The Betrayal of Darth Revan

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Part 1: Sernpidal

The adventure opens at the starport located in Sernpidal City, capital city of the planet Sernpidal. The city, while not being a huge metropolis, is big enough to draw merchants and patrons from throughout the sector and hosts a wide variety of goods and services from around the galaxy. At the same time, Sernpidal City's status as a port of call also draws in its share of criminals and wanderers that soil the city's otherwise untarnished reputation.

In the eyes of galactic politics, however, Sernpidal is a world under Sith control and considered an enemy of the Republic. This is where our heroes come in, for they have arrived together on a mission for the Republic: find Commander Doel Scherp of the Sith Empire and acquire a code cylinder from him that holds the command codes for the sensor systems of Darth Revan's flagship.

When the adventure opens, the heroes may know each other from previous assignments together, or this may be their first time working together. The Gamemaster must decide this before starting. In either case, they have just landed at the starport and are assembled outside the ship together.

Sernpidal City

At first glance, Sernpidal City appears much like many other cities in the Outer Rim Territories. Whether by accident or design, the city is divided into multiple districts that focus on what is located within: businesses, governmental buildings, and residences for those with similar incomes and lifestyles.

The starport is located along the north edge of town next to the business district. Its white buildings gleam in the sunlight and advertise its presence to all ships entering the area. Bustling with activity, many businesses yearn to establish a storefront at the starport, where visitors from all over the galaxy may browse through and purchase their wares. But, the high prices the city requires keep many small businesses away. Those that set up shot offer an assortment of goods and services, ranging from restaurants and taverns to retailers that present locally-made merchandise and shops that rent speeders to visitors to the planet. Despite its clean and organized appearance, the starport also attracts those people that are down on their luck, mostly foreigners that landed on the planet and did not have the funds or resources to leave. These vagrants impose their needs on new arrivals to scrape enough credits together to get their ships out of impound or buy passage home.

Although the starport hosts many local businesses and large corporations from around the galaxy, many goods are not available there, forcing patrons to venture into the city to find what they need. Items such as weapons and droids can be procured within the city's business district, which covers most of the northern half of the sprawl. Most of the goods that are found in the starport are also found here and can be purchased at much lower prices. While the central section of the district remains tidy and well-controlled, many small businesses that cater to those with lower incomes can be found on the eastern side.

The residential areas are vastly different and, as such, divided geographically as well as financially. While the city's rich citizens dwell in large estates on the west side and enjoy a lavish existence, the city's poor and middle classes live on the east and south sides in moderate and sometimes squalor conditions. Most of the city's beggars can be found wandering the streets or hiding in alleyways and abandoned buildings.

Sernpidal City's government center lies at the very center of the city, where all administrative decisions for the city and the planet take place. Nicknamed "The Spires", the tall, glass-paneled buildings stretch into the sky and can be seen from virtually anywhere in the city. They also stand as a reminder of the administration's goal to make life better for all of its citizens, although the existing bureaucracy sometimes falls short with its corruption and in-fighting. The Spires also serves as the city's headquarters for law enforcement and embassies for the other planets in the sector.

Finding the Target

Republic Intelligence supplied to the heroes information indicating that a high-ranking Sith officer is taking shore leave on Sernpidal, and the heroes need to find him and get the codes that will allow the Republic to bypass the Sith fleet's sensors. After the heroes have introduced themselves to each other, read the following text aloud:

Sounds of normal activity echo into the docking bay. As you venture into the starport, people from at least a dozen different races wander to the brightly-lit stores, restaurants and booths that take up the entire concourse wall opposite the receiving area. Cries from merchants advertising their goods blend with the myriad of conversations taking place in different languages, creating a rumble of almost incoherent sound. Occasionally, a pair of Sernpidal Enforcers wanders through the crowd, making sure everyone keeps the peace.

After the heroes have taken a moment to observe the actions going on just outside their docking bay, give them a chance to plan how they are going to find Commander Scherp. The only lead they received with their intel was the name of the city in which they landed, which does not help much at this point.

The heroes have multiple methods available to them to find Scherp's location. Listed below are some suggestions on how they can accomplish this task.

Gather Information: By far the easiest and least conspicuous of the means they can choose, any of the heroes trained in the Gather Information skill have a clear advantage in locating the Sith officer. A hero can use the Locate Individual application of the Gather Information skill to find him. By succeeding at a Gather Information skill check (DC 25) and spending 500 credits in bribes, the hero will learn that Scherp owns an estate in the western residential district known as Dalzana.

Deception: One of the heroes may pretend to be somebody related to Scherp in some form or fashion, most likely as either a relative or fellow officer. Although the average citizen does not like being under Sith rule, they will be less likely to do anything to help anyone associated with them and not offer any help.

If the heroes spread rumors in an attempt to gain Scherp's attention, they will not see results of their labors for a full day. Scherp knows that he has no relatives that are willing to make the trip to the Outer Rim to see him and that his fellow officers know how to contact him. Out of sheer curiosity, he will send two of his troopers to retrieve the heroes and escort them back to his manor.

Trailing: If one of the heroes succeeds at a DC 20 Spot check during their research, he will see a pair of Sith troopers wandering through the starport crowd. Following them leads to a covered cargo speeder that is about to disembark for Scherp's home with supplies. If the heroes can successfully sneak into the speeder, they can get a free ride to the property and inside without anyone suspecting.

Bribery: By visiting with some of the starport's shopkeepers and vendors, they may learn some information about their target by paying the right amount of credits.

- With a bribe of 100 credits or less, the heroes will gain no useful information, except that some Sith officer lives somewhere in the city.

- With a bribe anywhere between 101 and 500 credits, they learn that Commander Scherp lives in the rich part of town and gain a +10 circumstance bonus to future Gather Information checks to attempt to locate the officer.
- With a bribe over 500 credits, they will not only learn the precise location of his estate but also that the grounds are guarded by patrol droids and surveillance cameras.

Intimidation: The heroes may decide to resort to using threats of violence to learn of Scherp's location. A method more associated with the Sith rather than the Republic, the citizens they terrorize already live in fear of their overlords and will quickly surrender the information with the hopes of avoiding any harm being done to them.

Using the Intimidate application of the Persuasion skill, the heroes will receive only limited information from their victims, being told that the officer lives on the west side of town but not the precise location. However, gaining this information grants the same +10 circumstance bonus as the one received from bribery.

Continued use of intimidation will gain the notice of the Sernpidal Enforcers and incite their intervention. After three intimidation attempts, 6 Enforcers will appear to try to take the heroes into custody and will call for reinforcements if necessary. *See page 69 of Threats of the Galaxy for stats to use for Sernpidal Enforcers.* With all of the attention the heroes are bringing, this will only serve to complicate their mission.

Scherp's Estate

Once the heroes arrive at Commander Scherp's home, they will need to find their way in. If they followed the Sith trooper and sneaked aboard the transport, you can bypass this entire section. Otherwise, they have one last obstacle to overcome before locating their target.

A four-meter tall, one-meter thick permacrete wall surrounds the property and has two entrances: the main gate and the delivery gate. The main gate is guarded by two Sith troopers and a surveillance camera that will allow security to raise an alarm and summon reinforcements in the form of twelve more Sith troopers if the heroes create a scene here. The delivery gate, on the other hand, has no guard post but has a camera in place that is typically used to allow the gate to be unlocked when a truck arrives. A dataport located under the camera can be used to slice into the security system, shut down the camera, and open the gate. Doing this will alert the guards. Of course, they can try to scale the wall, but they will have to contend with what is on the other side.

Once the heroes get past the wall, they need to get to the house as quickly as possible or deal with a group of Sentinel droids. Two units of four droids each patrol the grounds and may spot the heroes trying to break in if one of them succeeds at a Spot check (DC 20 if they enter by the delivery gate, DC 15 if by the main gate, DC 10 anywhere else). The droids must be incapacitated within one round, or they will radio for reinforcements which will arrive within five rounds.

