

A Much Larger Galaxy

A Star Wars Saga RPG Adventure

By David Bezio

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This adventure for the new *Star Wars Saga* RPG is designed for 3 first level characters, but can be easily modified for more or less players. 3 Pre-generated characters are provided in the appendix, complete with statistics and background notes. The Pre-generated characters aren't necessary to play the adventure and you can use your own characters, but check with your Game Master first as he may have some requirements or suggestions.

STOP! The information in this document is for the Game Masters eyes only! If you plan to play in the adventure do not read any further or you will spoil all the fun and surprises!

Game Masters Introduction

The following information introduces the adventure to the Game Master. Included herein is an introductory story that fills you in on the background of the adventure, followed by a few notes on the adventures design and how it is meant to be run, a quick summary of the adventure, and finally the description and statistics of Sozzora Zen (the adventures main antagonist).

Sunset on Cappella 3

The gaunt figure momentarily turned her pale face to the dull triple sunset of Cappella 3. The purple and orange colors reflected off the haze of dusty sand-devils on the horizon. What may have passed as the most beautiful time of day on this dry rock of a planet simply marked the time of day to Sozzora Zen. The appointed hour of contact had come. Without further hesitation she stalked gracefully up the clattering ramp of her Firespray-31. She could sense the twinge of fear in the 6 Imperial Stormtroopers who watched her ascend the ramp from the small dilapidated docking bay. "Good," She thought with a smirk, "Fear inspires obedience." She should know, for the fear she felt herself was mounting as she made her way to the starships bridge.

The dull blue glow of the holonet image filled the chamber, as did the rhythmic breathing. The Image of Darth Vader, Dark Lord of the Sith appraised the kneeling figure before him. After a moment he addressed the young Nagai, "Sozzora Zen, I trust your investigation is complete?" It was more of a statement than a question.

"It is Lord Vader", Sozzora spoke without raising her eyes from the floor, "It is as you expected. Lieutenant-Supervisor Pheil has been embezzling Imperial profits from the mine project on Cappella 3."

The Sith Lord nodded slightly. This was no real surprise to him, "And, what of the Rebel recruiter that is rumored to be in the Capella system?"

"Nothing. If he is here he hasn't revealed himself." After a moment of silence Sozzora continued, "Shall I have Pheil incarcerated?"

"No," said Vader, his voice momentarily rising in volume. He seemed to contemplate for a moment and then continued in a more modest tone while pointing a gloved finger at his lithe apprentice, "Pheil has influential family in the Core Worlds. It wouldn't sit well with the Emperors plans to upset them in this way. Assassinate him, and do it under the guise of the very Rebel that has eluded you."

"As you wish, Lord Vader..." Sozzora Zen paused and chanced a look at the imposing shimmering visage of the Dark Lord.

"Is there more, apprentice?" Vader asked, the emotionless masked face tilting just slightly to one side in question.

Sozzora was not sure if she should continue. If she was wrong she would be reprimanded. But, if she was right, and failed to speak, the punishment would be much more severe. "I've felt a presence since I landed on this planet. A force user, I'm sure although the power is weak and underdeveloped. Perhaps just a rogue force sensitive...perhaps something more."

Darth Vader contemplated his apprentice and Sozzora held his gaze for a moment before involuntarily looking to the floor once more. At last he spoke, "You must find the source. If there is potential for power there, you must bring the wielder before me. If the source is weak or unattainable...see to it that it is destroyed." With this the Dark Lord turned away and the holonet image flickered and disappeared.

Sozzora Zen rose to her feet and subconsciously touched the handles of the two Lightdaggers strapped to her thighs, "It shall be done as you desire." She whispered into the empty chamber.

Running the Adventure

As you can see by the introductory story, there is a lot going on that the players aren't going to be privy to right away, perhaps not at all. The adventure is the result of the player characters being in the wrong place at the wrong time and getting caught in the crossfire of events larger than themselves. However, as play progresses they become an important part of these events.

This adventure is set up in a series of scenes. The key to successfully running the adventure is to move quickly from scene to scene. Don't get bogged down with the unimportant and mundane events that take place in-between scenes. More importantly don't give the player's time to wonder what to do or wander aimlessly about. This will slow down the fast pace of the adventure and snuff out the excitement. Present the scene and the situation, allow the players to react and respond, and finally resolve the conflict, make a quick narrative of the between time, and move on to the next scene.

Naturally there will be times when your players do something totally unexpected or go off on a tangent. This can be fun, and often results in some to the most enjoyable role playing experiences, but, if it begins to drag, make sure to pull the adventure back on track before you lose your players attention. This adventure is about quick action and decisive problem solving, not about monotonous contemplation and extensive planning.

This isn't to say that the players must be completely railroaded along the adventures track. Each scene allows the players to make their own decisions about how to proceed. Sometimes the objectives of a scene will be extremely obvious, but, how the players accomplish that objective is where the true fun lies. Those Game Masters or players who prefer completely open ended adventures will probably be disappointed. This adventure is designed to enjoy the game mechanics and role playing aspects of each scene as concise problems that need to be solved before progressing. In the end, these scenes form the complete story.

The entire adventure spans 3 days of game time. This timeframe is unimportant, however, and you may want to expand the time (in narrative) in-between some scenes. This will be especially helpful if the player characters the really beat up in combat and need more time to recover via natural healing, drugs, or even a bacta tank.

Summary of the Adventure

What follows is a quick summary of each scene in the order it appears in the adventure. This will give you a look at the basic plotline of the story, and an idea of how the scenes lead into each other. The most obvious flow of the scene is portrayed here. Needless to say, your scenes may not play out exactly as in the scene summary. Do not attempt to play the adventure from the summary alone, the full scene descriptions contain a lot more detail and excitement.

Scene One: Gronk Cats (Combat)

An unknown beast has been killing miners where the PCs labor for the Empire. A reward has been offered for the destruction of the beast and the players have entered the mine to kill the creature and collect the reward.

Scene Two: Imperial Logic (Role Playing)

The PCs return to town to collect the reward and hear rumors of a Rebel agent somewhere on the planet. The Imperial in charge screws the PCs out of their reward, fostering even more anti-Imperial feelings.

Scene Three: An Unexpected Visitor (Role Playing)

A stranger shows up in the small mining town, and the PCs figure it must be the mysterious Rebel they have heard of.

They meet up with her in the local cantina to talk about joining the rebellion. The Force user among the PCs may recognize her as another force user.

Scene Four: Guilt by Association (Combat)

The party in the cantina is cut short when the Imperial officer, from scene 2, shows up with a bunch of battle droids to arrest the Rebel scum! And, guess what? The PCs are under arrest for fraternizing with a Rebel. The Rebel initiates a fight and the PCs are sucked in.

Scene Five: Getting out of Town! (Vehicle Chase)

The PCs and the Rebel agent made it out of the cantina, but they still have to make it out of town. The Rebel tells the PCs of a meeting time and place and they separate. The PCs must race their battered speeder bikes out of town with Imperials trying to stop them at every turn.

Scene Six: Meeting with Destiny (Combat)

The PCs go to the rendezvous point to meet with the Rebel agent. Once there, the truth is revealed, the Rebel Agent is actually Sozzora Zen! What's more, there are stormtroopers waiting in ambush. Sozzora has come to collect the force user only. The other PCs are of no use or importance to her.

Scene Seven: Rebel Contact (Optional Scene/Role Playing)

After dealing with Sozzora Zen, the PCs finally meet the real Rebel agent. He gives them information on how to get off planet and join the rebellion. This leads into the next adventure.

Sozzora Zen



The Main Antagonist of this adventure (and possibly a reoccurring villain) is the Nagai Dark Jedi, Sozzora Zen.

At the time of this adventure, the Nagai aren't a race widely known to the Star Wars galaxy. The Nagai are currently enslaved somewhere in the unknown regions by the Tofs.

Sozzora Zen escaped slavery and fled when she was but a teenager. Nearly dead she punched in random hyperspace coordinates before passing out.

Her battered shuttle was picked up by a passing Imperial Star Destroyer under the command of Lord Darth Vader himself. Darth Vader immediately sensed the seed of latent force ability in the young captive, as well as her burning rage and hate. Rather than destroy her, Vader nurtured her negative energies and taught her to control the force as one of his many apprentices.

