

## Disclaimer

**This 3 part adventure, The Omega Frost, is part of my campaign, and presented for fun only. It is not a professional product, and it includes several elements designed to progress the back stories of my players characters.**

**Take it for what it is. If it inspires you, or if you drop some of the backstory elements and run it as a one shot, that's great.**

**May the Force be with you!**

*-Dave Bezia*



# STAR WARS A Much Larger Galaxy Campaign

## Chapter 3: The Omega Frost (Episode 1)

### A Star Wars Saga RPG Adventure

Adapted By David Bezio From Marvel Comics Star Wars #31-34

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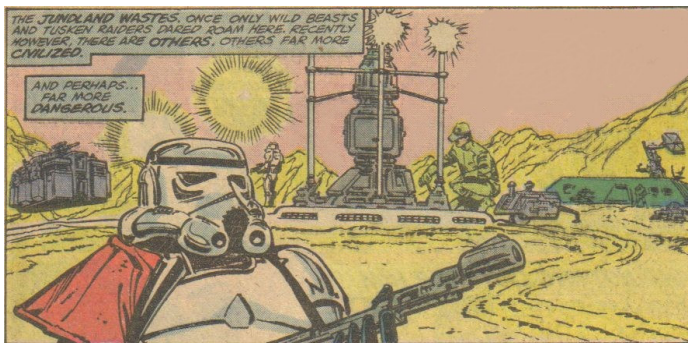
This adventure for the *Star Wars Saga RPG* is designed for Kell, Zimm (who is actually a Duros in my campaign, not a Twi'lek), and Grimmrod at 3<sup>rd</sup> level of experience. This is part of my campaign and shared for fun.

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

## Game Masters Introduction

This adventure is highly inspired by (ripped off from) the story arc printed in the old Star Wars Marvel Comics line #31-#34. The GM should read through those issues before running the adventure to truly appreciate it.

That said this adventure also contains several additional and original elements. These additions and changes are appropriate to the campaign. They make the adventure more exciting to play, and add depth and mystery to the PCs backgrounds. This also makes the adventure more appropriate for role playing (with all its variables), as opposed to simple story telling.



## Sozoras Ambition

While the PCs have been training with their new rebel friends, Darth Vader's young apprentice has been undergoing cybernetic replacement surgery and suffering under the discipline of her master.

Half cybernetic now, she is even more hateful, especially toward the PCs, and Kell in particular. She blames them for her current condition.

Tired of being a lapdog for the Dark Lord, Sozzora is making her own bid for power and the favor of the Emperor. She has formed a partnership with the Black Sun Crime Lord Vigo Tagge. Vigo Tagge's scientific division has been developing a secret weapon known as the Omega Frost.

Even now, the Omega Frost is finishing up tests on the remote and arid planet of Tatooine. Now perfected, the Omega Frost will be used by Sozzora to lure and ambush the entire rebel fleets that uses the asteroid corridor to mask its blockade runners.

## The Omega Frost

The Omega Frost is an intense freeze field generated between two conductor towers. The "ultimate cold" of the field completely freezes the moisture in anything (and almost everything contains some moisture) hundreds of degrees below zero. This causes instant death in all living things, and most other materials to instantaneously shatter.

The test towers on Tatooine are relatively small (25 meters tall). The ones that Sozzora and Vigo Tagge are creating for the Asteroid corridor in outer space are 20 times as large, and powerful.

## The Adventure

This is the first episode of a three part adventure. This part takes place entirely on the planet of Tatooine. The PCs are sent to the planet by their newly joined rebel faction to gain data cards detailing information on possible blockage runners willing to traverse the dangerous asteroid corridor for supplies.

While attempting to accomplish their mission they begin to pick up clues that the Empire is on Tatooine...and up to no good. By the end of the adventure, the Empire is on to the presence of the Rebels too and things heat up!

## Character Development

This adventure contains important bits of character development.