If the heroes get to the house after avoiding or dealing with the droids, two doors lead inside, and both are unlocked. Once inside, a successful Perception check (DC 10) will allow them to locate Commander Scherp inside his home office on the first floor.

Read the following text once the heroes arrive at the office:

Looking through the doorway, you spot a middle-aged man wearing a standard blue Sith uniform with graying hair seated behind a desk and reading something on a datapad screen that seems to mildly amuse him.

Glancing about the room, the extent of his wealth is evident, with the multiple shelves stocked with datacards, expensive-looking artwork hanging on the walls between them, the four metal statues of droids standing in each corner of the room, and the intricate rug meticulously placed in the precise middle of the floor.

The man, who is Commander Scherp from what you can tell, glances toward the doorway where you stand and, catching sight of you, double takes and locks his gaze on you. After a brief second of initial shock, a smug smile forms on his face.

"Well," he begins with a deep baritone voice, his confidence apparent when he speaks. "Obviously, you are not members of my staff. I should commend you for getting through my defenses. Since you are here, would you care to tell me why?"

At this point, Commander Scherp will negotiate with the heroes to find out their objective. If he succeeds in gaining this information, he will freely offer one of the code cylinders in his desk drawer, stating that it is the one they seek and they may leave unharmed with escort if accepted. The information on the code cylinder, of course, is a fake. The real one rests within an inside pocket of his uniform jacket.

If the heroes are able to obtain the code cylinder from Scherp without engaging in combat (i.e.: stunning him and taking the cylinder from his jacket, etc.), they gain experience as if they had defeated a CL 4 challenge.

If the negotiations go sour at any point, refer to **Encounter 1: Obtaining the Code** for information on running the encounter.

Once the encounter has been resolved, the heroes will need to make their escape, especially before any more troops arrive if combat ensued. The most expedient way is through jumping into the delivery speeder parked at the loading dock in the back and driving it through the delivery gate. Any other route will have the heroes face against the Commander's troops and sentry droids in groups of four.

Part 2: Engaging the Sith

Once the heroes have departed from Sernpidal with the codes, they set course to rendezvous with the Republic fleet parked in deep space near the Sith-Republic border. The trip does not take long, and they find themselves reaching the coordinates sooner than they expected.

As they arrive, they will be hailed by the lead Republic ship, the *Viscount*. One of the heroes should have an authorization code from Republic Intelligence that gives them clearance. Several seconds after the code is transmitted, they are met by four Aurek Tactical Strikefighters which escort them to the ship's hangar bay.

Once the ship has landed, at least a dozen Republic soldiers welcome the heroes and escort them to a conference room, where several high-ranking officers have assembled to discuss their next stratagem.

As they enter the conference room, read the following text aloud:

You walk into the brightly-lit room and see a large, oval table with several chairs surrounding it. Half of the chairs are filled by representatives of a few different races: Humans, Bothans, Duros, and even a Cathar, but all of them are wearing Republic uniforms, except one. This person stands at the head of the table, a Human female with dark hair wearing reddish clothing. The lightsaber clipped to her belt obviously indicates that she is a Jedi.

As you walk in, their discussions stop, and all eyes turn to watch you enter. After an awkward silence that only lasts a couple of seconds, the woman at the head of the table states, "Welcome aboard! I'm Bastila Shan. We've been expecting you. Do you have the codes?"

While the code cylinder is being passed to her, Bastila continues with the briefing and does not dismiss the heroes. If asked, she will state that she still has need of them. At this point, she reveals that they plan to lure the Sith fleet and engage them. While they exchange fire with the enemy, the heroes will clear a path to the Sith flagship, which will allow a boarding party to land and execute their true mission: capture Darth Revan or kill him if necessary.

Bastila's plans for the heroes is to have each of them fly ahead of her boarding party to clear the way of any opposing ships and let her boarding party land on the Sith flagship without incident. Each of the heroes will be granted the use of an Aurek Tactical Strikefighter for this mission and will be allowed a little time to learn its systems before they arrive at their final destination.

While the Republic fleet is en route to face the Sith fleet, the heroes will have a little time to restock supplies. If they take advantage of this offer, allow them to obtain new medpacs, power packs or anything small. If they need weapons, they can get a blaster pistol or blaster rifle, but nothing larger.

Flight Into Chaos

After they have finished restocking and any roleplaying during the trip, the ship will go on alert and call all pilots to their ships. Time seems to move quickly while the heroes scramble to their fighters and prep for launch. Before they know it, they are in flight. Read the following text as they take in the sights around them:

Your eyes adjust quickly to the darkness of space around you, and you spot several ships ahead of you: the Sith fleet. Seconds later, they begin firing on the Republic ships behind you, who quickly return fire. You look down to the sensors panel and notice one ship singled out among the rest of the enemy fleet. This must be Darth Revan's flagship.

The heroes should begin heading toward the flagship and implementing their defenses. If the heroes take too long to begin flying toward their destination, they will receive a message from Bastila telling them to pick up the pace. The heroes find a *Ministry*-class orbital shuttle approaching their location.

The first half of the trip into the battle is largely uneventful, aside from the results of the battle between the two fleets taking place around them. The heroes will quickly find that the Sith fleet outnumbers the Republic ships, but the Republic vessels are fighting well.

As the heroes approach the Sith flagship, refer to **Encounter 2: Through the Sith Fleet** for information on running the encounter.

After completing the encounter, the heroes will make it to the flagship and find the hangar bay open and empty. However, they start taking fire from the Sith vessel. The Aurek fighters each have a set of chaff bombs as part of their payload for this mission, and firing one from each of the fighters will confuse the flagship's sensors into thinking that the fighters are destroyed. The cannons will cease fire, allowing the fighters and the shuttle to safely land in the hangar bay.

Aboard the Flagship

Once the heroes have landed, they will need to move quickly. Although the hangar currently has no ships present, it does have a sensors array and a set of automated defenses consisting of three heavy repeating blasters mounted on the ceiling that will activate as soon as the computer recognizes the new arrivals as enemies. At least one of the heroes will need to make his way to the console on the wall and shut down the landing bay's sensors and security systems. Treat the computer system as having an Intelligence of 15 and a Will Defense of 18. As soon as the heroes signal that the sensors and security systems are shut down, the boarding party's shuttle will land and disembark.

Bastila informs the heroes that they need to clear the way for her and her group to reach the bridge. The heroes will need to make their way through the ship to Security Command (SecCom) and order all security teams aftward. As soon as this is done, they are to update Bastila with their progress and make their way back to the hangar to prep the ships for their return flight to the Republic fleet.

The corridors of the ship are mostly deserted, mainly due to the combat situation in which the ship is currently engaged. The heroes should find avoiding most of the crew to be quite easy. Deckplans of the ship are found at major intersections that will aid the heroes in plotting their course to avoid potential hazards and reach SecCom quickly.

If time permits and especially if shutting down the hangar's sensors and security systems took longer than they hoped for, the heroes can play through **Encounter 3: Repelling the Repellers**. Please refer to that section for instructions on how to run the encounter. If time is running short for the session, this encounter may be omitted. Regardless of whether the encounter takes place or not, the heroes receive no other resistance reaching SecCom.

When the heroes finally reach SecCom, they may take precautions to make sure that they can get in without any trouble. Listening outside the door reveals someone speaking on the other side. When they decide to enter, refer to **Encounter 4: SecCom Showdown** for instructions on how to run the encounter.

