STAR WARS
THE FORCE AWAKENS™

BEGINNER GAME

A CALL FOR HEROES

BONUS ADVENTURE

STAR WARS™ ROLEPLAYING

CREDITS

A CALL FOR HEROES WRITING AND DEVELOPMENT
Jordan Goldfarb with Sam Stewart

BASED ON
The *Star Wars* Roleplaying system, designed by Jay Little and developed by Max Brooke, Andrew Fischer, Tim Flanders, Tim Huckelbery, and Sam Stewart

MANAGING RPG PRODUCER
Sam Stewart

EDITING AND PROOFREADING
Christine Crabb and David Johnson

GRAPHIC DESIGN
Chris Beck and Brian Schomburg

GRAPHIC DESIGN MANAGER
Brian Schomburg

ART DIRECTION
Andy Christensen

MANAGING ART DIRECTOR
Melissa Shetler

COVER ART
The Lucasfilm art archives

INTERIOR ART
The Lucasfilm art archives

PRODUCTION COORDINATION
Marcia Colby, Jason Glawe, Liza Lundgren, and Johanna Whiting

PRODUCTION MANAGEMENT
Megan Duehn

LICENSING
Simone Elliott and Amanda Greenhart

CREATIVE DIRECTOR
Andrew Navaro

EXECUTIVE GAME DESIGNER
Corey Konieczka

EXECUTIVE PRODUCER
Michael Hurley

PUBLISHER
Christian T. Petersen

LUCASFILM

CREATIVE DIRECTOR
Michael Siglain

SENIOR EDITOR
Frank Parisi

LUCASFILM STORY GROUP
Leland Chee, Pablo Hidalgo, and Matt Martin

Fantasy Flight Games
1995 West County Road B2
Roseville, MN 55113
USA

© & ™ Lucasfilm Ltd.
Fantasy Flight Games and the FFG Logo are registered trademarks of Fantasy Flight Games.

PERMISSION GRANTED TO PRINT OR PHOTOCOPY ALL PAGES OF THIS BOOK FOR PERSONAL USE ONLY.

For more information about the *Star Wars*: Roleplaying Game lines, free downloads, answers to rule queries, or just to pass on greetings, visit us online at

www.FantasyFlightGames.com
starwars.com

A CALL FOR HEROES

"I've never met a Resistance fighter before."

"Well, this is what we look like. Some of us. Others look different."

–Rey and Finn

THE STORY SO FAR

A Call for Heroes is an adventure for the *Star Wars*: *The Force Awakens* **Beginner Game**. It is designed to follow the events of **Discovery on Jakku**, the **Beginner Game**'s adventure.

Since the events of **Discovery on Jakku**, the Player Characters (PCs) have likely made contact with the Resistance and joined the struggle against the First Order. At the very least, they now have good reasons to resent the rising power of this new state, even if they were not able to reach the Resistance. In **A Call for Heroes**, the PCs can follow up on the events of **Discovery on Jakku** and strike out against the newly revealed oppressors.

If you are a player planning to take on the role of Game Master, then read on to find out more. You should read through the entire adventure before beginning your first session. However, if you are planning to be a hero player in the adventure, please stop reading now in order to avoid spoiling any surprises.

GAME MASTER ONLY!

IF YOU ARE A HERO PLAYER, STOP READING HERE!

Only the GM should read the rest of this book prior to play. It contains secrets and surprises for the course of the adventure, and reading ahead can spoil the fun!

TAKING THE NEXT STEP

Now that they are in contact with the Resistance, the PCs must work to aid its cause and assist in protecting the galaxy from the First Order's ambitions. The data detailing hidden Imperial bases in the Unknown Regions that the hero players retrieved has proven their value to Resistance command, but there is still work that must be done. In fact, the very data the PCs discovered on Jakku is enough to provide the Resistance with a set of promising leads on what to do next.

RESISTANCE BRIEFING

After the PCs deliver the data to the Resistance, the Resistance leadership asks them to stay and help investigate it. The PCs may be willing to do so out of a sense of duty, or simply because they object to the First Order. If altruism is not enough motivation, however, the Resistance is prepared to offer them some financial compensation. (At the GM's discretion, the Resistance could give each PC 1,000 credits for having delivered the data and 5,000 credits for investigating it.)

At some point after this negotiation, the PCs receive an alert that they are needed for an important mission. Read or paraphrase the following aloud:

After you delivered the data to the Resistance base on D'Qar, officers gave you access to base facilities for refueling and resupply. They informed you that they will likely have further need of your skills. Soon enough, this proves true, as a runner comes to find you. "Major Ematt wants to see you in the war room."

The PCs can ask questions, but the messenger only knows that there is an important briefing waiting for the PCs in the war room, with Major Ematt presenting.

Once the PCs are ready for the briefing, read or paraphrase the following aloud as they enter the war room:

You enter the Resistance war room, where efforts against the First Order are coordinated. Passing by data stations staffed with intelligence analysts, you arrive at a central holoterminal. There, you see an older man with long white hair and a thick beard. His hooded eyes betray his weariness, but he smiles briefly when you arrive. "So, you're the team that recovered those old Imperial datafiles. That was good intel, and it's going to help us a great deal in the days to come. We've already discovered two important leads by cross-referencing the data with intercepted First Order transmissions. Since you're already somewhat familiar with the situation, I'd like you to investigate it."

He pauses for a moment before continuing. If the PCs want to interrupt him with questions, he answers them concisely but encourages the PCs to wait until he finishes. When he continues, read or paraphrase the following section on the next page aloud:

BEGINNING A NEW SESSION

In general, a roleplaying game is played by a group of people who meet several times, days or even weeks apart. Each time the group gathers in the same place to play the game for a few hours, it is called a "session." **Discovery on Jakku** probably took your group one or two sessions. **A Call for Heroes**, on the other hand, might take three or more sessions to complete.

You can think of sessions of a roleplaying game as episodes of an ongoing television show. At the beginning of each session, it can be helpful to recap what happened in the previous session, just as many television shows do. Sometimes a new session picks up the events of the adventure at the very moment the previous session left off (especially if it ended on a cliffhanger!) At other times, hours, days, or even longer can be assumed to have passed in game time. Here are some steps you should take at the beginning of each session:

- Make sure everyone has had a chance to spend any experience points received at the end of the previous session.
- Allow everyone to recover from all of their strain. (Even if only moments have passed in game time between the previous session and the new one, it's usually simplest for the game if everyone begins free of strain.)
- If a considerable amount of in-game time has passed, allow characters to recover from wounds and make attempts to heal Critical Injuries.
- Recap the important points of the story, so that everyone remembers what is going on and what the group's goals are.
- If a considerable amount of in-game time has passed, it can be fun and help support the narrative to ask players what their characters have each been doing during the "downtime."
- Finally, generate a new Destiny pool by asking each player to roll a Force die ⬢.

BEGINNING WITH ALTERNATIVE ENDINGS

The default assumption in **A Call for Heroes** is that the PCs have been able to escape the First Order and make contact with the Resistance. This adventure assumes that the PCs have already met with Resistance leadership and joined the fight against the First Order. However, the events of **Discovery on Jakku** could have led the PCs to a different fate. Suggestions on how alternative endings to the previous adventure could tie in with the new narrative possibilities presented here include the following:

- If the PCs were captured by Captain Phasma and her troops at the end of **Discovery on Jakku**, Phasma is able to discover the data aboard their ship and infer that they may be working with the Resistance. However, at the time she encountered the PCs, she was making ready to return to Starkiller Base in preparation for the First Order's devastating attack on the New Republic. As such, she needs to transfer responsibility for any prisoners to other agents of the First Order. She sends the PCs to the secret base on GH-531 aboard a shuttle commanded by one of her subordinates. **Assault on GH-531** on page 7 of this adventure contains details on what to do if the PCs arrive on GH-531 as prisoners. It integrates them into the main adventure when they meet a genuine Resistance agent already held captive there.

- If the PCs are not prisoners of the First Order but have not yet made contact with the Resistance, the GM can easily bring them to the Resistance's attention in any of a number of ways. Contact with New Republic authorities who survive the attack on Hosnian Prime could see them directed to the Resistance base in order to deliver their data. They could encounter mercenaries or smugglers who direct them to Maz Kanata's castle, where Maz herself might send them along. With the galaxy reeling in the wake of the First Order's attack, support for the Resistance is swelling among those with the courage to stand up for their ideals; the PCs could find a helpful agent in any number of places.

Major Ematt continues the briefing, "The leads we've found are planets in the Unknown Regions that have become sites of First Order interest. One is an old Imperial research facility mentioned in the data you recovered. Thanks to that data, we've been able to properly interpret certain messages regarding that area of space. We believe the First Order plans to send a recon team to investigate and salvage the base. We need the base scuttled before that can happen.

"The other lead is an actual First Order outpost on an isolated world, which we believe holds a communications relay that may handle the transmission of vital intel. Environmental data from the Eradicator*'s databanks describe a planet with atmospheric ion storms, but nothing else of note. We want you to scout the base and, if possible, infiltrate it to recover the relay's data archives.*

"If you can retrieve the communication data and deal with this old Imperial research facility, you'll be doing the Resistance—and the galaxy—a great service."

After finishing the briefing, Major Ematt takes questions from the PCs. Following are some of the questions they are likely to ask, with suggested answers. At the GM's discretion, the major may provide details beyond those the PCs inquire about.

HOW DO WE DESTROY THE RESEARCH FACILITY?

"The recovered data indicates the facility was considered a potential risk if discovered by enemies of the Empire." Major Ematt calls up a schematic of the base's main generator; a particular control panel blinks red.

"The recovered data indicates the facility was considered a potential risk if discovered by enemies of the Empire. According to standard Imperial protocols, there should be a self-destruct panel on the base's main generator. If you can't activate the self-destruct, do your best to strip the base of resources and destroy anything of value. We'll dispatch some fighters when we have them to spare."

WHAT DO YOU KNOW ABOUT THE RECON TEAM THE FIRST ORDER IS SENDING TO THE IMPERIAL RESEARCH FACILITY?

"The transmission regarding their activities was heavily encrypted, so we don't know much. We do know they don't want to draw attention to the base, so it should be a small team."

WHY DID THE EMPIRE ESTABLISH A RESEARCH FACILITY IN THE UNKNOWN REGIONS, AND WHAT THREAT DOES IT POSE NOW?

"The Eradicator*'s data is limited in that regard. It was some kind of research facility that experimented with advanced weapons technology, and it may have worked on other projects as well. The First Order clearly thinks whatever the Imperials were working on was powerful enough to give the First Order an advantage in this fight, and that's not a risk we can take."*

WHAT HAPPENED TO THE IMPERIAL CREW OF THE RESEARCH FACILITY?

"We believe they abandoned the facility after the war. They couldn't have remained indefinitely without resupply from the Imperial Fleet. I doubt that the original crew will cause you any problems."

WHAT DO YOU KNOW ABOUT THE BASE AROUND THE FIRST ORDER COMMS RELAY?

"That base started out as an Imperial observation post, and it has been taken over by the First Order. It must be small and self-sufficient to stay undetected, given the volume of message traffic it handles. The ion storms mask the transmissions, but the storms couldn't hide the supply ships we detected traveling regularly in the area. If The First Order had somehow managed to establish a fortified base there, we'd have spotted that activity, so the outpost should be lightly secured, beyond the secrecy."

ARE THE ION STORMS OVER THE COMMS RELAY A THREAT TO US?

"I won't lie to you: flying in through the planet's atmosphere is going to be a risk. My advice is to land as quickly as possible, and make that double if a storm starts to build. If you need to evacuate during a storm, stay in the lower atmosphere until a break opens up."

DEPARTURE FROM D'QAR

When the PCs leave the Resistance base, the Resistance offers them some basic supplies. Any items on the PCs' character sheets that were used or lost during the previous adventure are replaced (this includes items like stim packs and grenades). In addition, the Resistance can provide a few simple items such as climbing gear, breathing gear for hostile atmospheres, and rations.

The remainder of this adventure is divided into three independent "episodes." The PCs can complete these acts in any order they choose, or can even skip one of them if they prefer:

- **Assault on GH-531:** The First Order has concealed a communications station on a world shrouded by storms. The PCs' mission is to scout the base and report back to the Resistance. However, an unlucky encounter with stormy weather may leave the PCs' ship damaged, forcing them to raid the base for tools and replacement parts.
- **From the Ashes of the Empire:** Long ago, the Empire constructed a number of weapons research laboratories in the Unknown Regions. Now, the First Order hopes to plunder the secrets of one such laboratory. The PCs must try to stop it from obtaining the information in the lab's databanks.
- **Return to Jakku:** When the PCs fled Jakku, they left behind a community of nomads. The PCs promised to return and help the nomads deal with a local criminal organization. However, when they do, they find that the situation has escalated in the meantime.

ASSAULT ON GH-531

In the encounter presented here, the PCs find their way to a First Order outpost, either sent by the Resistance or brought in as prisoners. When a sudden ion storm grounds their ship, the PCs must attack the outpost in order to recover parts with which to fix their ship and make good their escape.

THE BASE AT GH-531

The Empire selected GH-531 as an observation post due to unusual atmospheric conditions that scramble signals and interfere with scanning attempts. The world is a desolate rocky ball scoured by high-speed winds and ion storms. Its thin, dry atmosphere is just barely breathable. When the Empire established the post, almost no one knew the planet existed, and even those who did had no reason to visit.

