

STAR WARS®

ROLEPLAYING GAME

JAWS OF THE SARLACC **EPISODE X OF *STAR WARS: DAWN OF DEFIANCE***

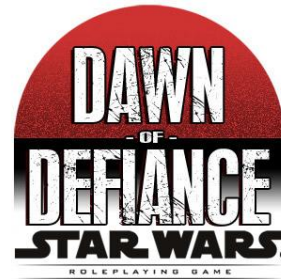
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Jaws of the Sarlacc is the tenth and final adventure in the **Dawn of Defiance** campaign, which should take heroes from 1st level through 20th level in a continuous storyline designed to give players and Gamemasters a complete *Star Wars* Roleplaying Game: Saga Edition experience. This adventure sends the heroes to the Deep Core world of Byss, where the Sarlacc Project—the construction of a massive Super Star Destroyer prototype—is underway. The heroes should advance to 20th level by the end of the adventure. Over the course of this adventure, the heroes will have a chance to finally confront and defeat the traitorous Admiral Varth and the vile dark Inquisitor, Valin Draco. *Jaws of the Sarlacc* is the finale of the story arc that makes up the **Dawn of Defiance** campaign. After completing the adventure, the heroes will have saved the galaxy from an Imperial superweapon and paved the way for other rebellious elements to strike back at the Galactic Empire.



WHAT IS DAWN OF DEFIANCE?

Dawn of Defiance is the name given to a series of 10 linked adventures that Gamemasters can use to create an entire campaign for their players. Set in the months after the events of *Revenge of the Sith*, the adventures in the **Dawn of Defiance** campaign are designed to provide players and GMs with the iconic *Star Wars* Roleplaying Game experience, set against the backdrop of the tyranny of the Galactic Empire. The **Dawn of Defiance** campaign takes the heroes all the way from 1st level up to 20th level and features an ongoing storyline that progresses over the course of the campaign. Each adventure can also be played individually and should provide the heroes with ample challenges to gain two levels per adventure. Gamemasters should feel free to use the **Dawn of Defiance** adventures either as an entire campaign or as fillers for their own home campaigns.

If you are a Gamemaster wishing to run the campaign, read the GM's Primer, which summarizes the overall plot of the campaign and the events of each adventure. The GM's Primer is available at the *Star Wars* Roleplaying Game Web site (www.wizards.com/starwars). The site also features other articles related to the **Dawn of Defiance** campaign, including the official campaign standards and an FAQ.

Warning! If you will be playing in a Dawn of Defiance campaign or in a campaign using its adventures, read no further.

ADVENTURE BACKGROUND

The entire **Dawn of Defiance** campaign has led up to this point. Having finally uncovered the truth about the Sarlacc Project and traveled to the Deep Core in pursuit of their ally, Jedi Master Denia, the heroes are poised to shut down the Empire's plans. Lady Alya Aldrete, an ally they made during a recent visit to Alderaan, has provided them with aid thus far. Now, she is ready to help them make their final push to stop the Empire from completing the construction of their first Super Star Destroyer.

Sadly, during their trip to Prakith in the ninth adventure, *Sword of the Empire*, the heroes suffered the loss of one of their staunchest allies, Master Denia. They are now truly their own masters, and others are looking to them as leaders of the fledgling rebellion. Lady Aldrete has summoned the heroes to rendezvous with her, and she will help fill them in on the plan to finally put an end to the Empire's Sarlacc Project.

ADVENTURE SUMMARY

The heroes are summoned to a rendezvous in the Deep Core, where they meet with Lady Aldrete and discover that she has summoned her entire fleet of smugglers and criminals. Combined with the remnants of the

battle group belonging to the *Resurgence*, these ships form a relatively impressive fleet, which Lady Aldrete and Bail Organa hope to use to stage a daring mission against the Sarlacc Project. After being briefed on the plan, the heroes set course for the planet Byss, the Emperor's secret throne world.

Once they arrive at Byss, the heroes must infiltrate a Golan Defense Platform and shut down its defense mechanisms. There, they confront Inquisitor Draco for the last time, only to discover that the traitorous Admiral Varth has taken command of the Super Star Destroyer. In a stunning move, he fires up the ship's engines and makes a short hyperspace jump to join the battle.

The heroes, along with the pilots of Blue Squadron, must brave the battle between the defenders of Byss and Lady Aldrete's fleet, fly into the superstructure of Super Star Destroyer, and blow up its main reactor. That is the only way to destroy the vessel and save what's left of Lady Alya's fleet.

OPENING CRAWL

If you wish to have an opening crawl before the adventure, consider using the boxed text below.

STAR WARS: DAWN OF DEFIANCE

Episode X

JAWS OF THE SARLACC

The galaxy rests on a tipping point as the forces of evil have struck a devastating blow against the Alderaan Resistance.

Yet all is not lost, and even now the Alderaanian noble Lady Alya Aldrete has summoned allies and great heroes to take part in a daring attack on the Empire.

As the fate of the Resistance hangs in the balance, a small band of heroes has a chance to strike a blow that will echo through the ages, and show others that even the mighty Empire can be defeated . . .

PART 1: A BOLD PLAN

After speaking with Bail Organa at the conclusion of the previous adventure, the heroes are directed to meet up with Lady Alya Aldrete. They find her at a rendezvous point in space, outside a massive gas cloud where she has amassed a small armada of ships. The rendezvous point is only two hours away via hyperspace, still well within the Deep Core Security Zone, and Lady Aldrete's communications officer transmits a hyperspace route for the heroes to follow that will get them there safely. As the heroes approach the rendezvous point, describe the other vessels here as a rag-tag collection of tramp freighters, modified bulk haulers, a few Clone Wars-era capital ships, and an overall motley assortment of vessels that look vastly different from the pristine ships of the Empire.

Lady Alya invites the heroes to dock on her flagship, a heavily modified Corellian gunship. As the deck crew sets to refueling and restocking their ship (or ships), the heroes are shown to temporary quarters and allowed to refresh themselves. Once suitably rested and cleaned up, they are invited to join Lady Aldrete in the ship's command bridge to discuss the next step.

LADY ALDRETE'S BRIEFING

Lady Aldrete welcomes the heroes into her ship's command bridge, where she and some other rough-looking ship captains are quietly talking next to a holographic display that looks positively chaotic from a distance. The heroes also spot two familiar faces—Captain Adrian Verana and Captain Sirona Okeefe, who seem to be deep in their own conversation. As the heroes approach, they realize that the display shows a single, massive planet around which hundreds, if not thousands, of ships and space stations can be seen in continuous orbit.

When the heroes step up to the projector, Lady Aldrete ends her conversation and turns to them. Read the following aloud:

"My dear friends," says Lady Aldrete, a look of pity in her eyes. "It is good to see you alive. Bail told me about Master Denia—she will be sorely missed.

"I'm afraid that we have little time for mourning. Too many lives have already been sacrificed to stop now. While you were traveling to Prakith, I sent out the call for all of my contacts in the Deep Core to come to me, and one of them brought some very timely data. We have not only discovered the location of the Sarlacc Project above the planet Byss, but we have also obtained a full readout of the vessel's defenders, and we know that the Sarlacc Project, while not yet complete, is within weeks of being so.

"What I have proposed to my captains is a mission to destroy the prototype. We've got enough ships to distract its defenders, but we can't hope to beat them and destroy the ship—just survive. What we need is someone to take control of their defenses and turn them against the prototype. You're our best, and probably only, hope for that."

With that, Lady Aldrete begins outlining what little they have of their plan. First, the smuggler fleet will jump into the Beshqek system and engage the Sarlacc Project's defenses. Then, while feigning a retreat, they will draw the defenders away from the Super Star Destroyer and its Golan Defense Platform. The heroes' strike team will then infiltrate the platform,

seize control of its weapon complement, and turn the weapons on the Sarlacc Project. Undefended, it shouldn't take long for the Super Star Destroyer to become so much debris drifting into the atmosphere of Byss. The heroes and the smuggler fleet will then retreat and jump to lightspeed, leaving Byss far behind.

THE CALM BEFORE THE STORM

Of course, heroes being what they are, they might have some alternative plans they would like to enact. Lady Aldrete's plan is left somewhat vague intentionally, and if the players show some initiative, you should let them fill in the gaps or even rebuild the plan from the ground up. Of course, allowing them to do so will alter the way this adventure plays out, but given the fact that this is the climax of the **Dawn of Defiance** campaign, feel free to let the players concoct a better plan if they see fit.

The two most important parts of the plan, and the two events around which this adventure is engineered, are taking control of the Golan Defense Platform and flying into the superstructure of the Super Star Destroyer to take out its main reactor. When the heroes are cooking up their plan, keep in mind that, in general, those two events need to happen, and they must take place in that order.

Naturally, this adventure cannot cover every eventuality or plan that the heroes might come up with, but the following information should help you determine whether they succeed.

- The Sarlacc Project is a Super Star Destroyer that has not yet reached completion. Many of its systems are still offline, but (unknown to Lady Aldrete and the heroes) its engines, life support, and weapons are online.
- The Super Star Destroyer is defended by a Golan Defense Platform. However, something the heroes do not know is that the platform also acts as a stabilizer by using its incredibly powerful tractor beams. The upshot is that the platform anchors the Super Star Destroyer in place; as long as the tractor beams are active, it cannot move.
- The smuggler fleet is ragged, but well defended and captained by some of the best in the galaxy. Given the fact that the defense forces around Byss are not quite up to what they will be by the time of the Rebel Alliance, the smuggler fleet can survive about 20 minutes of direct fire, plus another 20 minutes during the faux retreat. If starfighters take part in the conflict, the fleet can survive for another 10 minutes during both the initial assault and the retreat.
- Even when the main defense forces pursue the smuggler fleet, a small number (mostly starfighters and Skipray blastboats) will stay behind. However, good piloting might allow a ship to avoid notice by more than one patrol.
- Lady Aldrete's smuggler fleet has a number of slicers that can alter a starship's IFF transponders and other transmitters to disguise a small number of ships as Imperial vessels. This won't stand up to closer visual inspection, but it should fool sensors.
- Admiral Varth is commanding the skeleton crew currently operating the Super Star Destroyer. When the smuggler fleet appears, he immediately suspects a trap and begins ordering the crew on the defense platform to begin emergency shutdown procedures of their tractor beams. However, due to the high power being pumped through the beams, shutting

them down is a lengthy process—upward of 30 minutes if all protocols are observed.

- Inquisitor Draco has retreated to Byss, where his time spent in dark meditation has revealed that he will face his final conflict with the heroes. With Admiral Varth's blessing, Draco has placed himself in charge of the defense platform, and he believes that once he defeats the heroes and crushes Alderaan's resistance, he will be given command of the Sarlacc Project and its associated fleet. He has not warned Varth of his visions. Instead, Draco plans to step in and save the day when Varth would have failed, thus removing the Admiral as a rival for control of the Emperor's greatest fleet.
- The Golan platform is manned mostly by droids. Admiral Varth did not trust Humans to operate his prize ship's defenses, although he has allowed a complement of the Emperor's hand-picked agents to occupy the station for defense.
- Varth will order the defense fleet to pursue the smugglers, hoping that they will be crushed by his ships. However, Admiral Varth is no fool, and he would not leave the Super Star Destroyer unprotected if it weren't defensible on its own. Varth believes (and rightly so) that the Super Star Destroyer, although incomplete, is still powerful enough to obliterate the smuggler's ships on its own.

One way or another, a large chunk of the ship's hull will be ripped away, exposing the interior superstructure and providing access to the main reactor. Although this can happen in several ways (see Part 3 of the adventure), the heroes might come up with their own plan to gain access to the core.

GETTING TO THE GOLAN

Once the heroes have a plan, the mission can begin. Captains Okeefe and Verana are both taking part in the mission. Captain Verana will command Blue Squadron, a collection of starfighters cobbled together from the various smuggler crews, while Captain Okeefe will serve as Verana's wingman and executive officer. Lady Aldrete will lead her ship and the rest of the smuggler fleet into battle. The heroes have a chance to say their goodbyes, then it is time for leaving.

When the heroes depart, they make the short jump to hyperspace to the planet Byss. Upon arrival, they find everything going according to plan. The smuggler fleet is occupying the ships defending the Sarlacc Project, giving the heroes a clear shot at the Golan Defense Platform. Read or paraphrase the following aloud:

Before your eyes hovers the oddly colored planet of Byss, its orange land masses and purple oceans casting the cockpit in an eerie glow. However, drawing your eyes away from the planet is the largest capital ship you have ever seen. The dagger-shaped hull of the Super Star Destroyer, known to you as the Sarlacc Project, looms large against the backdrop of the planet.

The Golan Defense Platform anchoring the massive ship looks tiny in comparison. All around, you see flashes of light as starships burst into flames and then flicker out, or watch the glowing light of turbolasers streaking between the vessels. The smuggler fleet has distracted the Sarlacc Project's defenders; now is the time to strike.

Luckily for the heroes, the plan is working, and only a few small patrols remain near the Super Star Destroyer. Unfortunately, being spotted by one is nearly unavoidable. A small patrol, consisting of a Skipray blastboat and a few elite TIE fighters, is on a course that will intersect with the heroes. If the heroes have taken precautions against being detected, play them out. Otherwise, the patrol spots the heroes' ship and attacks. This close to the Sarlacc Project, the patrols are ordered to fire on non-Imperial vessels without warning.

If the heroes can sneak by, deceive, or otherwise deflect the attention of the patrol, they should be able to avoid a violent conflict before docking with the Golan. Otherwise, the heroes must defeat the patrol before they can go on with their mission.

For more information on this encounter, see the "Run on the Golan" tactical encounter on page 10.

PART 2: ABOARD THE GOLAN

Once the heroes have dealt with the patrol, they have the opportunity to land on the Golan Defense Platform. Assuming they have taken some steps to disguise their ship's sensor profile and IFF transponders, they can land in the docking bay without challenge thanks to the droid traffic controllers' lack of suspicion. If they took no such responses, the platform might open fire on the heroes' ship, but they can still blast their way into the docking bay in a matter of rounds.