Critical Challenge: The heroes must attempt to order all remaining security teams aft. Before doing so, they will need to access the SecCom computer system. However, the proper access code is necessary to enter the system, and the logical person to hold such a code is Darth Voren, who is not likely to give it up easily. The easiest way is to intimidate the information out of him, but they could also try to coax it out of him after improving his attitude toward them. If the heroes reveal that they are on board to capture Darth Revan, they will gain a +5 circumstance bonus to their Persuasion checks to change his attitude thanks to Darth Voren's desire to rise through the ranks quickly. But if one of the conscious

heroes is a Jedi, no amount of coaxing will change his attitude toward them, and he will remain hostile.

If Darth Voren is unable to provide them with the code, they can try to obtain it through another trooper, but chances are much lower that they will find one with the code. Have the interrogated trooper make a DC 20 Intelligence check to see if they know the code. The heroes will still have to coax it out of him, but they will find it much easier to get it from a trooper than Darth Voren.

Once the code has been gained, the heroes are free to access the system and do what they need to do. If they are unable to get the code, the players may attempt to slice into the system. In that case, treat the computer system as having an Intelligence of 16 and a Will Defense of 20.

Ordering the security teams to move aft will require a Deception check (DC 20). If the group manages to gain Darth Voren's favor, he will access the system and give the order, saving the heroes a lot of trouble.

Auxiliary Challenge: In addition to moving the security teams away from the bridge, the heroes may decide to do more to help their situation while they are there by manipulating ship systems such as disabling the weapons, lowering the shields or shutting down the engines. Manipulating one of the ship's non-combat systems requires a DC 15 Use Computer check using the Issue Routine Command application. Taking control of one of the ship's tactical systems such as the shields or weapons requires the hero to succeed at a DC 20 Use Computer check. If Darth Voren or a trooper is assisting them, he will be starkly opposed to this and will immediately turn hostile.

Making Their Escape

Once the order is given and confirmed by the security teams, they are free to inform Bastila that the way to the bridge is clear and may return to the hangar bay. If Darth Voren is still conscious and assisting the heroes, he will not join them but will remain in SecCom to keep the security teams away from the bridge.

Shortly after the heroes reach the hangar bay, the ship shudders several times from nearby attacks. If they rush to the opening, they see that several nearby ships have turned on the flagship and are ruthlessly attacking it.

Seconds after they finish preparing the ships to launch, the heroes are called by Bastila requesting help in returning to the hangar. As they rush to her aid, the Sith flagship will be hit several more times from incoming fire, causing equipment to fail around them and parts to begin littering the deck. During their trek to join Bastila, the heroes will deal with two minor hits to their area of the ship. Each time, they will need to make a DC 15 Reflex Defense check to avoid taking 2d6 points of damage from flying debris.

A few minutes will pass before they reach Bastila, during which time no encounters will happen. When they rendezvous with her, refer to **Encounter 5: Fight for Flight** for instructions on how to run the encounter.

After the encounter is done, the heroes will hear an announcement through the ship's intercom that all hands are to abandon ship. Bastila will urge the heroes to escort her and the Jedi back to their ships. With the ship falling apart around them as the assault against it continues, turning her down is highly unlikely. As they progress, they will have to contend with three more hits to their area as before. In this case, however, they will need to make a DC 18 Reflex Defense check to avoid taking 2d6 points of damage from flying debris. No other encounters will take place during their journey back to their ships.

Once they reach the hangar bay, they find that things have drastically changed since they were last here. Broken machinery and damage to the ship can be seen all over the hangar, and scattered fires illuminate the once-lit bay. Fortunately, they can reach their ships easily. As they rush for their means of escape, the ship will shudder several times, and more debris explodes inward from the walls of the bay and falls from the ceiling. The heroes will manage to reach their ships with no problem, but a few fake rolls may put them

on edge during this moment. Seconds later, the heroes launch from the deteriorating ship with the boarding party a split second behind them and witness the flagship's destruction take place behind them.

The heroes and the boarding party reach the Republic fleet without incident. Quickly after they land, they hear Bastila's announcement that they have returned, prompting the Republic fleet to jump to hyperspace and escape from the Sith fleet.

Obtaining the Code

Challenge Level 9

SETUP: The room offers only a large desk as a means of cover during this encounter, which is located along the north wall about halfway into the larger room in the northwest corner of the map. Place the heroes just inside the doorway leading out of the room. Commander Doel Scherp stands behind his desk against the middle of the north wall. Place the droids in the corners of the room. The personal guards will appear in the third round at the bottom of the large staircase in the middle of the map.

Read-Aloud Text

As soon as the heroes enter the room and find Commander Scherp sitting at his desk, read the following text:

The expression on Scherp's face turns sour, and he slowly pushes himself away from his desk.

"I am sorry that it has come to this," he says in a surprisingly calm tone. "But, you are no longer welcome in my house."

Without warning, the droids in the four corners of the room come to life. As they step down from their pedestals, they draw blaster rifles and menacingly aim them at you.

Sith Assault Droid, Mark I (4)

The Mark I assault droid is one of the most common droid weapons in the Sith Empire. Relying heavily on them to help fill out the ranks of the military due to a lack of recruits coming out of the Sith academy on Korriban.

Nevertheless, the Mark I is one of the most desired droids of its class. Though it is a capable defender, it holds little advanced tactical programming in its memory banks. It is used primarily in a defensive manner and has proven to be quite good at it.

Vaguely humanoid, this droid is uniquely designed in that the bulk of its weight is supported on a single leg.

Modified Czerka Corporation Mark I Assault Droid   CL   6   [CL = heroic level + 1/3 nonheroic level]
Medium droid (4th-degree) nonheroic 12
Init +8 ; Senses Perception +13
Languages Binary
 [rule]
Defenses Ref 20 (flat-footed 18), Fort 12 , Will 12
hp 30; DR 10; Threshold 12
Immune droid immunities
[rule]
Speed 4 squares
Melee claw +11 (1d4+2)
Ranged blaster rifle +12 (3d8) or
Ranged blaster rifle +10 (3d8) and blaster rifle +10 (3d8) or
Ranged ion rifle +11 (3d8 ion)
Base Atk +9; Grp +13
Atk Options autofire (blaster rifle)
 [rule]
Abilities Str 15, Dex 15, Con -, Int 8, Wis 14, Cha 6
Special Qualities droid traits

Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (rifles, simple weapons)
Skills Perception +13
Systems basic processor, walking locomotion, 3 tool mounts, 2 claw appendages
Possessions blaster rifle (2), ion rifle, duranium plating, shield generator (SR 10)
Availability Military; Cost 14,710

Sith Assault Droid Tactics
During the first round, the droids will advance and fire at the heroes. The droids will continue their assault each round thereafter until they or the heroes are defeated, striving to draw the heroes into the room and seal off their means of escape.

Personal Guard (2)
Scherp's personal guards are hand-picked warriors that he pays handsomely to protect him from harm. Whether he is at home, in town, or on duty with the Sith fleet, his guards are not far from him and will stop at nothing to put down anyone that means to hurt or kill their employer.
     Dressed in casual clothing, they meld into the crowd with ease and are quick to rush to Scherp's side when needed.

These two rough-looking men, despite looking like they need to cheer up something fierce, look ready to handle anything thrown their way.

Personal Guard   CL 6 [CL = heroic level + 1/3 nonheroic level]
Medium Human nonheroic 3/soldier 5
Force 8
Init +11 ; Senses Perception +11
Languages Basic
 [rule]
Defenses Ref 18 (flat-footed 16), Fort 18 , Will 17
hp 63; Threshold 18
[rule]
Speed 6 squares
Melee unarmed +8 (1d3+3)
Ranged blaster pistol +9 (3d6+2)
Base Atk +7; Grp +8
Atk Options Pin, Point Blank Shot, Precise Shot
Special Actions Draw Fire, Harm's Way, Tough as Nails
[rule]
Abilities Str 13, Dex 15, Con 13, Int 12, Wis 14, Cha 12
Talents Draw Fire, Harm's Way, Tough as Nails
Feats Armor Proficiency (light), Pin, Point Blank Shot, Precise Shot, Skill Training (Initiative), Skill Training (Perception), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +10 , Initative +11 , Perception +11 , Persuasion +10 , Treat Injury +11
Possessions blaster pistol, comlink

Personal Guard Tactics
Arriving late in the third round, the guards will take up defensive positions as close to the heroes as possible and use the Draw Fire talent. Wanting to end the battle quickly, they

will set their weapons on stun, if they are close enough, or focus on the ones with the heaviest firepower until the heroes are defeated.