This secrecy appealed to the First Order, which converted the observation post into a communications relay. Highly specialized, carefully calibrated equipment is necessary simply to detect transmissions that have passed through the atmosphere, let alone to decipher them, making the atmosphere's ion charge the perfect cover for the base's mission.

The base is rudimentary but self-sufficient, designed to operate for extended periods resupply or direct contact with headquarters. The First Order built the base's core in the heavy stone bunkers constructed by the Empire, installing advanced communications systems and the shield generators that protect the base from ion storms. Other facilities in the base manufacture supplies and house security for the technicians operating the station.

SURVIVING THE ION STORMS

The base's electronically hardened and heavily shielded equipment facilitates the safe transmission of signals. However, when the atmosphere's ion charge builds to sufficient intensity, all activity on the base halts, and all power is redirected to its insulating shields. Beyond the shields, massive electrical discharges streak through the atmosphere in an intense display before slowly grounding themselves in the planetary crust. A full-scale discharge is likely to annihilate anything caught in it, and even the initial buildup is capable of frying the systems aboard a starship or speeder. After an ion storm, it takes some time for the planet's magnetic field to draw the spent energy back from the ground. Occasional aftereffects keep the base on a low-activity cycle for an extended period following a major storm.

BASE STRUCTURE

The base is built out of a series of old Imperial bunkers. Three bunkers form a rough semicircle around one side of a central communications bunker and comms tower. A rudimentary shuttleport occupies the other side.

GENERATOR AND SHIELD FACILITY

To avoid the dangerous ion storms, the Empire relied on thick stone walls and grounding devices to bleed off electrical strikes. The First Order uses shielding technology to protect its facility instead.

One of the bunkers has been retrofitted to hold a massive power generator and shield projectors that create the energy field that protects the communications facility. The interior of the bunker has been renovated into a single large room. The entirety of the space is dominated by the enormous, humming generator. Power cables run to the roof of the bunker, where four shield projectors create the invisible energy barrier that protects against the storms.

A pair of First Order stormtroopers guard the generator, since it is a vital part of the base. However, the equipment is largely automated, so there are no techs on duty.

HYDROPONICS BAY AND STORES

A modest hydroponic garden and processing facility provides the bulk of the base's food stores. Gardeners cultivate produce from off-planet seed and culture a local microbial life form for protein. The facility is vital to the base's ability to remain isolated for long periods. A storehouse for supplies lies to the rear of the hydroponics facility. This structure holds everything from spare power packs for the garrison's weapons, to spare parts for ships and equipment, to nonperishable emergency food supplies.

A shift of two workers tends to the garden at all times, and two First Order stormtroopers patrol the perimeter of the supply complex. A third stormtrooper keeps watch over the warehouse from an internal monitoring station to prevent theft. The stormtroopers spend their time in the base's garrison when off duty, while the workers have a small living area within the supply complex.

GARRISON

Although the First Order relies primarily on the base's secrecy for its defense, it does maintain a small military presence to enforce Captain Talkar's will and to act as a visible symbol of power in the eyes of the isolated crew. A small garrison of stormtroopers fills this role. Although the total troop complement is only twenty stormtroopers operating across the shifts, the small size of the facility makes that number sufficient.

The structure that serves as the stormtrooper garrison is bleak and minimalist, holding little more than bunks, refreshers, and a small armory. Any stormtroopers not actively standing guard or patrolling elsewhere are invariably sleeping in the bunks, maintaining equipment, or practicing marksmanship drills just outside the building.

FIRST ORDER STORMTROOPER

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	3	1

SOAK VALUE	W. THRESHOLD
5	5

Skills (group only): Athletics (varies: ⬢⬢◆ for a full group of three, ⬢◆◆ for a group of two, and ◆◆◆ for a single stormtrooper), Discipline (varies, as Athletics), Melee (varies, as Athletics), Ranged (Heavy) (varies, as Athletics), Vigilance (varies, as Athletics).

Other commonly used skills: Cool 0 (◇).

Equipment: Blaster rifle (Skill: Ranged [Heavy] (varies: ⬢⬢◆ for a full group of three, ⬢◆◆ for a group of two, and ◆◆◆ for a single stormtrooper) Damage 9; ✪✪✪: inflict one Critical Injury; Range [Long]; Stun setting), vibroknife (Skill: Melee (varies, as Blaster Rifle) Damage 4; Range [Engaged]; ✪✪: inflict one Critical Injury; Pierce 2 [ignore 2 points of the target's soak), stormtrooper armor (+2 soak [included in soak value]), utility belt.

Minion rules: Stormtroopers use the minion group rules.

Since the Stormtroopers have no strain threshold, whenever they would suffer strain, they suffer wounds instead.

DETENTION BLOCK

The base's so-called detention block is little more than a maintenance shed near the garrison. It can be jury-rigged to hold prisoners in containment cells should the need arise. At the time of the adventure, the cells hold a single captive: a Resistance scout named Wol Kessix, who stumbled across the base while fleeing pirates in his fighter. He crashed in an ion storm, but the First Order soldiers who found him are convinced he was searching for their base. He has suffered from the First Order's attempts at interrogation, but refuses to talk to his captors.

SHUTTLEPORT

Like the base's detention block, the base's shuttleport facilities are simple to the point of being rudimentary. The consist of a flat landing strip, fusion-pressed into the ground, is capable of holding a small squadron of fighters or a pair of mid-sized transports. A locating beacon to help guide incoming ships occupies the center of the strip, and the First Order has set up a refueling station along the side of the strip closest to the rest of the base.

When the PCs arrive on GH-531, the only craft docked at the shuttleport is a transport shuttle kept in reserve as a courier and emergency evacuation vessel. The ship's systems remain on lockdown at all times; the access codes are secured in Captain Talkar's code cylinder.

The docked shuttle is capable of transporting the entire population of the base, albeit in cramped quarters and without supplies for a long journey. A more modest crew—such as the PCs—could use the shuttle as a long-range craft without issues. However, getting the shuttle's systems operational without the captain's code cylinder requires a **Hard (◆◆◆) Computers check**.

COMMUNICATIONS RELAY

The small complex of buildings making up the communications relay facility is the heart of the First Order base. The relay itself is at the very center, and a series of power and shield generators that support the base crowd around it in a tight cluster. These generators are supposed to be spaced widely enough to maintain sight lines for guards watching for approaching personnel, but the constraints of keeping the entire base small enough to fit under the shields means that there is an unusual amount of cover on the approach to the relay. Two pairs of stormtroopers patrol the perimeter of the communications relay to help mitigate this vulnerability.

The relay is a twenty-meter-tall comms tower rising over a pressed stone bunker originally constructed by the Empire. The tower is located directly behind the bunker. Heavy duty power cables run from the tower to the interior of the bunker.

The interior of the bunker has been renovated to house the comms equipment necessary to support the relay. The ground floor of the bunker contains three rooms. The First Order has set up two rows of terminals in one of the front two rooms. There, a team of four technicians processes incoming communications and prepares them for transmission to other bases deep in the Unknown Regions. Next to this room is office space for the base's commanding officer,

FIRST ORDER TECHNICIAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	2	2	2

SOAK VALUE	W. THRESHOLD
2	4

Skills (group only): Computers (varies: ⬢⬢◆ for a full group of three; ⬢◆◆ for a group of two, ◆◆◆ for a single technician), Mechanics (varies, as Computers).

Other commonly used skills: Perception (◆◆), Ranged (Light) (◆◆), Vigilance (◆◆).

Equipment: Light blaster pistol (Skill: Ranged [Light] [varies; ⬢⬢ for a full group of three; ⬢◆ for a group of two, ◆◆ for a single technician]; Damage 5; Range [Medium]; ✪✪✪✪: inflict one Critical Injury), uniform, technical readouts, code cylinder.

Minion rules: First Order technicians use the minion group rules.

Since the technicians have no strain threshold, whenever they would suffer strain, they suffer wounds instead.

Captain Talkar, and his team of analysts. There, they sift through communiqués and intelligence to assemble a strategic picture of the state of the galaxy.

The back room, packed with computer towers and processing systems, is directly linked to the comms tower via heavy-duty cables run through the bunker walls. A narrow stairway leads to the bunker's basement, where the First Order has retrofit an Imperial geothermal generator to power the comms tower and communications equipment. In an emergency, the First Order can also rely on the generator to power the entire base for a short time.

ARRIVAL AT THE BASE

Events begin as the PCs arrive in the remote system housing the First Order base, either as Resistance agents or as prisoners of the First Order. This adventure largely assumes the PCs have been briefed by the Resistance and are on a mission to disable the base. If they are prisoners instead, use the **Prisoners of the First Order** sidebars, on pages 10 and 11. If they are on the Resistance mission, read or paraphrase the following aloud as they approach GH-531:

Dropping out of hyperspace, you see a small planet ahead, veiled by clouds and bedecked with mesmerizing, sparkling patterns. As you approach, you realize that the patterns are bolts of lightning arcing across the clouds. Your scans are having difficulty picking anything up through the ion charge in the planet's atmosphere, but there's a spike in energy readings that seems to come from the planet's surface. The source of the spike is likely to be the base, given what you learned at your briefing.

If the PCs want to use the their ship's scanners to find a safe place to land or learn more about the energy spike, they can focus the ship's sensors with an **Easy (◆) Computers check**. The atmosphere's ion charge adds two Setback dice ■ ■ to the check, however. One or more Successes ✲ indicate they can pinpoint the location of the energy readings amid surrounding rock formations, which should provide plenty of cover for landing. If they get at least one Advantage ✪ on the check, they learn that the atmosphere's ion charge is building up, which could make the approach impossible if they don't move in soon.

CAPTAIN TALKAR

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	3	3

SOAK VALUE	W. THRESHOLD
3	12

Skills: Coercion 2 (●●◆), Discipline 1 (●◆◆), Leadership 1 (●◆◆), Ranged (Light) 2 (●●◆).

Equipment: Heavy blaster pistol (Skill: Ranged [Light] (●●◆); Damage 7; Range [Medium]; ✪ ✪ ✪: inflict one Critical Injury), armored uniform (+1 soak, included above), officer's code cylinder.

Since Captain Talkar has no strain threshold, whenever he would suffer strain, he suffers wounds instead.

AN ABRUPT LANDING

As the vessel carrying the PCs enters the atmosphere of GH-531, disaster strikes. The building ion storm releases an early electric discharge that strikes their ship and disables key systems. If the PCs are making the approach aboard their own ship or a Resistance vessel, read or paraphrase the following aloud as they enter the planet's atmosphere:

PRISONERS OF THE FIRST ORDER

If the PCs are arriving as prisoners of the First Order, read or paraphrase the following aloud as they approach GH-531:

The last thing you remember after being captured by Captain Phasma is a mention of "transfer orders" before you were dragged off into the cargo hold of a shuttle. You've been kept locked up in the hold for a while now. The monotony of your imprisonment is broken suddenly by the arrival of First Order stormtrooper stepping into your cell.

"The captain wishes to have a few words with you before our landing. You will come with me." He activates a control for your binders, and they detach from the magnetic clamps on the wall, although you still can barely move in them. "Hurry along now," the stormtrooper insists.

At this point, the PCs may be entertaining thoughts of attempting an escape, but the time they've spent imprisoned in the cargo hold has temporarily weakened them, and they need time to recover their full range of motion. They are able to stand and walk behind the First Order ensign, but cannot do much else. If they ask him questions, he rebuffs them and orders silence until they arrive before the captain.

You smoothly cut through the dark clouds in the sky of the remote world, revealing a desolate and rocky surface. You can see the base's distant landing beacons, but the warning lights on your console draw your attention. Scans indicate that the ion charge in the atmosphere is building. Suddenly, your screens flicker and blur, and the ship shakes as thunder booms outside the hull. The storm is fast approaching, and when it hits, you'd better not be in the air.

The PCs need to land and seek shelter from the storm before it fries more of their systems. The ion charge is worst in the upper atmosphere, so turning around would prove deadly, but making the landing under extreme sensor interference and atmospheric turbulence won't be easy either.

To land safely, one of the PCs must make an **Average (◆◆) Piloting check** with two Setback dice ■■. If the PC succeeds, they land safely but are trapped on the ground until the storm passes. If they succeed with one Threat ⚙, then everyone in the ship suffers 1 strain from being jostled around by turbulence. If they succeed with at least two Threat ⚙⚙, then they land safely, but a lightning bolt clips the ship. The ship's navicomputer shorts out, necessitating repair before the PCs can safely travel through hyperspace again. If the PCs fail, they end up in a barely controlled crash landing. If the navicomputer shorts out or the ship crash-lands, it is clear to the PCs that they will need supplies from the base to effect repairs. (See page 14 for information on repairing the ship.)

PLAN OF ATTACK

Whether the PCs land properly or crash-land, they find themselves trapped on the ground until the storm passes. They are a couple of kilometers from the base. They may need parts to repair their ship, or even a whole new vessel in which to escape. To accomplish their objectives, they'll need to come up with a plan to retrieve what they need from the First Order base. The PCs also need to infiltrate the base to complete their scouting assignment and perhaps even recover valuable intelligence for the Resistance.