Once inside, the heroes know they need to seize control of the defense platform to turn its weapons on the Super Star Destroyer. First, however, they must deal with the station's defenders. Their arrival has not gone completely unnoticed, and they will face a challenging series of encounters to reach the central reactor control chamber.

As the Gamemaster, you might find it tempting to turn the following series of encounters into little more than a linear group of challenges, offering the heroes no choice in the matter. The encounters described below are meant to be used in any order that you see fit (with one exception; see "Security Corridor" on page 7), although they do make some basic assumptions about the order in which most heroes will tackle them. As with the planning of the operation in Part 1, give the heroes a chance to come up with their own methods for reaching the reactor. Then, each time they reach a good point, drop in one of these encounters to challenge them.

As the heroes progress toward the central reactor chamber, take into account the following basic information about the platform.

THE STATION INTERIOR

The Golan Defense Platform orbiting Byss is designed primarily to defend and anchor the Super Star Destroyer at the center of the Sarlacc Project. If you are using the *Galaxy at War* supplement, the defense platform is considered to be a battlestation with a CL of 20. You can use this to improvise any challenges or hazards the heroes might face along the way.

The following information about the interior of the station applies regardless of whether you are using *Galaxy at War*.

Command Bridge: The primary command bridge for the Golan platform has been shut down in favor of rerouting control to an auxiliary bridge, located near the central reactor core for the whole platform. If the heroes reach the primary command bridge, they find it abandoned.

Computers: The station's main computer system has a Will Defense of 31 and is one of the most sophisticated computers currently used by the Empire. However, since the Empire staffs the station with droids, the central computer isn't always used to its full potential. Computers in auxiliary areas, such as corridors and nonessential locations, have a Will Defense of 26 and can be used to gain access to the station's main computer.

Docking Bays: The Golan platform has three main docking bays, one of which is used for ships other than starfighters. Each of the other two bays holds a squadron of 12 TIE fighters, which the heroes might have encountered already. Docking Bay 616 is the shuttle docking bay and is the one through which the heroes likely enter and exit.

Patrols: Standard security protocol for the Golan platform calls for two elite Byss stormtrooper squads per patrol, each commanded by an Imperial officer (see page 280 of the Saga Edition core rulebook). The Imperial officers in these patrols carry code cylinders for auxiliary computer systems (but not the main computer system).

Security Control Rooms: Each level of the space platform has its own security control room. These control rooms remain in constant contact with the auxiliary command bridge. Each one has security control computers with a Will Defense of 26, is staffed by four Imperial officers, and has an elite Byss stormtrooper squad defending the control room.

Sensors: The sensors in the station are extremely sophisticated. When properly focused, they can detect everything from the number of beings in a room to the current health of each one. However, such focus is typically unneeded, and the droids controlling many of the station's sensors rarely perform such a sweep. Slicing the station's sensors to make them ignore the heroes requires a DC 31 Use Computer check, made from a security control room.

Skill DCs: For the purposes of improvising skill checks during this adventure, consider using the following DCs based on the difficulty of the task being performed: Easy, DC 26; Medium, DC 31; Moderate, DC 36; Hard, DC 41.

DOCKING BAY 616

The docking bay most likely used by the heroes to enter and leave the platform—Bay 616—is typically used by the Empire to rotate crewmembers on and off the platform via shuttlecraft. When Lady Aldrete's fleet arrived, most of the ships normally kept in this hangar (Skipray blastboats, command shuttles, and so on) either joined the fight or departed for the relative safety of the planet below. It is likely that only one ship (other than the heroes' vessel) occupies this hangar: a Republic Siemar Systems Star Courier used by Inquisitor Valin Draco.

If the heroes made a grand show of their entrance or took no precautions against being identified by the sensors, they find a welcoming party waiting for them. For more information on this encounter, see the "Docking Bay 616" tactical encounter on page 13. After the heroes deal with the encounter, they can start making their way deeper into the platform.

If the heroes were cautious and managed to sneak their ship onto the platform, they might instead find the docking bay empty. In this case, they can deal with the "Docking Bay 616" encounter later, when they are attempting to fight their way back to their vessel as the station crumbles around them.

GETTING TO THE REACTOR

The heroes probably don't know that the main command bridge has been shut down and that control has been transferred to an auxiliary bridge near the main reactor. However, this should become clear when they reach the abandoned command bridge, or earlier if they tinker with the station's central computer system.

The heroes must make their way through dangerous territory to reach the central reactor area. If they have managed to keep their presence on the station a secret, they might have relatively free access to the corridors and turbolifts. However, in the more likely scenario that their presence has attracted some attention, most of the turbolifts leading toward the auxiliary bridge have been shut down as a part of security protocol. This doesn't mean that the heroes can't use the turbolift shafts to travel between levels, and they almost certainly must do so to reach their destination. Unfortunately, even an empty turbolift shaft has

defenses, and the heroes must deal with several security droids before they can head toward the core.

Alternatively, this encounter could occur later in the adventure, after the station is fired upon. In this case, the heroes must deal with the encounter while trying to flee the station after the turbolifts have been shut down.

For more information on this encounter, see the "Turbolift Shafts" tactical encounter on page 16.

SECURITY CORRIDOR

One encounter the heroes cannot avoid is the security corridor leading into the auxiliary command bridge and main reactor. The defenses in this corridor are always in place whenever the auxiliary command bridge is active (as it is now). This security corridor is the only way in or out of the auxiliary command bridge, and the heroes have a fight on their hands to reach it.

For more information on this encounter, see the "Reactor Access Corridor" tactical encounter on page 18.

THE FINAL SHOWDOWN

When the heroes finally reach the auxiliary bridge, they find a familiar face awaiting them. Having seen visions of this encounter in the Force, Inquisitor Draco has allowed the heroes to reach him, sure that his victory will end their aspirations for inspiring rebellion and earn him a spot near the top of the Empire. When the heroes first arrive at the auxiliary command bridge, read or paraphrase the following aloud:

The auxiliary command bridge is lit by the eerie red light of the main reactor. Standing near the junction between the two chambers is a sinister form of the cybernetically enhanced Inquisitor Draco, an ignited red-bladed lightsaber humming in his hand. Stormtroopers stand at the ready throughout the room, and Imperial technicians seem to be working furiously at control panels throughout the chamber. A pair of black-robed Imperial Shadow Guards stand just behind the Inquisitor, flanking him, lightsaber pikes at the ready.

"You're too late, my friends, too late," sneers Draco. "Had I known, when our paths crossed so long ago on Almas, that you would become such a thorn in the Empire's side, I would have had the planet razed from orbit. Yet I did not, and here we stand. If you throw down your weapons now, I guarantee you a quick and painless death. As you can see, I have been looking forward to this meeting for some time now."

A large display screen on one side of room flickers to life, revealing the stern face of Admiral Varth, decked out in his resplendent Imperial admiral's uniform. "Draco, why aren't those tractor beams offline yet? We're losing valuable men out there."

Draco offers you a small smile and says, "In a moment, Admiral, your ship will be free of the station, and I will have disposed of these traitors in plenty of time for you to crush their fleet."

Inquisitor Draco has ordered his men to power down the tractor beams connecting the defense platform to the Super Star Destroyer. The heroes have only moments to stop that from happening before the Super Star Destroyer is free to destroy the fleet.

For more information on this encounter, see the "Last Stand of Inquisitor Draco" tactical encounter on page 21.

KEEPING THE TRACTOR BEAMS ACTIVE

Once Draco finishes his speech and the encounter begins, the heroes have approximately 10 rounds to bring the tractor beams back up to full strength. There are five stations at which the tractor beams are being deactivated; each station is manned by an Imperial officer. Once the beams are down fully, the Super Star Destroyer will be free to make the short microjump into the middle of the ongoing battle, where it will devastate the enemy fleet.

To restore the tractor beams, a hero must spend a standard action and make a DC 31 Use Computer check at each of the five consoles. If a successful check is made at each station, the tractor beams power back up to full strength, which will severely damage the Super Star Destroyer when it tries to jump.

If the heroes fail to restore the tractor beams, the outcome of the adventure is not strongly affected. Their failure merely alters the method by which the Super Star Destroyer is damaged enough for the heroes to fly inside of it in Part 3.

GET TO THE HANGAR!

When the encounter with Draco is complete, the heroes find themselves confronted with the grimacing visage of Admiral Varth, who has watched the progress of the fight from the safety of the Sarlacc Project's bridge. Read or paraphrase the following aloud:

Admiral Varth scowls at you through the video screen, the bridge of the Super Star Destroyer visible in the background behind him. "Why couldn't you have been killed when Organa's fleet fell apart? At least you won't live to see me crush your new allies. This makes twice that I've had to wipe out your little insurrection; how many other deaths are on your hands?"

With that, the admiral turns and speaks to someone offscreen. "I want all available turbolasers to target the anchoring platform and fire when ready. Helm, engage the microjump. Let's end this farcical rebellion."

The platform rocks under your feet as turbolaser bolts slam into the station. The video display cuts out abruptly, and the computer monitors show a chilling sight—the Super Star Destroyer has jumped to hyperspace, reappearing in the middle of the ongoing battle.

With that, the heroes find themselves in a dangerous position they likely never expected. The space platform has been critically damaged by the Sarlacc Project, but it hasn't quite been destroyed. The heroes have mere minutes to make their way to their ship before the defense platform disintegrates with them inside it. Already they can feel the station listing as it begins to fall into Byss' atmosphere. At this point, the heroes are running for their lives, but once they are free of the station, they will realize that there are bigger things at stake, such as the success and survival of their friends.

PART 3: INTO THE SARLACC

Once the heroes are back outside the Golan Defense Platform, they receive some disturbing news from Lady Aldrete's ship. The Super Star Destroyer has appeared in the middle of the battle and is devastating the smuggler fleet. Unfortunately, the ship was able to make a precise microjump thanks to an interdiction vessel in the middle of the battle, which yanked the ship out of hyperspace and is also currently preventing the smugglers from making the jump to lightspeed and escaping. The smuggler fleet is being slaughtered by the overwhelming firepower of the Super Star Destroyer. Lady Aldrete has ordered the fleet into a defensive formation, and starfighters have been launched to attack the interdicting vessel, but the situation looks grim.

However, depending on how the heroes did at the end of Part 2, there might be a chance for survival. If they succeeded at returning the platform's tractor beams to full power, they discover that a huge chunk of the Sarlacc Project's still-under-construction superstructure has been ripped free, exposing the interior of the ship to space. Lady Aldrete's tactical advisors have concocted a reckless plan to pull their starfighters back from the attack on the interdictor and redirect them toward the Super Star Destroyer. Those ships will fly into the ship's superstructure, cruise along the narrow access tunnels, and destroy the main reactor with a well-placed proton torpedo. It's a desperate plan, but the heroes have pulled off incredible missions before, and Lady Aldrete begs them to take command of the starfighter squadron. It is the only hope the fleet has for surviving the battle. Skip to "Blue Squadron," below.

If the heroes did not stop the tractor beams from powering down, the Super Star Destroyer is not ripped open as it tears free of the Golan platform. Instead, when the heroes arrive at the scene of the battle, read or paraphrase the following aloud:

A familiar voice crackles over your communications system. "Well, it would come to this, wouldn't it? Trapped by the Empire, with all of these loyal men and women crushed by its might." The voice of Lady Aldrete sounds ragged and weary, and there is a hint of fear behind it.

"What we do now, we do for the good of the galaxy. Good luck, my friends. See to it that everyone knows that the Empire can be brought low—we merely failed *today*."

In your front viewport, you see the thrusters of Lady Aldrete's command ship fire, and the vessel quickly picks up speed. It makes a straight shot for the Super Star Destroyer, shuddering as turbolaser fire splashes against its weakening shields. At the moment of impact, when Lady Aldrete's ship slams into the side of the Sarlacc Project, there is a bright flash of light and a short burst of static over the comm. In seconds, the light from the explosion fades, and her ship is no more. Where the command ship collided with the larger vessel, a huge hole now exposes the interior of the Super Star Destroyer.

The hole opened in the Super Star Destroyer's hull allows the heroes to fly inside, just as in Lady Aldrete's plan described above. In this case, it is Captain Verana who proposes the plan to the heroes.

BLUE SQUADRON

The remaining starfighters—11 ships in all—rally to the heroes' position and affirm that they are prepared to fly into the Sarlacc Project and take

out the ship. Among the pilots are Captains Verana and Okeefe, both of whom have survived the battle thus far. Blue Squadron, as they have been dubbed, is at the heroes' disposal.

For the purposes of the final three encounters of the adventure, Blue Squadron is considered to be engaging in their own encounters when flying into the superstructure. Basically, the starfighters are flying alongside the heroes and keeping the path clear. However, if it looks like any of the heroes is in real danger of dying (at least before the final encounter), you can have a member of Blue Squadron help. Their entrance can be dramatic, such as chasing a TIE fighter that is disintegrating in flames, or it can be a surprise, such as when Han saves Luke above the first Death Star in *A New Hope*.

If any of the heroes have developed a strong attachment to either Captain Verana or Captain Okeefe, this might be a good time to introduce dramatic tension by putting their lives in danger. While the death of either captain might be suitably dramatic and motivate the heroes to complete their mission, neither one has to die. At this point in the campaign, you'll know whether their deaths would serve the story or harm it, but one way or another, the heroes should have to face the reality that some of their most stalwart allies are in real danger.

FLYING THROUGH THE SUPERSTRUCTURE

When the heroes have rallied Blue Squadron around them, they must enter the ship's superstructure and destroy the main reactor inside. The three encounters below must be completed in the order presented. Because the heroes will be racing toward the center of the Super Star Destroyer as fast as possible, these three encounters could be considered to be one large encounter, but they are offered here separately to make the sequence easier to run.

INTO THE SHIP

First, the heroes must get inside the Super Star Destroyer. Unfortunately, the Empire has already dispatched repair crews to prevent just such an occurrence, and a small group of TIE fighters is approaching to assist them. Before the heroes can try to fly inside the ship, they must deal with the TIE fighters and blast the repair crews. Only then can they enter the superstructure at its weak point.