An agent of Darth Vader, Sozzora Zen goes where the Dark Lord commands. Darth Vader is the only figure she respects, but, as a mentor, not a master. Her years of bonded slavery instilled in her a refusal to ever accept the control of another over her free will. Vader realizes that this lack of complete discipline will eventually force him to kill her, but, for now her desire for knowledge of the dark side keeps her in check.

The Emperor is willing to allow Vader to have several such apprentices, as long as they don't become too powerful.

Sozzora is still young, in her early 20s. She is generally angry and brooding. She is sometimes prone to outbursts of arrogance, violence, or hostility. She has the pale gaunt features common for her race, as well as long jet black hair she often wears in a single pony tail running down her back. She generally wears tight fitting cloths that don't hamper her athletic abilities, preferring black, red, or dark green. She wields two lightdaggers (green blades, not the red of the Sith), stylized light sabers with 12 inch long blades.



Sozzora Zen **(CL 4)**

[Miniature: Clone Strike set 34/60 Dark Side Acolyte]

Medium Nagai Dark Jedi 4

Destiny 1; Force 7; Dark Side 11

Init +5; Senses Perception +2

Languages Basic, Nagaian

Defenses Ref 18 (FF 15), Fort 15, Will 15; Block, Deflect

Hp 48; Threshold 15

Speed 6 squares

Melee lightsabre +10 (2d6+3)or

Melee lightsabre +5/+5 (2d6+3) with Duel Weapon Mastery

Base Attack +4; Grp +7

Attack Options Duel Weapon

Special Actions Dark Rage

Force Powers Known (Use the Force +6); Dark Rage

Abilities Str 13(+1), Dex 17(+3), Con 10(0), Int 15 (+2), Wis 11(0), Cha 9(-1)

Talents Block, Deflect

Feats Duel Weapon Mastery, Weapon Focus (Lightsabre), Weapon Finesse, Force Training, Weapon Proficiency (Lightsabre, Simple)

Skills Acrobatics +10, Deception +3, Gather Information +8, Persuasion +3, Stealth +10, Use the Force +6

Possessions 2 x lightdaggers, Utility belt with com, knife, medpac

Players Information

What follows is information for the Game Master to impart to his players.

The player handout gives a brief summary of the state of the Star Wars universe at the time of the adventure, some background on the planet the PCs are starting on (Capella 3), general information on their life and background as a group, and finally the introduction that leads into the adventure itself.

Players Handout

The Star Wars Universe

It is 5 years before the dramatic battle of Yavin and the events of the original Star Wars movie trilogy.

The tyranny of Emperor Palpatine and his New Order is at its peak. The Imperial Senate is corrupted by self serving politicians while the Imperial Governors and Moffs control all key territories with an iron fist. It is a time of suppression, martial law, and alien prejudices.

Still, there is hope. A budding rebellion has been gaining ground. Many politicians and planetary governments secretly support this movement. Men and women who strive for a change attempt to join this elusive group. These individuals hope to make a difference in the galaxy and bring back the ways and freedoms of the Old Republic.

This is your time.

Capella 3

If there was an armpit of the galaxy, the rock and dust planet of Capella 3, in the outer rim, would be it.

In its early years, its location along colony trade lanes made it a popular stopping point for smugglers and honest traders alike. In time, a modest spaceport and supporting community developed. The rest of the barren planet remained relatively un-colonized.

About 15 years ago, a rich deposit of lomnite, an element used in manufacturing transparasteel was discovered, and the Empire was quick to move in. Laborers were imported with diverse backgrounds. Some were law breakers given the option of working off their debt, others were promised high wages, while others simply wanted to escape to the outer rim and start a new life. Once there, however, workers found that housing, medical, sustenance, and equipment costs far outweighed their wage. In time everyone was deep in debt to the Imperial supervisors. Children became indentured servants, and the mining colony became little more than a slave camp. Few were able to afford transport off-world, and most end up dying in the mines.

The Characters

You have vague memories from before your days on Capella 3, but they seem distant. You have been on this rock so very long as indentured servants to the Empire, you know little else. You three have formed a bond at a young age when your parents all became casualties of the mines poor working conditions.

You spend countless hours working the mines, slaving for a debt that will never be paid off. In your meager free time, you work on your battered speeder bikes. You all dream of someday escaping from Capella 3 and making a difference in the galaxy... perhaps even joining the rebellion, if you only knew how.

Adventure Introduction

Life in the mines of Capella 3 has always been dangerous, but, events of late have been particularly bad. Bodies, or parts of bodies, have been found daily, bloody and ripped to shreds, in a new branch of the mine. What horror is stalking the new tunnels can only be guessed.

It took some time for Lieutenant-supervisor Pheil (the Imperial officer in charge of operations on Capella 3) to take any action. The loss of a few workers was initially insignificant, but, now it was hampering productivity and affecting the profits.

Rather than risk his own men, or his beloved battle droids, Pheil has issued a reward of 5,000 credits to anyone who can track down and destroy the mysterious horror of the mine. The reward will be paid upon proof of the killer's capture, dead or alive!

Most people aren't willing to risk their necks, even for that type of credits...but you are different. 5,000 credits should be just about enough to clear your debts and get you off of this rock once and for all.

You are at the entrance of the new branch of the mine. It is dark, humid, and deserted. A faint metallic smell fills the musty air, and a distant dripping echoes down the rough hewn passages...

Scene One: Gronk Cats

Play a bit of the Star Wars theme song if you have it and read or paraphrase the following:

You have been cautiously traversing the rough new branch of the lommite mines of Capella 3. Even underground on this scorching planet the air is warm and the dust clings to your sweat turning in to a muddy paste. The sound of falling pebbles and distant echoes penetrate the ominous silence and a musty rotten smell fills your nostrils.

Suddenly you hear a loud shriek...or is it a squeal!? The piercing sound of a blaster being repeatedly fired rips through the tunnels and fills the cavern just ahead with bursts of bright light.

Piggy in Trouble

In the cavern just ahead the PCs will find Mottzbob, a Gamorrean miner. Mottzbob has the same goal as the PC's, getting the 5,000 credit reward.

Mottzbob has stumbled into the Gronk Cats lair (The creatures responsible for the recent deaths in the mines). There he was attacked by 6 Gronk Cat "kittens" and is fighting for his life. He will need the aid of the PCs or will probably be overpowered and killed.

The Reward's all Mine!

After the Gronk Cat Kittens are killed Mottzbob starts cutting off their heads and collecting them into a sack. He plans to bring the heads back as proof that he has eliminated the threat.

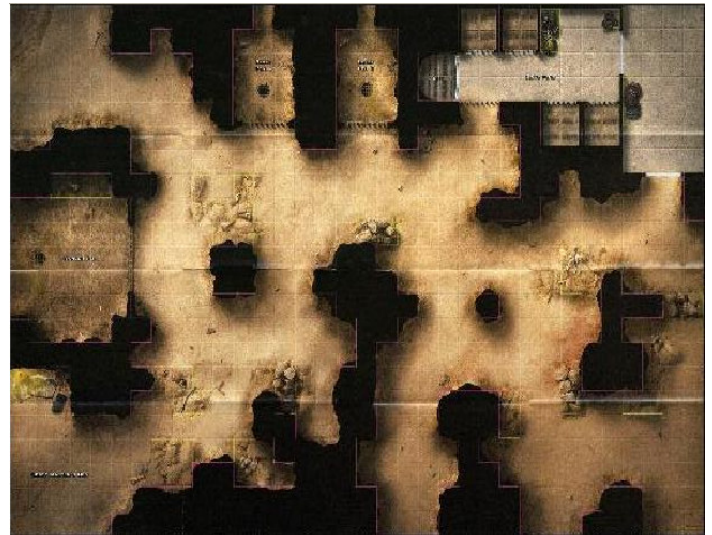
Mottzbob has no desire to share the reward with the PCs. If they persist on asking to split the reward or threaten him, he will pull his blaster and warn them to stay back. He will then attempt to back his way out the door.

Here Comes Momma

However things play out, just before Mottzbob exits the chamber, or the PCs initiate combat, a huge dark shape jumps down from a ledge and tunnel above. The shape is the Gronk Cat mother (there is no male Gronk Cat) and it lands full on Mottzbob. With one chomp she tears the squealing Gamorrean in half...and then advances on the PCs. She can smell the dead bodies of her babies and is in a frenzied rage.