Getting inside the base can be broken up into two parts. First, the PCs need to breach the outer perimeter of the base. Second, they need to get inside the secured buildings that hold their objectives. If the PCs want to spend time planning and scouting the base in order to develop a comprehensive course of action, the GM should work to support them, but it should also be possible for a more direct, unplanned approach to succeed. Some ideas on how to handle both kinds of approach to the perimeter and buildings are detailed below.

PERIMETER BREACH: INFILTRATION

Approaching the base undetected is fairly easy. The rocky terrain around it allows for abundant cover, and the First Order only has a small number of personnel on duty. The First Order installed perimeter sensors when they set up shop, but it quickly found that the ion storms disrupted the sensors and left them largely useless.

Under these circumstances, approaching the base undetected requires an **Easy (◆) Stealth check**. If the PCs have scouted out the base from a distance, are trying to approach from a particularly sheltered area of the terrain, or otherwise have taken time to plan, they should add a Boost die □ to the check. The GM should have each PC make a Stealth check, but as long as at least half of the PCs succeed, they are all able to approach the facility undetected. If more than half of the PCs fail their Stealth check, the perimeter sensors pick them up, and the GM should use the **Perimeter Breach: Assault** section, below, to determine the events of the remainder of the encounter.

Once the PCs are past the perimeter sensors, they can head toward one of the three exterior bunkers or proceed to the main communications bunker. The security measures for each of these locations are detailed on pages 7-8 of this adventure. Further ideas on how to continue a stealthy infiltration of the base are described below, in **Getting Inside: Infiltration** on page 11.

PERIMETER BREACH: ASSAULT

If the PCs decide to forgo stealth and proceed with a frontal assault on the perimeter, the perimeter sensors should pick them up even through the ion storm's interference. However,

due to the base's limited staff, the response Captain Talkar can send quickly to deal with intruders is limited.

If the PCs assault the base or are discovered as they attempt to infiltrate, Talkar dispatches both teams of two stormtroopers on the perimeter to intercept the PCs immediately; he then organizes the rest of the base's forces.

PERIMETER ENCOUNTER

When the PCs encounter the patrolling teams, they are fighting two minion groups of two stormtroopers each. The encounter starts with the PCs at long range from the stormtroopers, fighting across broken ground crisscrossed by ravines and covered in large rocks.

Both groups should roll for Initiative using Cool, since both sides are expecting a fight. The stormtroopers spend their first maneuver going for cover (adding one Setback die ■ to any ranged combat checks targeting them), then open fire. At the GM's discretion, one minion group can spend its first turn moving sideways from the other group to spread out and attempt to catch the PCs in a crossfire.

The PCs can spend a maneuver to take cover behind the rocks (adding one Setback die ■ to any ranged combat checks targeting them). A PC can also attempt to approach the stormtroopers from the cover of the ravines. Doing so requires an action to make an **Average (◆ ◆) Athletics** or **Coordination check**. If the check is successful, the PC moves one range band closer to the stormtroopers and cannot be targeted by the stormtroopers until the end of the PC's next turn.

CAPTAIN TALKAR'S RESPONSE

While the PCs are dealing with the initial patrols, Captain Talkar attempts to scramble reinforcements by calling the off-shift stormtroopers to duty, but assembling his troops takes time. The first of these reinforcements won't be able to arrive until after the PCs have finished the initial encounter. Ideas on how the captain might deploy his additional troops are described on page 12, in the section titled **Getting Inside: Assault**.

GETTING INSIDE: INFILTRATION

Once inside the perimeter of the base, the PCs can try to travel undetected between the various bunkers and facilities. This should only be possible if the PCs remained undetected on the approach.

PRISONERS OF THE FIRST ORDER

If the PCs are arriving as prisoners of the First Order, read or paraphrase the following aloud as they enter the planet's atmosphere:

The stormtrooper brings you to the bridge of the First Order's shuttle to see the viewport filled with dark clouds crackling with electricity. From the sounds of it, you've arrived at the tail end of an argument. You hear the pilot's insistent voice saying something about an ion storm, only for the ship's commander to interject, "The storm is only in its preliminary stages. If you are not confident of your ability to get us through even this minor hazard, then I must question your value as a pilot."

The commander looks like he's going to continue his tirade, but suddenly the shuttle shudders amid a loud crackle of energy. Electricity arcs from the bridge's computer arrays. As chaos breaks out, you hear the faint click as your ionized binders pop open.

At this point, the PCs can attempt to implement any of a variety of plans, such as seizing weapons from the stormtroopers guarding them or dashing to the shuttle's escape pods. In the chaos aboard the shuttle's bridge, almost any course of action is possible. The First Order crew took the brunt of the electrical discharge because their active equipment drew in the ionic charge; they should be easy to dispatch. Two individual First Order stormtroopers occupy the bridge (one is the stormtrooper who brings the PCs to the bridge, the other is the commander) in addition to a minion group of two shuttle crew to fight. Use the profiles for First Order stormtroopers from page 8 and First Order technicians from page 8 to represent the opposition. The First Order personnel each add two Setback dice to their checks ■■ due to their disorientation and surprise. Once the PCs defeat the shuttle's crew, they can attempt to land it safely with an **Average (◆◆) Piloting check.** Add two Setback dice ■■ to skirt through the storm, as described above.

If the PCs make a dash for the escape pods, they make it off the shuttle just in time to watch as a second discharge ignites a fuel line, destroying the ship. Their escape pods put down in the hills overlooking the base. The adventure can continue with **Plan of Attack**.

WHAT ABOUT OUR GEAR?

If the First Order captured the PCs, their captors separated them from their weapons and equipment shortly after taking them prisoner. Depending on how the PCs manage to escape, there are a few options for reequipping them. If they take out the shuttle crew and land the ship, they can find their gear in a storage locker on board. If they make their way to the escape pods, they might be able to steal gear from the shuttle crew on the way. Alternatively, at the GM's discretion, the locker holding their gear could be near the escape pods. As a last resort, PCs without access to other equipment should find emergency survival kits in the escape pods. These contain a blaster pistol and two stimpacks for each PC.

NO PLAN SURVIVES CONTACT WITH THE ENEMY

Just as in the encounter with Captain Phasma at the end of **Discovery on Jakku**, the PCs' efforts to attack or infiltrate the First Order base are not guaranteed to be successful. It is entirely possible for the guards on the base to overpower the PCs, due to poor planning, previous injuries, or even just bad luck. However, these circumstances do not need to mean the end of the adventure, any more than capture by Captain Phasma in **Discovery on Jakku** prevents the PCs from continuing on to the events of **A Call for Heroes**.

If the PCs are defeated at the First Order base, Captain Talkar throws them in the detention block with the existing prisoner. From there, the GM has several options. Wol Kessix might have a plan for escape he was saving for an opportunity that has now arrived, or Captain Talkar might set off the core meltdown sequence in the base for fear of further Resistance attention. Although he leaves the PCs to die in the detention block as the First Order evacuates, this could give them the opportunity to escape before the base blows up. The only limit on other possibilities is the GM's supply of ideas. However, the GM should try to create a new path for the adventure that keeps the PCs from running into the same hurdles that led to their last defeat, to prevent the scenario from repeating itself.

Traveling between any of the main areas of the base, such as from the hydroponics bay to the garrison, or from any exterior area to the communications relay, requires an **Easy (◆) Stealth check** from each of the PCs. As long as at least half of the PCs succeed on their Stealth check, they can proceed from one location to another without being noticed. If more than half fail, the PCs are picked up on sensors or spotted by any guards who happen to be nearby.

At the GM's discretion, attempting particularly risky actions, such as removing spare parts from a landed shuttle or trying to get into the communications bunker, may add one or more Setback dice ■ to the check. GMs should add one Setback die ■ to the check if they feel it is moderately risky, and two Setback dice ■ if they feel there is a high risk of detection.

However, PCs moving around, near, or approaching the communications relay receive a Boost die □ on any Stealth checks to avoid notice, due to the abundance of cover from the various power and shield generators surrounding the relay.

If a majority of the PCs fail a Stealth check, they encounter the stormtroopers and other staff on duty at the immediate location. The rest of the base takes some time to organize and respond to a sudden incursion; the PCs have time to resolve a single combat encounter before anyone else reaches their position. Afterward, if the PCs want to try to hide again, they may. However, all Stealth checks become **Average (◆◆)** instead of **Easy (◆)** to represent the heightened alert of the base.

GETTING INSIDE: ASSAULT

The PCs may not be interested in sneaking around the base, or the perimeter sensors may deny them the opportunity. If the PCs are active inside the base without using stealth, Captain Talkar should mobilize every stormtrooper he can to deal with them. However, knowing that the base is no longer secret should also make him concerned about the possibility of additional attackers. This makes him unlikely to call the stormtroopers guarding the hydroponics facility and storehouse from their posts. Instead, he calls up the off-duty stormtroopers to reinforce the bases's defenses while the PCs are dealing with the perimeter patrols.

The First Order's stormtroopers are trained to respond to a crisis at a moment's notice, but even so, going from sleep or a meal to an armed and ready status takes time. As such, the GM does not need to present overwhelming force to the PCs at any point during their incursion.

Instead, the PCs should encounter reinforcements whenever they attack a new location. As well as the normal personnel stationed at any specific location, the GM should include one minion group of two stormtroopers. These stormtroopers are waiting in a defensive position just outside the location when the PCs arrive. The defensive position gives the troopers cover, adding one Setback die ■ to any ranged combat checks targeting them.

WHY DON'T THE TROOPERS JOIN FORCES?

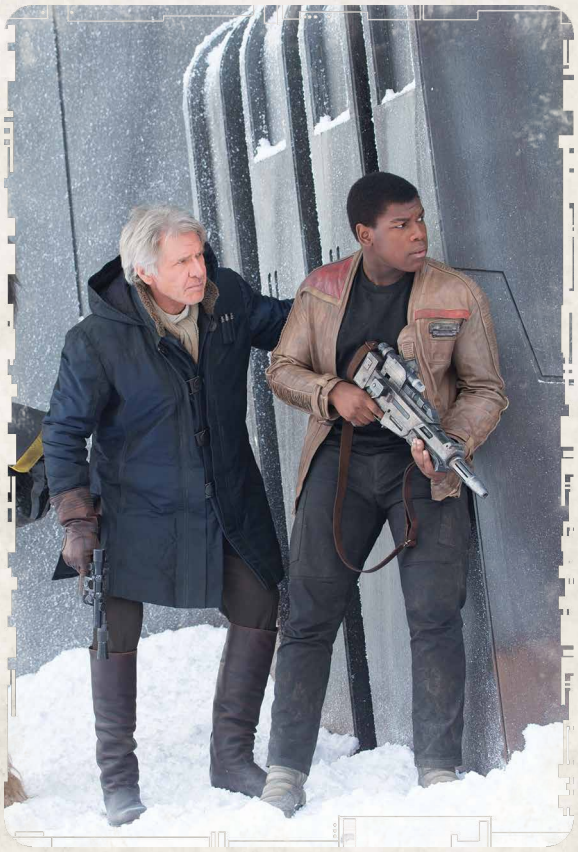
If all of the stormtroopers launch a coordinated assault against the PCs, they could prove to be a fatal foe. Even if four stormtroopers are killed on the perimeter, sixteen stormtroopers remain (enough for four minion groups of four stormtroopers each). If the PCs take on those forces in a straight fight, they will probably be overwhelmed.

However, as long as the PCs play smart, there are a few reasons the GM can use to avoid having the stormtroopers team up as a single monolithic adversary.

First, Captain Talkar does not know who or what is attacking his base. If he masses his forces to meet an assault that turns out to be a diversion, he leaves the base vulnerable to other enemies, whether real or imagined. As such, his first response is to reinforce the various locations on the base with his off-duty troopers, as described above.

Second, the rising ion storm starts to seriously interfere with communications and sensors. This makes it harder for Captain Talkar to determine what's going on outside the communications bunker. The rising winds whip up dust and grit, making it more difficult for the First Order troopers to see what's going on as well. This makes Talkar even more cautious, keeping his defenses evenly reinforced across the compound.

Third, if the PCs take out one of the bunkers and move on, Talkar will have to choose between sending troops to investigate and reinforcing his remaining positions. If he does send troops to investigate, it makes it even harder for him to mass overwhelming force at any one location.



These combat encounters should be spaced out enough for the PCs to accomplish a goal or visit a new location in the base between them. They should have time to steal from the storehouse, rescue the prisoner, or take some other action before more troops arrive. If the PCs want to take shots at the communications relay tower to cut off the base's communications, or sabotage shield generators to open an area to the ion storm, these activities should be possible with an appropriate check and a bit of creative adjudication of any Advantage ⊕ and Threat ⊗ generated.

Furthermore, there are only twenty stormtroopers at the base in total. If the PCs are able to defeat more than ten stormtroopers, Captain Talkar is likely to order any remaining troops to secure the evacuation shuttle while he sets off the base's self-destruct.

REALISTIC NPC RESPONSES

However, there always remains the possibility that the PCs may make choices that put them in an untenable situation. These choices may include holing up in one of the bunkers and giving the First Order plenty of time to organize and prepare an all-out assault, or trying to attack the communications bunker as their very first action, forcing Captain Talkar to summon all troops to protect the most vital portion of the installation.