Commander Doel Scherp

Commander Scherp is a Sith officer that has taken advantage of his position and status by living a luxurious lifestyle. Through underhanded politics and well-placed bribes, he has elevated himself to his current position within the Sith fleet and puts forth great effort to keep from losing it. He also takes great pride in his reputation as a sharpshooter and works hard to maintain it. Despite his skill in firearms, Scherp is a bit of a coward, not willing to take any risks when obviously outnumbered.

Aside from a slight bit of gray hair, Commander Scherp wears his pressed Sith officer's uniform and appears to be in good physical health. His calm demeanor clearly shows his ability to keep his confidence and self-control during times of crisis.

Commander Doel Scherp   CL 6 [CL = heroic level + 1/3 nonheroic level]
Medium Human nonheroic 6/noble 3/officer 1
Force 3; Dark Side 7
Init +6 ; Senses Perception +11
Languages Basic, Durese, Feeorin, Kel Dor, Khilese, Ryl
 [rule]
Defenses Ref 18 (flat-footed 17), Fort 14 , Will 21
hp 41; Threshold 14
[rule]
Speed 6 squares
Melee unarmed +8 (1d4+6)
Ranged blaster pistol +8 (3d6+5)
Base Atk +7; Grp +8
Atk Options Careful Shot, Deadeye, Point Blank Shot, Precise Shot
Special Actions Born Leader, Coordinate, Deployment Tactics
[rule]
Abilities Str 12, Dex 13, Con 11, Int 14, Wis 12, Cha 15
Talents Born Leader, Coordinate, Deployment Tactics
Feats Armor Proficiency (light), Careful Shot, Deadeye, Linguist, Point Blank Shot, Precise
     Shot, Skill Focus (Deception, Persuasion), Weapon Proficiency (pistols, simple weapons)
Skills Deception +17 , Knowledge (tactics) +12 , Perception +11 , Persuasion +17
Possessions blaster pistol, Sith officer's uniform, code cylinder

NPC/Enemy Tactics

During the first round, Commander Scherp will use the Born Leader talent, draw his pistol, and fall back behind the droids. In the second round, the officer will use Deployment Tactics and fire his blaster at one of the heroes, while the droids continue their assault. Each round thereafter, Scherp will use two swift actions to aim at one of the heroes and a standard action to fire. If all of his droids are defeated and at least two of the heroes are still standing, Scherp will drop his blaster and surrender. Otherwise, he will continue to fight until either he or the remaining hero is left standing.

Conclusion

Once Commander Scherp and his droids and guards are defeated, the heroes may search the room for the code cylinder. The desk holds three cylinders, but they are all blank. The one the heroes need is in the inside pocket of Scherp's jacket, and he will not give it up

unless intimidated into it or knocked unconscious. If kept conscious, Scherp is so afraid for his life that he will not trip any alarms or pursue the heroes after they leave.

Features of the Area

Near the north wall, a large desk can provide half cover for anyone willing to use it. Two large windows along the western wall provide enough light for the room and a means of easy escape, if necessary.

Encounter Map
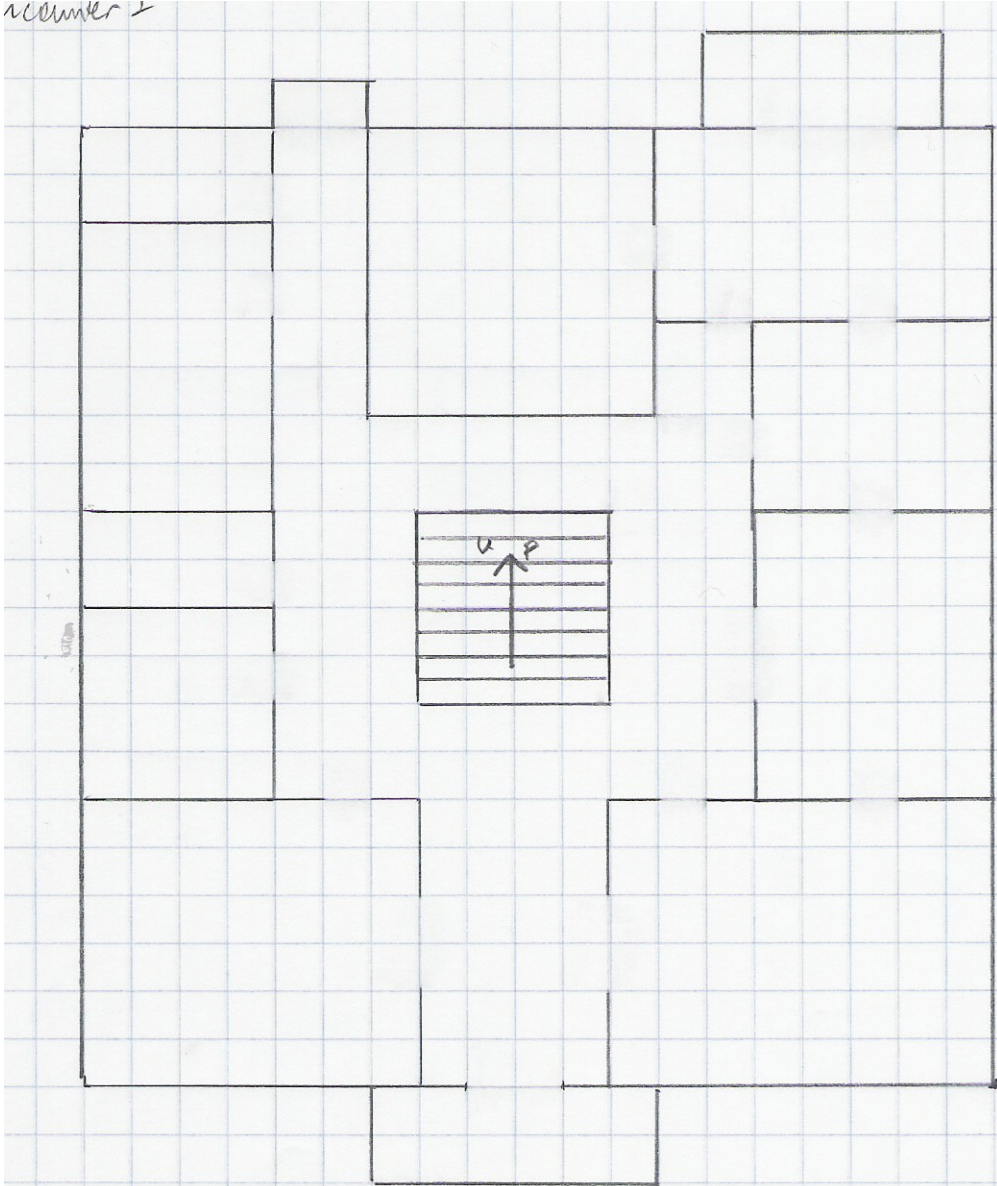
Through the Sith Fleet

Challenge Level 10

SETUP: The heroes in their six Aurek Tactical Strike Fighters are on the left side of the map, while the six Sith Interceptors and the converted Pelagia Duplex Command Assault Gunship are on the right side of the map. The warship is positioned in the middle of the map. No obstacles or hazards are present.