For more information on this encounter, see the "Into the Sarlacc's Maw" tactical encounter on page 24.

THE FASTEST PATH

Once inside the Super Star Destroyer, reaching the main reactor is no easy task. The tunnels within the superstructure (a necessity of design, making it possible to work on the vessel) do not simply connect point A to point B in a series of straight lines. Instead, the tunnels twist, turn, and curve. When beginning this encounter, reveal the paths available to the heroes only as they take them. This will reinforce the blindness they should experience while flying into the ship without knowing exactly where to go.

For more information on this encounter, see the "Sarlacc Superstructure" tactical encounter on page 27.

THE MAIN REACTOR

The main reactor chamber is a large, cavernous area where the vacuum of space is used to diffuse the heat generated by the reactor. A deflector

shield protects the reactor from the outside, so the heroes will have to use proton torpedoes to destroy the reactor. If the heroes are out of torpedoes, there is one alternative: sacrifice. A collision between a ship and the reactor, even a ship as small as a starfighter, is enough to destroy the reactor core and, by extension, the Super Star Destroyer.

For more information on this encounter, see the "Main Reactor" tactical encounter on page 29.

GETTING BACK OUT

When the main reactor is destroyed, the Super Star Destroyer does not explode instantaneously. As explosions ripple through the massive vessel, the heroes have only seconds to escape with their lives. The pilot of each ship must succeed on two Pilot checks—the first at DC 26, the second at DC 31—to escape the exploding Sarlacc Project. Failure on either check

means the ship fails to make it out of the Super Star Destroyer in time; the ship is destroyed in the explosion, and all aboard are killed.

If the heroes escape, they are able to race to a safe distance. As they do so, they see that the interdicator has finally been crippled by the smuggler fleet, and ships are jumping to lightspeed. As they make the calculations for the jump, the Sarlacc Project explodes in the background behind them, taking Admiral Varth with it—along with any other ships still inside.

Depending on how the heroes fared in the previous three encounters, they might be harried by TIE fighters during their escape. Eventually, they should manage to make the jump to lightspeed and reach freedom—and the end of the campaign.

CONCLUDING THE CAMPAIGN

After 10 full adventures, the **Dawn of Defiance** campaign finally draws to a close. What began with the heroes rescuing a supposed Imperial traitor on Felucia culminates in the destruction of the first prototype Super Star Destroyer, the deaths of a powerful Imperial Inquisitor and the traitorous Admiral Varth, and the Empire suffering its first great defeat at the hands of a resistance. If you've made it this far, congratulations! We hope that you and your players have enjoyed the experience. Below, you will find suggestions for wrapping up the campaign and, perhaps, the seeds of future campaigns.

LONG-TERM REPERCUSSIONS

At first, the heroes might feel as if their efforts have done little good in the grand scheme of things. After all, the Empire will simply rebuild the Super Star Destroyer years later, in the form of the *Executor* and similar vessels. However, the heroes' actions result in two major positive outcomes. First, other minor rebellions of the galaxy realize that it is possible to resist the Empire with success. In essence, the heroes have bloodied the nose of the Empire for the first time, and other fledgling rebellions (which will eventually grow into the Rebel Alliance) now see that their causes are neither futile nor doomed to failure. Second, after the Sarlacc Project is destroyed, the Empire holds off on rebuilding the massive ship until its control over the galaxy is more firmly established. This gives its foes many years to build up small space fleets that are able to flee from Star Destroyers and other, smaller ships. Thus, the heroes' victory provides much-needed breathing room for other rebellions to build up their space forces, which directly affects the existence of the Rebel Alliance's eventual Navy.

Any heroes who died during the **Dawn of Defiance** campaign are remembered as martyrs for the cause of resisting the Empire, regardless of whether that was their intent. Likewise, any major Gamemaster characters who sacrificed themselves are memorialized by future rebellions.

Heroes who survive the campaign have achieved their destinies and lived to tell about it, a feat few people in the galaxy have managed. At this point, it's likely that your players have some idea of how they want their characters to continue. Take their wishes into account, and work with the players to determine the next step. Jedi heroes might be

troublesome for campaigns looking to fit in perfectly with the Rebellion era, so it's probably a good idea for such heroes to effectively leave the civilized galaxy. For example, perhaps those heroes, now Jedi Masters, head into the Unknown Regions in search of allies to help them bring down the Empire, or they might vanish within the Deep Core while on an undercover mission to subvert the Emperor's schemes. Other heroes might show up again in future campaigns as Gamemaster characters, giving you a great way to let them become part of the larger universe.

As for Bail Organa, after his involvement in the heroes' rise, he becomes an icon around which many rebellious elements rally. However, the Empire does not forget his role in these events, and his involvement is just one more mark against him that results in the eventual destruction of Alderaan.

WHAT IF THEY FAIL?

Despite the adventure's assumptions that the heroes succeed in their tasks, the Empire might yet win the day. If the heroes fail to destroy the Sarlacc Project, they likely all die, bringing the campaign to an end. However, their failure can serve as the genesis of a future campaign, in which the Empire has a prototype Super Star Destroyer that it uses to terrorize the galaxy in secret. Admiral Varth isn't ready to reveal the ship's existence publicly—at least, not until the Emperor demands it—and in the meantime, a new generation of heroes hears rumors of a massive ship that leaves only debris in its wake. The new campaign can consist of chasing the Super Star Destroyer's trail across the galaxy and culminate when the heroes lay a trap for the vessel, luring Admiral Varth and his prize into a position from which the ship can be destroyed.

RUN ON THE GOLAN

CHALLENGE LEVEL 20

SETUP

The first encounter of the adventure takes place when the heroes are approaching the Golan Defense Platform that defends (and serves as a space anchor to) the Super Star Destroyer known as the Sarlacc Project. This encounter begins with the heroes approaching the platform, intent on landing in its docking bay. Four ships contest their approach and position themselves between the heroes and the platform.

READ-ALoud TEXT

When the encounter begins, read or paraphrase the following aloud:

The massive Super Star Destroyer looms in the distance, but more pressing matters occupy your attention. An Imperial defense patrol consisting of three TIE fighters and a Skipray blastboat wheels toward you, and it looks like they have every intention of stopping you. Green lasers streak out toward you, confirming their hostile intentions.

BYSS DEFENSE FLEET TIE FIGHTER (3)

Culled from the best starfighter pilots in the galaxy, the pilots of the Byss Defense Fleet's Dark Squadron are among the most deadly and skilled in existence. Although limited by the fragile ships in which they fly, the TIE pilots of Dark Squadron are given the best equipment, access to the most sophisticated training programs, and specialized training in the operation and repair of their TIE fighters. The ships themselves are cared for by engineers from Sienar Fleet Systems, who are responsible for keeping the starfighters in top shape.

This starship looks like every other TIE fighter in the Imperial fleet. However, the ship moves unlike any other TIE fighter you've ever seen. Whoever is piloting this ship is good—better than anyone you've come across before, for certain.

Byss Defense Fleet TIE Fighter

CL 16

Medium starfighter

Init +17; **Senses** Perception +20

Defense Ref 30 (flat-footed 24), Fort 22; +16 level, +1 dodge
hp 60; **DR** 10; **Threshold** 32

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)

Ranged laser cannons +26 (see below) or

Ranged laser cannons +24 with Burst Fire (see below)

Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew)

Base Atk +14; **Grp** +36

Abilities Str 34, Dex 20*, Con —, Int 14

Skills Initiative +17, Mechanics +15, Perception +20, Pilot +22, Use Computer +15

Crew 1; **Passengers** none

Cargo 65 kg; **Consumables** 2 days; **Carried Craft** none

Availability Unique; **Cost** not available for sale

Assured Attack—Each time the Byss Defense Fleet TIE fighter deals damage to a target, it can reroll the lowest damage die, keeping the second result.

Dirty Fighting—Once per encounter, after damaging an opponent, reduce the opponent's damage threshold by 2 for the remainder of the encounter.

Point Blank/Prime Shot—The TIE fighter gains +1 to attacks and damage against targets at point blank range (or +2 to attacks if no other ally is closer to the target).

Repairs on the Fly—Once per day, as a standard action, the Byss Defense Fleet TIE fighter makes a Mechanics check and regains 1d8 hit points and any persistent conditions are removed.

Starship Maneuvers—The Byss Defense Fleet TIE fighter has the following starship maneuvers (see page 24 of *Starships of the Galaxy*): *devastating hit, engine hit, I have you now, overwhelming assault.*

Vehicle Focus—The Byss Defense Fleet TIE fighter can take 10 on Pilot checks even when not normally able to.

Vehicular Combat—Once per round as a reaction, the Byss Defense Fleet TIE fighter can negate a weapon hit by making a successful Pilot check (+22) against a DC equal to the incoming attack roll.

Vehicular Surge—Once per day as a swift action, if the TIE fighter is at 30 hit points or less, the TIE fighter gains 15 bonus hit points.

* *This vehicle's Dexterity score has been modified by a mechanic with the Tech Specialist feat.*

Laser cannons (pilot)

Atk +26 (+24 Burst Fire), **Dmg** 4d10+12 × 2 (6d10+12 × 2 with Burst Fire), ×3 crit

These attacks ignore 5 points of DR and treat the target's damage threshold as though it were 5 points lower.

Byss Defense Fleet TIE Fighter Tactics

The Imperial TIE fighter pilots try to disable the heroes' ship through whatever means possible. Their best chance is to get at close range and attack with their lasers, reducing the damage thresholds of the heroes' ships with Dirty Fighting as soon as possible. Any TIE fighter that survives taking a hit from the heroes' ship will use Vehicular Surge or perform quick repairs to try to be able to survive a second hit.

SKIPRAY BLASTBOAT

The Skipray blastboat was intended to fill the void between smaller snubfighters and larger capital-scale ships. In this regard, the Skipray was a complete success. Although a few Imperial fleet elements were equipped with Skiprays, the bulk of the ships were assigned to planetary defense forces or space stations. When possible, the GAT-12h is deployed in conjunction with TIE fighters or teamed with one or more other

blastboats. When working in tandem, Skiprays team up to disable larger enemy ships before peeling off to deal with the incidental threat posed by starfighters and/or space transports.

This narrow ship seems to be little more than an oversized starfighter. However, the weapons it carries—easily visible even from a distance—indicate that it is designed to take on space transports and even small capital ships.

Skipray Blastboat

CL 15

Colossal* space transport

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

Defense Ref 17 (flat-footed 14), Fort 33; +14 armor
hp 230; **DR** 15; **SR** 100; **Threshold** 83

Speed fly 16 squares (max. velocity 1,200 km/h), fly 4 squares (starship scale)

Ranged laser cannons +5 (see below) and heavy ion cannons +5** (see below) or

Ranged laser cannons +5 (see below) and heavy proton torpedoes +5 (see below) or

Ranged laser cannons +5 (see below) and heavy concussion missiles +5 (see below)

Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)

Base Atk +2; **Grp** +45

Abilities Str 56, Dex 16, Con —, Int 16

Skills Initiative -1, Mechanics +6, Perception +6, Pilot -1, Use Computer +6

Crew 4 (skilled); **Passengers** none

Cargo 20 tons; **Consumables** 1 month; **Carried Craft** none

Payload 4 heavy proton torpedoes, 8 heavy concussion missiles

Hyperdrive ×2, limited navicomputer (4-jump memory)

Availability Military; **Cost** 624,000 (250,000 used)

Vehicular Combat—Once per round as a reaction, the Skipray blastboat can negate a weapon hit by making a successful Pilot check (-1) against a DC equal to the incoming attack roll.

* This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.

** Apply a -20 penalty to attacks against targets smaller than Colossal size.

Laser cannons (gunner)

Atk +5, **Dmg** 5d10×2

Heavy ion cannons (gunner)

Atk +5 (-15 against targets smaller than Colossal), **Dmg** 4d10×5

Heavy proton torpedoes (gunner)

Atk +5, **Dmg** 10d10 × 2, 4-square splash

Heavy concussion missiles (gunner)

Atk +5, **Dmg** 9d10 × 2, 4-square splash

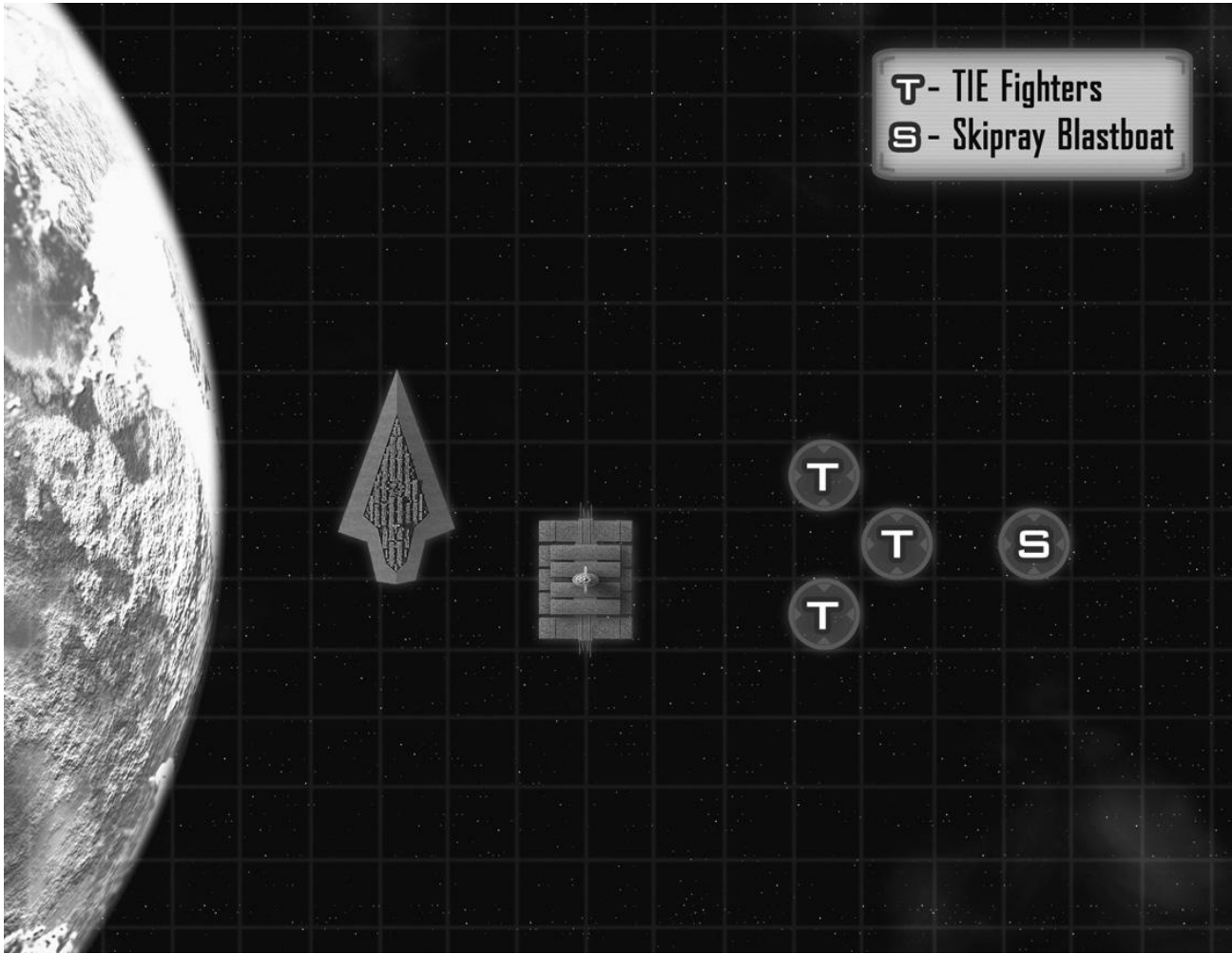
Skipray Blastboat Tactics

Since the blastboat has the best weapons of all ships in the patrol, it focuses its fire on any opponents that look to be tougher, be larger, or have more shields than others. For the most part, the blastboat won't waste its time with the ion cannons, preferring to use missiles and torpedoes for their reliability.