In such cases, the GM should encourage the PCs to remember what their primary goals are (scout the installation and report back to the Resistance, and potentially obtain spare parts for their ship). The PCs don't have to take down the whole base; they can simply get as much information as possible and flee. The PCs could even make an **Average (◆ ◆) Perception check** in their current location to find enough spare parts to jury-rig repairs for their starship.

If the PCs insist on taking on the entire complement of the base, the GM can have the two sides fight it out in a pitched battle. The PCs will likely end up as prisoners (or dead), and while escape can be an exciting adventure, it is outside the scope of this module.

CORE MELTDOWN

The First Order's decision to make the comms relay a secret installation did not end with planning around the ion storms. Rather than risk capture of the base and its communications logs by the Resistance or New Republic, the First Order installed a self-destruct. The mechanism is designed to make the power generators running the relay undergo a critical meltdown.

If Captain Talkar is convinced that the PCs are going to take the base or steal the communications records, he uses his code cylinder to engage the self-destruct and gathers what personnel he can for an evacuation. Canceling the self-destruct process without his code cylinder is nearly impossible, requiring a **Daunting (◆ ◆ ◆ ◆) Computers** or **Mechanics check**. The meltdown takes approximately half an hour to complete, and it cannot be halted at all if more than fifteen minutes have passed since it was initiated. The base's computers can still be accessed during the meltdown, but with a Setback die ■ added to any Computers checks for every five minutes that have passed since initiation, due to the increasing probability of electrical failure.

The self-destruct can also work to the PCs' advantage. If they can enter the communications relay facility and defeat Captain Talkar before he sets off the self-destruct, they can acquire his code cylinder and use it to destroy the base themselves once they have all the data the Resistance wants.

RESCUE AND RETRIEVAL

The PCs have three primary objectives to accomplish in the First Order base, although they may not be aware of all of them initially. In most circumstances, they should need parts for repairing their ship due to damage taken during the ion storm. They need to gather data of value to the Resistance. Even PCs who arrived as prisoners of the First Order may want to gather data from the base's computers to figure out how to get back home. Finally, the PCs should have a chance to rescue Wol Kessix, a captured Resistance agent.

INFORMATION RETRIEVAL

Retrieving the data from the base's computers should be possible after the PCs either defeat Captain Talkar and his technicians, or after the First Order personnel desert the relay to evacuate the base.

Slicing into the computer logs and archives of comms traffic requires an **Average (◆ ◆) Computers check**. If the PCs have a code cylinder from one of the technicians, the check

receives a Boost die ☐. If they have Captain Talkar's code cylinder, they can simply access the logs using his clearance without making a check. If the PCs have not found Wol Kessix in the detention block at this point, the central computer contains information about Wol Kessix's capture and imprisonment that can alert the PCs to his presence.

The base's computers also have a number of other files that the PCs may find interesting. PCs who arrived as prisoners should find a local star chart that provides coordinates of nearby known systems, as well as the First Order's intelligence on the old Imperial research base that features later in this adventure. GMs should feel free to add other details they come up with that may be useful in their campaigns.

RESCUING THE PRISONER

Rescuing Wol Kessix can occur at different points during the adventure, depending on when the PCs reach the detention block. If the PCs pass by the detention block, he may spot them and call out for help. If they are attempting stealth, he may try to distract his captors to help them. Alternatively, the guards at the garrison could reveal his existence by discussing their prisoner within earshot or securing his cell in a way that draws attention to it. Finally, there are records of his incarceration in the central computer banks.

If the PCs encounter Wol Kessix before they finish dealing with the First Order troops, he helps them to the best of his ability. This isn't much, but if they give him a weapon, he is glad to inflict some payback on his captors. The GM can either run him as an NPC, or have him operate narratively. He could aid a PC to add a Boost die ☐ to the PC's next check, or eliminating one minion from a minion group at the end of each round of a combat encounter. Wol has overheard his guards discussing various aspects of the base's operations and knows enough to help the PCs navigate it. Once the PCs secure the base, he should suggest that they acquire data from the computers for the Resistance if they have not already done so.

WOL KESSIX, RESISTANCE AGENT

Wol Kessix is of medium height and unremarkable build, and trained at blending in with planetary populations across the galaxy. All his infiltration training didn't help him when he crashed on a First Order world, however, and he is noticeably the worse for wear after his stay in the detention block. Despite his injuries, Wol handles his circumstances with a calm, knowing smile.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	3	3	2

SOAK VALUE	W. THRESHOLD
2	10

Skills: Cool 2 (⬢⬢), Discipline 1 (⬢◆◆), Piloting 1 (⬢◆), Ranged (Light) 1 (⬢◆), Stealth 2 (⬢⬢).

Equipment: None. Wol's gear was all lost in his crash onto GH-531 or taken by his captors. At the GM's discretion, he might have a few personal items elsewhere in the base.

Since Wol Kessix has no strain threshold, whenever he would suffer strain, he suffers wounds instead.

PARTS FOR REPAIR

Acquiring parts to repair the ship the PCs landed in requires access to the storehouse attached to the hydroponics bay. The ion storm primarily damaged sensitive electronics, so power couplings and wiring are the main targets. These are portable and not too large, so PCs who come up with a plan to distract the guard could steal them and get away while staying undetected. Otherwise, the PCs need to fight the guard. There isn't much else of note in the storehouse, but the PCs could carry out approximately 200 credits' worth of goods per character, in addition to ship parts.

A FREE AGENT

From the point when the PCs rescue Wol Kessix until they return to the Resistance, the group effectively has an extra character. While Wol is unlikely to overshadow the PCs or make them feel less heroic by participating in their adventures, keeping track of an extra character can be a burden that could slow down play. If one of the players is confident with the game and is willing to take on the responsibility of running another character, the GM can provide information on Wol's dice pools and allow that player to control and roll for him. GMs who choose this option retain veto power on Wol's actions, allowing him to remind players that while the newly freed Resistance operative is grateful, he is not a lackey or cannon fodder.

If none of the players are up for controlling their new companion, or if the GM wants to keep the group at its current number, it is entirely reasonable to rule that Wol remains on the ship for the rest of the adventure to recover from his ordeal, and perhaps to work on repairs and maintenance. If necessary, this allows the GM a chance to have Wol arrive as emergency backup should the PCs get in over their heads. Wol should spend most of his time either on the front lines with the PCs or hanging back, rather than switching between the two, so as to avoid a feeling of inconsistency.

If the PCs arrived as prisoners and are unsure what to do next after taking down the base on GH-531, Wol can prompt them to use the data they recovered from the comms relay archives to continue with the adventure. If the PCs did not recover any data before the base self-destructed, the GM can decide that Wol overheard enough from his captors to be able to guide them towards the old Imperial research facility anyway. Of course, he won't be able to provide the PCs with as much information as the Resistance briefing, knowing little more than vague coordinates and the existence of something the First Order desires.

FROM THE ASHES OF THE EMPIRE

In the encounters presented here, the PCs arrive on a long-abandoned world housing a decrepit research facility dating back to the rule of the Empire. They must navigate threats from native wildlife and what remains of the base's security, while attempting to stop a reconnaissance team sent by the First Order from doing the same. Once they reach the heart of the research facility, they must find a way to destroy it to keep its secrets from falling into the wrong hands.

STRUCTURE OF THE IMPERIAL RESEARCH FACILITY

Like the First Order's comms relay operation at GH-531, the Empire's work at the research facility was designed to be secret and self-sufficient. However, after so much time, most of the structures that once supported the facility have fallen into serious disrepair. A complex of crumbling plascrete bunkers and rusting durasteel frames surrounds the main research center, which remains largely intact after decades of neglect, thanks to redundant environmental seals and reinforced construction. A significant element of the main research center extends underground, housing the central databanks and slowly failing generators that control its limited remaining functionality.

THE RESEARCH CENTER

The research center has five levels, two above ground and three below. The spacious floors house multiple offices and rooms. Access to the center is possible only through a single, heavily secured blast door on the ground floor, although the locks that once held it shut have long since failed. A serious push is enough to engage the remaining servos and slide the door open, revealing sterile-looking metal hallways under flickering lights.

The ground floor of the center was an administrative hub, split up into several offices focused on the day-to-day minutiae of the facility as a whole. Activating the few still-working terminals requires time and effort, and reveals little of note about the research in the facility, as all the important records are stored in the central databanks. The second floor of the center was a security hub containing surveillance centers and droid deployment mechanisms. The few security droids that are still operational return to the recharging hubs on the second floor to refresh their aging batteries.

The underground portion of the center is where the actual research occurred. The first two floors are composed entirely of labs, which were protected by security checkpoints and droid guard stations. Most of the lab equipment has long since deteriorated into corroded junk, although an ingenious PC might find some use for the tools within. The upper labs were devoted to droid programming and computer slicing techniques, while the lower labs dealt with high-energy weaponry. On the very bottom floor, the central databanks recorded all progress from the various labs. This floor also holds the research facility's generator, which is currently running down the last of its fuel.

An infestation of local crawlers travels through the ducts and ventilation on all levels. The crawlers favor the lab areas, where they feed on spilled chemicals and rare metals to reinforce their chitinous hides. Their main hive-nest is within the chamber of the central databank.

ARRIVAL

The PCs' arrival in the remote system the Empire chose for its facility should be uneventful. They are able to make it

down to the research center without incident. As they approach the surface and look for a landing site, read or paraphrase the following aloud:

The old Imperial facility registers on your scanners as a twisted mass of collapsed buildings. Only a single structure at its heart remains relatively intact. The years since the Empire's fall have not been kind to this old ruin. Landing in the middle of the facility would be a nightmare, but there's plenty of room beyond what remains of the complex's perimeter fence. Before you can make for a landing site, your scanners reveal one other thing: a muddled energy signal. You're unable to pinpoint it, but it may be a landed ship.

The energy signal in question is, of course, from the ship used by the First Order recon team. The ship has a rudimentary stealth field that masks its signature. If the PCs are interested in finding the ship, the GM should inform them that the signature appears to fracture and move under dedicated scanner sweeps. Any search for it would have to occur on foot, which gives the enemy team more time to unlock the base's secrets.

Once the PCs land, they can make their way to the main research facility without issue. If they wish to search the ruined buildings, an **Easy (◆) Perception check** reveals not only that nothing of value remains in the outer areas of the base, but that the structures are highly unstable. Multiple Success ✲ or Advantage ✪ results on the check could reveal that the base is falling apart even more seriously than years of disrepair would indicate, while a Triumph ⊕ result reveals the cause: underground vents from the main research center are releasing a slow trickle of corrosive fumes into the air. These fumes are not powerful enough to harm the PCs, but they have been slowly weakening the structures of the research complex since its abandonment.

THE RACE TO THE BASE

At this point, the PCs probably realize that a First Order team is present, and likely already within the main research center. Now they need to get inside the research center and find their way to the central databanks before the recon team does. This means they need to find a way into the main building, bypass the remaining security, and deal with the local wildlife.

The PCs' actions during their investigation of the research facility should determine their progress relative to the recon team. If they successfully deal with obstacles and quickly move toward the center of the base, they should be able to beat the methodical sweep of the First Order's recon team, especially if they avoid leaving behind signs of their activity for the recon team to find. On the other hand, if they are slow to move forward or suffer repeated setbacks, they should find the recon team already set up at the central databanks when they arrive. In general, the PCs should get to the central databanks first, unless one or more PCs become incapacitated in a combat encounter, or unless they lose significant time in their investigations due to Threat ⚙ or Despair ▽ results. The First Order recon team is extremely methodical in its search, and unless the PCs give away their presence, is in no hurry about their work.

TRACKING THE RECON TEAM'S PROGRESS

Instead of tracking time directly, the GM can use the following process to track how close the First Order recon team is to the central computer.

THE EMPIRE'S EXPERIMENTS

The nature of the experiments conducted in the Imperial research center has been left vague deliberately. For the purposes of this adventure, it doesn't matter what the experiments are, as the PCs are under instructions to blow up the whole research center and prevent discovery of their data anyway. However, it is possible that the GM might want to know what they were in order to better describe the abandoned labs, or that the PCs might want to retrieve the experimental data for the Resistance. It is even possible that the First Order agents could escape with the data if the PCs fail in their mission.

As such, a few examples of experiments the Empire could have been running in some of the labs are detailed below. This is not meant to be a definitive list; instead, GMs should select a few examples to use, or take the list as inspiration for their own ideas about the Empire's experiments. Additionally, it should be noted that the Imperial researchers never completed any of these technologies. If GMs wish to include the research in their campaigns, they are free to do so, but each of these technologies is something that might not be possible even within the *Star Wars* universe.

- One or more labs could have been devoted to researching new applications for disruptor weapons. Disruptor technology is a variant of blaster weaponry that tears apart targets on a molecular level, effectively disintegrating them through the blast. The Empire may have been trying to scale up the technology for space combat applications.
- Some labs might have been working on weapons with unusual energy frequencies intended to bypass ray shields. Ray shields are normally impervious to energy weapons such as blasters and laser cannons. Targets protected by a ray shield require expensive munitions such as proton torpedoes to penetrate the shielding.
- In labs devoted to slicing and droid programming, the Empire could have been working on a way to project a signal resembling a restraining bolt's override that they could use to take control of nearby droids. Researchers might have intended it for covert use to secretly create spies loyal to the Empire.