Map of the Mine

Taking full advantage of the great *Star Wars* Collectable Miniature Game (from *Wizards of the Coast*), I've pictured the Rancor Pit map from the *Attack on Endor*. This map is perfect for playing out scene one. If you don't have this map, any suitable cavern map will do just fine. Have the PCs enter from the upper left corner of the map, and set Mottzbob near the center of the map. Place the 6 Gronk Cat Kittens adjacent to, or within 3 squares of the Gamorrean.



Mottzbob

Mottzbob is even more odious than the average Gamorrean. He is more obese, has constant flatulence, reeks of urine, and drools whenever he talks. Mottzbob talks to himself in the 3rd person and is a bit paranoid. He ended up on Capella 3 in an attempt to hide from a gambling debt. The reward money will go a long way to clearing him.



Mottzbob [CL 1]

(Miniature: Rebel Storm set 47/60 Gamorrean Guard)

Medium Gamorrean Nonheroic 1

Init -1; **Senses** Perception -1

Languages Basic, Gamorrean

Defenses Ref 9 (FF 9), Fort14, Will 9

Hp 6; **Threshold** 19

Speed 6 squares

Melee Vibro-Ax + 3 (2d10+3) or

Ranged Blaster Pistol -1 (3d6)

Base Attack +0; **Grp** +4

Abilities Str 16(+3), Dex 9(-1), Con 15(+2), Int 8 (-1), Wis 9(-1), Cha 6(-2)

Feats Weapon Proficiency (Simple, Pistols, Advanced), Skill Training, Improved Damage Threshold

Skills Mechanics +4

Possessions Vibro-Ax, Blaster Pistol

Gronk Cat

Gronk Cats are nocturnal carnivores native to the caves and rock plains of Capella 3. They have greenish mottled skin with a coat of coarse grey hair covering their back and underbelly. They possess fierce raptor-like claws and have a disproportionately large mouth filled with razor sharp teeth.

Adult Gronk Cats are large, about 4 meters from head to tail. The kittens of this species are indistinguishable from the adults in every way except for their smaller (about 1 meter in length) size.



Gronk Cat Kitten [CL 1]

(Miniature: Universe Vornskr 31/60)

Small Beast 1

Init +6; **Senses** Perception -4, Darkvision

Defenses Ref 12 (FF 11), Fort9, Will 6

Hp 4; **Threshold** 9

Speed 6 squares

Melee 2 claw -1 (1d3-1) and bite -1 (1d4-1)

Fighting Space 1 square; **Reach** 1 square

Base Attack +0; **Grp** -1

Attack Options Pack Attack +1, Running Attack

Abilities Str 8(-1), Dex 13(+1), Con 8(-1), Int 2 (-4), Wis 3(-4), Cha 10(0)

Feats Running Attack

Skills Initiative +6

Pack Attack – When 2 or more Gronk Cat Kittens attack a single target they receive a +1 to their attack bonus. This bonus is in addition to a flanking bonus if appropriate.



Gronk Cat Adult [CL 3]

(Miniature: Universe Nexu 23/60)

Medium Beast 1

Init +10; **Senses** Perception +4, Darkvision

Defenses Ref 13 (FF 10), Fort11, Will 13

Hp 18; **Threshold** 11

Speed 8 squares

Melee 2 claw +6 (1d6+5) and bite +6 (1d8+5)

Fighting Space 2x2 square; **Reach** 1 square

Base Attack +2; **Grp** +6

Attack Options Powerful Charge

Abilities Str 18(+4), Dex 17(+3), Con 13(+1), Int 2 (-4), Wis 16(+3), Cha 15(+2)

Feats Powerful Charge, Skill Training (Stealth)

Skills Initiative +10, Stealth +10

Pounce –An adult Gronk Cat ignores any terrain penalties for movement, and can jump areas of 3 squares if necessary.

Scene Two: Imperial Logic

After the PC's have defeated the Gronk Cat pride advance to scene two and read or paraphrase the text below. If the PCs *don't* defeat the Gronk Cats, and are still alive, you'll have to improvise a bit more. Have them return to the compound dejected, but still have Rhiney approach them with his gossip, then feel free to have Lieutenant-Supervisor Pheil call them to his office to add some fines and charges to their debt based on them causing damage to the mines by shooting it up with blasters, or some such tripe.

You ride an ore skimmer back to the Imperial Mining Compound with the body of the Gronk Cat lying in the cargo bed. You pass through the fortified security gate and the Imperial Trooper stationed there looks down at you with disgust.

As you progress through the streets the residents begin to notice you and it isn't long before you are greeted at every corner by cheers of support and thanks.

From one of the many dirty side alleys comes Rhiney, a Gungan kid who idolizes you. Grinning, he runs up to the ore skimmer. As usual, Rhiney's mouth is running a mile a minute.

"Wow, You got it...what is it? I knew if anyone could get the reward it'd be you. 5,000 credits, wow! What are you gonna do with that? Hey, guess what? Old Greeble went to Capella Station to pick up some Duo-spanners. Guess what he saw? Stormtroopers! Real ones, all in white armor. Old Greeble says they were looking for a Rebel! Yeah, the rebellion has come to Capella 3, well at least one Rebel, a hero or spy or pilot or something. Man I wish I had 5,000 credits, I'd buy a speeder bike, or a dewback, or get the hell off this rock..."

Rhiney's voice fades into the background as you come to the compound's Control Center. This is where you will find Lieutenant-Supervisor Pheil, collect your reward, and say goodbye to Capella 3.

The Imperial Control Station

The Imperial Control Center is a two level office, communications tower, and operation control center for the mining operation. It is the cleanest and best maintained building in the compound along with the officers' barracks behind it.

While there are no Stormtroopers stationed on Capella 3, there is an entire garrison of standard Imperial Troopers based here for security and motivational purposes. A dozen of these Troopers patrol the halls of the Control Center.

In addition, Lieutenant-Supervisor Pheil has "acquired" 10 Baktoid Combat Automata B1 Series Battle Droids (equipped with rudimentary Heuristic Processors) from a smuggler apprehended at Capella Station. The Battle Droids are his pride and joy and serve as his personal bodyguard.

Four Imperial Troopers guard the front entrance. To gain access the PCs must persuade these guards they have reasonable business with Pheil. If convinced, the Troopers require the PCs to leave all weapons in a security box just inside the door. The Troopers will then call on two additional Troopers to escort the PCs to Lieutenant-Supervisor Pheil's office.

Screwed by the Man!

Lieutenant Supervisor Pheil has a plush office with a large wooden desk. The walls are lined with documentation of awards and commendations (several are forgeries that a scoundrel might notice). There are also several pictures of him with Imperial big-shots (several of these are also mock-ups).

Pheil sits behind the desk when the PCs enter. His 10 Battle Droids stand about the room at rigid attention with blasters trained on the PCs. Two Battle Droids guard the door, four flank the desk, and the other 4 are lined against the back wall behind the desk.

Lieutenant-Supervisor Pheil is interested in hearing the PCs story, but any blatantly disrespectful actions will be greeted with a dismissal and the PCs will be escorted from the building. Any outwardly hostile action will be dealt with swiftly, as the Battle Droids and Imperial Troopers are more than willing to use their blasters (set to stun). Any such actions will land the PCs in a detention cell until they can be properly dealt with.

In any case, Lieutenant-Supervisor Pheil has never had any intention of actually paying the reward. The next section details many reasons why. Feel free to choose whichever you feel is the best, use multiple reasons, or make up one of your own.

Lieutenant-Supervisor Pheil's reasons

Reason One) The PCs never filed the proper paperwork for an official "Imperial Contracted Bounty Hunter" license, and are thus unqualified to receive any monetary rewards for services rendered.

Reason Two) The document detailing the reward stipulations has several sections containing fine print. In a nutshell, the term "dead or alive" is used, but subsequent sections explain that the reward is reduced to 50 credits if the "dead" option is chosen.

Reason Three) The PCs rampant and irresponsible blaster usage in the mines has caused a cave-in. The amount of damage caused has resulted in a 10,000 credit fine against the PCs. The reward will be subtracted from the 10,000, so only 5,000 worth of debt will be assessed to the PCs.

