

Murder on the *Executor*

A Star Wars Adventure

Patrick Stutzman

Murder on the Executor is a full-length adventure for the **Star Wars Roleplaying Game** Saga Edition. It uses the *Saga Edition Core Rulebook*, which is required to use all elements of this adventure. *Murder on the Executor* is designed for five-six 1st-level pre-generated characters and is intended to be an introductory adventure. The adventure takes place at the same time as the events in the movie *Star Wars: The Empire Strikes Back*.

Warning! If you will be playing this adventure, *read no further*.

Starting the Adventure

Murder on the Executor takes place as Darth Vader's fleet approaches the ice planet Hoth to attack the Rebel base located there. The Rebels have already dealt with the Imperial probe droid and are preparing for the inevitable assault but do not know when it will happen.

At the opening of the adventure of *Murder on the Executor*, the heroes are enlisted in the Imperial military and are assigned to various positions aboard Vader's personal ship, the *Executor*. The adventure assumes that they will accept the mission handed to them at the beginning, perform the investigation to the best of their ability, and will maintain their loyalties to the Empire.

Near the end of the adventure, a situation may arise where the heroes experience a conflict in interest. This is a perfect time for players to roleplay this scenario out, but the adventure assumes that the heroes will ultimately come to the same decision as a group. Suggestions to help the group stay together are listed later in this adventure.

Adventure Summary

Murder on the Executor begins aboard the Super Star Destroyer *Executor* in a nondescript conference room, where the heroes learn of the murder and are briefed for the mission they are to undertake. They investigate the crime scene, search for clues and follow leads to their first encounter with a group of rogue droids.

After gaining some information from either the droids or a datapad found at the scene of the first encounter, they discover that the droids are only pawns in somebody else's agenda. Further investigation finds that three possible suspects need to be tracked down and questioned to determine if they are to blame and what their motives would be, if the suspect indeed killed the victim.

While speaking with one of the suspects in one of the *Executor's* hangar bays, a ship carrying a bounty hunter and his men arrive for the meeting to get details on the bounty on Han Solo. Due to complications during their check-in, the second encounter takes place, which may result in the death of one of their suspects.

New evidence clearly points blame for the murder at one of their suspects, and the heroes hunt him down, only to find him preparing to escape from the Imperial fleet. A question proposed to the heroes leads to the third and final encounter of the adventure and determines the future for the adventure's protagonists.

Opening Crawl

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

Star Wars

Murder on the Executor

It is a dark time for the Rebellion. After driving the Rebels from their hidden base on Yavin 4, the Empire continues its pursuit across the galaxy to bring them to justice.

After launching thousands of probe droids, Darth Vader has confirmed the location on the Outer Rim world known as Hoth and has ordered his fleet to fly there and prepare for an assault.

While they prepare, treachery within the ranks of the crew has led to somebody's untimely death....

Part 1: Conducting the Investigation

Murder on the *Executor* opens aboard the SSD *Executor* in orbit around the planet Hoth during the Battle of Hoth. On the planet below, mighty Imperial walkers close in on the Rebels' icy base, while Rebel troops and snowspeeders struggle to defend it. Aboard the star destroyer, Darth Vader observes his troops' progress while his crew operates the ship and provides support to the soldiers below.

Before the adventure begins, you (the GM) needs to determine whether the heroes know each other. Each one of them is a new crewmember to the *Executor* and may have met during their time at boot camp. If they do know each other, they were fortunate enough to be assigned to the same ship in the fleet. In this case, that ship happens to be Darth Vader's personal star destroyer. If they do not know each other, merely explain that each of them has been assigned to the *Executor* a couple of months ago as their first assignment after completing basic training. The only exception to this is the non-commissioned officer in security who has been aboard the *Executor* for six months.

Under Orders

When the adventure opens, the heroes have assembled inside a briefing room somewhere in the middle of the ship. The room is quiet and sparsely furnished with only six chairs around a small, oval table that matches the color of the steel gray walls. During this time, the characters will have a chance to introduce themselves, if they do not already know each other.

After a few minutes, the door opens, and an Imperial officer enters the room. Read the following text aloud:

Without warning, the single door opens to allow an Imperial Officer to stiffly walk in. The rank proudly displayed on his chest indicates that he holds the rank of Lieutenant Commander. The grim look on his face and tight-lipped expression do nothing to give away his state of mind. A split second after the door closes, the officer whips out the datapad that is tucked under his arm, sets it on the table and announces, "I am not going to fool around but get right to the point. Lieutenant Tanith Sorn, one of the ship's bridge officers, is dead. Lord Vader has chosen you to investigate this crime and bring the perpetrator to justice.

"She was murdered sometime last night near Engineering. We are not sure why she was there when she was supposed to be on the bridge, but we hope that you can find out during your investigation."

The heroes may ask questions at this point, which the commander will answer to the best of his ability. Since they cannot just walk into Vader's personal quarters and search through his belongings or slice into classified Imperial files without just cause, they must request access to restricted areas before entering, even though they will more than likely receive permission to enter for the purposes of the investigation. They may take appropriate combat action to defend themselves only, and any suspect must be taken alive. If they need reinforcements, they may request a squad of six stormtroopers to assist them.

The Investigation Begins

The first phase of the heroes' investigation may and probably will take them to various parts of the ship, but the most logical place to begin their research is the scene of the crime in Engineering.

Engineering

When they first arrive, the heroes will see a lot of activity taking place. Technicians, assisted by labor droids, rush from station to station while running diagnostics on various systems. Others man their stations and monitor the various systems that keep the ship running. The pulse of the engines vibrates through the deckplates.

The reports the heroes received about where the body was found leads them to a secluded storage locker near the back section of Engineering, where few systems can be accessed and even fewer members of the crew spend any time. Instead, the crew typically sends labor droids back here to retrieve tools and parts that are needed to keep the engines and other vital ship systems operational.

When the heroes reach this section, they find the section and five meters of corridor leading up to it barricaded and guarded by two stormtroopers, who let the heroes through without question. Once they have entered the storage locker, they find that the scene has been left completely alone except for the removal of the body. But, the mess of spilled storage bins of parts, scattered tools and blood stains still remain.

The heroes may conduct a Perception check to search the area for any clues. The results of their skill checks determine what they find on the table below:

DC	Result
10	Within the blood stains, a set of fingerprints is left behind. Also, part of an odd footprint is found in another blood stain.
15	One of the storage shelves is damaged from a sudden impact and appears to be done by a heavy tool.
20	Blackened metal fragments have embedded themselves in the wall near the door.
25	A damaged part is found under an overturned storage bin. It has blackened, jagged edges on one side.

Any of the players that wishes to examine any of the evidence found needs to make a Knowledge check, the DC of which depends on which Knowledge skill they use.

Skill	DC	Result
Knowledge (life sciences)	15	The footprint in the blood stain belongs to a labor droid used by the Empire.
Knowledge (physical sciences)	10	The damage done to the storage shelf was done by a heavy tool, and whoever used it needed to be strong to damage the shelf this badly.
	15	The blackened residue from the metal fragments in the wall and the damaged part is carbon scoring resulting from blaster fire.
Knowledge (tactics)	20	The victim was attacked from multiple angles, all of them at close range. The blaster fire must have come from the victim before she was killed.
Knowledge (technology)	15	The part found under the shelf belongs to a labor droid used by the Empire.
	20	Careful examination of the droid part reveals part of a serial number that may be traced to the droid to whom it belongs.