FIRST ORDER RECON AGENT

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	3	3	2	2

SOAK VALUE	W. THRESHOLD
3	10

Skills: Computers 1 (◆◆), Melee 1 (◆◆), Perception 2 (◆◆◆), Ranged (Heavy) 2 (◆◆◆), Stealth 2 (◆◆◆), Vigilance 1 (◆◆).

Equipment: Blaster carbine (Skill: Ranged [Heavy] [◆◆◆]; Damage 9; Range [Medium]; ◆◆◆: inflict one Critical Injury), vibroknife (Skill: Melee [◆◆]; Damage 3; Range [Engaged]; ◆◆: inflict one Critical Injury; Pierce 2 [ignore 2 points of the target's soak]), armored stealth suit (+1 soak [included in soak value]), survival kit.

Since the recon agents have no strain threshold, whenever they would suffer strain, they suffer wounds instead.

Each time the PCs generate four Threat ◎◎◎◎ or one Despair ▽, or each time a PC is incapacitated, the GM should take a time counter or make a tally mark on a piece of paper. A time counter can be any small object, such as an unused Destiny Point token or a coin. If the GM has at least three time counters, then the PCs will encounter the First Order recon team in the central databanks. If the GM has at least six time counters, the PCs arrive at the databanks just after the First Order has left.

If the PCs wish to confront the recon team directly, the GM should grant them a chance to track the First Order's agents through the research complex. They should make checks to slice security footage, find footprints in the dusty halls, or spot forced doorways, using skills such as Computers, Perception, or Vigilance. The success or failure of such checks, as well as any other narrative dice results, should determine both how quickly the PCs up and how ready and aware the recon agents are when they do. For example, if the PCs succeed on the check to track the recon team with no Advantage ◆◆ or Threat ◎, they should find the trail to its location somewhere in the lower levels, where they should be able to make an **opposed Stealth check versus Vigilance (◆◆) check** to sneak up on the agents. If they succeeded with Advantage ◆◆ or Triumph ⊕, they might be able to catch the recon team early, or surprise them without needing a Stealth check. However, if the PCs fail their checks or get Threat ◎ or Despair ▽ results, the recon team might discover its pursuers, and could even attempt an ambush of its own.

If either the PCs or the First Order recon team is able to set up an ambush for the other side, the ambushers each receive a Boost die □ on their Vigilance checks to determine Initiative order and on their first combat check in the initial round of the combat encounter.

The number of First Order recon agents on the recon team equals the number of PCs.

INTERIOR DEFENSES

In addition to responding to the recon team, the PCs need to contend with what remains of the research center's automated security and with the invasive wildlife that has moved in since the Empire's fall. The GM should plan to include one combat encounter with the local crawler insects and one combat encounter with the security droids.

The droids are most numerous on the above ground levels of the center, as their primary charging station is in the second floor's security center. However, secondary charging stations also exist on the sublevels, and the droids patrol the labs intermittently. In contrast, the crawlers are more plentiful and aggressive near their hive on the lower levels, or their feeding grounds in the lab, but could emerge from the vents or from cracks in the walls or flooring on any level.

In short, the GM should feel free to use either droids or crawlers at any point where it feels appropriate, but droids are more common above ground and crawlers are more common on the sublevels. The GM can reinforce this, and keep the atmosphere of the research center appropriately foreboding, by having the PCs encounter inactive droids at a charging station or allowing them to see crawlers skittering between vents or feeding on lab chemicals through a reinforced window.

SECURITY DROID ENCOUNTER

The first time the PCs are about to encounter a droid patrol, paraphrase or read aloud the following:

Flickering illumination from around the corner ahead of you takes on a reddish tinge, as though a new light source approaches. You hear a faint metallic rattling and heavy, clanking footsteps. A moment later, a decrepit security droid with red-lensed sensors and black armor plating comes around the corner. Its photoreceptors brighten slightly, and it levels its blaster arms.

The security droid is a straightforward combatant. It plants itself at the end of a hallway (at medium range from the PCs) and opens fire, targeting the closest PC. It always fires using the Auto-fire quality, which means the difficulty of its Ranged (Heavy) combat checks increases by 1, and it can spend two Advantage or one Triumph to deal an additional hit to the target or to another target engaged with the first target.

CRAWLER PACK ENCOUNTER

The first time the PCs are about to encounter a pack of crawlers, paraphrase or read aloud the following:

You have been hearing an unsettling noise in the background all around this area, coming from the walls, floor, ceiling—from all around you, really. You keep noticing a faint scuttling that echoes from the vents in the walls. Then, it suddenly stops. Scant heartbeats later, the vents burst open and huge, many-legged arthropods lunge toward you from the openings, hissing angrily and clacking their mandibles.

The encounter begins with an attack by **two minion groups of four wild crawlers each**. They emerge from the vents on either side of the PCs at short range (so that one group is on either side of the PCs). Each minion group moves to engage the PC closest to it and attacks.

DECREPIT SECURITY DROID

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	2	1	1	1	1

SOAK VALUE	W. THRESHOLD
5	14

Skills: Ranged (Heavy) 4 ( ), Perception 2 ( ).

Other commonly used skills: None.

Equipment: Integrated auto-blaster limbs (Skill: Ranged [Heavy] [ ]; Damage 8; Range [Long]; : inflict one Critical Injury; Auto-fire).

Since the security droids have no strain threshold, whenever they would suffer strain, they suffer wounds instead.

WILD CRAWLER

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	1	1	1	1

SOAK VALUE	W. THRESHOLD
2	3

Skills (group only): Brawl (varies: for a full group of four, for a group of three, for a group of two, and for a single crawler), Stealth (varies: for a full group of four, for a group of three, for a group of two, for a single crawler).

Other commonly used skills: None.

Equipment: Biting mandibles (Skill: Brawl [varies: for a full group of four]; Damage 3; Range [Engaged]; : inflict one Critical Injury, Pierce 1).

Minion rules: Wild crawlers use the minion rules.

Since the wild crawlers have no strain threshold, whenever they would suffer strain, they suffer wounds instead.

The GM should plan on having the PCs encounter the crawlers and a security droid at least once each. Opportunities for additional encounters with these adversaries occur at various points below, but the GM should avoid including so many that the fighting gets boring.

When in doubt, the GM can use the players' mood as a judge. If they are eager to proceed past the encounters, the GM can limit the number of combats they face. If it seems like they are enjoying taking their time or like they feel there is not enough to do, it is probably a good idea to use the full number of combat encounters.

THE CENTRAL DATABANKS

If the PCs are able to make it to the central databanks before the First Order recon team, either by generating two or fewer time counters (see page 17), or by stopping the recon team on the way down, read or paraphrase the following aloud when they arrive:

You enter a room with a massive computer array occupying the far wall, and with only one other door, which is marked with faded warning signs and the label "Generator." This appears to be the final stop on your exploration of the research center. Hopefully, the computers before you hold the key to the self-destruct mechanism.

THE RESEARCH CENTER, SIMPLIFIED

Running the events within the research center as presented can seem like a daunting task for a first-time GM. If you are not confident in your ability to judge the pacing of the encounters or improvise details, consider using this defined progression for the PCs' path through the research center:

- The PCs enter the research center and immediately proceed downward toward the central databanks.
- Upon entering the first sublevel, the PCs pass several laboratories full of partially assembled droids, then deal with a security droid in the hallway. After dealing with the security droid, they find stairs to the second sublevel.
- On the second sublevel, the PCs walk past the various high-energy labs and their arrangements of exotic sensors and other equipment. As the PCs pass one such lab filled with spilled chemicals, crawlers burst out of the vents nearby, leading to the second combat encounter. Afterward, the PCs are able to find the stairs down to the central databanks, where they confront the First Order recon team.

Note that this version of events does not allow for the PCs to control their progress or plans, and may require adjustment if the players wish to approach the research center differently. If necessary, use this summary as a simplified starting point, and adapt using the other guidelines found above.

As you survey the room, a now-familiar scuttling noise draws your attention to what you had mistaken for some strange mechanism attached to the computer. The emergence of several of the crawlers you fought earlier makes you realize what it truly is—a massive hive of the creatures. They don't seem pleased with your intrusion.

If the First Order recon team beat the PCs to the central databanks, but did not have time to make its getaway, as a result of the PCs having generated between three and five time counters, read or paraphrase the following aloud when the PCs arrive:

You enter a room with a massive computer array occupying the far wall, and with only one other door, which is marked with faded warning signs and the label "Generator." A team of soldiers in First Order uniforms stands over the computer array. The the blasted bodies of several of the crawlers you fought earlier lie near what a moment's horrified examination reveals to be a massive hive of the creatures. At your approach, the First Order scouts turn and level their blasters.

If the recon team beat the PCs to the central databanks and managed to leave before the PCs arrived, thanks to the PCs' having generated six or more time counters, read or paraphrase the following aloud when the PCs arrive:

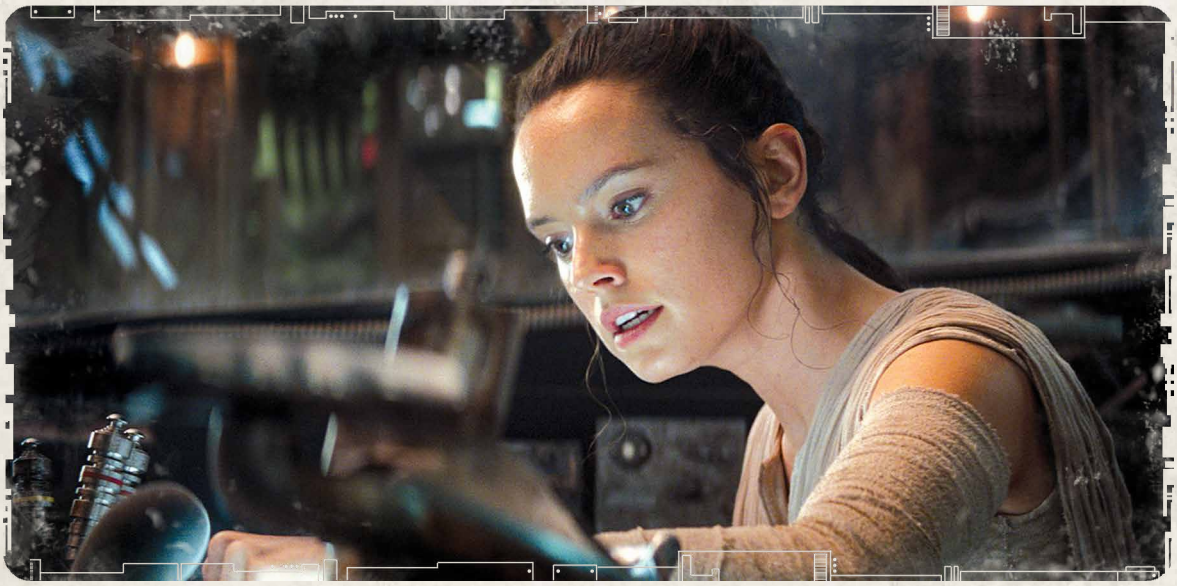
You enter a room with a massive computer array occupying the far wall, and with only one other door, which is marked with faded warning signs and the label "Generator." A trail of footprints through the dust of many years suggests someone else beat you here, but whoever it was has since departed. Before you can examine the footprints or access the computer, a now-familiar scuttling noise draws your attention to what you had mistaken for some strange mechanism attached to the computer. The emergence of several of the crawlers you fought earlier makes you realize what it truly is—a massive hive of the creatures. They don't seem pleased with your intrusion.

In any of these three cases, the PCs must now prepare for a battle against the occupants of the central databanks. If the PCs arrived first, or if they arrived after the recon team left, **the hive disgorges a number of crawlers equal to twice the number of PCs present** (including Wol Kessix, if he is with them). The crawlers are in minion groups of two or three crawlers each. The hive is at short range of the entrance, and all crawlers released from it begin engaged with the hive.

If the recon team arrived first, the hive's initial defenders are already dead and the recon team is ready for battle, with their profiles available on page 17 (as noted previously, there are a number of agents in the team equal to the number of PCs). They are positioned by the main console in the room, at short range from both the hive and the entrance.

As this is the climactic battle of this portion of the adventure, the GM should use narrative dice results. Positive results, such as Advantage or Triumph, could mean an attack damages the crawler hive, or crawlers attack First Order agents. A single advantage might make destroying the crawler hive later on easier by adding to relevant checks, while three Advantage results or a Triumph might spawn a minion group of two crawlers that focuses on attacking the recon team. Negative results, such as Threat or Despair, could mean additional crawlers emerge to attack the PCs, or a stray shot damages the computer array, making later access more difficult. A result of two Threat might impose a single Setback die on the Computers check to access the main console, while a Despair could see the hive release a minion group of two crawlers that attack the PCs. If a PC's positive dice results cause crawlers to attack the recon team, the PC may choose which member of the team gets attacked. If a PC's negative dice results cause crawlers to attack the PCs, the crawlers attack the PC whose check resulted in the crawlers' emergence. All crawlers that emerge from the hive during the fight begin at engaged range from the hive.

If any First Order agents are present in the central databank room, they fight with professional detachment. They focus on any crawlers that are attacking them first, then turn on the PC who appears to be the biggest threat. This could be the PC who has the most powerful weapons, or



the PC who inflicted the most damage in previous rounds. If any PC attempts to access or tamper with the computer console, that character becomes the recon team's top target. No more than half of the recon team attacks a single target at a time if it is possible to address multiple threats at once.