Map of the Control Center

Most likely a map of the Control Center will be unnecessary. However, the PCs may initiate combat (a bad move) or come up with some other devious plan that requires more detail of the layout. Use the half of the Cloud City Map (from the *Rebel Storm Ultimate Missions* book) shown below. Let the Security station represent Lieutenant-Supervisor Pheil's office.



Lieutenant-Supervisor Pheil

Lieutenant-Supervisor Pheil is one of those sleazy Imperial officers you just want to punch every time you see him. He is incompetent, arrogant, and cruel. His position has been granted to him simply as a favor to his influential family, though he refuses to accept this himself.

Pheil is a petty middle aged man who enjoys the pain and suffering of the minors under his control. He doesn't even care much for his fellow Imperial underlings. His only "love" is for his Battle Droids.

Pheil has been financially cut off by his family until he learns some responsibility in the Imperial Army. His officer pay doesn't support his personal standard of living, however, and he has been stealing credits from the mines profits by selling some lommite to smugglers.



Lt.-Sup. Pheil

(CL 2)

(Miniature: Alliance & Empire Set, Imperial Officer 30/60)

Medium Human Nonheroic Desk-officer 2

Init +1; **Senses** Perception +5

Languages Basic

Defenses Ref 11 (FF 10), Fort10, Will 10

Hp 8; **Threshold** 10

Speed 6 squares

Melee Unarmed +1 (1d4-1) or

Ranged Blaster Pistol +2 (3d6)

Base Attack +1; **Grp** +2

Abilities Str 9(-1), Dex 12(+1), Con 11(0), Int 14 (+2), Wis 10(0), Cha 14(+2)

Feats Weapon Proficiency (Pistols), Skill Training (Use Computer), Skill training (deception), Skill Focus (deception),

Skills Deception +12, Gather Information +7, Knowledge (Beaurocracy) +7, Perception +5, Use Computer +7

Possessions Blaster Pistol, Data Cards detailing his profit skimming scam



Battle Droids

These are old discontinued Clone Wars era Bactoid Combat Automata B1 Series battle droids. They have been fitted with rudimentary Heuristic Processors and are capable of limited reason, although their primary function is battle and guarding Lieutenant-Supervisor Pheil.

Statistics for Battle Droids can be found on page 199 of the *Star Wars Saga* Core rulebook, and are reprinted here for ease of use.



B1 Series Battle Droid

(CL 1)

(Miniature: Any Battle Droid miniature available)

Medium droid (4th-degree) Nonheroic 3

Init +0; **Senses** Perception +6

Languages Basic, Binary

Defenses Ref 9 (FF 9), Fort11, Will 11

Hp 10; **Threshold** 11

Inhuman droid traits

Speed 6 squares

Melee Unarmed +3 (1d3+1) or

Ranged Blaster Carbine +1 (3d8)

Fighting Space 1 square; **Reach** 1 square

Base Attack +2; **Grp** +3

Abilities Str 13(+1), Dex 9(-1), Con -(-), Int 9 (-1), Wis 10(0), Cha 10(0)

Feats Toughness, Weapon Proficiency (Simple, Pistols, Rifles, Heavy Weapons)

Skills Perception +6

Systems Walking Locomotion, Heuristic Processor, 2 hand Appendages, Internal Comlink, Vocabulator

Possessions Blaster Carbine

Imperial Troopers (Army)

Imperial Troopers are infantrymen not skilled enough to make it to the corps of the elite Imperial Stormtroopers. They are all human. Some actively support the political ideals of the Empire, while others simply view their duty as a job.



Imperial Trooper

(CL 1)

(Miniature: Alliance & Empire Set, Death Star Trooper 27/60)

Medium Human Nonheroic 1

Init +6; **Senses** Perception -1

Languages Basic

Defenses Ref 12 (FF 11), Fort12, Will 10

Hp 4; **Threshold** 12

Speed 6 squares

Melee Unarmed +1 (1d4+1) or

Ranged Blaster Pistol +1 (3d6)

Base Attack +0; **Grp** +1

Abilities Str 12(+1), Dex 12(+1), Con 12(+1), Int 9 (-1), Wis 9(-1), Cha 10(0)

Feats Weapon Proficiency (Simple, Pistols, Rifles)

Skills Initiative +6

Possessions Blaster Pistol

Scene Three: An Unexpected Visitor

After the PCs are safely outside the Control Center give them a moment to complain amongst themselves, then close the scene and fast forward to the next day. Read or paraphrase the boxed text below to start the next scene.

Note: *If the PCs are beat up badly from the fight with the Gronk Cats, you may want to increase the time lapsed between the last scene and this one (enough to have them healed up). Alternately, you may narrate the fact that they visit the Mining Compounds Medical center and get some medical attention or healing drugs.*

The following morning you are still fuming over the way Lieutenant-Supervisor Pheil cheated you out of your reward. You didn't think your hate for the Empire could get more intense...but it has. It's obvious to you that the Imperials will do whatever it takes to keep you on Capella 3 until you die.

It is a typically hot dry day. Heat waves distort the landscape and your mouth tastes like dust. You have a little less than an hour before your shift in the mine starts. You dejectedly work on your dilapidated Speeder bike, changing the hydro-plugs and boost converters.

An excited group of kids goes running by, obviously in a hurry to get somewhere. One of them stops and veers toward your group, it's Rhiney.

"Hey! Have you guys heard? There's a stranger just sitting in the cantina! She's some alien even old Greeble has never seen. I heard she looks tough! I'm gonna go check it out for myself."

Rhiney takes a look around and takes a step closer, behind one hand he whispers to you.

"Old Greeble says she's that Rebel that has those Capella Station Stormtroopers running around like a Bantha with their tusks in their bums looking for."

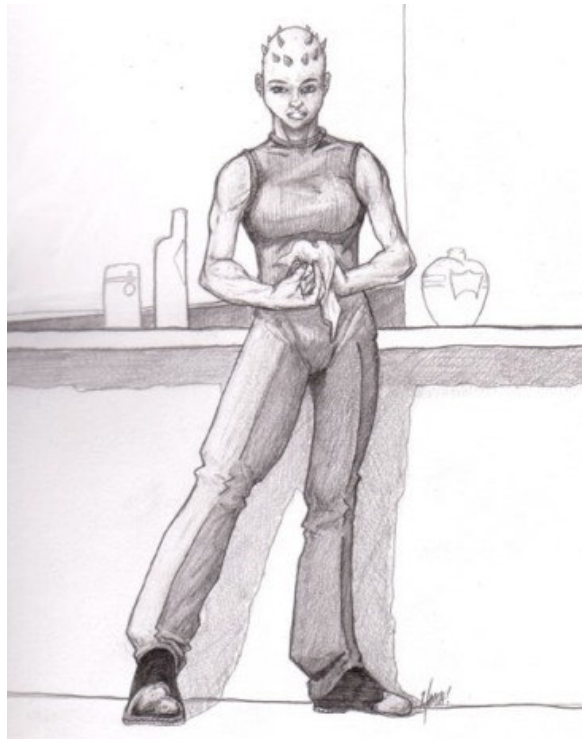
With that he turns and runs to catch up with his friends.

Why Walk?

Hopefully the PCs will be intrigued enough to go to the cantina to check things out. The Cantina is only about 2 Kilometers away, but why should the PCs walk? Remind them that they have just finished repairs on their speeder bikes, and the short ride will kill two Hoojibs with one spanner by getting them to the Cantina and test driving the Speeder Bikes. Scene five is potentially a Chase scene, so having the speeder bikes handy will make that scene more exciting.

Kelliokies Cantina

Kelliokie is a gruff female Zabrak (*Suggested Miniature: Revenge of the Sith Zabrak Fringer 55/60*) and proprietor of Kelliokies Cantina a rundown mud-brick bar very similar to the Cantina featured in Star Wars IV a New Hope. There are a few beat up droids outside the main entrance along with a few



junky speeders parked close by. There are groups of kids and curious elders peering excitedly into two small oval windows.

There are 3D4 random miner customers in the Cantina at any given time, but right now there are 6. The patrons are all currently seated as far away from the "stranger" as possible (*Suggested Miniatures: Use any that you like*).



When trouble breaks out all the patrons, including Kelliokie make for the nearest exit. They are all simple folk and not fighters.