The heroes may also decide to question members of the Engineering crew that were on duty at the time of the incident. They are not on shift at the time the heroes are there, but a DC 10 Gather Information check will reveal the roster of those crewmen on duty and the locations of their quarters. For the results of this approach, see the Questioning section.

If any of the heroes think to check the droid log, they will find that four labor droids reported to the droid pool for maintenance shortly after the time of the incident.

Security

One of more of the heroes may have the idea to check the footage of the security cameras recording activity in Engineering around the time of the murder. When they arrive, read the following text.

The door to the security office opens, allowing you to walk into the large room. Several Imperial officers, stormtroopers and other security personnel sit in front of various control panels and monitoring stations that line the room's walls. A ring of panels positioned in the middle of the room surround three officers that appear calm but busy.

Before you can walk in, two stormtroopers step into the doorway from within the office with rifles held across their chest for only a moment. After a few seconds, they silently move back and permit you to enter.

One of the officers in the central ring looks up after the stormtroopers separate and brings a hand up to his ear for a second. He appears to listen for a couple of seconds, looks at you again and nods while beckoning you to approach.

The officer states that he has been made aware of your mission and will allow you to use the review the footage from the night of the murder. He says that only one camera is positioned to monitor the corridor leading to the scene of the crime and points to a vacant monitor behind him that the heroes can use.

Reviewing the footage is a time-consuming process that can take up to six hours. A successful DC 15 Use Computer check can reduce the time by one hour and further reduce the time by one hour for every two points they exceed the target number.

While they review the footage, they find a part that shows a labor droid walk down the corridor and into the storage room. A few minutes later, the victim comes into view and enters the storage room, followed several seconds later by three more labor droids. About a minute later, all four labor droids emerge from the room and leave the area. The heroes may make a Perception check. If the skill check succeeds against DC 10, they notice that two of the droids have blood splattered on them. If the check succeeds against DC 15, they also notice that one of the droids shows signs of being hit by a blaster shot on its arm.

Questioning

The heroes may wish to ask the crewmembers working in Engineering at the time of the incident a few questions about what they may have witnessed. If they approach the people currently in Engineering, they will know nothing of the incident other than what they may have heard as gossip, since none of them was on duty at the time of the murder.

However, obtaining a list of the crew on duty at the time is possible by accessing the computer records with a successful DC 10 Use Computer check. The total list numbers in the hundreds, but another successful DC 10 Use Computer check will narrow the list to those that worked in that specific area of Engineering and reduce the number to fifty. Although that is still a large number to interview, the amount is now manageable.

Each character that helps question possible witnesses will need to make a DC 15 Gather Information check. Success indicates that someone is found that witnessed the officer walk through Engineering and be subsequently followed by three worker droids from different parts of their area. The droids acted normally until that point, and each of them stated that their tool was acting up and needed to be replaced before walking away. After a few minutes, they returned, said that they needed to be checked out and requested to report to the droid pool for maintenance.

The Droid Pool

Eventually, the clues they gather should lead them to the droid pool to check on the droids that are the prime suspects. If they call ahead to the droid pool to ask about them, a droid technician will state that the four droids that came in are being repaired at the moment. The diagnostics run on them indicated issues with their programming and are scheduled to have their memories wiped after fixing any hardware issues they may have.

This should prompt the heroes to request to stop the repairs being done on the droids and will require a DC 15 Persuasion check. If the check succeeds, read the following text.

The sounds of the technician pressing buttons on a console come through the comlink. After a few seconds, he says, "I have paused the work order for the maintenance. I need to stop the techs working on them. Just a moment."

A brief moment of silence is heard, but multiple screams are heard soon afterward. It sounds as if a droid has gone berserk at the droid pool.

If the heroes fail the Persuasion check, read the following text instead.

"I'm sorry," the technician replies. "But, they have already started work on the droids. I cannot stop it. But, I can . . ."

Faint rustling sounds can be heard coming through the comlink, followed by multiple screams.

"What's going on back there?" the technician cries away from the mic before he returns and says, "I'll be right back."

A few seconds later, you hear another loud scream followed by several sharp thuds. It sounds as if a droid has gone berserk at the droid pool.

By this time, the heroes should be rushing to the droid pool. They may think of calling for reinforcements to assist them, and security states that they will send a squad down to help.

Once the heroes arrive, they can make a DC 10 Perception check to hear anything through the door before entering. If successful, they hear heavy footfalls walking some distance from the door.

They may decide to wait for the squad of stormtroopers to arrive, which is a sound strategy. But, they will wait several minutes, and the GM should remind them that several droid technicians on the other side of the door may be suffering at the hands of these renegade droids while they wait. The heroes can also make a DC 10 Perception check. Anyone that succeeds will hear groans and a faint cry for help through the door.

Regardless of whether they wait for reinforcements or not, refer to **Encounter 1: Clearing the Droid Pool** for information on running the encounter once the door is opened.

After the encounter is resolved, the heroes are free to examine the droids they just fought and will learn that these are the same ones that are suspected of killing Lt. Cmdr Sorn in Engineering. Since their memories have not been wiped, they may download their programming for analysis. If the heroes decided not to wait for reinforcements, the stormtroopers will arrive moments after the encounter has concluded.

Part 2: Enter the Bounty Hunters

Once the heroes have left the droid pool, they may believe that their task is done, and they can return to their normal duties after filing their reports stating that the droids killed Lt. Sorn. Indeed, filing the reports tells the officer that their job is done, and they may return to duty for now.

If they found the datapad under the desk, the heroes can take the time to examine the droid's programming to see if they can find any reasons why they went haywire. Whether they do this before or after their reports are submitted does not matter. A successful DC 15 Use Computer check will reveal some information about the droids and their motives. The programming appears to have been tampered with, and that person did not take too much time to hide their work. Whoever reprogrammed the droids set up instructions for them to summon their target to Engineering and ambush her in private. In addition, a timestamp is still imprinted in the code to indicate when the code was last updated, in the middle of the third shift of the day before the murder.

If the heroes did not find the datapad, it is located by a droid technician that comes into the droid pool later who discovers the altered programming and calls it in. In this case, the heroes are summoned once again to return to the droid pool, where the technician points the changed code to them.

In either case, the mission is reopened, and they must now track down whoever is responsible for reprogramming the droids to murder the Imperial officer.

Searching for Clues

Since it is extremely unlikely that the perpetrator will come forward and confess to the deed, the heroes will need to take it upon themselves to seek this person out. The most logical place to begin their new search is the droid pool, especially if they are already there in the event that they did not locate the datapad after the earlier encounter.

The Droid Pool

By this time, most of the mess has been cleaned up and the droids swept aside for further examination before they are either reprogrammed or recycled, depending on their state at the end of the battle against the heroes. However, the center's computers are still intact, and the computer records can be retrieved and reviewed.

Anyone that uses the droid pool's facilities must log into the computer network to access the systems needed to perform any kind of maintenance on the droids, and the network keeps records of who signs in and when they signed in and out. Making a successful DC 10 Use Computer check will allow the user to access these records.