Read-Aloud Text

As the heroes fly toward Darth Revan's flagship, have each player make a DC 15 Use Computer check. If any of them succeed, read the following text:

You fly with expediency through the battle between the outnumbered Republic ships and the Sith fleet toward Darth Revan's flagship. Suddenly, your sensors indicate five incoming ships straight ahead. You can bet these are not friendly.

If none of the heroes make a successful check, read the following text instead:

You fly with expediency through the battle between the outnumbered Republic ships and the Sith fleet toward Darth Revan's flagship. Without warning, laser blasts fly past your ships. Peering into the darkness, you locate five incoming ships firing on you.

Sith Interceptors (6)

Mass-produced and designed to be light and agile, the Sith Interceptor is a new starfighter that relies more on superior numbers than the strength of its hull or shields, seeming to swarm over their enemies more than anything else.

You have not seen these fighters in action very much, if at all. From what you can tell about them, they do not look very strong. But, appearances can be deceiving.

Sith Interceptor   **CL 5 [CL = heroic level + 1/3 nonheroic level]**
Huge starfighter
Init +9; Senses Perception +5
[rule]
Defenses Ref 17 (flat-footed 11), Fort 21; +3 armor
hp 50; DR 10; Threshold 31
[rule]
Speed fly 16 squares (max. velocity 1,250 km/h), fly 5 squares (starship scale)
Ranged laser cannons +4(see below)
Fighting Space 8[ts]8 or 1 square (starship scale); Cover total (crew)
Base Atk +0; Grp +21
Atk Options autofire (laser cannons)
[rule]
Abilities Str 32, Dex 22, Con –, Int 14
Skills Initiative +9, Mechanics +5, Perception +5, Pilot +9, Use Computer +5
[rule]
Crew 1 (normal); Passengers none
Cargo 40 kg; Consumables 1 day; Carried Craft none
Availability Military; Cost not available for sale

Laser cannons (pilot)
     Atk +4 (-1 autofire), Dmg 3d10[ts]2

Pelagia Duplex Command Assault Gunship

This gunship (also known as the Orphanmaker) requires a five-man crew to operate at peak efficiency, but it can be flown with as little as one pilot and one other crewmember. The ship also features a vast array of built-in weapon mounts and power conduits to allow the ship to be customized much easier than other ships.

You have seen this ship several times over the last few years, but typically within planetary defense fleets. Just seeing this ship in flight and the weapon systems bristling on its hull tells you that facing off against it will not be easy.

Pelagia Duplex Command Assault Gunship   CL 12 [CL = heroic level + 1/3 nonheroic level]
Colossal Space Transport
Init +0; Senses Perception +8
[rule]
Defenses Ref 14 (flat-footed 12), Fort 26; +12 armor
hp 130; DR 15; SR 20; Threshold 76
[rule]
Speed fly 12 squares (max. velocity 870 km/h), fly 3 squares (starship scale)
Ranged 2 heavy laser cannons +8(see below) and 2 laser cannons +8 (see below)
Fighting Space 8[ts]8 or 1 square (starship scale); Cover total (crew)
Base Atk +5; Grp +41
Atk Options autofire (heavy laser cannons, laser cannons)
[rule]
Abilities Str 43, Dex 14, Con –, Int 16
Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +8
[rule]
Crew 5 (expert); Passengers 6
Cargo 10 tons; Consumables 1 week; Carried Craft none
Availability Restricted; Cost 525,000 (310,000 used)

Heavy laser cannons (gunner)
    Atk +8 (+3 autofire), Dmg 6d10[ts]2
[rule]
Laser cannons (pilot/copilot)
    Atk +8 (+3 autofire), Dmg 4d10[ts]2

Interdictor-class Warship

The *Interdictor*-class capital ship has come to symbolize the strength of the Sith Empire. Originally commissioned to round out the fleet of the Republic, the warship fills a strategic gap between the *Inexpugnable*-class behemoth and the *Hammerhead*-class frigate.
    Tactical Fire: The *Interdictor*-class warship is a mobile capital ship capable of trapping enemy forces by filling in the gaps in fleet formations. As a standard action, an *Interdictor*-class warship can forego all attacks to provide tactical fire to all squares in a 2-square radius. All enemy starships within this area suffer a -1 penalty to Reflex Defense and have their space speed reduced by 2 squares (to a minimum of 1 square).

The warship before you ominously warns of its imminent attack as you fly near its space.

Star Forge Manufacture Interdictor-class Warship   CL 16 [CL = heroic level + 1/3 nonheroic level]

Colossal (cruiser) capital ship
Init -2; Senses Perception +6
[rule]
Defenses Ref 14 (flat-footed 12), Fort 50; +12 armor
hp 1,250; DR 20; SR 110; Threshold 250
[rule]
Speed fly 3 squares (starship scale)
Ranged 5 medium turbolaser batteries +14*(see below) and
6 point-defense light laser batteries +10 (see below) and
3 tractor beam batteries +10* (see below)
4 gravity well projectors +8 (see below)
Fighting Space 2[ts]2 (starship scale); Cover total (crew)
Base Atk +2; Grp +62
Atk Options autofire (point-defense light laser cannon batteries)
[rule]
Abilities Str 90, Dex 14, Con –, Int 18
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6
[rule]
Crew 5,224 (skilled); Passengers 3,600 (troops)
Cargo 11,000 tons; Consumables 3 years; Carried Craft 48 Sith interceptors, various support
vehicles
Availability Military; Cost not available for sale
*Apply a -20 penalty on attacks against targets smaller than Colossal size.

Heavy laser cannons (gunner)
Atk +8 (+3 autofire), Dmg 6d10[ts]2
[rule]
Laser cannons (pilot/copilot)
Atk +8 (+3 autofire), Dmg 4d10[ts]2

Sith Starship Tactics

Throughout the battle, the *Interdictor*-class warship will only provide tactical fire. The Sith Interceptors will concentrate on one or two of the heroes' fighters, preferring to attack in groups of two or four on a single fighter and shoot their weapons in autofire mode. The assault gunship will strive to stay back from the main dogfight and provide support for the interceptors while they engage the Republic fighters.

Conclusion

Once the heroes have destroyed the Interceptors and the gunship, they may continue on course to the Sith flagship.

Features of the Area

Being that this encounter is a starship battle in deep space, no hazards are in the area.

Repelling the Repellers (optional)

Challenge Level 8
SETUP: The heroes are at the corner of the corridor on the left side of the map, while the enemies are in a line between the two "north-south" corridors on the right side of the map. The two droids are just outside the short stretch of hallway leading from the room. The Sith commandos are behind the droids, and the marauders are just behind them.

Read-Aloud Text

Shortly after the heroes leave the hangar bay as they make their way to Security Command, read the following text:

You round a corner and move a few meters along a long corridor, when two black-clad men and two spiderlike droids turn the next corner and head your way. They stop as they notice you and order you to stop where you are.

Sith Assault Droid, Mark IV (2)

Like the Mark I assault droids from Commander Scherp's office, these droids are built by Czerka Corporation and used by the Sith Empire to fill the ranks of the military until such time that they have sufficient numbers of soldiers trained in their academy on Korriban.

These droids, unlike the previous ones you encountered on Sernpidal, are larger and more spiderlike, having four legs and a head with a mounted blaster rifle. Just watching them move about make them seem intimidating.

Czerka Corporation Mark IV Assault Droid   **CL 6 [CL = heroic level + 1/3 nonheroic level]**
Large droid (4th degree) nonheroic 12
Init +12 ; Senses Perception +12
Languages Binary
[rule]
Defenses Ref 19 (flat-footed 18), Fort 14 , Will 12
hp 52; DR 10; Threshold 19
Immune droid immunities
[rule]
Speed 6 squares
Ranged double blaster cannon +11 (4d12, 1-square splash)
Base Atk +9; Grp +17
Special Actions Logic Upgrade: Self Defense
 [rule]
Abilities Str 16, Dex 13, Con –, Int 8, Wis 12, Cha 6
Special Qualities droid traits, stable
Feats Armor Proficiency (light, medium), Improved Defenses, Logic Upgrade: Self Defense, Skill Training (Initiative), Toughness, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons)
Skills Initiative +12 , Perception +12
Systems basic processor, walking locomotion, tool mount
Possessions double blaster cannon, duranium plating, shield generator (SR 10)
Availability Military; Cost 16,270

Sith Commandos (4)

Sith commandos are not much different from the standard Sith trooper, in that they fight to defend the Sith from their enemies. However, they have received specialized combat training that sets them apart from the standard trooper. The easiest way to differentiate the security forces from the standard troops is the color of their armor being a flat black.