You probably won't need a map for this scene as it is (most likely) mostly role playing. You will for the next scene, however, so if you like to set things up early, feel free. Use the Mos Eisley map from *Rebel Storm Ultimate Missions*. This has a good cantina as well as showing the area around the cantina. If you don't have this map, simply draw a suitable one.



Gimme a Drink!

When the PCs enter the Cantina, they will see Sozzora Zen sitting alone at the bar sipping on a Pan Galactic Gargle Blaster. The rest of the patrons sit at tables as far away from her as possible, and the room is strangely quite.

Sozzora has come to fulfill her mission by masquerading as the Rebel Agent. She is certain that Lieutenant-Supervisor Pheil will show up at any moment.

Hopefully the PCs will take the bait and approach Sozzora. She will play the part of a cautious, yet bold, Rebel recruiter if the PCs start to question her.

Feel the Force

When the Force using PC enters the Cantina, Sozzora is instantly aware of them. She also realizes that this is the second target she is looking for and the force has guided her well. Sozzora can't make her move on the PC here. She will have to wait to lure the PC to a more advantageous position after her primary mission is resolved.

The Force using PC, however, may also sense Sozzora! Have the PC make a Use the Force (Sense Force) check. If the PC makes the roll, he feels a "bad vibe in the force" that something bad is about to happen. While this feeling is caused by Sozzora and the Dark Side, Lieutenant-Supervisor Pheil is about to bust through the front door...and the inexperienced PC is likely to assume that was the cause of the vague premonition.



Joining the Rebellion

After the PCs have approached Sozzora, are convinced she is a Rebel, and have "convinced" her that they want to join the rebellion, move directly to scene four.

Scene Four: Guilt by Association

Things seem to be going the PCs way for a change, as they have made contact with a rebel agent that seems to be interested in recruiting them. Unfortunately, the Empire is about to ruin their plans...again.

Pheil's Plan of Attack

The PCs aren't the only ones who have gotten wind of the "Rebel" in the cantina. Word has also reached Lieutenant-Supervisor Pheil. Figuring one rebel, not to mention an alien AND female, can't be too much of a threat, he has decided to arrest her personally. Pheil is hopeful this will be just the kind of feather in his cap that can earn him a promotion from this assignment.

Lieutenant-Supervisor Pheil has gathered his 10 Battle Droids and has made his way to Kelliokies Cantina. He has sent 2 droids around back to guard the rear entrance, and has stationed 2 outside the front entrance. He has radioed the detention cell supervisor, and even now, two Imperial Troopers are in route to Kelliokies via landspeeder.

Making an Entrance

Just as the PC's wrap up the formalities with Sozzora Zen, read or paraphrase the following:

Suddenly the door to the Cantina bursts open and Lieutenant-Supervisor Pheil struts in flanked by 6 Battle Droids. 2 of the droids follow him to the table while the other 4 fan out around the room.

Pheil looks at you all with disgust before addressing Sozzora.

"So, rebel scum, you dare oppose the Emperor!? Obviously you didn't know Lieutenant-Supervisor Pheil was in charge of this compound, entrusted by the Emperor himself to maintain order. You are all under arrest, for treason!"

Pheil barely gets the last word out of his mouth when Sozzora jumps to her feet. In a fraction of an instant you hear the double snap-hiss as her two lightdaggers ignite. With deft precision she decapitates the imperial officer, whose expression had just turned to terror.

Before anyone can consider this too much, have everyone roll initiative and proceed with combat.

The Battle

Statistics for Sozzora Zen can be found in the Game Masters Introduction, while statistics for the Battle Droids are located in the details of scene 2.

The Battle Droids assess the situation and decide the PCs are a threat that must be terminated. They will attack till either they, or the PCs, are dead. The Battle droids guarding the doors can be used to make the scene more or less challenging. If the PCs make short work of the 6 Battle Droids inside, you may want the 4 outside to enter in subsequent rounds. If the PCs are having a tough time of it, have them stay at their posts until the PCs exit via the entrance they are guarding.

The PCs are the stars of the scene, not Sozzora Zen, so don't have her dispatch too many Battle Droids unless the PCs are really in trouble. She will attack the closest Battle Droid, once it's killed she will run to the window, then to peep out the doors, to see if any more opponents are coming.

Aftermath

Needless to say the PCs should feel it wise to vacate the area as soon as possible after the battle is over. If they don't get the Idea, Sozzora will say *"We need to get out of here!"* and take off out the front or back door.

Once outside, read or paraphrase the following:

Sirens are blaring around the compound as you exit Kelliokies Cantina. Sozzora looks around and then at you.

"It's too dangerous here, its best we split up. Get out of the compound and meet me in 24 standard hours at Bantha Rock. From there we will escape from Capella 3"

With that, she disappears into a shadowed alley. The sound of one of the sirens seems to be getting closer and you can hear a landspeeder approaching at breakneck speed!

The PCs are familiar with Bantha Rock, a scenic cliff and natural bridge located midway between the Imperial Mining Compound and Capella Station. That's about 25 Kilometers as the Pterosaur flies.

If you must, remind the PCs that their Speeder Bikes are parked out front (or wherever they are).

Let the PCs make a decision or make any quick plans, then advance immediately to the next scene.

Scene Five: Getting out of Town!

This scene involves the PCs dramatic escape from the Imperial Mining Compound on their speeder bikes. The scene starts immediately after the last one by reading or paraphrasing the boxed text below.

NOTE: This scene assumes the PCs have their speeder bikes parked outside Kelliokies Cantina, and that they will use them to escape. You must be prepared to improvise if the PCs left their speeder bikes parked outside their homes and have to travel there to get them *or* if the PCs opt to use stealth to escape on foot.

Just ahead are your battered Speeder Bikes. You are only a few meters away when a landspeeder comes zipping around the corner. In the speeder sit 2 Imperial Troopers. When they spot you the driver puts a comlink to his mouth, while the other levels a blaster at you.

The Chase is On!

The Chase takes place in Character Scale. Begin the chase with an initiative roll. The Troopers were expecting to find trouble, and the PCs are paranoid after their fight, so no one is surprised.

The chase itself can be as long or short as you like. It is suggested that you review the Pilot Skill, and the Vehicles chapter of the *Star Wars Saga Core Rule Book*. Keep in mind, if the characters crash and survive, they will have to find another way out of the compound.

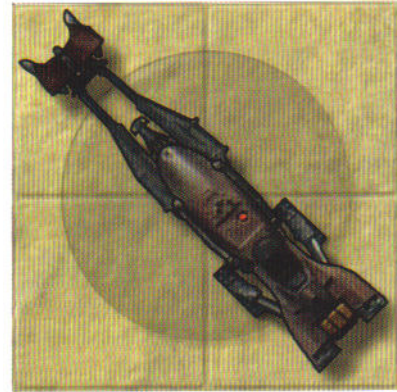
The course of the chase should be comprised of a few hairpin turns and a couple straight-aways. During the turns, PCs must use their Pilot Skill, while during the straight-aways they have the opportunity to fire.

If the PCs split up, the Imperial Speeder makes a random check to see whom he follows.

The only obvious way for the PCs to escape is out the compounds main entrance.

I suggest using copies of the Speeder Bike terrain Tile (pictured below) from the Ultimate Missions: Rebel Storm book for the PCs. Simply place the character miniature on top of the tile.

Use a blank map sheet to give your speeders plenty of room to move about. Place some buildings and obstacles by drawing them or using cut-outs from the various *Star Wars* Collectable Miniature starter sets or Ultimate Mission books. This will allow you to rapidly move off the map and onto a new one by simply rearranging the terrain. Alternately, you can play the entire chase out abstractly without using miniatures at all.



Characters Speeder Bikes

Below you will find statistics for the PCs junky speeder bikes. I've only included statistics for the bike itself. For all other statistics use the Player Character's. The Initiative score is a bonus added to the PC's, due to the quickness of the bike. Notice these are civilian vehicles and do not have mounted weaponry.

Junk Speeder Bike (Nightfalcon)

(Miniature: Template pictured above)

Large ground vehicle (speeder)

Init +5

Defenses Ref 16 (FF 10), Fort14; +1 Armor

Hp 40; **DR** 5; **Threshold** 19

Speed 12 squares

Ranged Not armed with weapons

Fighting Space 2x2 square; **Cover** None

Base Attack Use riders; **Grp** +14

Abilities Str 18(+4), Dex 24(+7), Con -(-), Int 14

Skills Initiative +5

Crew 1

Imperial Detention Troopers (Landspeeder)

The Imperial Troopers have alerted the compound security of the PCs troublemaking and escape. The PCs have a short time to make it out before the compound begins complete lockdown and manhunt.