CONCLUSION

Once the heroes have taken out the patrol, their path to the Golan Defense Platform is clear. However, if they allowed the fight to get too close to the station—say, in an attempt to blow right by the patrol—the droids on the platform will know that the heroes were the targets of an Imperial patrol, which will make it impossible for them to sneak on board.

RUN ON THE GOLAN ENCOUNTER MAP



DOCKING BAY 616

CHALLENGE LEVEL 20

SETUP

If the heroes deal with this encounter upon first arriving, the enemies approach from the interior of the docking bay, as though coming from deeper in the station. If the heroes deal with this encounter during their attempted departure, the enemies instead are waiting for them near their ship(s).

READ-ALoud TEXT

When the encounter begins, read or paraphrase the following aloud:

Before you stand some of the largest humanoids you've ever seen. Dressed in robes and carrying massive vibro-axes, these creatures lumber toward you as though they mean to stomp you into the deck plating. Worse, two small clusters of stormtroopers advance on you as well, taking advantage of your momentary distraction to begin taking shots at you. These creatures and the stormtroopers are clearly not interested in parley.

FIRST-GENERATION IMPERIAL SENTINEL (3)

The sentinels are an early experiment of the Emperor and his inner circle of dark side users to develop a class of beings completely subservient to their will. Using hidden cloning facilities on Byss, they corrupt a clone's development physically and through the dark side of the Force, creating a huge, strong, and nearly mindless individual that is also fully obedient. The first generation of Imperial sentinel proves to be far too deadly and dangerous to keep around in the long run, having been reportedly cloned from Force-sensitive individuals. Later generations are far less powerful, but easier to control.

First-Generation Imperial Sentinel

CL 18

Large modified Human soldier 7/elite trooper 6/Force adept 5

Force 3; **Dark Side** 6

Init +13; **Senses** Perception +7

Languages Basic

Defenses Ref 33 (flat-footed 29), Fort 36, Will 30

hp 192; **DR** 3; **Threshold** 41

Immune +5 to Will Defense vs. Use the Force

Speed 8 squares

Melee vibro-ax +26 (3d10+27) or

Melee vibro-ax +24 (4d10+27) with Rapid Strike or

Melee vibro-ax +22* (3d10+48) with Powerful Charge or

Melee vibro-ax +26 (4d10+35) with Powerful Charge and Rapid Strike

Base Atk +16; **Grp** +28

Atk Options Bantha Rush, Battering Attack, Channel Aggression (+5d6),

Power Attack, Powerful Charge, Rapid Strike, Trip

Special Actions Dark Preservation, Deft Charge, Retaliation Jab,

Telekinetic Stability

Force Powers Known (Use the Force +12): *battle strike*

Force Techniques Force Power Mastery (*battle strike*), Improved Sense Surroundings

Abilities Str 24, Dex 18, Con 18, Int 6, Wis 6, Cha 6

Special Qualities delay damage

Talents Attune Weapon, Channel Aggression (+5d6), Dark Preservation, Empower Weapon, Greater Weapon Focus (advanced melee weapons), Greater Weapon Specialization (advanced melee weapons), Power of the Dark Side, Retaliation Jab, Telekinetic Stability, Weapon Specialization (advanced melee weapons)

Feats Armor Proficiency (light, medium), Bantha Rush, Battering Attack, Deft Charge, Force Sensitivity, Force Training, Power Attack, Powerful Charge, Rapid Strike, Trip, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Use the Force +12

Possessions vibro-ax

Bantha Rush/Battering Attack—A first-generation Imperial sentinel that hits a Huge or smaller target moves it 1 square in any direction as a free action, then knocks the target prone.

Dark Preservation—When an effect would normally move the sentinel down the condition track, the sentinel can spend a Force Point to negate that movement.

Deft Charge—A first-generation Imperial sentinel can take swift actions, reactions, and free actions after charging but before its turn ends.

Retaliation Jab—When an adjacent enemy misses the first-generation Imperial sentinel with a melee attack, the sentinel automatically deals 7 points of damage to the attacker if the attacker is within the sentinel's reach.

Telekinetic Stability—Whenever the Imperial sentinel would be moved against its will, it can spend a Force Point to negate that movement.

* Includes 6 points of Power Attack

Imperial Sentinel Tactics

The Imperial sentinel is a melee opponent. Each sentinel charges into the midst of the heroes if possible and tries to stay there, using Retaliation Jab to automatically deal damage to heroes who try to make melee attacks. It attempts to use Battering Attack to knock the heroes prone, preventing them from escaping easily and keeping them close by.

ELITE BYSS STORMTROOPER SQUAD (2)

Culled from the ranks of the greatest stormtroopers (and a few remaining clone troopers) in the Empire, the elite guard stationed at Byss are among the deadliest soldiers in the Imperial ranks. Although not quite as dangerous as the Royal Guard or their superiors, these elite stormtroopers fight well in groups and are trusted with the defense of the Emperor's secret sanctum.

Elite Byss Stormtrooper Squad

CL 13

Large Human squad soldier 7/elite trooper 3

Force 1; **Dark Side** 6

Init +13; **Senses** low-light vision; Perception +11

Languages Basic

Defenses Ref 27 (flat-footed 24), Fort 28, Will 19

hp 200; **DR** 1; **Threshold** 43

Immune +5 to Fortitude/Will Defense vs. Use the Force

Speed 6 squares

Melee unarmed +16 (1d4+7)

Ranged blaster rifle +20 (3d8+5, crit x3) or

Ranged blaster rifle +19/+19 (3d8+5, crit x3)

Ranged frag grenade +17 (4d6+5)

Base Atk +10; **Grp** +18

Atk Options Comrades in Arms, Double Attack (blaster rifle), Focused Targeting, Multiattack Proficiency (rifles)

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 9, Cha 13

Special Qualities delay damage

Talents Armored Defense, Comrades in Arms, Focused Targeting, Greater Weapon Focus, Improved Armored Defense, Multiattack Proficiency (rifles) x2

Feats Armor Proficiency (light, medium), Double Attack (rifles), Triple Crit (rifles), Unstoppable Force, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +13, Knowledge (tactics) +10, Perception +11, Treat Injury +9

Possessions blaster rifle (+1 equipment), stormtrooper armor, 2 frag grenades, utility belt with medpac

Comrades in Arms—Whenever the elite Byss stormtrooper squad is within 3 squares of an ally, it gains a +1 circumstance bonus to all melee and ranged attack rolls.

Focused Targeting—Whenever the elite Byss stormtrooper squad damages a target with a melee or ranged attack, all allies within 3 squares of the squad gain a +2 bonus to damage rolls against that target until the beginning of its next turn.

Squad Traits—The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

Elite Byss Stormtrooper Squad Tactics

These stormtrooper squads try to pen in any heroes who attempt to slip away from the sentinels. The two squads stay close to take advantage of Comrades in Arms and Focused Targeting, making them a bit more susceptible to grenades and other area attacks.

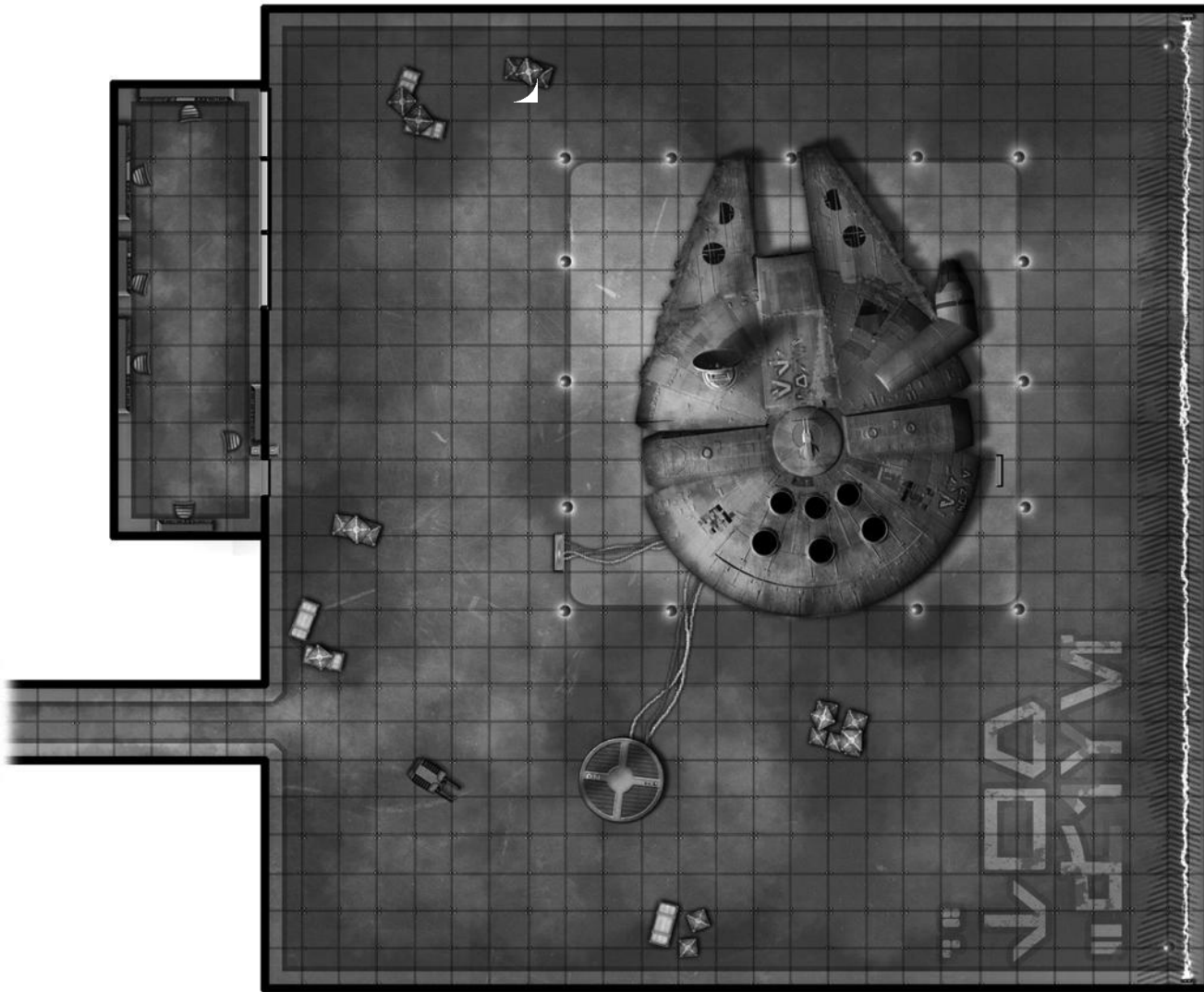
CONCLUSION

With the enemies dead or otherwise subdued, the heroes have access to the station's interior (or to their ships, if the encounter took place during their escape from the platform).

FEATURES OF THE AREA

The hangar in which the encounter takes place is fairly typical. It has a metal floor, a tall ceiling (30 squares high), and enough space for several shuttles to land. Throughout the hangar are a number of crates, as well as ship maintenance and refueling equipment, that can be used as cover. From behind a transparisteel window, control droids observe the hangar; however, they are only traffic control droids and do not sound an alarm unless there is some problem with the ships in the hangar.

DOCKING BAY 616 ENCOUNTER MAP



TURBOLIFT SHAFTS

CHALLENGE LEVEL 20

SETUP

This encounter consists of two landings, separated vertically by about 20 squares of vertical turbolift shaft. Four shadow security droids descend from the top of the turbolift shaft; when the heroes first enter the shaft, they should see no sign of the droids.

READ-ALoud TEXT

When the encounter begins, read or paraphrase the following aloud:

As you descend through the turbolift shaft, you hear the soft hum of repulsors coming from above. Looking up, you see four droids that look to be black spheres bisected by a narrow disc. A heavy repeating blaster hangs below each central orb, and red diodes sweep the area as though searching for targets.