The crawlers, on the other hand, attack in a wild frenzy to defend their hive. They continue attacking their initial target—either a randomly chosen PC if the crawlers were the initial opposition, or a target based on the narrative dice results if they emerge during the battle—then attack the next nearest character if they incapacitate their initial target. If two or more new targets are equally distant from crawlers that have just dispatched their current target, the GM should choose the new focus of the crawlers' attacks randomly.

ACCESSING THE DATABANKS

Once the PCs have dealt with their initial opposition, they are free to examine the consoles in the computer array and try to find the base's self-destruct or to find signs of what the recon team took from the databanks. If they wish to track down the recon team before the First Order agents get away, they might be able to follow the footprints in the dust with an **Easy (◆) Survival check**, but the check receives one Setback die ■ for every time counter the PCs generated past six, and an additional Setback die ■ if the PCs spend time checking the files in the databanks. If the PCs are able to find a trail and immediately depart to catch the First Order team, they are able to catch up with it just outside the larger Imperial complex, as described on page 15. If they choose this option, the GM should allow them to use their previous exploration of the facility to return to the databanks without further incident, rather than having them encounter more droid patrols or wild crawlers.

Examining the consoles to find the self-destruct typically takes ten minutes, although an **Average (◆◆) Computers check** speeds this up by one minute per net Success ✯. A PC can use another such check to download the base's encrypted research files, although this adds five minutes to the time the PCs must spend using the consoles. If the First Order recon team used the computer array and left the room before the PCs arrived, the PCs find signs of access by a recent user. Advantage ⊕ or Triumph ⊕ on the Computers check indicates that the recon team managed to download the full research files, while Threat ⊗ results prevent the PCs from determining what was accessed. With a Despair ⊗ result, the PCs trip a fail-safe in the databanks that the recon team activated, and the research files become corrupted and inaccessible.

THE SELF-DESTRUCT

When the PCs activate the self-destruct, a loud rumbling begins to emanate from the generator room off to the side of the databanks. The PCs are likely to take this as a sign to leave, but the surge of energy from the generator upsets the remaining crawlers in the hive, including any that returned to it from elsewhere in the facility while the PCs were using the consoles. As the generators begin building their destructive charge, a tide of crawlers bursts forth from the hive. There should be crawlers equal to the number of PCs (again, including Wol Kessix if he is present), plus an additional minion group of three crawlers for every five minutes the PCs spent on the computer array. If the PCs wish to simply flee past the crawlers, they must make an **opposed Coordination check vs. Brawl (◆◆) check** against the largest minion group, adding a Setback die ■ to the check for every minion group past the first. Failure on this check leaves the PCs trapped in combat and inflicts 1 strain per Threat ⊗ result. The PCs must battle the crawlers as the charge in the generator builds. The full self-destruct takes an hour to complete, leaving the PCs in no immediate danger of explosion, but the GM should feel free to play up the rising tension with pulses of energy, loud noises, or other intimidating phenomena. These additional details could be used with Threat ⊗ or Despair ⊗ results during the combat to inflict strain or wounds. Two Threat ⊗ ⊗ could inflict 3 strain or a single wound, for instance.

Fortunately for the PCs, the self-destruct draws on the power in the security droids, and drives any remaining crawlers in the upper levels out of the research center, allowing them a speedy exit once they dispatch the last swarm of crawlers near the hive.

DESTROYING THE CRAWLER HIVE

Some of the PCs might have the idea of trying to destroy the crawler hive while others work on retrieving data or locating the self-destruct commands. This isn't an easy task, as the crawlers' metabolism allows them to digest and secrete substances from the labs to reinforce their hive, but it is possible. Simply attacking the hive with blasters could do it, but is likely to anger the crawlers still inside. The hive has a soak value of 5 and a wound threshold of 30. The first attack made against the hive causes it to release a minion group of three crawlers, and any further attacks either add a crawler to an existing minion group, or release a new minion group of two to three crawlers, at the GM's discretion.

Alternatively, the PCs could try to improvise an explosive charge by scavenging materials from the labs. This requires a **Hard (◆ ◆ ◆) Mechanics check**. Success destroys the hive instantly and prevents any further crawlers from emerging, including those that would otherwise swarm out after the PCs activate the self-destruct mechanism.

DON'T LET THEM ESCAPE! (OPTIONAL ENCOUNTER)

As described on page 19, if the PCs were late to the central databanks and unable to stop the First Order recon team from accessing them, there is still a chance that the team could be stopped before it escapes offworld. If the PCs succeed on the check to track the team (see **Accessing the Databanks**, page 20), they manage to catch up to it at the perimeter of the decaying complex. Read or paraphrase the following aloud:

As you hurry down the trail left by whatever group accessed the databanks before you, you finally catch sight of the group just beyond the crumbling buildings that surround the central research facility. It appears to be a team of soldiers in First Order uniforms. As you get ready to deal with the threat, one of the soldiers looks back and spots you.

The First Order recon team has a significant head start on the PCs, and they begin the encounter at long range from them. However, as none of the agents have weapons capable of firing at that range, they spend the first round of combat taking cover in the outskirts of the Imperial complex to protect themselves from the PCs' attacks. On the second round of combat, if the PCs have moved closer, the recon agents aim with their carbines and attack, focusing fire on whom they perceive to be the biggest threat. If the PCs close to engaged range, the agents draw their vibroknives and fight in close quarters, but otherwise they do not leave their firing positions in cover.

If the PCs are able to defeat all the recon agents, searching the bodies reveals a datapad containing a copy of the research files from the databanks. If the PCs are defeated, the recon team takes them captive aboard their ship, hoping to find out how they discovered the location of the Imperial facility. The consequences of being captured by the First Order recon team are beyond the scope of this adventure. However, if the PCs have not yet been through the encounters in **Assault on GH-531**, it may be possible to adapt those events with some modification of the **Prisoners of the First Order** sidebars.

RETURN TO JAKKU

In this set of encounters, the PCs revisit the planet of Jakku to check in with their friends among the nomads there. They may wish to deliver payment from the Resistance for the help the nomads provided in the recovery of the data stolen from the *Eradicator*, or they might simply want to see how the nomads are faring in the harsh wastes.

When they arrive, they discover the nomads in dire straits. The Strus Clan gangsters whom they had previously crossed in **Discovery on Jakku** have sworn to make the nomads pay. Angry that the nomads defied them and helped the PCs recover the secrets of the *Starlight Wanderer*, they are waging a campaign against them. The nomads have only survived thus far by fortifying the wreck. To end the threat against the nomads, the PCs must first secure the loyalty of a group of mercenaries who are no friends of the Strus Clan. Then, they must convince the nomads and hired guns to attack a Strus Clan compound in the deep desert.

WHERE DOES THIS FIT IN?

This set of encounters doesn't have much to do with the conflict against the First Order or with the other elements of the adventure. In some ways, this makes it difficult to tie into the rest of **A Call for Heroes**. However, it also makes the sequence of the events in this adventure more flexible. GMs to want to have the PCs head back to Jakku earlier or later in the adventure can do so without issue. They could even separate the encounters in **Return to Jakku** to use some as part of another adventure, or they could hold off on using them until the PCs choose to visit the nomads again of their own accord.

Additionally, this set of encounters assumes that Wol Kessix has rejoined the Resistance instead of continuing to travel with the PCs. Nothing needs to be changed if he is still present for some reason, but the GM should remember that he is a stranger to the nomads and Jakku, and should appropriately factor him in to any combat encounters.

THE FINDER'S FEE

Depending on the events during **Discovery on Jakku**, the nomad merchant Jax Torani may have been expecting the PCs to bring the nomads payment for the valuable data the nomads helped recover. Even if the PCs did not make such a promise, the Resistance is likely to have wanted to send a gesture of thanks to the nomads for their efforts and aid. This finder's fee could be something the PCs have stored in their ship's cargo hold until they find time to deliver it, or it could be something they retrieve from the Resistance shortly before returning to Jakku. Either way, the GM should find a way to explain how the PCs were able to find payment in credits and supplies for the nomads.

NOMADS IN NEED

When the PCs contact Misha Vontoba, the nomad leader, from aboard their ship to find out the nomads' current location, read or paraphrase the following aloud:

You punch the frequency to reach Misha into your comms system, but when her face resolves on the holodisplay, it looks uncharacteristically worried. "Friends, it is good to hear from you. We're in terrible need of your help. The Strus Clan swore revenge after we defied it. We've taken refuge for now, but unless you help us, I fear we're all in mortal danger."

If the PCs want to talk with Misha further, she agrees to answer a few questions, but warns that she must return her attention to her people before long. Some questions the PCs might ask are listed below, along with Misha's answers to each. These answers may also be used if the PCs ask the questions later on, during a meeting with her on the planet.

WHERE DID YOU TAKE REFUGE?

"The fight with the Strus Clan left them reeling. We took the opportunity to fortify the wreck, and so far that's kept the Strus from attacking. However, the situation can't last forever. Eventually, the Strus Clan will muster the forces to wipe us out."

CAN WE EVACUATE YOUR PEOPLE?

"Your ship is nowhere near big enough to fit all of us. Even if it were, we have nowhere to go! We have no money and no one to offer us shelter. I know Jakku is a harsh world, but I doubt there are others rich and generous enough to take all of us without wanting something in return."

DO YOU HAVE A PLAN? WHAT CAN WE DO TO HELP?

"I have a few ideas. Not far from here, a band of mercenaries has taken up refuge in a crashed Star Destroyer. If they would help us, I think we'd have a chance to defeat this branch of the Strus Clan. That should get the rest of the Strus Clan to leave us alone for good.

"The only problem is that the mercenaries want payment, and we don't have anything to pay them with. I sure hope you can think of something to get them on our side, because without them, I don't think we can take the Strus Clan on alone."

The PCs have the option to travel back to the *Starlight Wanderer* and meet with Misha and the other nomads there. If they wish to do this, the GM can use the information provided about the *Starlight Wanderer* in **Discovery on Jakku**. The welcome they can expect depends largely on the manner of their leaving. If they successfully fought off the Strus Clan, the nomads are pretty hospitable toward the PCs. If, however, the PCs did badly against the Strus Clan, the nomads see the PCs as the cause of their troubles, not the cure.

Some nomads, including Jax Torani, are interested in getting a cut of whatever the PCs have received from the Resistance. Unfortunately, the money the PCs received (as long as they visited the Resistance first) is not enough to satisfy Jax and the nomads unless the PCs give them all of the credits given to the PCs by the Resistance. If the PCs want to split the money, they must make an **opposed Negotiation check vs. Jax's Negotiation (◆ ◆)**. If the PCs offer Jax and the other nomads more than half, they add two Boost dice ◻ ◻ to the check. If the PCs want to offer Jax and the other nomads less than half, they add one Setback die ■ instead.

If the PCs fail to convince Jax, he cannot force the PCs to give him a better deal. However, he develops bitter enmity for the PCs and starts spreading rumors about their being unscrupulous, devious double-dealers. This adds a Setback die ■ to any Social skill checks that the PCs make when interacting with the mercenaries, and may have other long-term effects, at the GM's discretion.

If the PCs are interested in finding out more about the mercenaries, any PC can make an **Easy (◆) Knowledge check** with two Setback dice ■ ■. (Fira Bon removes both Setback dice from her check, since she's worked as a mercenary before and knows a bit about the mercenary groups on Jakku.) Success reveals the following:

- The mercenary group is led by a woman named Brana Tsaro. Brana has been a fixture among Jakku's small and tight-knit mercenary culture for years; Fira has met her briefly once or twice.
- Brana's mercenary group has a reputation for professionalism. If they agree to a contract, they hold up their end as long as the other parties do as well.
- Brana is rumored to have a criminal background. Brana refuses to speak about it to anyone, however, and nobody in her mercenary group knows anything more about it.

The PCs can also travel directly to the mercenary encampment. In either case, when the PCs make their way to the coordinates Misha provides, read the following aloud.

From the viewports of your quad-jumper, you can see the mercenaries' encampment set up inside the wreck of a crashed Star Destroyer. Taking shelter in an old wreck is nothing new for those on Jakku, but you see signs that they've fashioned the Star Destroyer's hull plates into barricades and set up guards. As you set down your ship outside the camp, a few mercenaries are already heading out of the barricades to meet you.

The mercenaries ask the PCs to identify themselves, and what the PCs are doing at the camp. Provided the PCs ask to be taken to speak to Brana Tsaro, the mercenaries escort them into the camp, past the wary guards and into the hulk. A half-destroyed ready room in the depths of the wreck has been turned into an ad hoc armory, with piles of body armor, blaster rifles, and grenades stacked on tables. Brana is standing on the far side of the armory, cleaning her blaster rifle. She carefully washes each part, then reconstructs the weapon with practiced motions before turning and acknowledging the PCs.

The following are some of the questions the PCs may ask Brana Tsaro, as well as possible answers.

JUST WHO ARE YOU, EXACTLY?

"My name's Brana Tsaro. I run a small band of freelance protectors, helping folks out with problems they can't handle. Me and my troops don't come cheap, but I assure you we're worth every penny."

WILL YOU CONSIDER HELPING THE NOMADS?

"Look, I don't like the Strus Clan any more than the next person on Jakku…but my people need to be paid. From what your friend Misha told me, her nomads don't have the money to afford us."