With a successful check, the heroes find that three people were logged into the droid pool's systems at the time the droid was reprogrammed: Petty Officer Malkor Trel, the droid technician on duty; Sergeant Landin Thyte, a technician assigned to Engineering; and Lieutenant Ein Truminn, a flight officer assigned to bridge operations.

With three suspects to question, the heroes now have some leads to follow and find their murderer. At this point, they need to choose which one they will approach first. Regardless of who they choose first or if they decide to split up and track each suspect down at the same time, each group of heroes needs to make a DC 15 Gather Information check to find where on the ship he is currently located.

Sorn's Quarters

The heroes may decide to conduct further investigations to narrow down the number of suspects before they locate one or more of them for questioning. One of the places they could go would be

to the victim's quarters, and gaining permission to enter is as simple as asking the ship's Chief of Security with no skill roll required.

When the heroes arrive at her cabin, read the following text aloud.

Standing in the corridor outside the victim's quarters sends a slight chill up your spine, but you are not really sure why. After all, the cabin should be empty. Glancing to the others in your group, you open the door.

The door slides open easily, permitting you a view of the unlit room. You walk in and turn on the lights to reveal a tidy, organized room that appears to have not been touched for a couple of days. The bed is made, all of her personal effects on top of the dresser and desk are arranged for easy access. The nightstand next to the head of the bed appears clean. Your search looks to be fairly easy.

As the heroes begin their search, they need to each make a DC 15 Search check. Unless they specify where in the room each one is looking, the one with the highest successful check locates a datapad stashed between the mattresses of her bed. The datapad is password-protected and requires a DC 20 Use Computer check to pass. If anyone wants to try and guess the password without the check, they may do so. The password is "cyclone", and the only hint for it in the room is a small, handheld cyclone generator. The generator rests on her desk next to the lamp, which powers on once per minute and runs for approximately thirty seconds before fading out. A successful DC 10 Perception check will allow somebody to spot it when it activates.

Once the password has been bypassed, the heroes discover that the datapad contains Lt. Sorn's personal journal. Perusing the files reveals a deep rivalry between her and Lt. Truminn while they worked together on the bridge. Their rivalry started sometime after Truminn was assigned to the ship, and they competed against each other almost every day. One of the last entries states that Sorn had gained the upper hand on one of their more recent contests and thoroughly embarrassed Truminn in front of not only the bridge commander, but also before Lord Vader as well. Truminn was scolded by the bridge commander but allowed to continue working on the bridge.

Back to Engineering

The heroes may wish to go back to Engineering to see if anything happened there that may have led to the officer's murder and if Sgt. Thyte may have been involved. With a successful DC 15 Gather Information check, they will learn from several technicians that Sgt. Thyte normally takes his lunch at the time the incident took place, and he normally eats at the nearest of the ship's galleys. A successful DC 20 Gather Information check also reveals that Thyte usually cuts his lunch short to stop by the droid pool before heading back to work.

If the heroes follow the lead to the galley, they will find with a successful DC 15 Gather Information check that Thyte eats there for several minutes and then leaves quickly. Where he goes is not known.

To the Bridge

At some point, the heroes may elect to visit the *Executor's* bridge to question the crew that worked alongside Lt. Sorn and Lt. Truminn. At the time they arrive, neither Lord Vader, Admiral Piett nor Lieutenant Truminn is present. Each of the heroes questioning the crew needs to make a DC 15 Gather Information check. A successful skill check allows them to learn about the bitter rivalry between the two officers and the incident that shamed Truminn in Vader's presence (see Sorn's Quarters). They will also learn that Lt. Truminn is in the hangar bay to welcome the visiting bounty hunters and arrange their escort to the bridge.

As if on cue, the door opens and two stormtroopers walk in escorting an armored Human whose head is wrapped in linen strips onto the bridge. Anyone making a DC 10 Knowledge

(galactic lore) check will recognize this individual as Dengar, one of the galaxy's most notorious bounty hunters.

Malkor Trel

The heroes pursuing the droid technician, with a successful DC 15 Gather Information check, find that he is currently located in a crowded recreation room in the middle of the ship.

When the heroes arrive, read the following text.

Walking into the rec room, you find a large number of off-duty crewmembers scattered about the facility engaged in conversation, playing some form of game or watching a program on one of several screens that line the walls. Small tables positioned along the walls host several patrons dining on an evening meal while spending time with friends. Finding Trel here may prove difficult.

A successful DC 15 Perception check by any of the heroes lets them locate Trel, a blond-haired man wearing his Imperial uniform with the collar unfastened, with a buddy playing a casual game of dejarik on the far side of the room. Reluctant at first, Trel eventually opens up and becomes willing to answer questions with a DC 10 Persuasion check. He knows that he was the only technician on duty in the droid pool the night the droids were reprogrammed, but several visitors arrived throughout his shift to log into the systems for one reason or another. He recalls Thyte and Truminn arriving around the time of the tampering and spending some time there, but he does not remember exactly what they were working on. As for himself, he spent most of his time performing routine maintenance on several droids that night, including several labor droids, and sent them back out to their assigned duties, but he says that he did no programming whatsoever that night.

Landin Thyte

The heroes searching for the engineering tech will locate him in his quarters toward the aft of the ship with a successful DC 15 Gather Information check.

When the heroes arrive, read the following text.

The corridor seems unusually quiet as you reach the door of Sgt. Thyte's cabin. Pressing the signal to announce your presence, you hear a gruff voice from inside. A few seconds later, the door whisks open to reveal a dark-haired man wearing a casual outfit with a datapad in his hand. Looking at you with an annoyed expression, he seems to wait for you to speak.

Despite the fact that his personal time has just been interrupted, he is willing to answer the heroes' questions, as long as it does not take up too much of his time. His patience wears thin after five questions, after which he will strongly urge them to finish. If he is asked why he was in the droid pool, he tells them that he was doing some research for his hobby: designing and building small droids. Any of the heroes that looks into his quarters will see a myriad of small parts scattered about and a few tiny-sized droids wandering the room. He remembers Trel being there and engaging in some idle conversation with him while he worked on a couple of labor droids. He also recalls Truminn being present as well and accessing one of the terminals, but the officer was a bit less cordial than the droid technician. Truminn left shortly after he arrived, but Trel was still there when he left.

Ein Truminn

The officer known as Lt. Truminn seems to be the most elusive of all three suspects. Locating him requires two DC 15 Gather Information checks: the first leads the heroes to the bridge during his shift only to find he is no longer there, while the second leads him to his current position in

the hangar bay. If they have already visited the bridge and questioned the personnel there, they may eliminate one of the aforementioned skill checks. If they have not, they may take this time to question the bridge crew about Truminn (refer to The Bridge).

Once the heroes reach the hangar bay, read the following text.

Entering the expansive hangar bay, you immediately notice several ships parked that are not Imperial issue, and you quickly surmise that they belong to the bounty hunters you were told about. Why the Empire has to resort to bounty hunters leaves you wondering, but you brush it aside to concentrate on the task at hand.