Vigo Tagge is, in fact the man who killed Zimm's real father, himself a one time crime lord of the Black. The Duros skull and Dagger tattoo identifies Zimm as his father's "heir". Vigo Tagge is aware that an unidentified heir is out there somewhere. He has offered a 500,000 credit bounty on the

head of the Duros with the Skull and Dagger tattoo. In episode 2 of this adventure Zimm will have the chance to meet Vigo Tagge (at least from a distance). In this episode, he will come across some of his goons and may begin to figure out the connection.

Meanwhile, Kell gets a chance to meet Obi Wan Kenobi. Old Ben will provide Kell with the information necessary to continue his Jedi training. This information also leads into the next adventure (*Chapter 6: Return to Capella 3*).

Grimmrod also has a short encounter, regarding his fathers mysterious key, in the cantina which is developed more in *Return to Capella 3*.

## Sozzora Zen



Sozzora Zen is a bit more grim and evil than the first time the PCs encountered her in *A Much Larger Galaxy*. Her fall nearly killed her, and her left leg, arm, and eye have been replaced with cybernetic parts. Much like Darth Vader, she hates her half mechanical existence and takes her anger out on those around her.

Unlike the Dark Lord, she isn't ashamed of her mechanical parts or scarred visage. Her mechanical arm and leg are fully exposed, and she makes no attempt to hide the badly scarred left side of her face where her red cybernetic eye glows. The cybernetic replacements have diminished her connection with the force [-3, as reflected in the stats below] but, has encouraged her to put emphasis on her already formidable lightsaber combat.

### Sozzora Zen [CL 6]

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

Medium Nagai Jedi 6

**Force** 10; **Dark Side** 11

**Init** +11; **Senses** Perception +3, Darkvision

**Languages** Basic, Nagaian

**Defenses** Ref 22 (flat-footed 19), Fort 17, Will 17

**Hp** 63; **Threshold** 17

**Speed** 6 squares

**Melee** lightsaber, short +10 (2d6+4) or

**Melee** Lightsaber +8/+8 (2d6+4 each) or

**Melee** knife +9 (1d4+4)

**Base Atk** +6; **Grp** +9

**Atk Options** Duel Weapon Mastery I,II (Lightsabers, short)

**Special Actions** Block, Deflect, Lightsaber Throw

**Force Powers Known** (Use the Force +4) Dark Rage, Force Lightning

**Abilities** Str 13, Dex 17, Con 10, Int 15, Wis 11, Cha 9

**Racial Abilities** Soothing Voice

**Talents** Block, Deflect, Lightsaber Throw

**Feats** Dual Mastery I, II, Force Sensitive, Force Training (x2), Toughness, Weapon Finesse, WP (lightsabers, simple)

**Skills** Acrobatics +11, Initiative +11, Pilot +11, Use the Force +4

**Possessions** short lightsaber, short lightsaber, knife, utility belt (3 day food supply, medpac, tool kit, power pack, energy cell, glow rod, long-range comlink, liquid cable dispenser), Cybernetic Arm, Leg, and Eye (grants darkvision)

## Vigo Tagge

Vigo Tagge is a powerful Crime Lord in the Dark Sun syndicate in the direct favor of Price Xizzor. He makes his home on Nar Shaddaa. He is also looking to increase his power and influence, perhaps taking over the entire Dark Sun organization some day. He sees Sozzora Zen as a worthy companion in the Empire to help him achieve his goals.

Tagge used to work for Zimm Lectrodes father, Zyl, when he was one of the Dark Suns crime lords. After Zimm's mother ran away with a mechanic, taking Zyl's son with her, he went into a fit of rage. Tagge saw this weakness and exploited it, betraying and murdering him, and taking over his position in the syndicate.

By Doros House tradition, the heir of a Vigo can take control of his father's house if he is deemed worthy and competent. Tagge knows Zyl's heir is out there somewhere and has put a hefty bounty on the head of the Duros with the telltale tattoo (a Duros skull impaled by a dagger).