HOW MUCH WOULD IT COST FOR YOU TO FIGHT THE STRUS CLAN?

"That depends. First, me and my people would fight with you and yours, but not for you. We're not going to let you sit back and have us take all the risks. But as long as you're willing to do that, say ten thousand. That's pretty fair, since you're asking us to fight a war."

WE DON'T HAVE THAT MUCH MONEY; CAN WE NEGOTIATE?

"I'll listen, but you'd better give me a good reason to consider doing this as charity work."

WHAT'S YOUR OPINION OF THE STRUS CLAN?

"Nobody here likes them, if that's what you're asking. If you're asking me, specifically, well…if it was up to me, I'd bury the lot of them in the sand and leave them for the steelpeckers. It's no more than they deserve."

BRANA TSARO AND THE STRUS CLAN

As the PCs may guess, Brana Tsaro hates the Strus Clan with a passion. If it were only up to her, she'd ride off with the PCs to fight the Strus Clan in a heartbeat, and all she'd ask for in return would be the pleasure of killing as many of them as possible. However, Brana also feels responsible to her troops, and thus cannot take a job gratis. She feels obligated to make sure her people get a fair deal.

Brana used to be an enforcer for the Strus Clan. However, decades ago, the Strus Clan told her to kill a small-time merchant and his family for refusing to pay protection money. Brana couldn't bring herself to do that, and instead smuggled the merchant to Niima Outpost. When the Strus Clan found out, they buried Brana in the dune wastes up to her neck and left her to die. Somehow, Brana dug her way out and spent three days hiking across gnaw-jaw infested salt flats to get to the nearest village. Brana would love to get revenge on the Strus Clan.

While speaking with Brana, if the PCs want to gauge her opinions on the Strus Clan, they can make an **Easy (◆) Perception check**. If they succeed, they realize that Brana hates the Strus Clan passionately. Any Advantage ✪ can be spent to reveal that the only thing restraining Brana is her loyalty to her people. If the players do not come up with the idea of gauging Brana's feelings on the Strus Clan, the

BRANA TSARO, MERCENARY LEADER

Brana Tsaro is a burly woman whose armor and gear show signs of significant wear. When she removes the wrappings and goggles that protect her weathered face from the blowing sands of Jakku, her steely gray eyes show a depth of determination and calculation that marks her as a dangerous woman.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	3	2

SOAK VALUE	W. THRESHOLD
4	12

Skills: Cool 1 (●◆), Melee 2 (●●◆), Perception 1 (●◆), Ranged (Heavy) 2 (●●◆), Stealth 1 (●◆◆), Vigilance 1 (●◆◆).

Mercenary Leader: When Brana Tsaro hits a target with a ranged attack, the next Jakku mercenary to attack the same target adds a Boost die ■ to that attack.

Equipment: Modded blaster carbine (Skill: Ranged [Heavy] [●●◆]; Damage 10; Range [Medium]; ✪✪✪: inflict one Critical Injury), vibroknife (Skill: Melee [●●◆]; Damage 4; Range [Engaged]; ✪✪: inflict one Critical Injury; Pierce 2 [ignore 2 points of the target's soak]), armored environment suit (+1 soak [included in soak value]), survival gear, canteen.

Since Brana Tsaro has no strain threshold, whenever she would suffer strain, she suffers wounds instead.

JAKKU MERCENARY

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	2	2

SOAK VALUE	W. THRESHOLD
3	10

Skills: Melee 1 (●◆), Perception 1 (●◆), Ranged (Heavy) 2 (●●◆), Stealth 1 (●◆◆), Vigilance 2 (●●).

Equipment: Blaster carbine (Skill: Ranged [Heavy] [●●◆]; Damage 9; Range [Medium]; ✪✪✪: inflict one Critical Injury), environment suit (+1 soak [included in soak value]), survival gear, canteen.

Since the Jakku mercenaries have no strain threshold, whenever they would suffer strain, they suffer wounds instead.

GM can have the PCs make an **Easy (◆) Vigilance check** instead. If a PC succeeds, the GM can provide the aforementioned information.

HELP US, AND YOU'LL BE DOING THE RIGHT THING FOR A LOT OF PEOPLE.

The PCs can attempt to appeal to Brana and her mercenaries' better natures, asking them to join the fight against the Strus Clan because it's the right thing to do. If the PCs attempt this argument, they'll need to make an **opposed Charm check vs. Brana's Discipline (◆ ◆ ◆)**, with two Setback dice ■ ■ added because this argument is counter to Brana's goal of making sure that her mercenaries are paid for their efforts. If the PCs can make a compelling argument that this will help advance the mercenaries' interests in some way, the GM can remove one of the Setback dice ■.

THE STRUS CLAN IS RICH. THROW IN WITH US, AND WE'LL GIVE YOU FIRST PICK OF THE LOOT!

This branch of the Strus Clan has been raiding and pillaging this region of Jakku for years. The PCs can make the case that after the local Strus Clan branch has been defeated, the PCs and Brana's mercenaries can split the treasure and valuables that the Strus Clan has been hoarding for years. If the PCs attempt this argument, they'll need to make an **opposed Negotiation check vs. Brana's Negotiation (◆ ◆)**. If the PCs also offer Brana's group a small fee in advance, the GM should allow them to add a Boost die ◻ to the check.

LOOK, WE CAN TELL YOU HATE THE STRUS CLAN. LET'S GET THEM TOGETHER!

If the PCs discovered Brana's deep anger toward the Strus Clan, they can attempt to appeal to that emotion directly. If the PCs attempt this argument, they'll need to make an **opposed Charm check vs. Brana's Discipline (◆ ◆ ◆)**, with two Boost dice ◻ ◻ added because this argument appeals directly to Brana's base instincts.

THE REVENGE OF VENAS

The Strus Clan forces in **Discovery on Jakku** were led by Dokar Venas, a major enforcer for the Strus Clan's operations. It is probable Dokar was killed in combat during the previous adventure, but if he was left alive or in an ambiguous status after confronting the PCs, the GM may opt to have him spearhead the Strus Clan's revenge against the nomads.

In this situation, Misha should mention that the enforcer who led the previous assault is now continuing his attacks as a personal vendetta. In addition, Dokar should show up during the PCs' assault on the Strus compound. He specifically seeks to battle the PCs, even if the mercenaries are assisting them. Ideally, he targets the specific character who incapacitated him or drove him off previously, if the GM kept track of that.

CONFRONTING THE STRUS CLAN

The only way to stop the Strus Clan gangsters from continuing their attacks on the nomads is to attack on the compound from which they operate, deep in the deserts of Jakku. A blow against their compound would draw enough attention away from the nomads to allow a full withdrawal from the Strus Clan's trackers and enforcers. With luck, and perhaps help from Brana Tsaro's mercenaries, the PCs might even be able to force the Strus gangsters to surrender and stop the attacks entirely, although others in the criminal organization might eventually cause trouble down the line.

The first thing the PCs should decide when planning their attack is whether their goal is to be a diversion or an all-out assault. Both plans require the PCs to break into the Strus compound in the deep desert and wreak havoc. If the PCs want to create a diversion, they need to get the gangsters' attention by wrecking supplies, then steal speeders upon which to escape. If they want to stop the gangsters' predation altogether, they need to draw out the leaders who are in the compound and defeat them, then negotiate a surrender with the beaten gangsters.

Defeating ruthless career criminals like the members of the Strus Clan is a daunting task; the PCs need a lot of force on their side to have a chance of showing up the gangsters. Fortunately, if they came to an understanding with the mercenaries, Brana Tsaro is willing to assign some of her hired protectors to a more offensive role supporting the PCs, either as a secondary diversion or in a direct assault. If the mercenaries join the PCs' assault, Brana assigns one mercenary to the assault for each PC present. At the GM's discretion, the players can control these mercenaries for the duration of the combat, or they can form a separate squad that contributes to the battle "off screen," providing only narrative benefits, but perhaps explaining reduced resistance to the PCs as they attack the Strus compound.

THE STRUS CLAN DEFENSES

The Strus Clan compound is walled off from the blowing desert sands with scavenged hull plating from various crashed ships. These makeshift walls surround the compound in an armored perimeter, breaking only at three entrances evenly spaced around it. More scavenged sheet metal and plating forms a makeshift garage for the gang's sand skimmers and speeders just outside one of the entrances. A series of shanty buildings inside the walls uses the same material. The leaders of the Strus have environmentally sealed cabins inside the compound, made from escape pods or ship airlocks hauled out of old wreckage. They have applied some of these environmental seals to parts of the garage as well, to protect vehicles as they undergo maintenance.

The Strus did not develop their compound in a planned or orderly fashion; makeshift barracks and commissaries sit next to ammo dumps and power generators. The interior of the compound is cramped and hazardous. Characters should add one Setback die ■ to any Coordination or Stealth checks to move around in the compound.

The Strus defend their compound from assault from guard towers fitted with scavenged blaster cannons. Their scavenged generators cannot provide the huge weapons with anything resembling their full power output, but they are dangerous nonetheless. Anyone coming toward the compound over the open sands is likely to draw fire from the guard tower that overlooks their approach.

Fortunately for the PCs, the cannons have a limited field of fire. Each tower covers a separate approach, and once targets make it to engaged range from an entrance, the towers can no longer fire on them. Instead, those who make it past the defense guns have to deal with a motley horde of angry gangsters inside the compound.

STRUS CLAN ENFORCER

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	1

SOAK VALUE	W. THRESHOLD
3	5

Skills (group only): Melee (varies: ⬢⬢◆ for a group of four, ⬢⬢ for a group of three, ⬢◆ for a group of two, and ◆◆ for a single enforcer), Perception (varies, as Melee), Ranged (Heavy) (varies, as Melee).

Other common skills: Cool 0 (◆), Vigilance 0 (◆◆).

Equipment: Light blaster carbine (Skill: Ranged [Heavy] [varies: ⬢⬢◆ for a group of four]; Damage 8; Range [Medium]; ⚠⚠⚠: inflict one Critical Injury), vibroknife (Skill: Melee [varies: ⬢⬢◆ for a group of four]; Damage 4; Range [Engaged]: ⚠⚠: inflict one Critical Injury; Pierce 2 [reduce target's soak by two]), heavy desert clothing and face wraps (+1 soak [included in soak value]), canteen, respirator.

Tower Cannons: In a guard tower, a minion group of two Enforcers has the following weapon: blaster turret (Skill: Ranged [Heavy] [⬢◆]; Damage 9; Range [Long]; ⚠⚠⚠: inflict one Critical Injury; Linked 1 [Spend two Advantage ⚠⚠ after a successful attack to make the target suffer an additional hit from this weapon with the same damage as the initial hit]).

Minion rules: These Strus Clan enforcers use the minion group rules.

Note that since the enforcers have no strain threshold, whenever they would normally suffer strain, they instead suffer wounds.

STRUS CLAN WARRIOR

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	2

SOAK VALUE	W. THRESHOLD
5	10

Skills: Melee 2 (⬢⬢◆), Perception 1 (⬢◆), Vigilance 2 (⬢⬢).

Equipment: Vibro-ax (Skill: Melee [⬢⬢◆]; Damage 6; Range [Engaged]; ⚠⚠: inflict one Critical Injury; Pierce 2 [reduce the target's soak by two]); heavy armor padding (+2 soak [included in soak value]), canteen, respirator.

Since the warriors have no strain threshold, whenever they would suffer strain, they suffer wounds instead.

DOKAR VENAS

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	3	2	2

SOAK VALUE	W. THRESHOLD
5	14

Skills: Cool 1 (●◆), Gunnery 2 (●●◆), Melee 1 (●◆◆), Ranged (Heavy) 1 (●◆◆), Vigilance 1 (●◆).

Equipment: Blaster rifle (Skill: Ranged [Heavy] [●◆◆]; Damage 9; Range [Long]; ✪✪✪: inflict one Critical Injury), Heavy staff (Skill: Melee [●◆◆]; Damage 6; Range [Engaged]; ✪✪✪✪: inflict one Critical Injury), battle armor (+2 soak [included in soak value]), canteen, respirator.

Since Dokar Venas has no strain threshold, whenever he would suffer strain, he suffers wounds instead.

The disorganization of the cramped compound prevents the Strus from bringing their numbers to bear effectively, but the PCs should encounter a welcoming committee of **two Strus Clan warriors and two minion groups of three Strus Clan enforcers**. After defeating this initial threat, the PCs should move on to executing their plan. Plans of diversion or all-out assault begin similarly, by hitting targets of opportunity, as described below in **Targets and Vulnerabilities**. After drawing sufficient attention, the PCs then need to escape the compound, as detailed in the section titled **Grand Theft Sand Skimmer**, on page 28 or they need to confront the Strus leadership, as described in the section titled **Toppling the Leadership**, on page 28.

If Dokar Venas is alive, he should join in the final confrontation against the PCs, either attempting to stop them from stealing the speeders in the garage, or defending the Strus leadership.

TARGETS AND VULNERABILITIES

Storming the compound doesn't mean fighting every individual gangster present until the last few surrender. Instead, the GM should present the PCs with targets of opportunity inside the compound. Eliminating these targets could seriously impact the morale of the Strus Clan and bring the PCs closer to victory. The PCs need to hit two of these targets in order to gather enough attention for a diversion or to draw out the gangsters' leadership. Finding opportunities for mayhem in the crowded compound is time-consuming, but not difficult, as possible targets are scattered throughout. The PCs can deal with the encounters detailed below in any order, and they may even focus on a particular type of target and repeat a given encounter. Once the PCs have hit two targets, they have the attention they need, and they should proceed to the finale on page 29, **Conditions of Victory**, as appropriate.