As another vessel, a Ghtroc 720 freighter, rises through the opening that leads out of the ship, you spot among the groups of technicians and dockhands a single Imperial officer holding a datapad and standing next to a silver protocol droid in the middle of the bay. This must be Lt. Truminn!

When the heroes reach him, Truminn glances over them with a grim look on his face and turns back to watch the incoming starship. He states up front that he does not have time for their questions, even before they ask, adding that he knows that he is one of their suspects. If the heroes press the matter, Truminn says with a confident smile that he was in the droid pool requisitioning the TC-series protocol droid standing next to him per Lord Vader's request for the very purpose of greeting the bounty hunters as they landed. He even dares the heroes to question Vader about the validity of his statement!

Arrival of the Bounty Hunters

Before any more questions can be asked, the Ghtroc 720 sets down about ten meters from where they stand and lowers its boarding ramp. A heavily-armored individual sporting a blaster rifle accompanied by three Humans wearing lighter armor stride down the ramp onto the hangar bay floor. His face is completely obscured by his helmet and prevents anyone from recognizing him. Nobody recognizes him, even with a Knowledge check, but the armored one confidently walks up to Lt. Truminn and the droid.

At this point, read the following text to the players.

"I am here for the bounty on Solo," the armored individual states flatly as his three lackeys walk up behind him.

Truminn nods and lifts his datapad while he asks, "Name?"

The bounty hunter takes a breath and replies, "Bail Antilles."

The Imperial officer eyes him warily but enters the name into his datapad, looks for a couple of seconds and states, "I'm sorry, but I do not see your name on my registry."

An audible sigh comes through the helmet. He holds out his hand as if he expects something to be handed to him. Within seconds, one of his henchmen pulls a datacard out of his pocket and firmly plants it into the bounty hunter's open hand.

"Perhaps this will satisfy your requirements," Antilles adds as he hands the card over to Truminn.

Taking the card, Truminn inserts it into his datapad and reviews the information.

As he does so, your comlink signals an incoming message.

Answering the comlink, the heroes hear the voice of the bridge commander that they spoke with a few moments earlier. He tells them that a signal on a non-Imperial frequency began transmitting the moment the last ship landed and orders them to locate the source of the signal. If the heroes question it, the bridge commander states that the order comes from Lord Vader himself.

While they talk over the comlink, anyone making a DC 10 Perception check notices that one of the bounty hunter's lackeys is watching them and trying to listen in on their conversation.

The heroes should automatically suspect something wrong with the bounty hunter's ship, but they have a number of options to take. If they approach Lt. Truminn and attempt to take him aside, he will pointedly refuse, stating that he has a job to do, and dismiss the heroes. If they approach Antilles or one of his subordinates, he will reject their accusations as unfounded. If they directly approach the ship, the bounty hunter's henchmen will move to stop them.

After any of these events transpires, one of the heroes' comlinks will signal another message. The bridge commander comes through sternly warning that the signal has been identified as using a known Rebel code, and the occupants of the ship must be apprehended for questioning. Hearing this, the bounty hunter and his entourage will immediately defend themselves. Refer to **Encounter 2: Rebel Escape** for information on running the encounter.

Once the encounter has been resolved, the heroes will have an opportunity to enter the Rebels' ship and confirm that they are indeed part of the Rebel Alliance. Searching the ship requires a DC 15 Perception check to locate a datapad stashed under the pilot's seat that holds a mission briefing stating that they are to rendezvous with a Rebel spy aboard the *Executor* ready for extraction.

The heroes may also want to check on Lt. Truminn, since he was wounded early in the battle. If he was stabilized during the battle, he will still be alive but in critical condition. Calling a medical team to the hangar bay will be crucial to the officer's survival. Regardless of whether the heroes tended to him or not during the battle, he will whisper to one of them before falling unconscious, "I know who killed Sorn." Once he is out, the heroes may try to revive him with a Treat Injury check. But, they will have only one chance to do so before he dies.

Part 3: Mystery Solved

At this point, the heroes should now have evidence that a Rebel spy is somewhere aboard the *Executor*. In addition, one of their suspects may have a lead to the actual killer. But with a ship manned by over 300,000 people, they need to devise a plan to draw the murderer out and have him arrested.

The heroes may surmise that the Rebel spy is indeed the murderer they seek. If this is the case and he picked up the signal the bounty hunter's ship broadcast, they may have little time to find him before he escapes. Fortunately, the Ghtroc 720 was impounded after the skirmish in the hangar bay.

The Final Clues

Determining the true identity of the murderer is within the heroes' grasp, but they need to obtain them in order to piece everything together.

Visitation to the Infirmary

If Lt. Truminn survived the encounter against the bounty hunter and his gang, he will be recovering in the infirmary. The heroes may believe that he is either still a suspect or holds the key to finding the true murderer. In either case, they may believe asking him a few questions are in order.

When the heroes reach the infirmary, read the following text to the players.

You arrive at the ship's infirmary and look around the room. Its white walls and floor exhibit the level of cleanliness above and beyond the level around the rest of the ship that the medical staff needs and desires in order to perform their duties well. A sparsely-populated waiting area with several chairs and couches rests next to the reception area that checks in all arriving patients.

The female crewmember sitting behind the reception desk looks up when you walk in and greets you with a smile, "May I help you?"

After the heroes explain the reason for their visit, the receptionist leads them to a nurse who takes them to Truminn's bedside. The lieutenant is conscious but only enough to answer a few questions, and the nurse encourages the heroes to make their visit quick. The heroes can ask a maximum of three questions before Truminn falls out of consciousness.

Truminn first thanks the heroes for their part in stopping the bounty hunter and getting him to the infirmary. When asked about who killed Sorn, he states that he remembers speaking with her a few minutes before she left the bridge to go to Engineering. He continues by saying that she told him that she was going to meet with someone with information leading to the Rebel spy that she suspected was aboard the ship, someone by the name of Malkor Trel. If the heroes ask why Sorn would tell him anything considering their rivalry, Truminn shrugs and replies uncertainly that maybe she had a feeling that she would die. If asked where he was at the time of the murder, he simply states that he was aboard the bridge performing his duties. Anyone that checks the bridge terminal logs at the time of the murder will confirm his alibi and remove Truminn from the list of suspects.

Further Reading

If the heroes decide to peruse Sorn's datapad further, a DC 20 Perception check will let the hero reading her journal locate a secret link that leads to a hidden journal entry. Sorn wrote that she found evidence that points to a member of the crew actually being a Rebel spy, and she had arranged a rendezvous with a security officer in a secluded storage room in Engineering to confirm her suspicions.

Likewise, if the heroes choose to rummage through the entries on Antilles' datapad, a DC 20 Perception check will locate a dossier file for the spy that was to be extracted with a picture of Malkor Trel.

Finding the Perpetrator

Once the heroes have confirmed that Trel is the one they seek, they will want to find and capture him. If they wish to procure proper arms and armor before they begin their search, the ship's armory can provide a blaster rifle and blast vest with helmet to each one that does not already have such equipment. Security cannot provide up to four stormtroopers for support.

Their first destination would logically be the droid pool, since that is his post and where he was last seen. Once they arrive, they find two technicians within working on a couple of droids and Trel nowhere in sight. The techs say, when asked, that Trel called in and said that he was not feeling well today.