These troopers wear the standard armor of regular Sith troopers, except they are black in color and less reflective. Their faceless heads seem to stare into your soul when they look upon you.

Sith Commando   **CL 2 [CL = heroic level + 1/3 nonheroic level]**
Medium Human nonheroic 8
Dark Side 1
Init +5 ; Senses low-light vision, Perception +10
Languages Basic
 [rule]
Defenses Ref 17 (flat-footed 16), Fort 12 , Will 9
hp 20; Threshold 12
[rule]
Speed 6 squares
Melee prototype vibroblade +8 (2d6+2)
Ranged light repeating blaster +3 (3d8) with autofire or
Ranged light repeating blaster +6 (3d8) with braced autofire
Base Atk +6; Grp +8
Atk Options Burst Fire
Special Actions brace (light repeating blaster)
[rule]
Abilities Str 15, Dex 12, Con 10, Int 12, Wis 9, Cha 9
Feats Armor Proficiency (light), Burst Fire, Sith Military Training, Weapon Focus (rifles), Weapon Proficiencies (advanced melee weapons, rifles, simple weapons)
Skills Endurance +9 , Mechanics +10 , Perception +10

Possessions light repeating blaster, prototype vibroblade, comlink, Sith trooper armor (+6 armor, +2 equipment)

Sith Marauders (2)

More common than Sith Knights but fewer in number than the troopers, Sith marauders use the Force to channel their hatred into their combat prowess. They serve the Sith Empire to increase their own power with the hope of one day achieving the title of Dark Lord of the Sith.

Appearing more sinister than the droids, these marauders glare at you from behind their gray masks as they stand against you.

Sith Marauder CL 8 [CL = heroic level + 1/3 nonheroic level]
Medium Jedi 7/Sith Apprentice 1
Force 5; Destiny 1; Dark Side 8
Init +11 ; Senses Perception +8
Languages Basic, Huttese, Sith
 [rule]
Defenses Ref 23 (flat-footed 21), Fort 23 , Will 20 ; Block, Deflect
hp 84; Threshold 22
[rule]
Speed 6 squares
Melee lightsaber +12 (2d8+9)
Melee lightsaber +10 (3d8+9)

Ranged by weapon +10
Base Atk +8; Grp +11
Atk Options Cleave, Melee Defense, Power Attack, Whirlwind Attack, Wicked Strike
Special Actions Resilience
Force Powers Known (Use the Force +9): dark rage
 [rule]
Abilities Str 16, Dex 14, Con 14, Int 14, Wis 8, Cha 10
Talents Block, Deflect, Resilience, Weapon Specialization (lightsabers), Wicked Strike
Feats Cleave, Force Sensitivity, Force Training, Melee Defense, Power Attack, Rapid Strike,
    Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons),
    Whirlwind Attack
Skills Acrobatics +11 , Endurance +11 , Initiative +11 , Perception +8 , Use the Force +9
Possessions lightsaber (self-built), Sith robes, utility belt

Sith Assault Droid/Marauder Tactics

The droids take positions in the corridor just past their intersection during the first round, while the commandos will draw their rifles and open fire and the marauders pull and activate their red-bladed lightsabers from the back. While the droids and commandos fire at the heroes, the marauders will move to the front and deflect any incoming blaster fire while advancing little-by-little toward the heroes. If they enter melee with the heroes, they will use *dark rage* and fight.
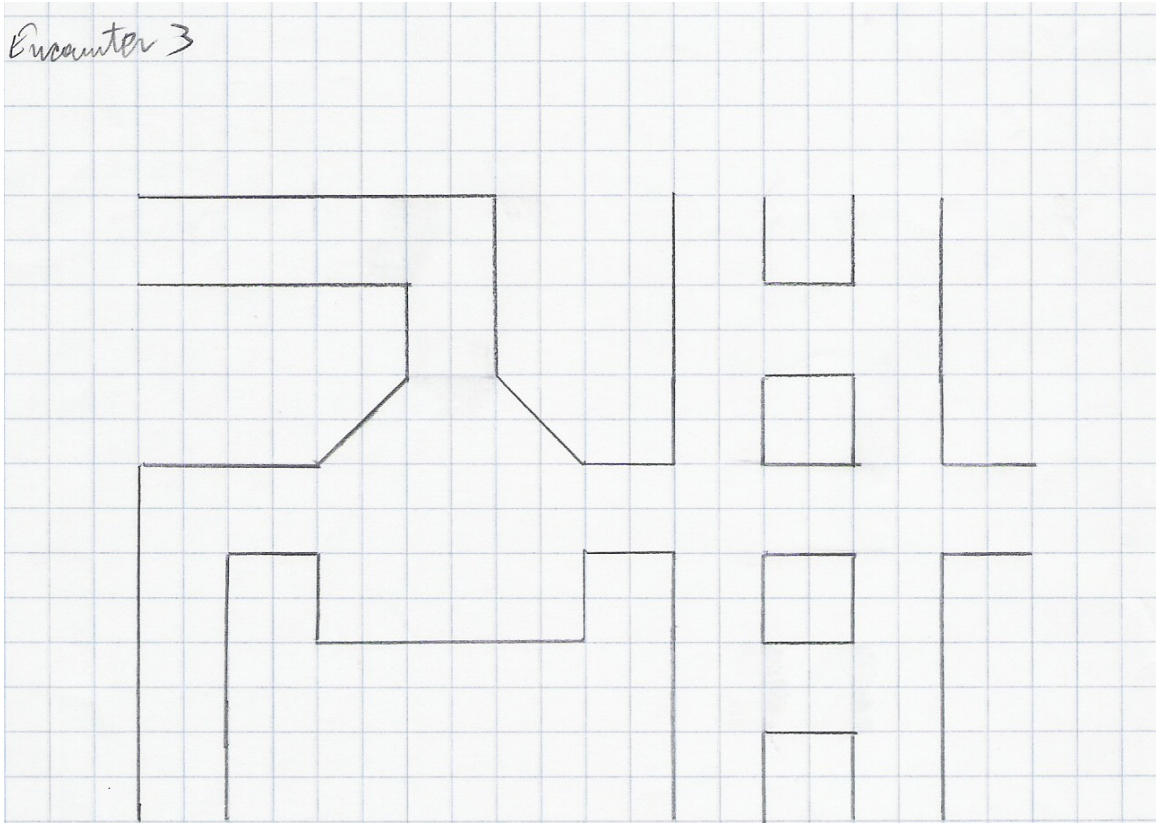

Conclusion

After they defeat the enemies, the heroes are free to continue moving toward Security Command.

Features of the Area

At first, the area has no special features or hazards. During the battle, one of the heroes may choose to shoot the overhead lights, creating a low-light environment in the immediate area.

Encounter Map

Encounter 3

SecCom Showdown

Challenge Level 9
SETUP: The heroes stand just outside the only entrance to the ship's security command post. Darth Voren stands in front of three lines of five troopers in the middle of the room. Three control panels line each of the room's north and south walls.

Read-Aloud Text

Once the heroes enter the area, read the following:

As you round the corner, you suddenly stop dead in your tracks, as you find a large group of Sith troopers armed with blaster rifles turning toward the door you just passed through. Next to them is a dark-robed man with a black featureless faceplate that obscures his visage. All of them stop when they notice you in the doorway.

