (assuming one of the heroes isn't doing so).

HERO ATTACKS: Again, heroes using ranged weapons can attack from a distance, but they must have at least one clear space between themselves and all opponents to do so. A hero armed with a melee weapon must move next to an opponent to attack.

If a hero's attack roll result is equal to or higher than 16 (a stormtrooper's Defense), the attack hits and the player gets to deal damage. When all of a stormtrooper's Wounds are gone, the trooper falls unconscious. Flip over the token representing him to show that he's out of the fight.

STORMTROOPER ATTACKS: Since the stormtroopers are attacking with ranged weapons (their blaster rifles), they try to keep an open space between themselves and any hero at all times. They do not bother using available cover, preferring instead to simply march down the corridor toward the heroes. Whenever a stormtrooper attacks a hero, make an attack roll (1d20+3). If the result is equal to or better than the target hero's Defense, the droid hits and deals 3d8 points of damage. The stormtroopers fire preferentially at anyone firing at them, but switch their targets to non-fighting characters (such as Doctor Shemza) once they run out of fighting targets.

THUG ATTACKS? If the Merc from Encounter 1 managed to escape the heroes and bring Doctor Shemza here, he releases Doctor Shemza and fights alongside the heroes (but the stormtroopers focus their attacks on him first). The same goes for any thugs that may have tagged along.

OUTCOME: The stormtroopers keep attacking until the heroes have gotten away, or are all unconscious. The heroes don't have to defeat the stormtroopers —

they just have to hold them off long enough to get through the door (and close it behind them). If the heroes manage to lose the stormtroopers, they can board the waiting ship and depart. But if the stormtroopers prevent the heroes from leaving, their next adventure will be escaping the Imperial detention cells!

OPENING THE DOOR

A player whose hero wants to unlock the door to the landing platform must make a Disable Device check. A check result of 20 or higher means the hero unlocks the door, which opens immediately. With another Disable Device check, the hero can then shut the door at any point afterward. A check result of 15 or higher means the hero shuts the door again, locking it. While the door is open, heroes can use the wall for cover, gaining a +4 bonus to their Defense.

The End!

Once the heroes escape the stormtroopers, they can board the transport, where Doctor Shemza's Alliance contact is waiting to fly them to safety. But if the heroes were overcome by the stormtroopers, they wake up in detention cells in Cloud City.

EXPERIENCE: If the heroes escape with Doctor Shemza, the group receives a total of 2,000 experience. Divide this amount by the

number of heroes involved, giving each character an equal share. If the heroes were captured, they gain no XP for this adventure.

REST: After this encounter, the heroes get a well-deserved rest. Let the players know that they have recovered all lost Vitality and Wound Points.

FURTHER ADVENTURES

Escaping Cloud City is only the beginning for these heroes! You can create additional adventures as they join the Rebel Alliance, or use the Random Adventure Tables in the *Star Wars: Invasion of Theed* rulebook. Some interesting adventure ideas might include finding out what Doctor Shemza's important secret is, or investigating the evacuated Rebel base on the ice world of Hoth. In addition, the *Rebellion Era Sourcebook* features more than 50 pages of new adventure ideas to keep you busy, and *Star Wars Gamer* offers new scenarios in each issue!

About the Author

JD Wiker joined Wizards of the Coast role-playing games division from the Customer Service team. Since 1998 he has worked on the ALTERNITY® STAR*DRIVE® and DARK*MATTER® settings, *Diablo II* for DUNGEONS & DRAGONS®, and various *Star Wars* RPG products, including the *Dark Side Sourcebook*. He is invisible to those people with high intellects.

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