If the heroes choose to look in Trel's quarters, they find that his room is in complete disarray and appears to have been either ransacked or hastily packed. Few personal effects are present, but the closet still has several Imperial uniforms hanging neatly in place. Anyone making a DC 10 Perception check will notice that his roommate's area appears to be largely untouched and remains orderly. Anyone making a DC 20 Perception check will find a small, handheld device on the floor under his bunk with a single, flashing red light. A successful DC 20 Use Computer check determines that the device is a signal locator attuned to the frequency being broadcast by Antilles' ship.

If they decide to return to the scene of the crime, there is a chance that they will find that Trel was here but is not anymore. They find the storage room mostly untouched, but a DC 15 Perception check will point out that one of the ventilation shafts has had its cover plate removed.

The last logical place to look for Trel is the area of the hangar deck. If the heroes look for Trel there, read the following text to the players.

As soon as you enter the area of the hangar bay near the Ghtroc 720, you see Trel walk up the ship's boarding ramp. The two stormtroopers guarding the boarding ramp follow him into the ship. A moment passes before Trel walks down the ramp alone, looks around the bay for a brief second before rushing back into the ship.

At this point, have the heroes make a DC 15 Perception check. Anyone that succeeds will overhear two technicians conversing as they pass by complaining about the sudden breakdown of the hangar's tractor beam systems.

The heroes should make their way to the starship and will find no resistance while they do so. In fact, nobody is guarding the boarding ramp, and the heroes can easily get on board.

Once inside, read the following text to the players.

At the top of the boarding ramp, you hear some activity coming from the bridge in the form of rapid button pushing. Turning around, you see Trel sitting in the pilot's seat entering coordinates into the ship's navicomputer.

A few seconds later, he looks over his shoulder and sees you standing at the top of the ramp. Before you take any action, Trel sighs audibly and says, "So, you finally caught up to me. I must say that you did a tremendous job with your investigation.

"You're probably asking why was Lt. Sorn killed. I can assure you that I wish that it did not come to that.

"But," he continues as he turns in his chair to fully face you. "I am going to make my escape, and you can't stop me. You see, while you outnumber me, I have a couple of friends on board that will help guarantee my escape from here back to the Rebels. They need the information I have to help in their fight to restore freedom in the galaxy."

He stops for a second, appearing lost in thought. Finally, he asks, "Why don't you come

with me? You seem pretty bright and can handle yourselves in a fight. And, we could always use new people to support our cause. What do you say?"

Trel's offer may sound good to some but is sure to be outright refused by others. The heroes may discuss this new proposal and determine if they should take his offer or blow the whistle and arrest him for treason against the Empire. If they decide to accept his proposition and join the Rebellion, all they have to do is say so, and the game skips to **Join the Rebellion**. If they select to arrest the spy, skip ahead to **Undying Loyalty**.

Discussing Their Options

Considering the motivations of the different members of the group, the potential for a lengthy discussion about the offer exists. Some characters may try to encourage others to take their side, whether it is to join the Rebellion or complete their mission. The game master will need to take extra care to help keep the party from splitting apart because of their conversation over the matter. While they talk it over, the game master is encouraged to drop in a piece of information from time to time and try to prevent things from getting too far out of hand. For example, if only one character is leaning toward a course of action that will isolate him from his compatriots, a reminder that the hero may turn out to be the focus of attack by the other party members if combat erupts and saying that the thought could cross the character's mind while they discuss their options may help prevent party dissension. Add in the factor that any characters that defect to the Rebellion while leaving others to stay with the Empire will seriously unbalance any combat that may result, creating an unfair situation that could result in some unhappy players. Ideally, the entire group should decide to either take the offer or decline it.

Join the Rebellion

If the heroes decide to join the Rebellion, Trel will welcome them heartily. At that point, two previously unseen Rebel soldiers will approach the heroes from behind them and ask to drop their weapons as a sign of good will. If the heroes refuse or cry treachery, refer to **Encounter 3A: Arresting the Perpetrator** for instructions on how to conduct the resulting battle. If they comply and drop their weapons, Trel offers them a chance to remove their Imperial uniforms and change into some more casual clothes in a more private location aboard the ship after they escape from the Imperial fleet.

At this point, Trel will announce that the ship is ready to take off and offers for the heroes to help the ship escape by offering them tactical positions during their flight. The soldiers could man the ship's turrets. The technician could operate the ship's shields. The bridge officer could help pilot the ship while Trel finishes the calculations for the jump to hyperspace, and the medic could monitor the sensors panel or administer any first aid, if necessary.

Once the heroes are in position, refer to **Encounter 3B: Flight from the Executor** for details on how this encounter should be played out.

Conclusion: Rebellion

After escaping from the Imperial fleet, the heroes journey with Trel to the Rebel fleet, where they will be scrutinized to determine their loyalties and see if they are allowed to join the Rebellion. Read the following text to the players.

You have escaped from the Imperial fleet with Trel and are on your way to rendezvous with the Rebel fleet. Whether you realize it or not, you are now considered outlaws and traitors to the Empire. But, you may not have to worry too much about that, if you help lead the Rebellion to victory over the Empire and restore freedom to the galaxy.

Undying Loyalty

If the heroes decide to stay with the Empire and bring Trel in for his crimes, Trel will express his disappointment but state that he understands their decision. At that point, two previously unseen Rebel soldiers will appear and train their weapons on the heroes. Refer to **Encounter 3A: Arresting the Perpetrator** for a description of the encounter and instructions on how it is to be run. Once the heroes defeat Trel and his men, they can call for security forces to take Trel into custody.

Conclusion: Empire

After Trel is arrested and placed in the brig, the heroes are summoned to the conference room where they originally accepted the mission. Upon entering, they will see the officer that provided them with the mission details sitting next to Admiral Piett. Read the following text to the players.

The conference room door opens, and you enter to find the lieutenant commander who originally briefed you sitting at the far end of the table. Much to your surprise, sitting to his left is the commander of the *Executor*, Admiral Piett. The two officers stand as you walk in, and the lieutenant gestures for you to be seated.

Once everyone has taken their seats, the officers sit back down, and the admiral states, "I want to thank you for your excellent work in solving this case. Lieutenant Sorn was a valued member of the ship's crew, and her loss will be felt for some time. All of you performed admirably.

"As a reward for your work, each of you will receive a citation of valor and a promotion by one grade. Thank you."

The two officers offer their congratulations to each of you individually before the lieutenant commander dismisses you back to your normal duty schedule.

Encounter 1: Clearing the Droid Pool

Challenge Level 1

SETUP: The area just inside the main door consists of a repair bay with a couple of benches that could be used for cover, if needed. A long desk rests against the far wall, where the room bends to another area that is used for droid storage. Place the heroes just outside the main door leading into the droid pool, and place the droids back by the long desk.

Read-Aloud Text

When the heroes open the door to the droid pool, read the following text aloud.

Looking inside the droid pool, you see that the place is in complete disarray. Panels are smashed in, parts are scattered all about the room, and a couple of technicians lie still on the floor in a pool of their own blood. One technician, however, rests against the wall next to the door and appears to still be barely alive.

"Finally!" the injured technician exclaims with a raspy voice. "Those droids have gone crazy! You've got to stop them!"