The Imperial Troopers will set their Blaster Pistols to stun if the PCs are in range. Any PC that is stunned (and survives the imminent crash) is locked up in the compounds detention cell to await punishment on several charges (Including treason and murder). You will have to improvise an escape or incarceration if it comes to this.

These Imperial Troopers have the same statistics as the standard Imperial Troopers listed in scene 2. These statistics are combined with the landspeeders as presented below. Notice the ranged weapons are the trooper's pistols and not mounted weapons.



Imperial Landspeeder

(CL3)

(Miniature: Universe set, 4/60 Flash Speeder)

Large ground vehicle (speeder)

Init +8; **Senses** Perception +5

Defenses Ref 14 (FF 10), Fort14; +1 Armor

Hp 40; **DR** 5; **Threshold** 19

Speed 12 squares

Ranged Blaster Pistol +1 (3d6)

Fighting Space 2x2 square; **Cover** +5

Base Attack +1; **Grp** +15

Abilities Str 18(+4), Dex 18(+4), Con (-), Int 12

Skills Initiative +8, Mechanics +5, Perception +5, Pilot +8

Crew 1 **Passengers** 1

The Security Gate

To make things exciting, the PCs should reach the security gate just as it is beginning to slowly close. The last character to exit the gate will have to make an additional Pilot Skill check (DC 10) to barely skim through the doors as they snap closed.

There is a single Imperial Trooper manning the Gate tower (standard Imperial Trooper Statistics). He has a blaster rifle (+1 to hit and 3d8 damage) and will fire once at a random target as the PCs approach the gate.

Riding off into the Horizon

If the PCs make it through the Gate, the tower guard blasts off more shots, but they are for dramatic effect and simply hit the ground all around the PCs as they ride off into the horizon.

Have the PCs make a DC 10 Intelligence check. If any of them make it they recall a secluded cave where they can hide until the rendezvous tomorrow. If not, they will have to camp in the open and risk a random encounter in the night (Improvise by the Game Master).

Scene Six: Meeting with Destiny

This scene details the rendezvous with Sozzora Zen at Bantha Rock and is the climax of the story, so try to make it as dramatic as possible.

It is assumed that the PCs have spent the night at the cave, or some other secluded spot. When the previous scene is resolved, read or paraphrase the boxed text below.

Note: If the PC's want more details about the night, or keep watch, let them know that they can see a couple groups of lights passing in the desert wastes. These lights are from 2 search parties of 4 speeders scouring the area around the compound. None of the Imperials at the Mining Compound really liked Lieutenant-Supervisor Pheil, so they aren't making much of an effort, and won't come across the PCs if they stay put.

After spending a night in tense anticipation the time for the rendezvous with Sozzora Zen is close at hand. As you speed along the broken Capella 3 landscape on your speeder bikes you dream about your possible destinies.

You enter a narrow crevice in a cliff, dust billows behind you as you traverse the hairpin curves. Eventually you reach your destination, Bantha Rock.

Blocking the natural bridge on this side of the chasm stands Sozzora Zen, arms crossed casually across her chest and a smile curling the corner of her lip.

You dismount your speeder bikes and anxiously walk to meet her. With a nod of approval she speaks.

"You have come...good!"

Bantha Rock

Bantha Rock is the name of a massive stone outcropping of sandstone that resembles the silhouette of a Bantha. It is located on the lip of a cliff face that plunges into a deep chasm. The whole area is surrounded by cliffs and outcroppings of higher elevation. A natural bridge, about 6 meters wide, crosses the chasm. At the bottom of the chasm flows a muddy river shrouded by a haze of humidity.

I Feel Sick

Now that her façade of being a Rebel Agent has dropped, Sozzora is no longer masking her dark side. The force using PC gets an almost nauseous feeling with a DC 15 Use the Force check.

Come to the Dark Side!

From this point on Sozzora only addresses the force using PC since the others are insignificant to her. Her plan is to convince the force using PC to join her, or die. The other PCs aren't offered an alternative, they must die now so her identity and what she has done on Capella 3, aren't compromised.

Sozzora says the following to the Force using PC:

"You have some power, but it is now weak and untrained. I offer the chance to learn to harness that power...and a higher form of power you can't yet comprehend. I've been instructed to bring you before a great Sith master, he will judge your potential and teach you to unleash the power of the dark side! Come with me, leave your life here, I offer you unlimited power."

Have the other PCs make a Perception Check (DC 10). If they make it they hear some stones fall, or catch a glimpse of reflected light as 2 stormtroopers appear from behind the cover of boulders on elevated outcroppings, blaster rifles trained on the PCs.

Give the Force using PC a moment (real time) to respond if they like, then continue by reading or paraphrasing something along the following lines:

"This is the destiny you have waited for your entire life. Cut down your companions, they are holding you back, and join me!"

Following Orders

The Stormtroopers have been given several strict orders regarding the situation.

First, if the PCs attempt to flee via their speeder bikes, they are to detonate (via a handheld detonation device, a standard action) the charges they have set that will block the 2 exits to the Bantha Rock area.

They are, under no circumstances, to fire upon the force using PC. If he does not accept Sozzora's offer she wants to destroy him personally especially if she knows the PC can use a lightsabre.

The Stormtroopers are further instructed not to act until the force using PC has made a choice. Sozzora hopes that he will choose to attack his friends and start immediately down the path of the dark side.

Lastly, and most importantly, none of the other PCs are to leave Bantha Rock alive!

Wrapping Up the Battle

Either way, it's a fight to the death on Bantha Rock. Hopefully the PCs will be victorious and their adventures can continue. It's going to be a tough battle (Sozzora seriously outclasses the PCs and the Stormtroopers have the benefit of cover [+5 bonus to Reflex Defense]), the GM should decide beforehand if

he plans on fudging the battle (to an extent), or running it straight and letting the dice fall where they may.

Sozzora Zen will fight precariously close to the edge of the cliff or onto the bridge most of the battle. This will give the PCs every conceivable chance to force her over the edge. This is the desired dramatic end for Sozzora Zen, but, you must make sure that the PCs don't think you planned it to happen this way. If all the Stormtroopers are destroyed, and it looks as if she will lose the battle, she will leap into the chasm, and use the force to break her fall. She will escape and face Darth Vader.

Ending the Adventure

The Author plans on playing the adventure Rebel Breakout from the old Star Wars D6 RPG 1st edition (By West End Games), converted to the Saga Edition Rules, after this adventure. Thus, the next detailed scene (Scene Seven) is optional, and leads into that adventure.

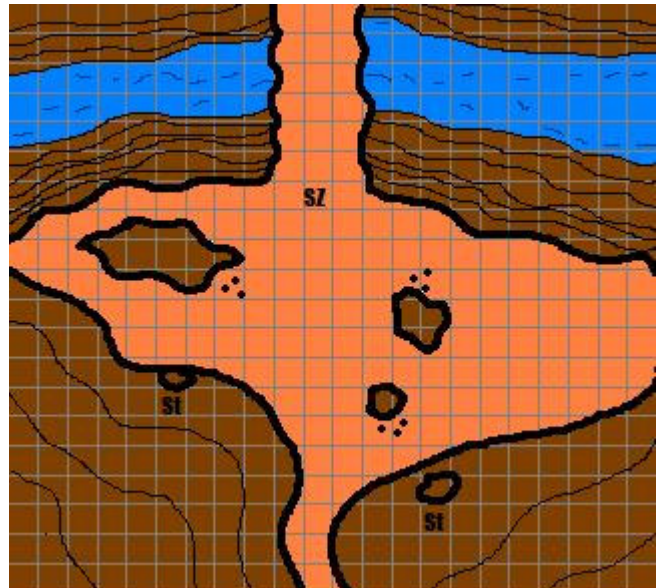
If you have different plans, or simply wish to use this adventure as a short one shot, the adventure is over with the defeat of Sozzora Zen and the Stormtroopers at Bantha Rock.