SHADOW SECURITY DROID (4)

One of the Empire's first experiments in a series that will eventually lead to the creation of the shadow droid, the shadow security droid is a small, hovering droid chassis inside which rests a highly specialized droid brain. This droid brain is unique in that it is not programmed like other droids. Instead, the consciousness of a living being has been transplanted through dark side Force techniques into the shadow security droid. These extremely dangerous droids are the first prototypes of what the Empire plans to be a much larger project.

Shadow Security Droid

CL 17

Small droid (4th-degree) soldier 7/elite trooper 10

Force 2; **Dark Side** 18

Init +18; **Senses** darkvision; Perception +18

Languages Basic, Binary

Defenses Ref 35 (flat-footed 31), Fort 34, Will 32

hp 128; **DR** 5; **Threshold** 34

Immune droid immunities, +5 to Fortitude/Will Defense vs. Use the Force

Speed 8 squares (flying)

Ranged heavy repeating blaster +21 (3d10+12 damage, crit 19-20/x3, devastating 5) with autofire or

Ranged heavy repeating blaster +21 (5d10+12 damage, crit 19-20/x3, devastating 5) with Burst Fire or

Ranged heavy repeating blaster +18/+18 (3d10+12 damage, crit 19-20/x3, devastating 5) with autofire or

Ranged heavy repeating blaster +18/+18 (5d10+12 damage, crit 19-20/x3, devastating 5) with Burst Fire or

Ranged heavy repeating blaster +13/+13/+13 (3d10+12 damage, crit 19-20/x3, devastating 5) with autofire or

Ranged heavy repeating blaster +13/+13/+13 (5d10+12 damage, crit 19-20/x3, devastating 5) with Burst Fire

Base Atk +17; **Grp** +16

Atk Options autofire (heavy repeating blaster), Burst Fire (heavy repeating blaster), Improved Suppression Fire

Special Actions Indomitable

Abilities Str 14, Dex 18, Con —, Int 10, Wis 18, Cha 8

Special Qualities dark entechment, delay damage, droid traits

Talents Controlled Burst, Devastating Attack (heavy weapons), Extended Critical Range (heavy weapons), Greater Weapon Focus (heavy weapons), Greater Weapon Specialization (heavy weapons), Improved Suppression Fire, Indomitable, Multiattack Proficiency (heavy weapons), Weapon Specialization (heavy weapons)

Feats Armor Proficiency (light, medium), Burst Fire, Double Attack (heavy weapons), Improved Defenses, Relentless Attack (heavy weapons), Triple Attack (heavy weapons), Triple Crit (heavy weapons), Unstoppable Force, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Initiative +18, Perception +18, Use Computer +13

Systems basic processor, flying locomotion, darkvision, improved sensor package, self-destruct system (5d10)

Possessions heavy repeating blaster

Dark Entechment—The damage dealt by the droid's self-destruct system is Force damage. Additionally, any creature that takes damage from the droid's self-destruct system takes a –5 penalty to all Use the Force checks until the end of its next turn.

Improved Suppression Fire—When targeting an area with an autofire weapon, each enemy in the attack area takes a –2 penalty to attack rolls until the start of the shadow security droid's next turn. Additionally, when the shadow security droid suppresses an enemy using the aid another action, the enemy takes a –5 penalty to attack rolls instead of the normal –2 penalty.

Relentless Attack—When the shadow security droid misses a target with a heavy weapon, it gains a +2 competence bonus to its next attack roll against the missed target before the end of its next turn.

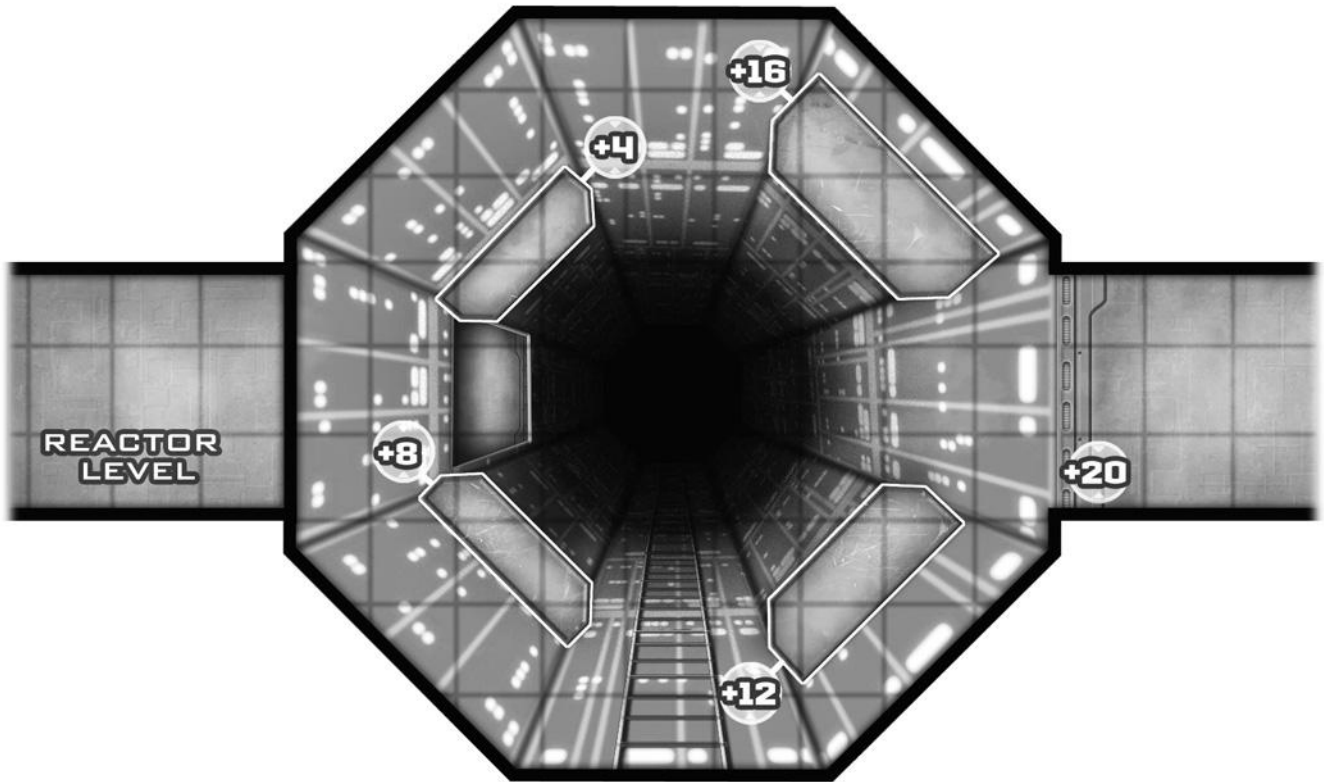
Shadow Security Droid Tactics

These droids show little in the way of sophisticated tactics. Their goal is to find a good place to hover and unleash full attacks at the heroes. Since the droids have a maximum altitude of 6 squares, they bounce between the small outcroppings in the turbolift shaft to avoid the heroes' fire.

CONCLUSION

When the heroes have defeated the droids, they can make their way to the other end of the turbolift shaft unhindered.

TURBOLIFT SHAFTS ENCOUNTER MAP



FEATURES OF THE AREA

This particularly dangerous area consists of the turbolift shaft and two large landings. Four smaller outcroppings are spaced out every 4 squares; these small outcroppings are intended for service technicians and can be used by heroes descending down the shaft. A ladder leads down the shaft, passing between these platforms, allowing access to each landing.

REACTOR ACCESS CORRIDOR

CHALLENGE LEVEL 20

SETUP

The access corridor leading to the auxiliary command bridge and main reactor is a one-way corridor designed to keep intruders out. The heroes must enter from the end opposite the blast doors leading into the reactor chamber, and the defenders place themselves in the way where they have cover. The purge trooper remains out of sight, down the side corridor, at the start of combat.

READ-ALoud TEXT

When the encounter begins, read or paraphrase the following aloud:

Before you is a long, narrow corridor with bulkheads protruding from each side, providing ample cover to the stormtroopers within. At the far end are massive blast doors; warnings emblazoned on them can only mean that they lead to the main reactor. An E-Web heavy repeating blaster cannon sits in front of the doors, spewing laser fire to deter anyone from entering.

ELITE BYSS STORMTROOPER GUNNER

Elite Byss Stormtrooper Gunner CL 13

Medium Human soldier 7/elite trooper 3

Force 1; **Dark Side** 6

Init +13; **Senses** low-light vision; Perception +11

Languages Basic

Defenses Ref 28 (flat-footed 25), Fort 28, Will 19

hp 100; **DR** 1; **Threshold** 28

Immune +5 to Fortitude/Will Defense vs. Use the Force

Speed 6 squares

Melee unarmed +12 (1d4+7)

Ranged E-Web repeating blaster +19 (3d12+9) or

Ranged E-Web repeating blaster +19 (5d12+9) with Burst Fire or

Ranged frag grenade +13 (4d6+5)

Base Atk +10; **Grp** +13

Atk Options Comrades in Arms, Double Attack (heavy weapons), Focused Targeting, Multiattack Proficiency (rifles)

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 9, Cha 13

Special Qualities delay damage

Talents Armored Defense, Controlled Burst, Devastating Attack (heavy weapons), Focused Targeting, Greater Devastating Attack (heavy weapons), Greater Weapon Focus (heavy weapons), Improved Armored Defense

Feats Armor Proficiency (light, medium), Burst Fire, Unstoppable Force, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Initiative +13, Knowledge (tactics) +10, Perception +11, Treat Injury +9

Possessions E-Web repeating blaster (+1 equipment), stormtrooper armor, 2 frag grenades, utility belt with medpac

Focused Targeting—Whenever the elite Byss stormtrooper gunner damages a target with a melee or ranged attack, all allies within 3 squares of the gunner gain a +2 bonus to damage rolls against that target until the beginning of his next turn.

Heavy Weapon Emplacement—The E-Web repeating blaster emplacement grants the gunner a +5 competence bonus to all attack rolls with the E-Web blaster, and provides improved cover against all attacks from targets on the opposite side of its barriers.

Elite Stormtrooper Gunner Tactics

The E-Web is the main deterrent that the heroes must deal with, and its gunner keeps the laser fire coming at all times. If only one enemy is easily visible, the gunner uses Burst Fire to maximize the damage dealt. However, the gunner also tries to catch as many of the heroes in area attacks as possible.

ELITE BYSS STORMTROOPER (3)

Elite Byss Stormtrooper

CL 10

Medium Human soldier 7/elite trooper 3

Force 1; **Dark Side** 6

Init +13; **Senses** low-light vision; Perception +11

Languages Basic

Defenses Ref 28 (flat-footed 25), Fort 28, Will 19

hp 100; **DR** 1; **Threshold** 28

Immune +5 to Fortitude/Will Defense vs. Use the Force

Speed 6 squares

Melee unarmed +12 (1d4+7)

Ranged blaster rifle +16 (3d8+5, crit x3) or

Ranged blaster rifle +15/+15 (3d8+5, crit x3) or

Ranged frag grenade +13 (4d6+5)

Base Atk +10; **Grp** +13

Atk Options Comrades in Arms, Double Attack (blaster rifle), Focused Targeting, Multiattack Proficiency (rifles)

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 9, Cha 13

Special Qualities delay damage

Talents Armored Defense, Comrades in Arms, Focused Targeting, Greater Weapon Focus, Improved Armored Defense, Multiattack Proficiency (rifles) x2

Feats Armor Proficiency (light, medium), Double Attack (rifles), Triple Crit (rifles), Unstoppable Force, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +13, Knowledge (tactics) +10, Perception +11, Treat Injury +9

Possessions blaster rifle (+1 equipment), stormtrooper armor, 2 frag grenades, utility belt with medpac

Comrades in Arms—Whenever the elite Byss stormtrooper is within 3 squares of an ally, he gains a +1 circumstance bonus to all melee and ranged attack rolls.

Focused Targeting—Whenever the elite Byss stormtrooper damages a target with a melee or ranged attack, all allies within 3 squares gain a bonus to damage rolls against that target until the beginning of his next turn.

ADVANCED PURGE TROOPER

Purge troopers are extremely powerful battle droids used in limited numbers by the Empire to hunt down and kill the last of the Jedi just after the end of the Clone Wars. Nearly 3 meters tall, with cortosis-fiber-enhanced duranium armor plating, a purge trooper resembles a massive stormtrooper with dark blue armor. The purge trooper is resistant to lightsaber attacks and loaded with the most advanced information on Jedi tactics. Equipped with magnetic grapples that protect them from being hurled around by Jedi telekinetic powers, purge troopers are programmed to keep Jedi enemies off guard and unable to make full use of their Force powers.

This towering battle droid looks to have adopted many of the Empire's designs for stormtrooper armor. A massive rocket launcher sits on one shoulder, and a superheated blade protrudes from one wrist.

Advanced Purge Trooper

CL 18

Large droid (4th-degree) soldier 7/elite trooper 9/melee duelist 2

Force 2; **Dark Side** 5

Init +16; **Senses** low-light vision; Perception +15

Languages Basic, Binary

Defenses Ref 33 (flat-footed 29), Fort 40, Will 31

hp 161; **DR** 10*; **Threshold** 55

Immune droid immunities, +5 to defenses against effects that force movement

Speed 8 squares

Melee purge blade +28 (2d10+22) or

Melee purge blade +33 (2d10+22) on attacks of opportunity or

Melee purge blade +26 (3d10+22) with Rapid Strike or

Melee purge blade +23 (2d10+22) with Staggering Attack -5 or

Melee purge blade +23 (2d10+22) with Melee Defense +5

Ranged missile launcher +22 (6d6+9, 2-square radius) or

Ranged missile launcher +19/+19 (6d6+9, 2-square radius)

Base Atk +18; **Grp** +31

Atk Options Bantha Rush, Battering Attack, Devastating Melee Smash, Double Attack (heavy weapons), Melee Defense, Rapid Strike, Staggering Attack, Trip

Special Actions Indomitable

Abilities Str 26, Dex 14, Con —, Int 13, Wis 13, Cha 8

Special Qualities droid traits, master of movement (1/encounter)

Talents Advantageous Strike, Devastating Melee Smash, Greater Weapon Focus (advanced melee weapons, heavy weapons), Greater Weapon Specialization (advanced melee weapons), Indomitable, Melee Smash, Multiattack Proficiency (heavy weapons), Weapon Specialization (advanced melee weapons)

Feats Armor Proficiency (light, medium), Bantha Rush, Battering Attack, Double Attack (heavy weapons), Improved Bantha Rush, Melee

Defense, Rapid Strike, Staggering Attack, Trip, Weapon Focus (advanced melee weapons, heavy weapons), Weapon Proficiency (advanced melee weapons*, heavy weapons*, simple weapons)

Skills Climb +22, Initiative +16, Jump +22, Perception +15

Systems walking locomotion, basic processor, 2 hand appendage, 2 tool appendages, hardened systems x3, improved sensor package, magnetic grapples boots, cortosis plating

Possessions purge blade (as vibro-ax), missile launcher

Improved Bantha Rush/Battering Attack—An advanced purge trooper that hits a Huge or smaller target moves it 5 squares in any direction as a free action, then knocks the target prone.