He weakly flops onto the floor and tries to pull himself out the door with his hands, when four labor droids walk around the corner on the far side of the room. Each of them holds a heavy tool in one hand and stares right at you. Their emotionless gaze gives nothing away about their current state of mind as they lift their improvised clubs and march toward you.

Labor Droid (4)

A typical model of labor droid used by the Empire, the ASP-7 is strong and versatile to allow for maximum usage. These, however, have been reprogrammed to carry out their nefarious plans. Carrying heavy tools to use as makeshift clubs, they silently attack any who dare interfere with their mission.

The silver finish of the labor droids gleams in the artificial light, almost distracting you from their course of action as they bear down on you with their chosen weapons in hand.

ASP-Series Labor Droid (modified) **CL 1 [CL = heroic level + 1/3 nonheroic level]**

Medium droid (5th-degree) nonheroic 2

Init +2; Senses Perception +1

Languages Basic, Binary

[rule]

Defenses Ref 15 (flat-footed 14), Fort 13, Will 10

hp 5; Threshold 13

Immune droid traits

[rule]

Speed 6 squares (walking)

Melee claw+4 (1d4+3) or

Melee club +4 (1d6+3)

Base Atk +1; Grp +4

[rule]

Abilities Str 17, Dex 12, Con -, Int 6, Wis 11, Cha 5

Feats Armor Proficiency (light), Knowledge (tactics), Skill Focus (Endurance), Skill Training (Mechanics)

Skills Endurance +11, Mechanics +4

Systems walking locomotion, basic processor, 2 claw appendages, durasteel shell (+4 armor)

Possessions makeshift club

Labor Droid Tactics

The droids will do everything in their power to close to melee range with the heroes and beat them with their makeshift weapons. They will try to stay together as a group, preferring to attack as a mob instead of individual combatants, focusing their blows on one or two opponents instead of fending off an entire group.

Conclusion

Once the encounter is over, the heroes will have the opportunity to check on any surviving technicians. The one by the door is barely conscious, and one by the desk (presumably the one with whom the party was originally communicating) is in critical condition but still alive. A DC 15 Treat Injury check will stabilize and heal them.

The heroes can also attempt to download the droids' programming for further analysis from the droid pool's computers or from the droids themselves. One of the technicians had the foresight to copy one of the droid's programming into his datapad before beginning repairs. A successful DC 10 Perception check made by one of the heroes will reveal its location under the desk, and no skill check is required to access its information. The droids can be hooked up to the computer network and downloaded that way with a DC 10 Use Computer check.

If the heroes decided not to wait until reinforcements arrive, a squad of six stormtroopers will show up about thirty seconds after the end of the fight. Seeing that all is clear, they will tell the players that they should wait for them next time and depart.

<<BEGIN SIDEBAR: FEATURES OF THE AREA>>

Features of the Area

With the spare parts and technicians' bodies scattered about on the floor, moving through the room is considered moving through difficult terrain, doubling a character's movement costs. The work tables provide one-half cover for any character standing behind one.

<<END SIDEBAR: FEATURES OF THE AREA>>



Encounter 2: Rebel Escape

Challenge Level 1

SETUP: The encounter takes place in the middle of the hangar bay, with a Ghtroc 720 light freighter nearby. The heroes and the enemies all start assembled at one end of the map, while the starship is at the other end just past the edge of the map. At the end where all of the characters start, the heroes stand next to a stack of crates, and the officer, droid, and enemies are just a few squares away.

Read-Aloud Text

After the heroes receive the call from the bridge commander indicating that the new arrivals are suspected to be members of the Rebel Alliance, read the following text aloud to the players.

The bounty hunter and his followers quickly look around them as if they are looking for a way out. After a couple of seconds, their collective gaze falls upon you. Truminn quickly shoves his datapad into the hands of the protocol droid next to him and reaches for his blaster pistol.

"Stay where you are," Truminn orders calmly. "And, nobody will get hurt."

"Abort!" cries Antilles, as he raises his blaster rifle, prompting his men to draw their weapons as well, and fires a shot point-blank into Truminn's chest. The sudden impact sends the lieutenant sprawling backward into a stack of cargo crates a couple of meters behind him.

"Bail Antilles"

With an obvious false name, "Bail Antilles" is actually the pilot and mission commander for the group posing as bounty hunters coming aboard the *Executor*. Though his true race and name are not known, his intimidating appearance

Dressed in dark gray armor, "Bail Antilles" stands a head above the rest of his men and looks the part of the tough soldier. Completely covered from head to toe, his physical features are not clear and hidden in mystery.

"Bail Antilles" CL 2 [CL = heroic level + 1/3 nonheroic level]

Medium Human nonheroic 3/Soldier 1

Force 4

Init +8 ; Senses low-light vision, Perception +4

Languages Basic

[rule]

Defenses Ref 21 (flat-footed 19), Fort 17 , Will 13

hp 38; Threshold 17

[rule]

Speed 4 squares

Melee unarmed +4 (1d4+2)

Ranged blaster rifle +6 (3d8+1)

Base Atk +3; Grp +4

[rule]

Abilities Str 12, Dex 15, Con 13, Int 10, Wis 12, Cha 10

Talents Armored Defense

Feats Armor Proficiency (light, medium), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +8 , Pilot +8 ,

Possessions blaster rifle, battle armor with helmet package, utility belt with comlink (encrypted)

Rebel Troopers (3)

Each of these troopers appears more rugged than what would be expected of a Rebel sympathizer. Wearing blast vests and helmets and carrying blasters, they stand near the bounty hunter prepared to act on his behalf to defend him from anyone that opposes him.

Rebel Troopers CL 1 [CL = heroic level + 1/3 nonheroic level]

Medium Human nonheroic 3

Init +7 ; Senses Perception +6

Languages Basic

[rule]

Defenses Ref 13 (flat-footed 12), Fort 11 , Will 10

hp 10; Threshold 11

[rule]

Speed 6 squares

Melee unarmed +2 (1d4)

Ranged blaster pistol +4 (3d6)

Base Atk +2; Grp +2

Atk Options Point Blank Shot

[rule]

Abilities Str 11, Dex 13, Con 12, Int 9, Wis 10, Cha 8

Feats Armor Proficiency (light), Point Blank Shot, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +7 , Perception +6

Possessions blaster pistol, blast helmet and vest, comlink (encrypted)

Bounty Hunter Tactics

Antilles and his men will do everything in their power to return to their ship and escape, with the exception of leaving anyone in their group behind. They will shoot at the heroes while retreating, moving each turn until they either reach the ship or all of the heroes are down.

Conclusion

After the encounter is done, the heroes may attempt to render aid for Lt. Truminn to make sure he can be kept alive. A successful DC 25 Treat Injury check will keep him alive long enough for a medical team to reach him and rush him to the infirmary, but the heroes will have only one chance to save him before he dies.

The heroes may also check over the bodies for some form of identification to confirm their suspicions that they are indeed Rebels, but they hold no such identification. Likewise, they may also search the ship for any evidence that they work for the Rebellion. A successful DC 15 Perception check finds a datapad with information about their mission to extract a Rebel spy currently aboard the *Executor*.