If you wish to expand your adventures, but don't want to play the Rebel Breakout adventure, a good starting point is to send them to Capella Station to try and figure out a way off planet. From there you can have them run into the Rebel agent, or maybe hook up with some smugglers, or even hijack Sozzora Zen's ship.

The Author plans to use Sozzora Zen as a reoccurring villain. Feel free to do the same. The fall is going to nearly kill her, and when the PCs run into her again, she won't be nearly as pretty.

Map of Bantha Rock

The following Map of Bantha Rock is designed to fit on the average battle matt or on an easel pad with a 1 inch square grid. "ST" indicates the starting location of the Stormtroopers. "SZ" indicates the starting position of Sozzora Zen.



Stormtroopers

Stormtroopers are the elite soldiers of the Imperial Army. The 2 detailed in this adventure are typical Stormtroopers. They are 2 of the 6 assigned to Sozzora Zen by Darth Vader and she is their superior commander...even though they don't like it. The other 4 remain at the Hanger with Sozzora's ship.

The Statistics for Imperial Stormtroopers can be found on page 279 of the *Star Wars Saga Core Rulebook*, and are reprinted here for ease of use.



Imperial Trooper

(CL 1)

(Miniature: Any available Stormtrooper miniatures)

Medium Human Nonheroic 4

Init +2; **Senses** Low light vision, Perception +9

Languages Basic

Defenses Ref 16 (FF 16), Fort 12, Will 10

Hp 10; **Threshold** 12

Speed 6 squares

Melee Unarmed +4 (1d4+1)

Ranged Blaster Rifle +4 (3d8) or

Ranged Frag Grenade +3 (4d6, 2-square burst)

Base Attack +3; **Grp** +4

Attack Options Autofire (Blaster Rifle)

Special Actions Coordinated Attack

Abilities Str 12(+1), Dex 11(0), Con 11(0), Int 10 (0), Wis 10(0), Cha 10(0)

Feats Armor Proficiency (Light), Coordinated Attack, Weapon Focus (Blaster Rifle), Weapon Proficiency (Simple, Pistols, Rifles)

Skills Endurance +7, Perception +9

Possessions Stormtrooper armor (+6 armor, +2 equipment), Blaster Rifle, Frag Grenade, Utility Belt with Medpac

THE END

Epilogue

Sozzora Zen dragged her body onto the bridge of her ship. Her left leg and arm were fractured in a million places, and probably beyond the repair of even the highly proficient medical droids at Capella Station. Of less importance was the torn and bleeding flesh that mottled that side of her body. In fact, she should be dead, but her control over the force kept her alive...barely.

With a trembling hand she triggered the Holo-net transmitter and fell to the floor. The ominous form of Darth Vader sprang instantly into sight, and though light years away, Sozzora Zen could feel his contempt as if he was there in the flesh.

"Lord Vader", she gasped, "I've killed the Traitor, but have failed in my other missions. The Rebel Agent is still at large. The force user here on Capella 3 turned out to be more powerful than I anticipated."

For a moment Sozzora Zen felt her throat tighten as the Dark Lord clenched his fists, then, as quickly, she was released and he turned his back to her.

"I have dispatched an ISB agent along with a squadron of Stormtroopers to clean up your unfinished business, Sozzora. Seek medical attention and return to me aboard the Executor as soon as possible to discuss...my displeasure with your performance."

With that the Holo-net blinked out and Sozzora was alone in the dark.

Scene Seven: Rebel Contact (Optional)

Scene Seven is an optional scene if you, like the author, plan on running the D6 adventure "Rebel Breakout" [Converted to Star Wars Saga] from the first edition rulebook by West End Games. This scene bridges the gap between the two adventures and forms the beginning of my personal campaign.

Will the Real Rebel Agent Please Stand Up!

When the climactic battle has wound down, and the Players think the adventure is finished, read or paraphrase the following:

As sweat seeps into your eyes you fall to your knees exhausted. Just as you begin to once again feel safe you hear a metallic thumping noise. From around a concealed crevice you see an AT-ST emerge with its weapons trained on you!

Beaten down, and with no where to run, things look futile, when suddenly a Y-wing fighter roars overhead and dives. With two precise shots the AT-ST explodes in a flash of flame and sparks, the concussion throwing you to the ground.

As you get once again to your feet you see the Y-Wing make an expert landing near the chasm ledge, the rear thrusters throwing up a billowing cloud of dust and chipped rock. The cockpit opens and a man in a bright orange flight suit jumps out. Even on this backwater planet, you recognize the symbol of the newly formed rebel alliance on his helmet as he removes it from his head and addresses you with a smile.

"Yeeee-haaaaw! That was some fight you guys put up! I registered the whole thing on my scanner. I picked up the Imperials transmissions a while back and tried to get here as soon as I could...but doesn't look like you needed my help. But, I could use yours. You obviously have no love of the empire, and it's probably too dangerous for you to stay here.

My name is Tiree, and I think I can trust you in telling you I'm an agent for the Rebel alliance...perhaps you've heard of us? I've come here to find new recruits to our cause, scrappers who can handle themselves in a fight. From what I can see, you fit the bill. What do you say?"

Give the PCs a chance to react. If they agree, continue with the following details from Tiree.

"I'm guessing you are from the Imperial Mining Compound by the way you are dressed. You must know where the old played out mine, Mesa 291 is? Meet me there in two days and I'll shuttle you to a Rebel base where you can join the alliance!"

Until then, be safe...and may the Force be with you!"

After any questions are asked, Tiree bids the PCs farewell, hops into his Y-wing, and flies off.

Cue the "End Title" music!

THE END...again

Tiree

Tiree is a dedicated Rebel Agent. His main job is recruiting anyone who can be of help to the cause. He is generally good natured and dedicated to the Rebel Alliance. He is very noble, and will sacrifice himself for a good cause or to save other lives.



Tiree

(Miniature: Rebel Storm set 17/60 Rebel Pilot)

Medium Human Soldier 4

Destiny 1; Force 3

Init +9; Senses Perception +3

Languages Basic

Defenses Ref 17 (FF 15), Fort 16, Will 15

Hp 47; Threshold 16

Speed 6 squares

Melee Unarmed +4 (1d4)

Ranged Blaster Pistol +6 (3d6+2)

Base Attack +4; Grp +6

Attack Options Coordinated Attack, Point Blank Shot, Precise Shot, Deadeye

Abilities Str 10(0), Dex 14(+2), Con 10(0), Int 15 (+2), Wis 13(+1), Cha 16(+3)

Talents Cover Fire, Draw Fire

Feats Armor Proficiency (Light, Medium), Weapons Proficiency (simple, pistols, rifles), Coordinated Attack, Point Blank Shot, Precise Shot, Deadeye

Skills Gather Information +10, Initiative +9, Knowledge (Galactic Lore) +9, Knowledge (Tactics) +9, Pilot +9

Possessions Blaster Pistol, Y-Wing (with survival Pack), R2-D0 (Astromech droid)

(CL 4)

Appendix: Pre-Generated Characters

The following pages contain 3 detailed pre-generated characters. Each pre-generated character provides all the statistical information needed to play them as well as individual histories and back stories.

The Game Master will also find a section entitled "Game Masters Hooks" for each character. This is a secret about each character that can be developed during play in later adventures, or form the basis for an entire adventure in and of themselves.

These pre-generated characters are provided to make things quicker and easier to set up a game. These specific Player Characters are not an essential part of the adventure, but they do represent a balanced party.

Game Master Plot Hooks

What follow are just a few plot hooks for further adventures if using the pre-generated characters. These won't have any bearing on this adventure, but, may give you ideas for directions to take the characters in the future.

Kell Starskimmer

Kell doesn't need many plot hooks. Once this adventure is finished Darth Vader, and perhaps even the Emperor, will be aware of him...that is complication enough in anyone's life. However, eventually Kell will need to find a new teacher. In his lightsabre hilt is hidden a coded message that tells of a secret hideaway of his mothers master. Perhaps something helpful will be there.



Zimm Lectrode

The Crime lord who owned Zimms mother is actually Zimms father. He is a cruel and powerful man who considers Zimm both his heir and his property. Bounty hunters have been scouring the galaxy for Zimm, looking for the Twilek with the telltale tattoo.