FUEL FOR THE FIRE

At the rear of the speeder garage, and at various points throughout the compound, the Strus have piled tanks of stolen or smuggled fuel for their vehicles. These heavy drums are difficult to damage, but an explosion from breaching them would be catastrophic, capable of wrecking a portion of the compound and roasting any nearby unfortunates in the ensuing fireball.

The Strus Clan guard its fuel supply carefully, however. As such, when the PCs approach within long range of a set of fuel tanks, a group of six Strus Clan warriors emerges from the debris around the tanks to try to stop them. The warriors are equipped with simple weapons to avoid the risk of accidentally damaging the volatile fuel. They attempt to close to engaged range with the PCs and fight them in melee as quickly as possible. If the PCs manage to breach the fuel tanks before the warriors have made it to engaged range, or if at least half of them have been defeated, the warriors flee the scene. Otherwise, the warriors continue fighting, enraged by the destruction of their property.

Attacking the tanks works like attacking a character, but with two Boost dice □ due to the ease of targeting them. The tanks have a soak value of 12, and they rupture if they suffer any damage in excess of that soak value. A tank ruptured by blaster fire ignites, setting off a massive explosion that breaches the other tanks stored near it and ignites everything within short range of the tank with a fireball. The fireball deals 20 damage to all characters affected. Nearby walls are blown apart, and anything flammable in range is set ablaze.

If the PCs blow up a set of fuel tanks and move on from the scene, some of the Strus gangsters divert their attention to putting out the fire before it consumes more of the compound. This has no effect on the encounters to follow, but does mean that a fire started in any one location does not burn the entire compound down.

STEALING FROM THIEVES

The ill-gotten gains of the Strus take many forms. New Republic credits and other forms of currency are rare on Jakku, but boxes of credit chips rest alongside salvaged technology, ration packets, and other valuable supplies in the piles of loot gathered in various places throughout the compound. Some of these piles are heaped high enough to make it clear the Strus are more interested in stealing and feeling powerful than in making use of what they've taken. Of course, that doesn't stop them from feeling possessive about it; if the PCs try to steal or reclaim anything back from the gangsters, they are sure to draw attention.

Most of the loot piles are near the middle of the compound. Some spoils are marked with signs or tags indicating an owner, but the piles remain generally disorganized. Despite their disorganization, the Strus keep a close eye on their loot, and the PCs need to confront any gangsters in the area to get at it. PCs who get within medium range of a loot pile draw the attention **of two Strus Clan warriors and a minion group of three Strus Clan enforcers**, who attempt to drive off the PCs. The Warriors engage the PCs at the forefront of the group in close combat, while the minion

STRUS CLAN LEADER

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	3	2	3

SOAK VALUE	W. THRESHOLD
5	13

Skills: Melee 2 (●●◆), Perception 1 (●◆◆), Piloting 1 (●◆◆), Ranged (Heavy) 2 (●●◆), Ranged (Light) 1 (●◆◆), Vigilance 2 (●●).

Equipment: Vibro-ax (Skill: Melee [●●◆]; Damage 6; Range [Engaged]; ✪✪ inflict one Critical Injury; Pierce 3 [ignore 3 points of the target's soak]), blaster rifle (Skill: Ranged [Heavy] [●●◆]; Damage 9; Range [Long]; ✪✪✪: inflict one Critical Injury), disruptor pistol (Skill: Ranged [Light] [●◆◆]; Damage 10; Range [Short]; ✪✪: inflict one Critical Injury, plus one Critical Injury for each additional ✪), vibroknife (Skill: Melee [●●◆]; Damage 5; Range [Engaged]; ✪✪ inflict one critical injury; Pierce 2 [ignore 2 points of the target's soak]), battle armor (+2 soak, [included in soak value]), canteen, respirator.

Since the Strus Clan leaders have no strain threshold, whenever they would suffer strain, they suffer wounds instead.

group of Enforcers shoots at any other PCs, favoring those who continue to approach their loot.

A PC can spend an action to go through a pile at engaged range in order to find something useful, like blaster power packs, a grenade, or a box of credits. Alternately, the PC can spend that action just scooping up an assortment of loot from the pile. Grabbing loot from the pile draws the outrage and attention of any nearby Strus Clan members, who will prioritize getting it back from the thief who took their stolen goods. **An additional minion group of three Strus Clan enforcers** emerges from a nearby shanty hut and attacks the PC who is going through the loot pile.

VAPORATOR VAPORIZING

The Strus can't rely entirely on stolen supplies to keep themselves going. On a desert planet like Jakku, any sort of self-sustaining settlement needs moisture vaporators to help provide water. The Strus Clan's vaporators are at the outskirts of the settlement, but still inside the protection of the walls. They remain some of the only machinery in the compound that stays clean and carefully maintained. The vaporators' value to the settlement is too great to risk.

If the PCs are feeling particularly angry at the Strus, they can try to target the vaporators. Tampering with someone's water supply on a desert planet is considered as serious as just gunning for them directly, if not more so. However, if the situation is already at the point of blaster fire, it's easy to see vaporators as fair game. Of course, the Strus do not take such attempts lightly. When nearby gangsters spot the PCs heading toward the vaporators, a large force gathers and attempts to head them off. By the time the PCs get within long range of the vaporators, a group of Strus defenders should emerge from between the clutter of buildings at medium range from both the PCs and the vaporators. **Four Strus Clan warriors attempt to defend the vaporators, joined by a minion group of three Strus Clan enforcers** if the PCs have already hit a target. The warriors attempt to block the PCs' lines of sight to the vaporators and get them locked down in close-quarters combat, while the enforcers and any other gangsters take cover behind the buildings and concentrate their fire on any PC who remains focused on the vaporators. If the PCs destroy a vaporator, the Strus defenders become enraged, gaining a Boost die ◻ to all combat checks for one round.

Attempting to damage or destroy a vaporator with blaster fire works like attacking a character, but with two Boost dice ◻◻ due to the ease of targeting them. The vaporators have a soak value of 10 and have an effective wound threshold of 6. Inflicting any damage to a vaporator's wound threshold damages it, while inflicting a Critical Injury or wounds greater than its wound threshold destroy it entirely.

TOPPLING THE LEADERSHIP

Once the PCs have struck at two major targets within the compound, the local leaders emerge to try to deal with the intruders directly. A triumvirate of ruthless Enforcers for the greater Strus Clan leads the gangsters of this branch.

Each of the three favors a different fighting style: Tann Atar carries a hefty vibro-ax into melee, while Ganjira Rell keeps a high-powered blaster rifle ready to gun down her enemies at long range. The most feared of the three, Hodeka, carries a deadly disruptor pistol that disintegrates his enemies. All use the profile for the Strus Clan leader, although each of the leaders has only one of the listed weapons, as well as a vibroknife tucked away for emergencies. The leaders use their superior knowledge of the compound's layout to engage the PCs from favorable positions. When the PCs spot them, Tann Atar and Hodeka duck around a corner within short range of the PCs, and Ganjira Rell is behind cover at long range. If there are three or fewer PCs, Hodeka is away from the compound at the time of their attack and is unable to take part in the encounter.

Defeating the Strus leaders takes the fight out of any remaining gangsters. See **Conditions of Victory** on page 29, for what happens next.

GRAND THEFT SAND SKIMMER

If the PCs are planning on escaping after causing a diversion, then the compound begins to stir with increasing signs of activity after they hit two targets, signaling that the PCs had better get ready to leave before they bite off more than they can chew. Fortunately, on the outer wall of the compound is a garage full of sand skimmers and other speeders, which the PCs can use as getaway vehicles if don't have or can't get to their own. The PCs might have spotted the garage on the way in or been informed about it by Misha or Brana Tsaro. If the PCs really don't know where to go, they might hear the gangsters yelling to secure the vehicles in the garage.

Getting to the garage is easy, but breaking into it is hard, as the garage is well defended, protected by the best defense systems the Strus could scrape together. Once the PCs exit the compound walls near the garage, they emerge at medium range of the garage entrance—and of a group of gangsters assigned to guard it. **One minion group of four Strus Clan enforcers** protects the garage, but the minion group is set up in heavily fortified positions that impose two Setback dice ■ ■ on attempts to shoot at it with ranged weapons. What's more, above the fortified balconies on which the minion group has taken position, there is **one guard tower emplacement with a blaster turret controlled by one minion group of two Strus Clan enforcers** (see their profile on page 26).

The warrior controlling the turret has a passkey to the garage. Without the passkey, the PCs must make a successful **Easy (◆) Mechanics or Computers check** to force the lock or fool the computer into accepting a false access signal. Once inside the garage, the PCs have their choice of getaway vehicles, but must figure out a way to avoid pursuit. They can rig the other speeders to explode or fail with an **Average (◆ ◆) Mechanics check**, convince the repair droids in the garage to strip down the other speeders with an **Easy (◆) Deception check**, or come up with some other ruse to deny the Strus access to the means to pursue them.

If the PCs do not prevent the Strus from following them, they must escape pursuit, led by Ganjira Rell. **Ganjira Rell and one minion group of four Strus Clan enforcers** take speeder bikes to pursue the PCs. Escaping them requires **a opposed Piloting check vs. Ganjira Rell's Piloting (● ◆ ◆)**. Failure indicates the PCs are run to ground or shot off their vehicles, forcing a confrontation in the desert away from the compound. The Strus pursuers leap off their bikes at long range and begin shooting the downed PCs. If the PCs can turn the tables and defeat their pursuers, they can take the speeder bikes from them and continue their escape.

CONDITIONS OF VICTORY

Once the PCs have concluded their assault on the compound, the GM should move the encounter toward its logical aftermath. If they were trying to cause a diversion, they could receive a transmission from Misha indicating her people are safe as the PCs make their escape. In the case of a full assault, the remaining Strus gangsters might surrender to the PCs, possibly at the behest of any surviving leaders.

If the PCs forced a surrender on the surviving Strus, they need to determine its terms. Making sure the Strus don't simply return to their old ways should be a priority for the PCs. Some possible terms they could impose might be a complete disarmament, return of stolen goods, and other means of reducing the Strus Clan's capacity for mischief. If Brana Tsaro is present and the PCs know of her past association with the Strus Clan, they could suggest that she be put in charge of reforming them. Getting the Strus to agree to particularly punitive terms might require an **opposed Negotiation vs. Negotiation check** (◆ for an enforcer, ◆ ◆ for Dokar or a warrior, and ◆ ◆ ◆ for a leader) against the highest ranking survivor. A failed check might mean the Strus insist on additional concessions before giving up, or it might lead to another fight breaking out. However, after the PCs' victories leading to this point, none of the Strus are eager to push them too far.

CONTINUING THE FIGHT

The PCs' adventures don't need to end when they finish **A Call for Heroes**. There are many possibilities for further developments in the story, and there may be a number of loose ends that could be addressed. A few ideas to help the GM continue are listed below:

- If Captain Talkar escaped the base on GH-531, he might have a vendetta against the PCs he wishes to pursue. He might be able to gather a task force of stormtroopers to chase them across the galaxy, or he might go rogue after his superiors shame him for failure, working with criminals and bounty hunters in a desperate attempt to take vengeance.
- Messages from the communications relay archives could reveal more installations, fleets, or other assets the First Order has secretly established in the Unknown Regions. These may range from minor outposts to major installations, and would need to be investigated and possibly even dealt with.
- The PCs might examine the records from the old Imperial research center and try to track where its scientists went after abandoning the base. Some of them might still be developing weapons that could threaten innocent lives or spread tyranny, while others might have realized the horror of the Empire's rule and be willing to lend their expertise to the Resistance.
- Even though the gangsters are no longer preying on them, the scavengers on Jakku don't have an easy life. If they find a big score, they might contact the PCs to see if they can leverage it with some rich buyer in exchange for transport offworld and a new home. Such a deal would require careful negotiation, and the scavengers would need help to make sure they arrived and settled in safely on a different and unfamiliar world.
- The mercenaries who helped deal with the Strus gangsters might be impressed with the PCs. They could offer to cut the PCs in on additional jobs that align with the Resistance's interests, or might offer to work for the Resistance if the PCs can find a way to pay them.
- The Strus compound the PCs assaulted was not the only stronghold of the Clan, which is a major criminal organization across Jakku. Other branches are unlikely to consider the nomads worth their time, but they might very well want to make an example out of the PCs who defied the Strus Clan, either by sending agents after them, or by hiring mercenaries or bounty hunters to do their dirty work.

RETURN TO THE RESISTANCE

Once the PCs have accomplished their missions for the Resistance, and have perhaps delivered aid to the nomads on Jakku, they should check in at the Resistance base again. Read or paraphrase the following aloud after they deliver the report of their efforts to Major Ematt:

Major Ematt receives your report, carefully listening to all the details you present, then nods curtly. "You've done all that we asked, and more than could be reasonably expected. Well done, all of you. The Resistance thanks you." He turns to leave, then turns back to you for a last word. "We'll always be happy to have the aid of brave souls like you. If you're willing to stick around and help out more, we'd welcome your assistance. But wherever you go…may the Force be with you."