<<BEGIN SIDEBAR: FEATURES OF THE AREA>>

Features of the Area

Although the hangar bay has a lot of open space in which the characters may freely maneuver, several stacks of cargo containers break up the spacious area and make for good cover if needed.

<<END SIDEBAR: FEATURES OF THE AREA>>



Encounter 3A: Arresting the Perpetrator

Challenge Level 1

SETUP: The encounter takes place inside the Ghtroc 720 that landed in the hangar bay earlier. Narrow corridors do not provide much room to maneuver, nor do they provide much cover. The cargo holds, though they provide more space, have only a few storage crates that can be used for cover. The heroes start at the top of the central room at the entrance to the corridor leading to the top of the map. Place Trel at the intersection at the top of the map and the Rebel troopers on the other side of the central room from the heroes, each one in front of one of the doors leading to the cargo holds.

Read-Aloud Text

After the heroes state that they will not join with Trel to help him escape, read the following text aloud to the players.

Trel shakes his head in disappointment before he says, "I was hoping that you would come with me. We sure could use you. But, I hope you understand that I cannot have you turning me in. I have to complete my mission and deliver this information to my superiors. I'm sorry."

Out of the corner of your eye, you notice movement down the intersecting corridor. Two more Rebel troopers, one at each end of the hallway, step into view. Each of them brandishes a blaster pistol ready to fire at you.

"Please forgive me," continues Trel. "But, I have to kill you now."

Malkor Trel

Formerly believed to be a droid technician for the *Executor*, Malkor Trel turns out to be a Rebel spy that killed Lieutenant Tanith Sorn. Although he seems cordial and easy to get along with, his plans to escape from Vader's fleet and return to rejoin the Rebellion puts him in a position where he may have to be hostile to achieve his goal.

The blonde-haired human dressed in a silver Imperial uniform stares at you with an expression combining fierce determination and grim disappointment. He grips his blaster pistol tightly as he points it in your direction, ready to fire in a fraction of a second.

Malkor Trel CL 3 [CL = heroic level + 1/3 nonheroic level]

Medium Human nonheroic 3/Scoundrel 2

Force 4

Init +4; Senses Perception +3

Languages Basic

[rule]

Defenses Ref 16 (flat-footed 14), Fort 12, Will 14

hp 19; Threshold 12

[rule]

Speed 6 squares

Melee knife +5 (1d4)

Ranged blaster pistol +5 (3d6+1)

Base Atk +3; Grp +2

Atk Options Point Blank Shot, Precise Shot

[rule]

Abilities Str 9, Dex 15, Con 10, Int 13, Wis 12, Cha 13

Talents Trace

Feats Point Blank Shot, Precise Shot, Skill Focus (Mechanics, Use Computer), Toughness, Weapon Finesse, Weapon Proficiency (pistols, simple weapons)

Skills Deception +8 ; Mechanics +13 ; Use Computer +13

Possessions blaster pistol, knife, Imperial uniform, comlink (encrypted), datacard

Rebel Troopers (2)

Each of these troopers does not look like the more rugged ones from earlier. They look to be a bit less weathered but no less lethal than their fallen compatriots, especially with their pistol aimed at you.

Rebel Troopers CL 1 [CL = heroic level + 1/3 nonheroic level]

Medium Human nonheroic 3

Init +7 ; Senses Perception +6

Languages Basic

[rule]

Defenses Ref 13 (flat-footed 12), Fort 11 , Will 10

hp 10; Threshold 11

[rule]

Speed 6 squares

Melee unarmed +2 (1d4)

Ranged blaster pistol +4 (3d6)

Base Atk +2; Grp +2

Atk Options Point Blank Shot

[rule]

Abilities Str 11, Dex 13, Con 12, Int 9, Wis 10, Cha 8

Feats Armor Proficiency (light), Point Blank Shot, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +7 , Perception +6

Possessions blaster pistol, blast helmet and vest, comlink (encrypted)

Rebel Tactics

In the first round, Trel and the Rebel troopers will seek some form of cover and fire at the heroes. If possible, the Rebels will try to catch them in a crossfire and cut off any routes by which they may move away or gain additional cover.

Conclusion

Once Trel and the Rebel troopers have been defeated, the heroes may call for security to enter the ship and take the Rebels into custody. With the murderer discovered and dealt with, the heroes' mission is complete, and they can finally file their reports to return to their normal duties.

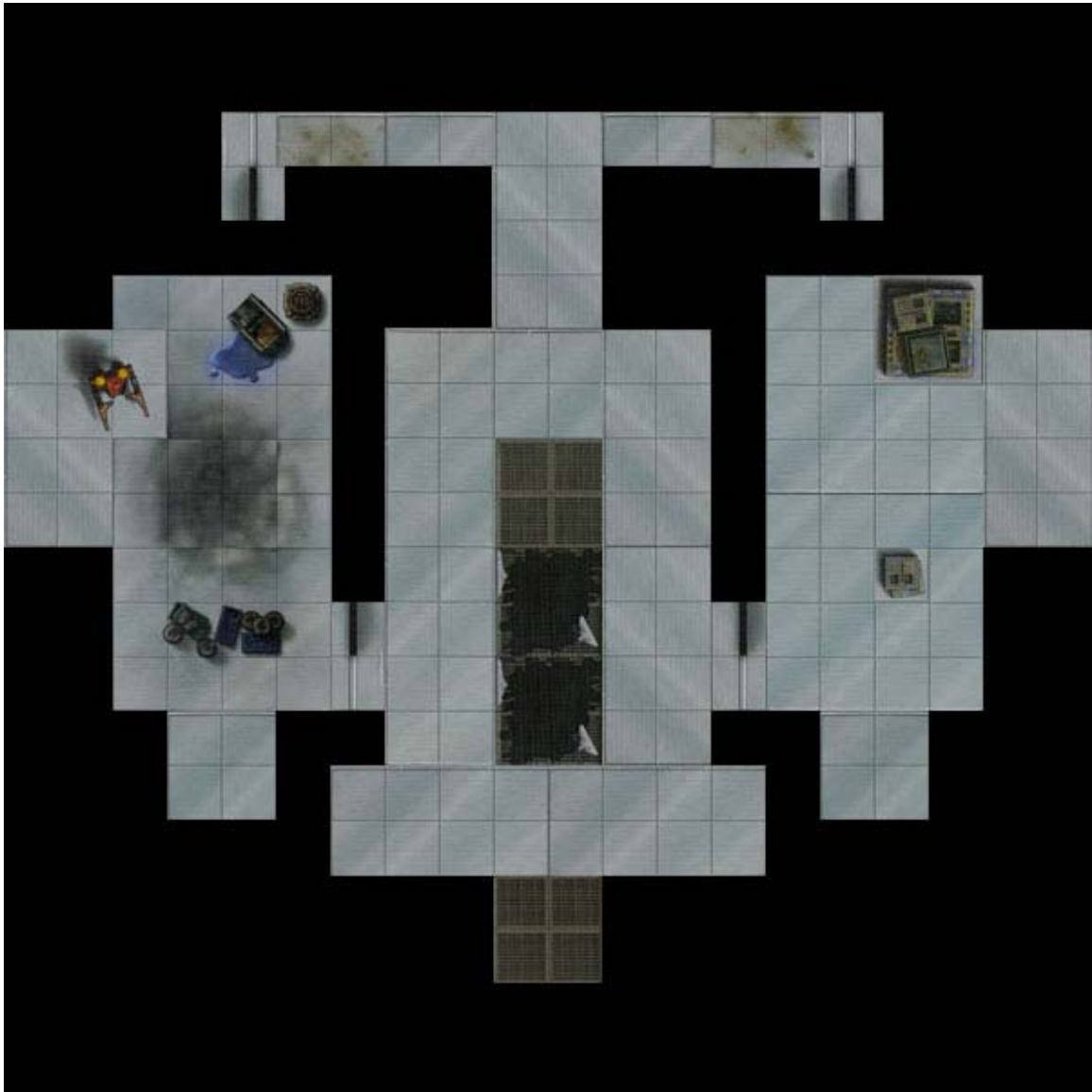
Before they leave the ship, they may take the datacard in Trel's pocket to find out what he worked so hard to procure and deliver to the Rebellion. Anyone inserting the datacard into a computer and succeeding at a DC 15 Use Computer check will learn that the card holds strategic information regarding the deployment of the Imperial fleet throughout the galaxy, vital information that the Rebellion could use to plan their fleet movements and locate the best places to strike against the Empire.