Grimmrod Boddo

Grimmrods father was actually the Red Trooper, one of the galaxies most notorious, but skilled, bounty hunters. The Red Trooper is wanted for both crimes AND employment by the Empire, Rebellion, and several criminal elements. Finally the pressure got to be too much and the Red Trooper packed away his blood red armor and escaped to a place where he could be left alone. Before leaving he picked up his son in the hopes that he could do one worthwhile thing with his life. The Key Grimmrod has opens a storage locker (on a convenient planet) with the armor of the Red Trooper.



Kell Starskimmer



Kells Background

Your mother had been a padawan learner when the Empire took control of the galaxy. Her lack of skill and power kept her from the attention of the Emperor. Even though she went into hiding, she retained her loyalty to the Jedi ways and ideals.

She sensed your force abilities when you were young. Despite your fathers protests she helped you to harness your power and taught you to control the force. All the while she warned you to keep your abilities secret, and only use it in dire need, lest the Emperor become aware of your existence, and seek to destroy you.

On your 16th birthday you came home from your shift in the mine and waited for your parents to get home. They never did. An Imperial officer came to your home to inform you that they perished that night in a cave in. The Officer also informed you that you inherited their debt, and would have to pay it off by becoming an indentured servant of the Empire (a politically correct way of saying "slave"). You swear the officer took pleasure in your misery, and chucked as he left your abode.

As you wept alone that night, the spirit of your mother came to you as pure force energy. She told you to be strong and not weep for her, as she was one with the force now. She told you to look in her old footlocker before fading into nothingness.

In her footlocker you found a birthday present wrapped and labeled to you. . Inside you found her lightsabre.

You currently work as a laborer in the mines and as an emergency medical technician when needed.

Kell Starskimmer

(Miniature: Revenge of the Sith 12/60 Jedi Knight)

Medium Human Jedi 1

Destiny 0; Force 5

Init +6; Senses Perception +2

Languages Basic

Defenses Ref 13 (FF 12), Fort12, Will 14

Hp 30; Threshold 12

Speed 6 squares

Melee Unarmed +2 (1d4+1)

Melee Lightsabre +2 (2d8)

Base Attack +1; Grp +2

Attack Options Battle Strike, Force Slam

Special Actions Surge, Block

Force Powers Known Battle Strike, Force Slam Surge

Abilities Str 12(+1), Dex 13(+1), Con 10(0), Int 10(0), Wis 15(+2), Cha 14(+2)

Talents Block

Feats Weapons Proficiency (simple, lightsabre), Force Sensitive, Force Training, Skill Focus (Use the Force)

Skills Acrobatics +6, Initiative +6, Use the Force +12

Possessions Lightsabre, Medpac, 200 credits

Notes:

Zimm Lectrode



Zimms Background

Your mother was the slave girl of a violent and notorious crime lord deep in Hutt space. Your father was the crime lord's mechanic, who fell in love with your mother and rescued her. Together they ran away to the farthest reaches of the galaxy to hide. They ended up on Roak-5. When hard times hit they took jobs in the mines.

Despite the hard labor and imperial abuse, they had each other and that seemed to be enough. When your father died in the mines (when you were very young) due to poor working conditions your mother actively protested against the Imperials who ran the mine. Soon afterwards she also died in the mines, although under extremely mysterious circumstances.

Your mother raised you to despise slavery and the traditional chauvinism of Twilek society. Your life, as little more than a slave of the Empire, and the deaths of your father and beloved mother has made you hate the Empire.

You have a tattoo of a Twilek skull pierced by a dagger on your right shoulder. You have had it your whole life, and your mother has always warned you never under any circumstances to show it to anyone.

You currently work as an engineer and machine operator in the mines.

Zimm Lectrode

(Miniature: Rebel Storm Set 59/60 Twilek Scoundrel)

Medium Twilek Scoundrel 1

Destiny 0; **Force** 5

Init +7; **Senses** Perception -1, Low-light vision

Languages Basic, Ryl, Lekku (head tails)

Defenses Ref 15 (FF 13), Fort14, Will 11

Hp 19; **Threshold** 14

Speed 6 squares

Melee Unarmed +0 (1d4) or

Melee Stun Baton +0 (2d8)

Ranged Blaster Pistol +2 (3d6)

Base Attack +0; **Grp** +2

Attack Options Point Blank Shot, Sneak Attack, Running Attack

Special Actions Re-roll Deception checks

Abilities Str 10(0), Dex 15(+2), Con 12(+1), Int 14(+2), Wis 8(-1), Cha 15(+2)

Talents Sneak Attack

Feats Weapons Proficiency (simple, Pistols), Point Blank Shot, Running Attack

Skills Deception +7, Initiative +7, Mechanics +7, Pilot +7, Stealth +7, Use Computer +7

Possessions Stun Baton, Blaster Pistol, Toolkit, 200 credits

Notes:

Grimmrod Boddo



Grimmrods Background

You never knew your father as a kid. When you were about 8 your mother was killed fighting a Ghest that attacked your village. You spent two years in an orphanage in Equator City on Rodia before your father showed up mysteriously one night and took you to Capella 3, where he was working in the mines.

A secretive man, your father never spoke about his past. Still, it always seemed as if he was on the verge of telling you something before stopping and going silent again. You would often see him staring out the window at nothing and fingering a small key he always seemed to have on his person.

Your father did spend a lot of time with you, however, and when he wasn't working in the mines he was constantly teaching you how to use all types of weapons, and how to fix mechanical equipment.

After 9 years you finally felt as if you were becoming close to your father when fate again played a cruel trick on you. Your father was trapped under a cave in and suffocated when the Imperial officer in charge refused to handle the situation till his lunch break was over. You where orphaned again and stuck working in the mines of Capella 3.

You keep your fathers mysterious key on a chain around your neck as a memory of him. Perhaps some day you will find out what it opens.

You currently work as a demolitions specialist in the mines.

Grimmrod Boddo

(Miniature: Universe Set 28/60 Black Sun Vigo)
Medium Rodian Soldier 1

Destiny 0; Force 5

Init +8; Senses Perception +0, Low-Light Vision

Languages Basic, Rodese

Defenses Ref 15 (FF 12), Fort14, Will 11

Hp 31; Threshold 14

Speed 6 squares

Melee Unarmed +3 (1d4+2)

Ranged Blaster Rifle +4 (3d8)

Base Attack +1; Grp +4

Attack Options Point Blank Shot

Special Actions Demolitionist (Detonite)

Abilities Str 15(+2), Dex 16(+3), Con 13(+1), Int 10(0), Wis 10(0), Cha 8(-1)

Talents Demolitionist

Feats Armor Proficiency (Light, Medium), Weapons Proficiency (simple, pistols, Rifles), Point Blank Shot, Skill Focus (Survival)

Skills Initiative +8, Mechanics +5, Survival +10

Possessions Blaster Rifle, 2 Blocks Detonite, 2 timers, 200 credits

Notes:

About the author

...or, the page you don't have to print!

David Bezio



David Bezio is a 38 year old gamer from Wisconsin, USA. He has been playing RPGs and Wargames for 26+ years, and creating adventures for about as long.

He works professionally as a City Letter Carrier (Mailman, for those of you who don't mind being politically incorrect) for the USPS.

His main hobby is playing RPGs, and likes to use this as a catalyst for his other hobbies (writing, illustration, and layout) by producing free fan-made adventures for games he is playing.

Dave's all time favorite games are: D&D (in all it's forms, but primarily old Basic and 3.5), Star Frontiers, Mutants & Masterminds, CHILL (Mayfair edition), TOON, Savage Worlds (Generic System from PEG <http://www.peginc.com/>), and of course STAR WARS SAGA EDITION!

Dave posts regularly on RPG internet forums as "grubman". He can be found on RPGnet (<http://www.rpg.net/>), theRPGsite (<http://www.therpgsite.com/index.php>), and the Wizards of the Coast Star Wars forums (<http://www.wizards.com/default.asp?x=starwars>). Feel free to PM him on any of those sites. You can also email him at beezer1st@yahoo.com although he's pretty slow checking the email there.

Special Thanks to HARSH, who did the excellent B&W illustrations for this adventure! He is an awesome artist, and great to "work" with. He really has a talent for bringing ideas to life quickly and requires little instruction or motivation. Check out more of his work and contact him here (<http://www.harshweb.com/>).

Hope you enjoyed the adventure!