Devastating Melee Smash—Once per encounter, the purge trooper can add +8 to the damage of a melee attack. The purge trooper must decide to use this ability before making the attack roll.

Cortosis Plating—A lightsaber does not ignore the advanced purge trooper's DR.

Master of Movement—Once per encounter, the purge trooper can either ignore the movement penalty to difficult terrain for one move action, or reroll a single Acrobatics or Jump check, taking the better result.

Staggering Attack—The purge trooper takes a -5 penalty to melee attack rolls, and if it deals damage with a melee attack, the target takes a -5 penalty to skill checks until the end of the purge trooper's next turn.

*Reprogrammed from soldier starting feats

Advanced Purge Trooper Tactics

This droid's main focus is on any Jedi or Force-using heroes, as well as on melee combatants. The purge trooper tries to use Staggering Attack on any Force-using heroes, reducing their effectiveness, while unleashing full attacks whenever possible.

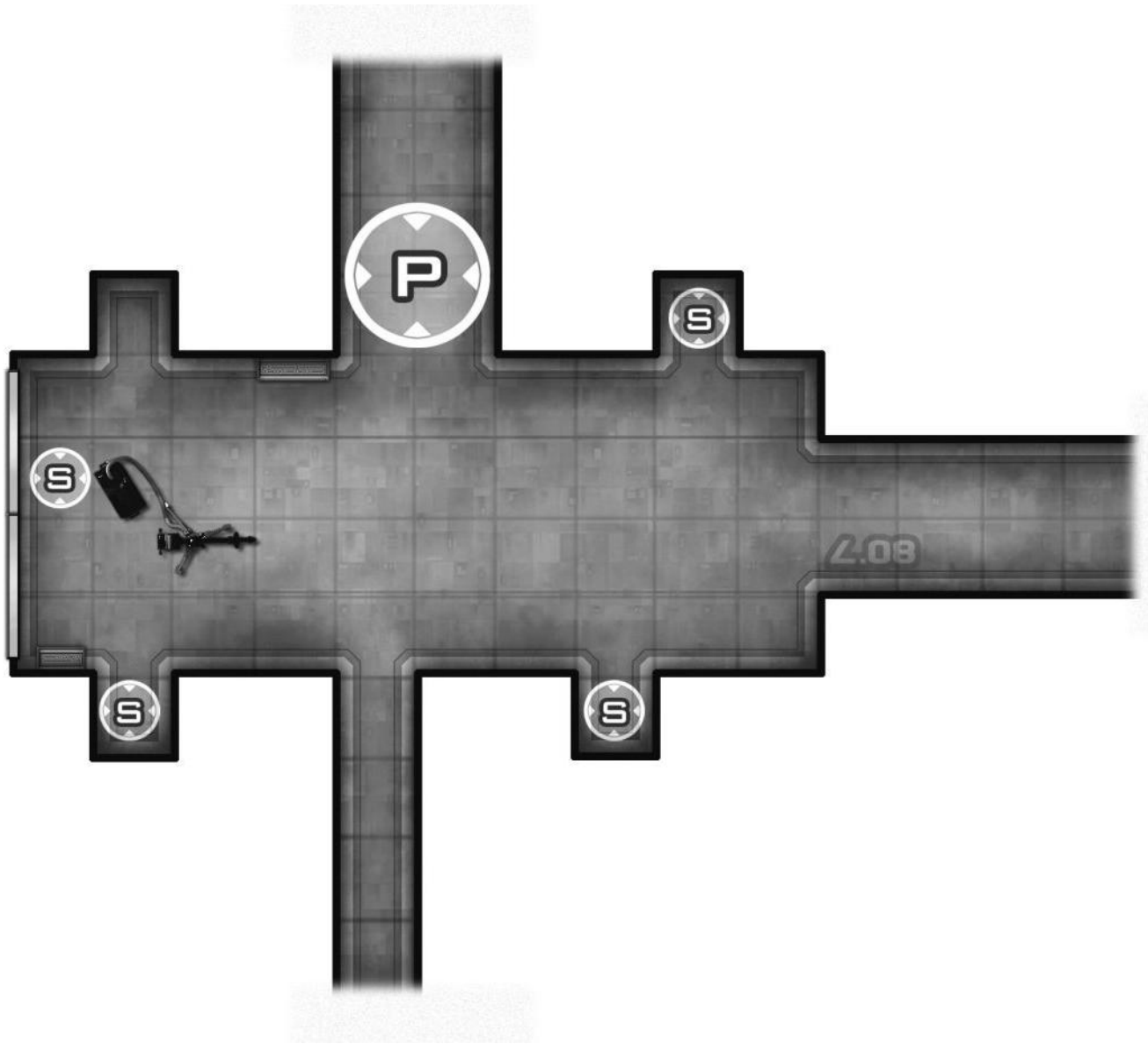
CONCLUSION

With the guardians of the corridor defeated, the heroes still need to gain access to the auxiliary command bridge beyond the blast doors. These doors are sealed from the inside but can be cut through by a lightsaber, opened with a DC 31 Use Computer check, or disabled with a DC 31 Mechanics check and opened with a DC 26 Strength check. Opening the doors grants access to the main reactor chamber and the auxiliary command bridge.

FEATURES OF THE AREA

The hallway in which this encounter takes place is engineered to provide the maximum amount of cover to the stormtroopers while allowing the purge trooper to move about freely. Otherwise, the corridor has no outstanding features.

REACTOR ACCESS CORRIDOR ENCOUNTER MAP



LAST STAND OF INQUISITOR DRACO

CHALLENGE LEVEL 26

SETUP

When the encounter begins, Draco and the two Imperial Shadow Guards are at the forefront, with the stormtroopers taking up advantageous positions toward the rear. Five Imperial officers man the tractor beam control stations and continue to work throughout the encounter.

READ-ALoud TEXT

When the encounter begins, read or paraphrase the following aloud:

The reactor hums loudly and bathes the entire room in red light. Three red lightsaber blades join in the hum, while five Imperial officers continue to work frantically at their control stations. The Imperial officers look frightened for their lives, but they look even more frightened of failing the Inquisitor.

INQUISITOR DRACO

Inquisitor Valin Draco

CL 20

Medium Human Jedi 7/noble 5/Force adept 7/Force disciple 1

Force 8; **Destiny** 3, **Dark Side** 18; Strong in the Force

Init +23; **Senses** low-light vision; Perception +16

Languages Basic, Bocce, Dosh, High Galactic, Honoghran, Huttese

Defenses Ref 36 (flat-footed 33), Fort 34 (vs. Force powers 36), Will 40 (vs. Force powers 42)

hp 137; **Threshold** 34 (vs. Force powers 36)

Immune mind-affecting effects

Speed 6 squares

Melee lightsaber +20 (2d8+10) or

Melee lightsaber +18 (3d8+10) with Rapid Strike or

Melee lightsaber +21 (3d8+10) against targets with Force Sensitivity or

Melee lightsaber +19 (4d8+10) with Rapid Strike against targets with Force Sensitivity

Base Atk +15; **Grp** +18

Atk Options Acrobatic Strike, Channel Aggression, Rapid Strike, Whirlwind Attack

Special Actions Attune Weapon, Damage Reduction 10, Dark Presence, Deflect, Demand Surrender, Melee Defense, Power of the Dark Side, Presence, Redirect Shot, Telekinetic Savant

Force Powers Known (Use the Force +22): *dark rage*, *farseeing*, *Force disarm*, *Force grip*, *Force lightning* (2), *Force slam*, *Force thrust*, *move object* (2), *negate energy* (2), *rebuke* (2), *surge*

Force Techniques Force Power Mastery (*Force grip*, *move object*), Improved Move Light Object

Abilities Str 10, Dex 16, Con 12, Int 13, Wis 18, Cha 18

Special Qualities Cybernetic Prosthesis, Indomitable, Prophet

Talents Attune Weapon, Channel Aggression, Damage Reduction 10, Dark Presence, Deflect, Demand Surrender, Inquisition, Power of the Dark Side, Presence, Redirect Shot, Telekinetic Savant (2)

Feats Acrobatic Strike, Force Sensitivity, Force Training (3), Linguist, Melee Defense, Rapid Strike, Skill Focus (Initiative, Persuasion, Use the Force), Strong in the Force, Weapon Finesse, Weapon Focus (lightsaber), Weapon Proficiency (lightsaber, simple), Whirlwind Attack

Skills Acrobatics +18, Initiative +23, Perception +16, Persuasion +24, Use the Force +22

Possessions lightsaber (self-built), Inquisitor's robes, code cylinder, comlink, various personal belongings

Cybernetic Prosthesis—Inquisitor Draco has two cybernetic prosthetics, one replacing his left thumb and the other replacing his right eye. His cybernetic eye grants him low-light vision and a +2 equipment bonus to Perception checks. Because of these prosthetics, Draco takes full damage from weapons and attacks that deal ion damage. He also takes a –2 penalty to Use the Force checks due to these replacements.

Inquisitor Draco Tactics

Inquisitor Draco seeks to isolate any Jedi and deal with them himself. He sees himself as the future of the Empire, and he believes that to fulfill that role, he must exterminate the Jedi by hand, just as the Emperor did. Draco engages any Jedi in a duel, fighting to the death and trusting his Shadow Guards to protect him from other heroes.

ELITE SHADOW GUARD

The Imperial Shadow Guard is a new fighting force. Clearly based on the Imperial Royal Guard, members of the Shadow Guard are rarely seen in public but are dispatched on special missions as directed by the Emperor himself. The Shadow Guard makes use of a unique weapon called a lightsaber pike (see page 199 of *The Force Unleashed Campaign Guide*) that has a lightsaber blade at one end. These particular Shadow Guard members have been assigned to Inquisitor Draco, ostensibly to partake in a training mission, for which they are supposedly being trained to become the Emperor's personal bodyguards.

This warrior, wearing black armor reminiscent of that worn by the Royal Guard, carries a lightsaber pike tipped with a glowing red blade.

Elite Shadow Guard

CL 17

Medium Human Jedi 7/melee duelist 5/Force adept 5

Force 2; **Dark Side** 11

Init +18; **Senses** low-light vision; Perception +10

Languages Basic

Defenses Ref 36 (flat-footed 31; Flurry 31), Fort 31, Will 36

hp 142; **Threshold** 31

Speed 6 squares

Melee lightsaber pike +25 (3d8+14) or

Melee lightsaber pike +27 (3d8+14) with Flurry or

Melee lightsaber pike +25 (4d8+14) with Flurry and Rapid Strike or

Melee lightsaber pike +22/+22 (3d8+14) with Flurry or

Melee lightsaber pike +17/+17/+17 (3d8+14) with Flurry
Base Atk +17; **Grp** +22
Fighting Space 1 square; **Reach** 1 square (2 squares with lightsaber pike)
Atk Options Double Attack (lightsabers), Flurry, Melee Defense, Rapid Strike, Single Weapon Flourish II, Triple Attack (lightsabers)
Special Actions Damage Reduction 10, Equilibrium
Force Powers Known (Use the Force +15): *battle strike, dark rage, surge*
Force Techniques Force Power Mastery (*battle strike, dark rage*)

Abilities Str 14, Dex 20, Con 14, Int 10, Wis 11, Cha 14
Special Qualities master of movement (2/encounter)
Talents Attune Weapon, Damage Reduction 10, Empower Weapon, Equilibrium, Force Harmony, Master of Elegance, Psychic Citadel, Single Weapon Flourish I, Single Weapon Flourish II, Weapon Specialization (lightsabers)
Feats Double Attack (lightsabers), Flurry, Force Sensitivity, Force Training, Melee Defense, Rapid Strike, Savage Attack (lightsabers), Triple Attack (lightsabers), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Withdrawal Strike (lightsabers)
Skills Initiative +18, Use the Force +15
Possessions lightsaber pike (self-built), Shadow Guard robes

Force Harmony—Once per encounter, the Shadow Guard can activate either the Damage Reduction 10 talent or the Equilibrium talent without spending a Force Point.

Savage Attack—When the Shadow Guard makes a full attack with a lightsaber pike and hits with the first attack, each subsequent attack made as a part of that full attack deals +1d8 points of damage on a hit.

Single Weapon Flourish—The Shadow Guard can make a full attack with the lightsaber pike as a standard action once per turn on his turn. When he does so, he can move up to his speed once as a free action any time during that turn.

Withdrawal Strike—Enemies adjacent to the Shadow Guard cannot take the withdraw action.

Shadow Guard Tactics

These members of the Shadow Guard have been tasked by Draco with occupying the heroes while he personally deals with any Jedi in the group. The Shadow Guards engage any heroes displaying melee prowess first, hoping to neutralize them while the stormtroopers take care of others.