<<BEGIN SIDEBAR: FEATURES OF THE AREA>>

Features of the Area

Features that may cause any problems for anyone are the crates and containers scattered about the cargo hold, basically preventing any straight-line movement through most of the room. In addition, the deckplate grating in the middle of the central room represents the reactor core and is a large obstacle through which characters cannot move. The deckplate grating at the lower end of the map, however, is open deck.

<<END SIDEBAR: FEATURES OF THE AREA>>



Encounter 3B: Flight from the *Executor*

Challenge Level 7

SETUP: This encounter takes place in the middle of Darth Vader's Death Squadron. Most of the map will be open space, but the *Executor* and two Star Destroyers (the *Accuser* and the *Tyrant*) are within range as well. Place the *Executor* near the center of the bottom and pointing toward the left side of the map. The two Star Destroyers are seven squares up from the *Executor* and pointing the same direction, one is ahead of the *Executor*'s bow and the other is behind the Super Star Destroyer's aft. The patrol of two TIE Fighters is three squares further up the map past the Star Destroyers and evenly spaced between them. Place the heroes' ship one square to the starboard of the *Executor*. The total dimensions of the map should be about 36 by 36 squares; it is otherwise featureless except for the ships.

Read-Aloud Text

After the heroes have taken their positions aboard the ship, read the following text to the players.

Trel gives the signal to take off. As soon as the engines fire up, the comm indicates an incoming signal, and a voice breaks through, "Impounded ship, you will shut down your engines and prepare to be boarded. This is your only warning."

"Ignore it!" cries Trel. "Let's go!"

As if on instinct, the ship swiftly moves to the opening and swoops into open space.

Onderian Raptor

This Ghtroc 720, originally owned by a Devaronian merchant captain, was donated to the Rebellion's cause and upgraded with combat thrusters, stronger shields, a turret system for the double laser cannons, and a proton torpedo launcher to improve its capabilities in combat. Though it has seen few battles before now, it has successfully defended itself against Imperial fighters and other assault vessels.

It may not look like much on the outside, the Ghtroc 720 known as the Onderian Raptor has what it takes to make it through the fight and come out alive.

Onderian Raptor **CL 7**

Colossal space transport

Init -3; **Senses** Perception +5

[rule]

Defense Ref 14 (flat-footed 12), Fort 25; +12 armor

hp 110; **DR** 15; **SR** 20; **Threshold** 75

[rule]

Speed fly 12 squares (max. velocity 750 km/h), fly 2 squares (starship scale)

Ranged double laser cannon +1 (see below)

Ranged proton torpedoes +1 (see below)

Fighting Space 12[ts]12 or 1 square (starship scale); **Cover** total

Base Atk +0; **Grp** +35

Atk Options autofire (double laser cannons)

[rule]

Abilities Str 40, Dex 14, Con —, Int 13

Skills Initiative -3, Mechanics +5, Perception +5, Pilot -3, Use Computer +5

[rule]

Crew 2 (normal); **Passengers** 10

Cargo 135 tons; **Consumables** 2 months; **Carried Craft** none

Payload 4 proton torpedoes

Hyperdrive [ts]2 (backup [ts] 15), navicomputer

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

Double laser cannons (gunner)

Atk +1 (-4 autofire), **Dmg** 4d10[ts]2

[rule]

Proton torpedoes (gunner)

Atk +1, **Dmg** 9d10[ts]2

TIE Fighters (2)

The unmistakable silhouette of the TIE fighters against the star-filled sky urge you to make haste as they scream toward your ship and fire their weapons with merciless precision.

TIE Fighter CL 7

Huge starfighter

Init +8; **Senses** Perception +6

[rule]

Defense Ref 15 (flat-footed 11), Fort 22; +3 armor, Vehicular Combat

hp 60; **DR** 10; **Threshold** 32

[rule]

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

Ranged laser cannons +6 (see below)

Fighting Space 3[ts]3 or 1 square (starship scale); **Cover** total

Base Atk +2; **Grp** +24

Atk Options autofire (laser cannons)

[rule]

Abilities Str 34, Dex 18, Con —, Int 14

Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8

[rule]

Crew 1 (skilled); **Passengers** none

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

Laser cannons (pilot)

Atk +6 (+1 autofire), **Dmg** 4d10[ts]2

The Executor

Throughout this encounter, the *Executor* will only provide tactical fire to support the TIE Fighters as they pursue the heroes during their escape.

Tactical Fire: As a standard action, the *Executor* can forgo all attacks to provide tactical fire to all squares in a 3-square radius around itself. All allied starships within that area gain a +1 bonus on attack rolls and deal +1 die of damage on a successful attack.

The entire 19-kilometer length of the Executor fills your view as you race away from it and the rest of Vader's fleet. Its guns spray laser bursts at you, making your escape that much more difficult.

The Accuser and the Tyrant

Throughout this encounter, the *Accuser* and the *Tyrant* will only provide tactical fire to support the TIE Fighters as they pursue the heroes during their escape.

Tactical Fire: As a standard action, the *Accuser* and the *Tyrant* can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. All allied starships attacking targets within that area gain a +2 bonus on attack rolls.

The Star Destroyer looms in the distance, sending an extra shiver of fear up your spine, as its turbolasers fire blast after blast to cripple or destroy your ship.

Imperial Tactics

While the TIE fighters pursue and focus their attacks on the heroes' ship, the Star Destroyers provide tactical fire to support the fighters. Six rounds after the encounter begins, a wave of 6 additional TIE fighters will launch from the *Executor* as reinforcements.

Conclusion

After the heroes reach the edge of the map and enter hyperspace, they have evaded Imperial capture and fly with Trel to join the Rebellion and begin a career fighting the faction that they had previously worked for and supported.

<<BEGIN SIDEBAR: FEATURES OF THE AREA>>

Features of the Area

Other than the areas around the Star Destroyers that are saturated with tactical fire, no other obstacles stand in the heroes' way.

<<END SIDEBAR: FEATURES OF THE AREA>>