Sith Commandos (6)

Sith commandos are not much different from the standard Sith trooper, in that they fight to defend the Sith from their enemies. However, they have received specialized combat training that sets them apart from the standard trooper. The easiest way to differentiate the security forces from the standard troops is the color of their armor being a flat black.

These troopers wear the standard armor of regular Sith troopers, except they are black in color and less reflective. Their faceless heads seem to stare into your soul when they look upon you.

Sith Commando   **CL 2 [CL = heroic level + 1/3 nonheroic level]**
Medium Human nonheroic 8
Dark Side 1
Init +5 ; Senses low-light vision, Perception +10
Languages Basic
 [rule]
Defenses Ref 17 (flat-footed 16), Fort 12 , Will 9
hp 20; Threshold 12
[rule]
Speed 6 squares
Melee prototype vibroblade +8 (2d6+2)
Ranged light repeating blaster +3 (3d8) with autofire or
Ranged light repeating blaster +6 (3d8) with braced autofire
Base Atk +6; Grp +8
Atk Options Burst Fire
Special Actions brace (light repeating blaster)
[rule]
Abilities Str 15, Dex 12, Con 10, Int 12, Wis 9, Cha 9
Feats Armor Proficiency (light), Burst Fire, Sith Military Training, Weapon Focus (rifles), Weapon Proficiencies (advanced melee weapons, rifles, simple weapons)
Skills Endurance +9 , Mechanics +10 , Perception +10

Possessions light repeating blaster, prototype vibroblade, comlink, Sith trooper armor (+6 armor, +2 equipment)

Sith Marauders (2)

Sith Marauder CL 8 [CL = heroic level + 1/3 nonheroic level]
Medium Jedi 7/Sith Apprentice 1
Force 5; Destiny 1; Dark Side 8
Init +11 ; Senses Perception +8
Languages Basic, Huttese, Sith
 [rule]
Defenses Ref 23 (flat-footed 21), Fort 23 , Will 20 ; Block, Deflect
hp 84; Threshold 22
[rule]
Speed 6 squares
Melee lightsaber +12 (2d8+9)
Melee lightsaber +10 (3d8+9)
Ranged by weapon +10
Base Atk +8; Grp +11
Atk Options Cleave, Melee Defense, Power Attack, Whirlwind Attack, Wicked Strike
Special Actions Resilience
Force Powers Known (Use the Force +9): dark rage
 [rule]
Abilities Str 16, Dex 14, Con 14, Int 14, Wis 8, Cha 10
Talents Block, Deflect, Resilience, Weapon Specialization (lightsabers), Wicked Strike
Feats Cleave, Force Sensitivity, Force Training, Melee Defense, Power Attack, Rapid Strike, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack
Skills Acrobatics +11 , Endurance +11 , Initiative +11 , Perception +8 , Use the Force +9
Possessions lightsaber (self-built), Sith robes, utility belt

Darth Voren, Sith Apprentice

Formerly a Jedi that trained at the academy on Ossus, the Human originally known as Voren Renstaal fought with his Jedi master in the early part of the Mandalorian Wars, until his master was killed during the First Battle of Onderon. Shortly thereafter, he agreed with the proposals offered by "the Revanchist" and opted to join him and his armada that ventured into the Unknown Regions. What happened during that time caused Voren to change his allegiance from the Jedi Order to follow the new Sith Empire established by Darth Revan.

   Striving to complete his training, Darth Voren learns vigilantly from one of the Sith Knights under the direct command of Darth Revan and typically remains aboard the dark lord's flagship to help control the ship's security forces. Secretly, he hopes to eventually remove at least one of his superiors to help him rise through the ranks more quickly.

Dressed in black robes with his face obscured by a black-tinted featureless faceplate, Darth Voren looks at you for a long second. He appears Human, but it is difficult to be sure through his flowing robes. His gaze, although impossible to see, gives the impression that his eyes are drilling right through you as he straightens his posture.

Darth Voren   CL 12 [CL = heroic level + 1/3 nonheroic level]
Medium Human Jedi 7/Sith Apprentice 5
Force 4; Destiny 2, Dark Side 14
Init +12 ; Senses Perception +13
Languages Basic, Sith
 [rule]
Defenses Ref 26 (flat-footed 25), Fort 25 , Will 27

hp 83; Threshold 25
 [rule]
Speed 6 squares; Running Attack
Melee lightsaber +13)
Melee lightsaber +8/+8) with Double Attack
Ranged weapon +13
Base Atk +12; Grp +12
Atk Options Affliction, Double Attack, Plague, Running Attack, Whirlwind Attack
Special Actions Dark Presence, Melee Defense, Power of the Dark Side, Revenge
Force Powers Known (Use the Force +18): *dark rage, energy resistance, Force grip, Force lightning, Force slam, mind trick, move object, shock, wound*
Force Techniques Improved Wound
[rule]
Abilities Str 11, Dex 13, Con 10, Int 13, Wis 14, Cha 14
Talents Affliction, Dark Presence, Dark Side Adept, Plague, Power of the Dark Side, Revenge, Weapon Specialization (lightsabers)
Feats Double Attack, Force Sensitivity, Force Training (3), Melee Defense, Running Attack, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiencies (lightsabers, simple weapons), Whirlwind Attack
Skills Initiative +12 , Knowledge (galactic lore) +12 , Perception +13 , Use the Force +18
Possessions lightsaber (self-built)

Security Force Tactics

The Sith commandos will open fire on their opponents during the first round of combat. If they do not take them out in the first round, they will take cover behind various panels and other structures and continue to shoot at their targets. If at least half of the PCs are incapacitated, they will attempt to engage the remaining heroes in hand-to-hand combat to try to subdue and capture them for questioning.

Darth Voren will draw his lightsaber and deflect blaster shots directed at him, but he will not move against the heroes to prevent from getting caught in the crossfire or to block the guards' line of fire. If at least half the troops are eliminated, Darth Voren will then engage the PCs. The Sith marauders will follow Darth Voren's lead throughout the battle and act as he does with the exception of engaging in hand-to-hand combat with any of the heroes if they get too close, regardless of what action Darth Voren takes that round.

Conclusion

With no other exit from the room, Darth Voren and all of the forces will fight to the death. Once the opponents are defeated, the heroes are free to order all remaining security forces to the back of the ship and inform Bastila that the way to the bridge is clear.

Features of the Area

This room features several control panels and security monitors that provide views of various areas of the ship, including the bridge, engineering and the hangar bay. Each panel has a chair in front of it that is fixed to the floor. The far side of the room holds two lockers that could hold a dozen blaster rifles and power packs but is currently empty.