ELITE BYSS STORMTROOPER SQUAD (2)

Elite Byss Stormtrooper Squad

CL 12

Large Human squad soldier 7/elite trooper 3

Force 1; **Dark Side** 6

Init +13; **Senses** low-light vision; **Perception** +11

Languages Basic

Defenses Ref 27 (flat-footed 24), Fort 28, Will 19

hp 200; **DR** 1; **Threshold** 43

Immune +5 to Fortitude/Will Defense vs. Use the Force

Speed 6 squares

Melee unarmed +16 (1d4+7)

Ranged blaster rifle +20 (3d8+5, crit x3) or

Ranged blaster rifle +19/+19 (3d8+5, crit x3) or

Ranged frag grenade +17 (4d6+5)

Base Atk +10; **Grp** +18

Atk Options Comrades in Arms, Double Attack (blaster rifle), Focused Targeting, Multiattack Proficiency (rifles)

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 9, Cha 13

Special Qualities delay damage

Talents Armored Defense, Comrades in Arms, Focused Targeting, Greater Weapon Focus, Improved Armored Defense, Multiattack Proficiency (rifles) x2

Feats Armor Proficiency (light, medium), Double Attack (rifles), Triple Crit (rifles), Unstoppable Force, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +13, Knowledge (tactics) +10, Perception +11, Treat Injury +9

Possessions blaster rifle (+1 equipment), stormtrooper armor, 2 frag grenades, utility belt with medpac

Comrades in Arms—Whenever the elite Byss stormtrooper squad is within 3 squares of an ally, it gains a +1 circumstance bonus to all melee and ranged attack rolls.

Focused Targeting—Whenever the elite Byss stormtrooper squad damages a target with a melee or ranged attack, all allies within 3 squares of the squad gain a +2 bonus to damage rolls against that target until the beginning of its next turn.

Squad Traits—The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

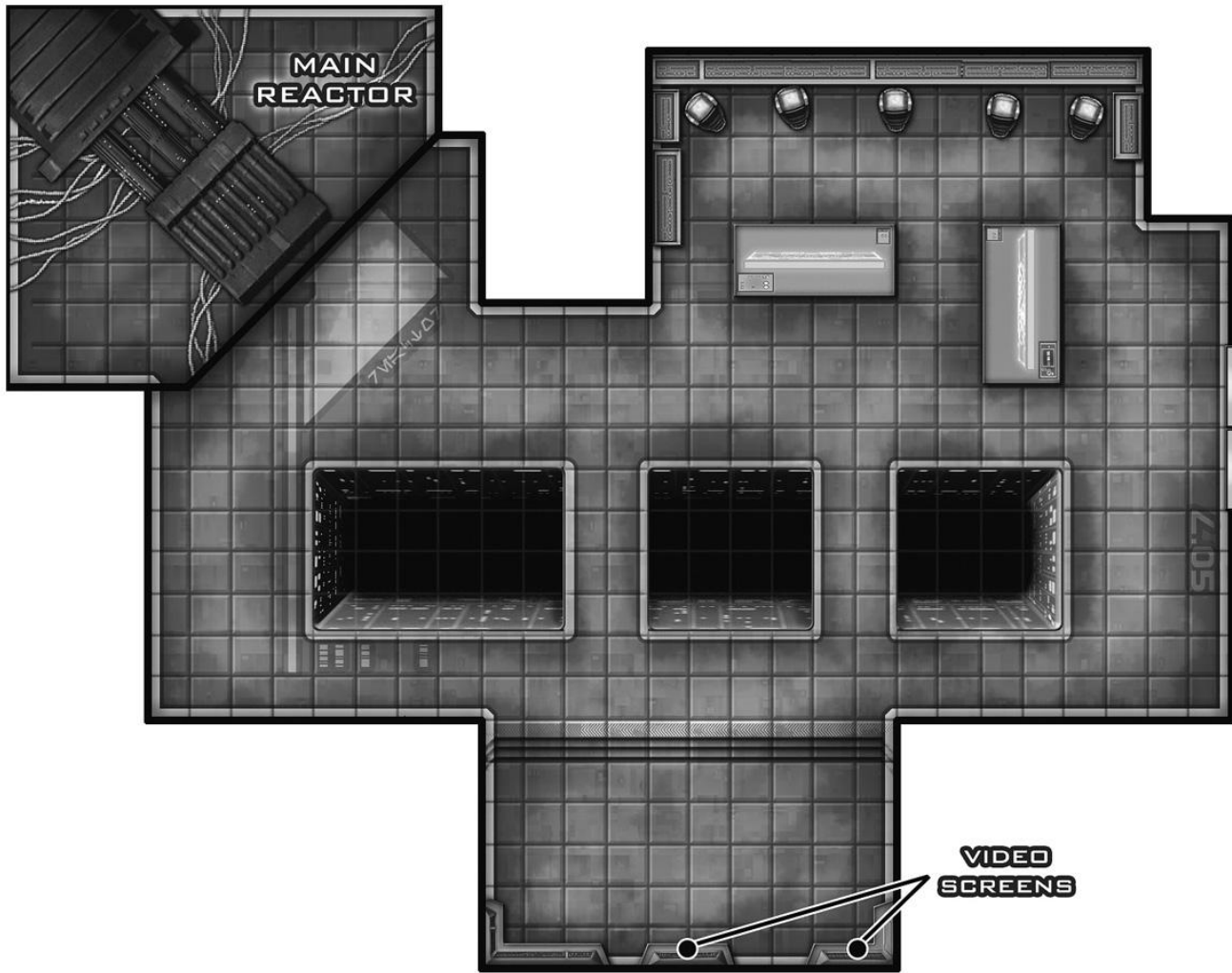
Elite Byss Stormtrooper Squad Tactics

The stormtroopers have been told to remain to the rear and suppress anyone who tries to interfere with Draco and the Shadow Guard. Thus, they take cover and either make attacks or use suppression fire to penalize the heroes' attacks.

CONCLUSION

With Draco and his minions defeated, the heroes have a chance to deal some serious damage to the Sarlacc Project before they leave the Golan platform. Once the station is damaged by turbolaser fire, the main reactor chamber becomes a much more dangerous place, and the heroes will need to flee quickly or face severe radiation hazards.

LAST STAND OF INQUISITOR DRACO ENCOUNTER MAP



INTO THE SARLACC'S MAW

CHALLENGE LEVEL 26

SETUP

As the heroes approach the opening in the side of the Super Star Destroyer, they are confronted by the first defenders they will encounter. The two groups of spacetroopers begin very close to the opening in the Sarlacc Project, while the three TIE fighters approach from one side, bearing down on the heroes' ships at an angle.

READ-ALoud TEXT

When the encounter begins, read or paraphrase the following aloud:

The gaping wound in the side of the Super Star Destroyer seems to grow larger by the second. At first, the small specks flitting around the opening look like debris, until you realize they are clusters of spacetroopers that have been sent out to repair the damage—and repel your attack!

BYSS DEFENSE FLEET TIE FIGHTER (3)

Byss Defense Fleet TIE Fighter

CL 16

Medium starfighter

Init +17; **Senses** Perception +20

Defense Ref 30 (flat-footed 24), Fort 22; +16 level, +1 dodge
hp 60; **DR** 10; **Threshold** 32

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)

Ranged laser cannons +26 (see below) or

Ranged laser cannons +24 with Burst Fire (see below)

Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew)

Base Atk +14; **Grp** +36

Abilities Str 34, Dex 20*, Con —, Int 14

Skills Initiative +17, Mechanics +15, Perception +20, Pilot +22, Use Computer +15

Crew 1; **Passengers** none

Cargo 65 kg; **Consumables** 2 days; **Carried Craft** none

Availability Unique; **Cost** not available for sale

Assured Attack—Each time the Byss Defense Fleet TIE fighter deals damage to a target, it can reroll the lowest damage die, keeping the second result.

Dirty Fighting—Once per encounter, after damaging an opponent, reduce the opponent's damage threshold by 2 for the remainder of the encounter.

Point Blank/Prime Shot—The TIE fighter gains +1 to attacks and damage against targets at point blank range (or +2 to attacks if no other ally is closer to the target).

Repairs on the Fly—Once per day, as a standard action, the Byss Defense Fleet TIE fighter makes a Mechanics check and regains 1d8 hit points and any persistent conditions are removed.

Starship Maneuvers—The Byss Defense Fleet TIE fighter has the following starship maneuvers (see page 24 of *Starships of the Galaxy*): *devastating hit, engine hit, I have you now, overwhelming assault.*

Vehicle Focus—The Byss Defense Fleet TIE fighter can take 10 on Pilot checks even when not normally able to.

Vehicular Combat—Once per round as a reaction, the Byss Defense Fleet TIE fighter can negate a weapon hit by making a successful Pilot check (+22) against a DC equal to the incoming attack roll.

Vehicular Surge—Once per day as a swift action, if the TIE fighter is at 30 hit points or less, the TIE fighter gains 15 bonus hit points.

* *This vehicle's Dexterity score has been modified by a mechanic with the Tech Specialist feat.*

Laser cannons (pilot)

Atk +26 (+24 Burst Fire), **Dmg** 4d10+12 ×2 (6d10+12 ×2 with Burst Fire), ×3 crit

These attacks ignore 5 points of DR and treat the target's damage threshold as though it were 5 points lower.

Byss Defense Fleet TIE Fighter Tactics

As with all encounters in the climax of the campaign, the TIE fighters have but one goal: destroy the heroes. The TIE fighters try to close to dogfighting range, hoping to snare the heroes in a dogfight and prevent them from proceeding. Likewise, they try to use Dirty Fighting to reduce the damage threshold of the heroes' ships right off the bat, increasing the chances that the ships will move down the condition track.

ADVANCED CONSTRUCTION SPACETROOPERS (2)

To speed the completion of the Sarlacc Project (and to protect the prototype), the Empire has outfitted a number of spacetrooper squads with advanced tools and weaponry. These spacetroopers are clustered into small squads that stay together for protection, but they otherwise act like another starfighter in the fray.

At first, it appears as though three stormtroopers are floating through space, until you realize that they are three spacetroopers clustered together in a tight-knit squad. The jets on their boots fire as they streak toward you, weapons at the ready.

Spacetrooper Squad

CL 15

Huge starfighter

Init +14; **Senses** Perception +15

Defense Ref 24 (flat-footed 23), Fort 22; +12 level

hp 60; **DR** 5; **Threshold** 42

Speed fly 2 squares (starship scale)

Ranged blaster cannon +18 (see below) or

Ranged proton torpedoes +18 (see below)

Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew)

Base Atk +12; **Grp** +34

Abilities Str 34, Dex 12, Con —, Int 18

Skills Initiative +14, Mechanics +15, Perception +15, Pilot +14, Use Computer +15

Crew 1; **Passengers** none

Cargo 20 kg; **Consumables** 1 day; **Carried Craft** none

Payload 4 proton torpedoes

Availability Unique; **Cost** not available for sale

Point Blank Shot—The spacetrooper squad gains a +1 bonus to attacks and damage against targets at Point Blank range.

Space Squad—The spacetrooper squad can move through and occupy the same space as another vehicle without causing a collision.

Vehicular Combat—Once per round as a reaction, the spacetrooper squad can negate a weapon hit by making a successful Pilot check (+14) against a DC equal to the incoming attack roll.

Blaster cannon (pilot)

Atk +18, **Dmg** 3d12+5 ×2

Proton torpedo launcher (pilot)

Atk +18, **Dmg** 6d10+5 ×2

Spacetrooper Squad Tactics

The spacetrooper squads are not quite as dangerous as the TIE fighters, but they can be extremely unorthodox in their tactics. The squads try to close with their enemies, moving into their spaces to inflict damage at close range.

CONCLUSION

When the heroes have defeated their opponents, or if they manage to slip by the TIE fighters without getting sucked into a dogfight, they can proceed to the next encounter.

FEATURES OF THE AREA

This encounter takes place in space but also has the potential to move partially inside the hull of the Super Star Destroyer. Any ship that tries to enter a space that is a part of the Super Star Destroyer's hull suffers an immediate collision.

INTO THE SARLACC'S MAW ENCOUNTER MAP



SARLACC SUPERSTRUCTURE

CHALLENGE LEVEL 22

SETUP

When the heroes enter this area, the TIE fighters are close behind, entering the area on their own Initiative counts. Likewise, the weapon emplacements (see the Features of the Area sidebar) should act on their own Initiative (Initiative +14).

READ-ALoud TEXT

When the encounter begins, read or paraphrase the following aloud:

Streaking through the interior of the vessel, you see the superstructure fly by you on both sides. Laser fire continues to hound your movements, coming from TIE fighters as well as interior defense laser cannons. The twisting passageways ahead of you come up rapidly, giving you only seconds to react.

BYSS DEFENSE FLEET TIE FIGHTER (4)

Byss Defense Fleet TIE Fighter

CL 16

Medium starfighter

Init +17; Senses Perception +20

Defense Ref 30 (flat-footed 24), Fort 22; +16 level, +1 dodge
hp 60; DR 10; Threshold 32

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)

Ranged laser cannons +26 (see below) or

Ranged laser cannons +24 with Burst Fire (see below)

Fighting Space 3x3 or 1 square (starship scale); **Cover** total (crew)

Base Atk +14; **Grp** +36

Abilities Str 34, Dex 20*, Con —, Int 14

Skills Initiative +17, Mechanics +15, Perception +20, Pilot +22, Use Computer +15

Crew 1; **Passengers** none

Cargo 65 kg; **Consumables** 2 days; **Carried Craft** none

Availability Unique; **Cost** not available for sale

Assured Attack—Each time the Byss Defense Fleet TIE fighter deals damage to a target, it can reroll the lowest damage die, keeping the second result.

Dirty Fighting—Once per encounter, after damaging an opponent, reduce the opponent's damage threshold by 2 for the remainder of the encounter.

Point Blank/Prime Shot—The TIE fighter gains +1 to attacks and damage against targets at point blank range (or +2 to attacks if no other ally is closer to the target).

Repairs on the Fly—Once per day, as a standard action, the Byss Defense Fleet TIE fighter makes a Mechanics check and regains 1d8 hit points and any persistent conditions are removed.

Starship Maneuvers—The Byss Defense Fleet TIE fighter has the following starship maneuvers (see page 24 of *Starships of the Galaxy*): *devastating hit, engine hit, I have you now, overwhelming assault.*

Vehicle Focus—The Byss Defense Fleet TIE fighter can take 10 on Pilot checks even when not normally able to.

Vehicular Combat—Once per round as a reaction, the Byss Defense Fleet TIE fighter can negate a weapon hit by making a successful Pilot check (+22) against a DC equal to the incoming attack roll.

Vehicular Surge—Once per day as a swift action, if the TIE fighter is at 30 hit points or less, the TIE fighter gains 15 bonus hit points.

* *This vehicle's Dexterity score has been modified by a mechanic with the Tech Specialist feat.*

Laser cannons (pilot)

Atk +26 (+24 Burst Fire), Dmg 4d10+12 x2 (6d10+12 x2 with Burst Fire), x3 crit

These attacks ignore 5 points of DR and treat the target's damage threshold as though it were 5 points lower.

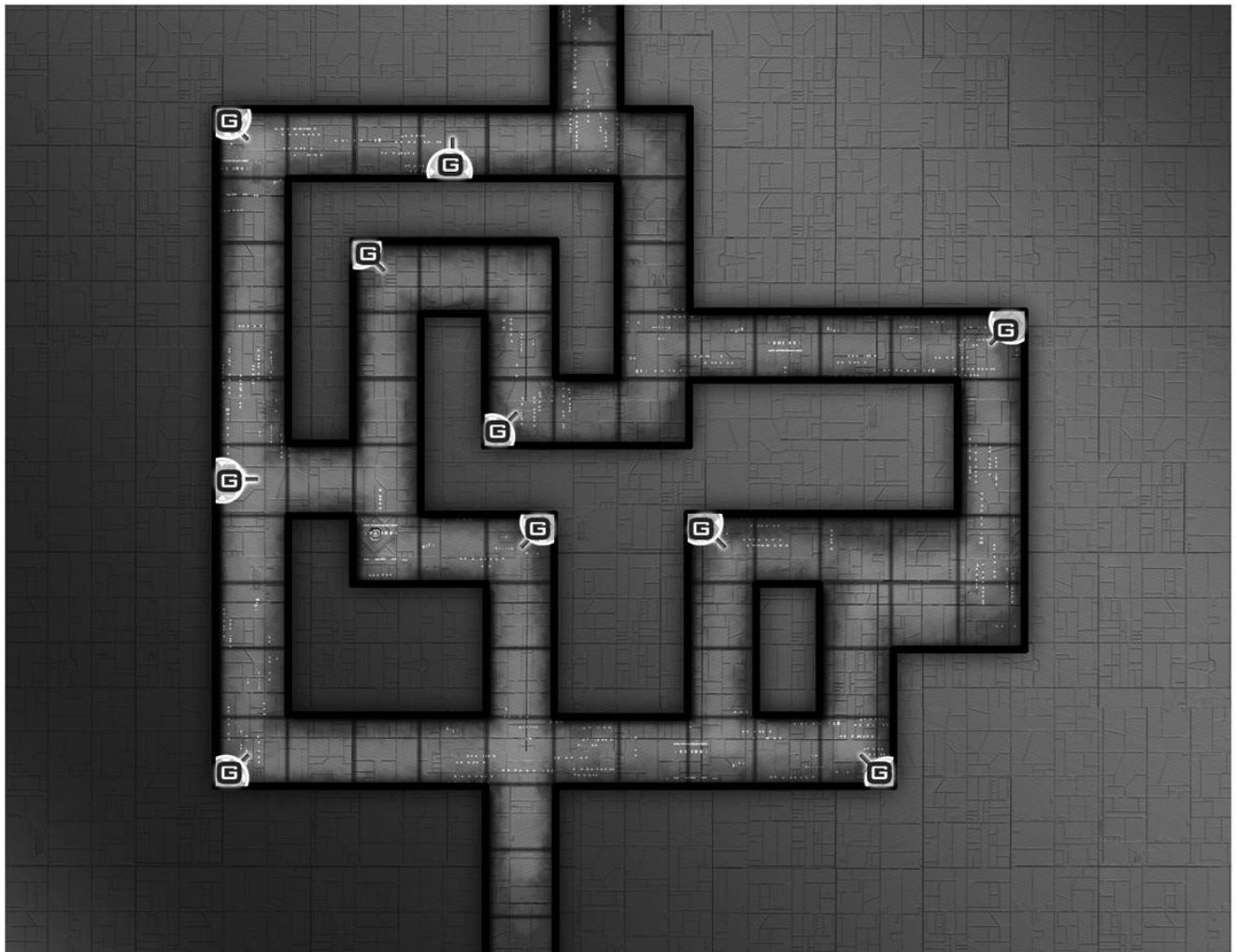
Byss Defense Fleet TIE Fighter Tactics

As with all encounters in the climax of the campaign, the TIE fighters have but one goal: destroy the heroes. The TIE fighters try to close to dogfighting range, hoping to snare the heroes in a dogfight and prevent them from proceeding. Likewise, they try to use Dirty Fighting to reduce the damage threshold of the heroes' ships right off the bat, increasing the chances that the ships will move down the condition track.

CONCLUSION

When the heroes have defeated their opponents, or if they manage to slip by the TIE fighters without getting sucked into a dogfight, they can proceed to the next encounter.

SARLACC SUPERSTRUCTURE ENCOUNTER MAP



28

JAWS OF THE SARLACC

FEATURES OF THE AREA

This encounter takes place entirely inside of the superstructure of the Super Star Destroyer. Any ship that tries to enter a space that is a part of the Super Star Destroyer's hull suffers an immediate collision. Additionally, the interior structure has a number of defensive emplacements for internal security. These weapon emplacements are treated as laser cannons that can fire only at point-blank range, have an attack bonus of +28, and deal 4d10x2 points of damage to a target struck by an attack.

MAIN REACTOR

CHALLENGE LEVEL 26

SETUP

When the heroes enter this area, the TIE fighters are close behind, entering the area on their own Initiative counts.

READ-ALoud TEXT

When the encounter begins, read or paraphrase the following aloud:

Suddenly, the narrow corridors within the superstructure open wide, revealing a cavernous chamber. At the center of this chamber sits the main reactor, shielded and waiting for you to destroy it. TIE fighters continue to nip at your flanks, and it is now only a matter of who takes down their target first.

BYSS DEFENSE FLEET TIE FIGHTER (5)

Byss Defense Fleet TIE Fighter CL 16

Medium starfighter

Init +17; Senses Perception +20

Defense Ref 30 (flat-footed 24), Fort 22; +16 level, +1 dodge
hp 60; DR 10; Threshold 32

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)

Ranged laser cannons +26 (see below) or

Ranged laser cannons +24 with Burst Fire (see below)

Fighting Space 3x3 or 1 square (starship scale); **Cover** total (crew)

Base Atk +14; **Grp** +36

Abilities Str 34, Dex 20*, Con —, Int 14

Skills Initiative +17, Mechanics +15, Perception +20, Pilot +22, Use Computer +15

Crew 1; **Passengers** none

Cargo 65 kg; **Consumables** 2 days; **Carried Craft** none

Availability Unique; **Cost** not available for sale

Assured Attack—Each time the Byss Defense Fleet TIE fighter deals damage to a target, it can reroll the lowest damage die, keeping the second result.

Dirty Fighting—Once per encounter, after damaging an opponent, reduce the opponent's damage threshold by 2 for the remainder of the encounter.

Point Blank/Prime Shot—The TIE fighter gains +1 to attacks and damage against targets at point blank range (or +2 to attacks if no other ally is closer to the target).

Repairs on the Fly—Once per day, as a standard action, the Byss Defense Fleet TIE fighter makes a Mechanics check and regains 1d8 hit points and any persistent conditions are removed.

Starship Maneuvers—The Byss Defense Fleet TIE fighter has the following starship maneuvers (see page 24 of *Starships of the Galaxy*): *devastating hit, engine hit, I have you now, overwhelming assault.*

Vehicle Focus—The Byss Defense Fleet TIE fighter can take 10 on Pilot checks even when not normally able to.

Vehicular Combat—Once per round as a reaction, the Byss Defense Fleet TIE fighter can negate a weapon hit by making a successful Pilot check (+22) against a DC equal to the incoming attack roll.

Vehicular Surge—Once per day as a swift action, if the TIE fighter is at 30 hit points or less, the TIE fighter gains 15 bonus hit points.

* *This vehicle's Dexterity score has been modified by a mechanic with the Tech Specialist feat.*

Laser cannons (pilot)

Atk +26 (+24 Burst Fire), **Dmg** 4d10+12 x2 (6d10+12 x2 with Burst Fire), x3 crit

These attacks ignore 5 points of DR and treat the target's damage threshold as though it were 5 points lower.

Byss Defense Fleet TIE Fighter Tactics

As with all encounters in the climax of the campaign, the TIE fighters have but one goal: destroy the heroes. The TIE fighters try to close to dogfighting range, hoping to snare the heroes in a dogfight and prevent them from proceeding. Likewise, they try to use Dirty Fighting to reduce the damage threshold of the heroes' ships right off the bat, increasing the chances that the ships will move down the condition track.

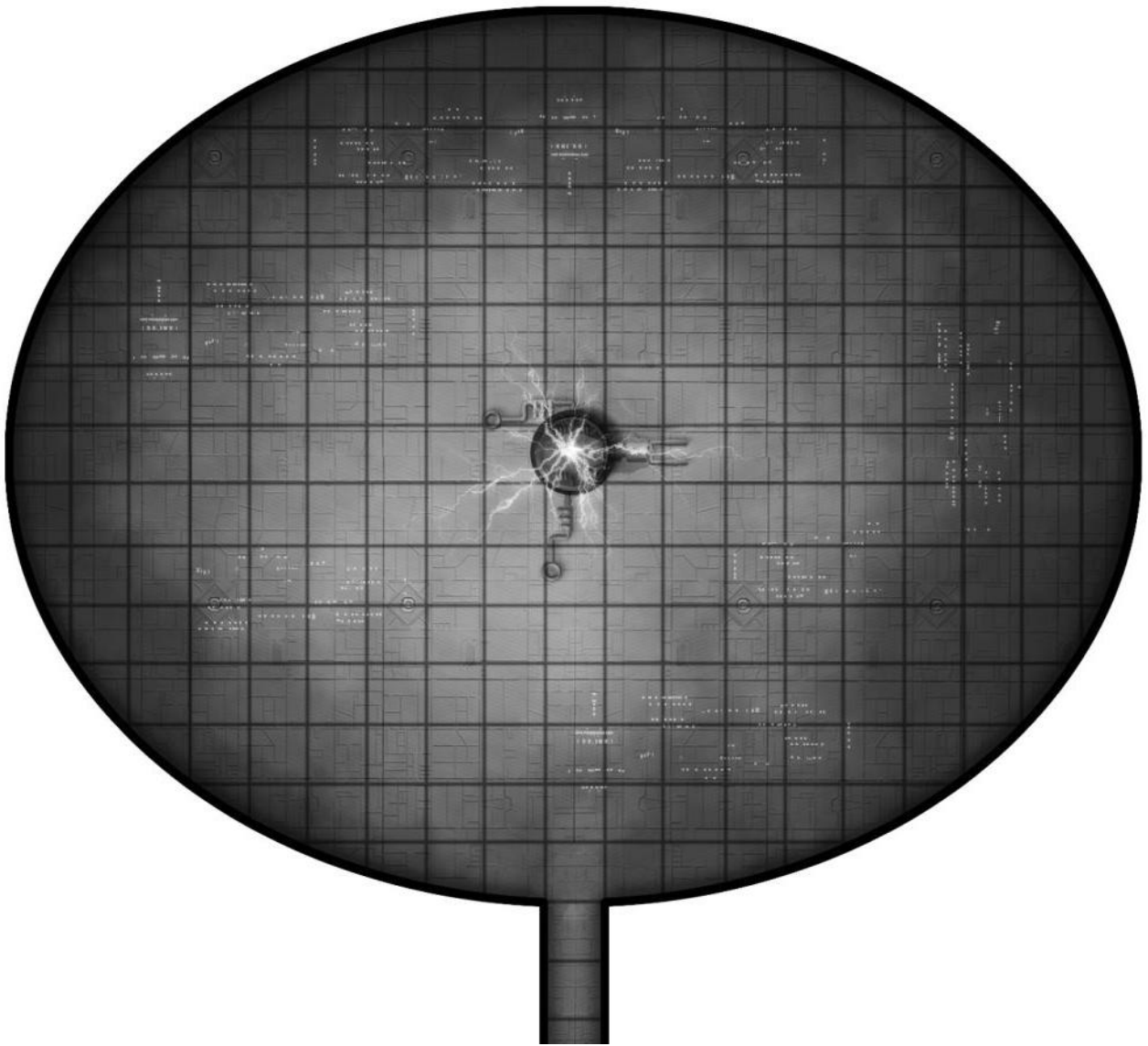
CONCLUSION

The heroes can attempt to destroy the main reactor at any time. As soon as they do so, regardless of whether they have defeated all the TIE fighters involved, they must immediately flee the interior of the ship. Any heroes that get caught in a dogfight can attempt to escape the dogfight, but if they fail to do so, they take a –5 penalty to the Pilot checks necessary to flee the exploding vessel.

FEATURES OF THE AREA

The interior of this chamber is cavernous and free of hazards. The main reactor at the center of the chamber (Reflex Defense 16) can be destroyed only by proton torpedoes or concussion missiles; laser fire of any kind will not penetrate the deflector shields. A starship can sacrifice itself to slam into the reactor, destroying both. Regardless, any amount of damage from a sufficient weapon (torpedo, missile, or starship) is enough to destroy the reactor and trigger the ship's destruction.

MAIN REACTOR ENCOUNTER MAP



Event Name: _____ Event Code: _____
(This number was given to the senior GM when the event was sanctioned.)

Adventure Title: Jaws of the Sarlacc (Dawn of Defiance, Part 10) Session Number: _____
(For administrative use only.)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal RPGA table has no less than four players, and no more than six players.

Player Name	RPGA Number
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SESSION TRACKING

GAMEMASTER

DM Name: _____

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