Encounter Map

Encounter 4
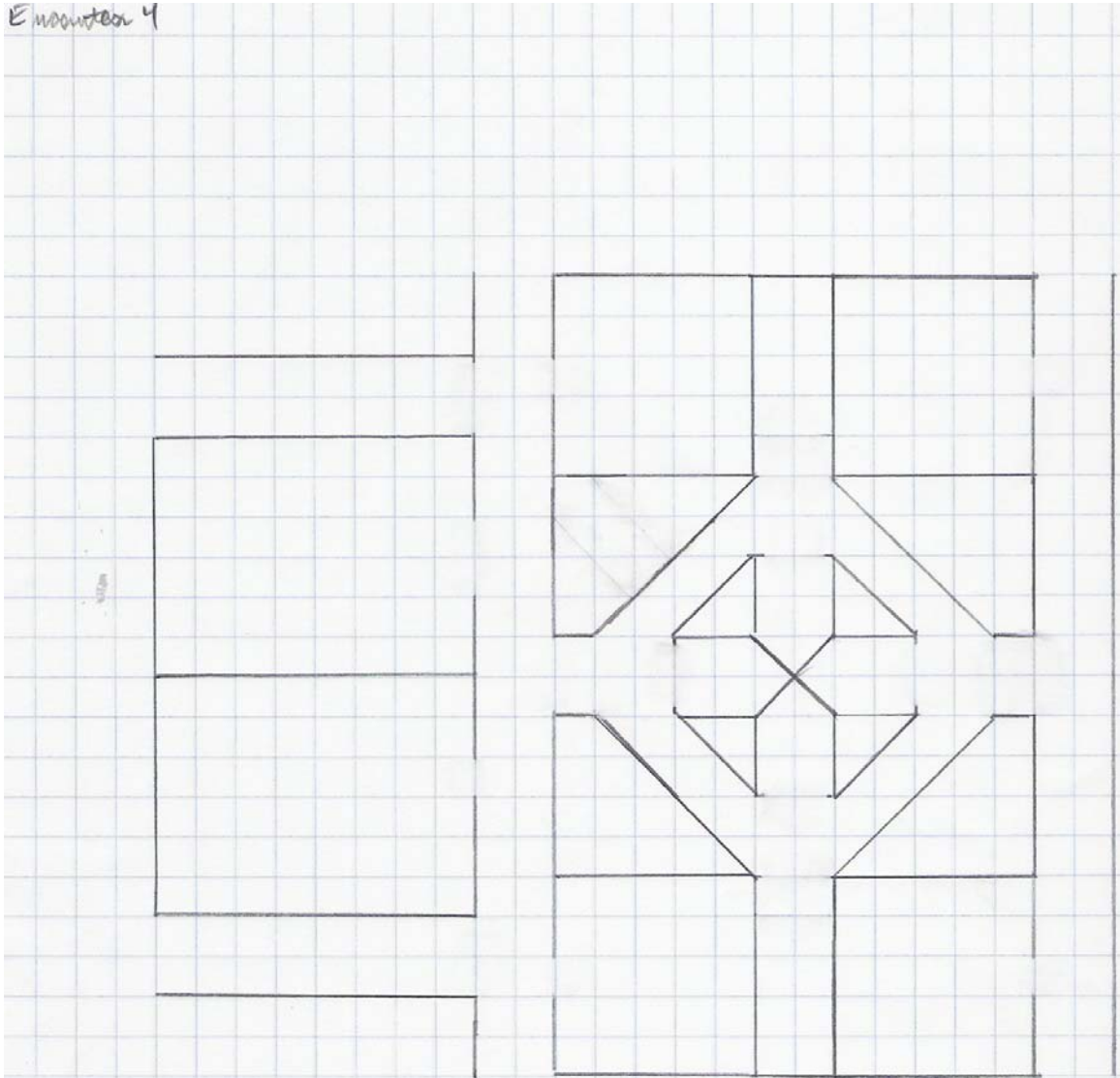
Fight for Flight

Challenge Level 8

SETUP: This battle takes place in a long corridor that runs east-west with one four-way intersection on the west end and two closely-placed intersections on the east end. The heroes stand with Bastila and the unconscious form of Darth Revan in the middle of the intersection on the west end. Place the Sith troopers and officers within the two intersections on the east end. Scatter debris throughout the corridor.

Read-Aloud Text

As the heroes rendezvous with Bastila and the unconscious Darth Revan, read the following text:

You reach an intersection and find Bastila carrying a dark-robed body over her shoulder and a few Jedi following behind her. Amid the damage and the debris strewn in the hall, she reaches you and opens her mouth to speak. Suddenly, a blaster bolt impacts the wall next to her. Your gaze turns to find a group of Sith troopers rushing toward you down the corridor from the other direction. Their blaster rifles are drawn, and they order you to drop your weapons and surrender.

As you prepare for battle, Bastila calls out to you. You turn to find a set of blast doors closing between you and her. In fact, all of the blast doors at your intersection are closing, cutting off your way back to the hangar and leaving only the corridor facing the oncoming troopers open. Further examination shows that the first shot fired at you inadvertently hit the panel that controls the blast doors at your end.

Sith Troopers (8)

Sith troopers are the backbone of the Sith military. Although they are not Force users, like many others that serve the Sith, they do have a dark side that frequently comes out through their blaster rifles. Wearing sleek, faceless silver armor, the demeanor of the Sith trooper is very much like that of a merciless war droid.

The silver-armored troopers appear emotionless as they attack, their faces obscured by their featureless, silver masks. They do not speak or gesture in any way, except by taking combat positions to fire their blaster rifles at you.

Sith Trooper CL 1 [CL = heroic level + 1/3 nonheroic level]
Medium Human nonheroic 4
Dark Side 1
Init +2 ; Senses low-light vision, Perception +9
Languages Basic
 [rule]
Defenses Ref 17 (flat-footed 16), Fort 12 , Will 10
hp 10; Threshold 12
[rule]
Speed 6 squares
Melee unarmed +4 (1d6+1)
Ranged blaster rifle +3 (3d8)
Ranged frag grenade +3 (4d6, 2-square burst)
Base Atk +3; Grp +4
Atk Options autofire (blaster rifle)
[rule]
Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10

Feats Armor Proficiency (light), Martial Arts I, Sith Military Training, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7 , Perception +9
Possessions blaster rifle, comlink, frag grenades, Sith trooper armor (+6 armor, +2 equipment)

Sith Officers (2)

Sith officers are normal men and women whose ruthlessness makes up for their lack of Force sensitivity. Most once served the Republic, but their ambitions exceeded what the age-old military had to offer. While many are competent and skilled leaders, as many and more are hedonists, sadists, and drunkards. Having already survived the Mandalorian Wars, Sith officers are, if nothing else, cunning survivors.

The officers, leading from the back of the group, easily stand out from the troopers with their blue uniforms. They sneer as they bark orders to their troops and coldly stare at you while they shoot their pistols, hoping for a clear shot to take you down.

Sith Officer CL 6 [CL = heroic level + 1/3 nonheroic level]
Medium Human nonheroic 6/noble 3/officer 1
Force 3; Dark Side 7
Init +5 ; Senses Perception +11
Languages Basic, Durese, Mando'a, Sith
 [rule]
Defenses Ref 17 (flat-footed 17), Fort 14 , Will 21
hp 34; Threshold 14
[rule]
Speed 6 squares
Melee unarmed +7 (1d4+2)
Ranged blaster pistol +7 (3d6+2)
Base Atk +7; Grp +7
Special Actions Born Leader, Coordinate +1, Deployment Tactics
[rule]
Abilities Str 10, Dex 10, Con 10, Int 14, Wis 12, Cha 14
Talents Born Leader, Coordinate, Deployment Tactics
Feats Armor Proficiency (light), Linguist, Sith Military Training, Skill Focus (Knowledge [tactics]), Skill Focus (Persuasion), Skill Training (Pilot), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Deception +12 , Knowledge (tactics) +17 , Perception +11 , Persuasion +17 , Pilot +10
Possessions blaster pistol, comlink (encrypted), officer's uniform

Sith Military Tactics

One of the officers will first use his Born Leader talent before doing anything else, and they will alternate using Deployment Tactics throughout the skirmish. Four of the troopers kneel in the hallway and provide cover fire with their blaster rifles on autofire, while the others take up positions around corners behind them and shoot at the heroes directly. If the troopers do not make any headway after 3 rounds, they will call for reinforcements and receive confirmation that another squad will join them shortly. If the heroes do not do anything to cut off any entrance routes to their opponents, twelve more Sith troopers will arrive in eight rounds.

Conclusion

Once the heroes have defeated the Sith forces and cleared the way to the hangar, they may escort Bastila and the Jedi to their ship.

Features of the Area

The corridor is littered with debris from damaged and destroyed equipment, creating rough terrain between the two forces. The overhead lights will occasionally flicker and create low-light conditions every other round.

Encounter Map