### Vigo Tagge [CL 8]

[Miniature: A&E set Duros Explorer 40/60]

Medium Duros Noble 4 / Scoundrel 3 / Crime Lord 1

**Force** 9; **Dark Side** 7

**Init** +6; **Senses** Perception +11

**Languages** Aqualish (Speak only), Barabel (Speak only), Basic, Bimm (Speak only), Devaronese (Speak only), Durese (Speak only), Falleen (Speak only), Gamorrean (Speak only),

**Defenses** Ref 24 (flat-footed 20), Fort 19, Will 24

**Hp** 53; **Threshold** 24

**Speed** 6 squares

**Melee** unarmed +7 (1d8+6)

**Ranged** blaster pistol +7 (3d6+4) or

**Ranged** blaster pistol +5 (4d6+4) with Rapid Shot

**Base Atk** +5; **Grp** +7

**Atk Options** Point Blank Shot, Rapid Shot, Sneak Attack +1d6

**Special Actions** Fortune's Favor, Inspire Fear I

**Abilities** Str 14, Dex 14, Con 12, Int 19, Wis 15, Cha 15

**Racial Abilities** Expert Pilot

**Talents** Connections, Educated, Fortune's Favor, Sneak Attack (x1), Sneak Attack, Inspire Fear I

**Feats** Improved Damage Threshold (x1), Linguist (x1), Martial Arts I, II, Point Blank Shot, Rapid Shot, Skill Focus (x2), WP (pistols, rifles, simple)

**Skills** Deception +11, Gather Information +11, Knowledge (Bureaucracy) +18, Knowledge (Galactic Lore) +18, Knowledge (Tactics) +13, Knowledge (Technology) +13, Perception +11, Persuasion +11, Pilot +11, Use Computer +13

**Possessions** blaster pistol, long-range comlink

## Bob Forsalmon

Bob Forsalmon is an information broker, gambler, smuggler and all around scoundrel. He isn't totally moral, and will sell information to the highest buyer. However, he is loyal to his friends, and has no love for the Empire.

Bob Forsalmon is going to be a re-occurring NPC who can be used to provide information, transportation, or assistance when the PCs need it badly. He's one of those characters who pop up in the weirdest places.



### Bob Forsalmon

(CL 5)

(Miniature: A&E set Twi'lek Rebel Agent 22/60)

Medium Twi'lek Scoundrel 5

**Force** 10; **Dark Side** 3

**Init** +5; **Senses** Low-light vision, Perception +4

**Languages** Basic, Durese (Speak only), Lekku (Speak only), Rodese (Speak only), Twi'lek

**Defenses** Ref 20 (flat-footed 17), Fort 17, Will 18

**Hp** 28; **Threshold** 17

**Speed** 6 squares

**Melee** knife +5 (1d4+4)

**Ranged** blaster pistol +6 (3d6+2)

**Base Atk** +3; **Grp** +6

**Atk Options** Point Blank Shot, Precise Shot, Sneak Attack +1d6

**Special Actions** Knack

**Abilities** Str 14, Dex 16, Con 10, Int 15, Wis 14, Cha 19

**Racial Abilities** Deceptive, Low-Light Vision

**Talents** Knack (x1), Sneak Attack (x1), Sneak Attack, Trace

**Feats** Point Blank Shot, Precise Shot, Skill Focus (Gather Information, Pilot), Vehicular Combat, WP (pistols, simple)

**Skills** Deception +11, Gather Information +16, Knowledge (Bureaucracy) +9, Knowledge (Galactic Lore) +9, Persuasion +11, Pilot +15

**Possessions** blaster pistol, knife, all-temperature cloak, breath mask atmosphere canister/filter, long-range comlink, blank datacards, datapad, videorecorder, vox box

## Players Information

Below is a handout that can be given to the players, or read before the adventure begins:

### Adventure Introduction

*The factions of the budding Rebellion have begun to join forces. The Rebel Alliance is forming and growing larger and stronger with each passing day. In an effort to crush the rebellion before it grows too powerful, the Evil Galactic Empire has set*

*up numerous blockades in strategic locations known for rebel activity.*

*You have joined forces with the Rebellion and have been training intently for 6 months now. Your secret base lies hidden deep in the Asteroid Corridor on the outskirts of the Junction system, with your main source of supplies coming from the planet Junction, a rebel sympathizer. Unfortunately Junction is also the location of one of the Empires many blockades.*

*Ace pilots and smugglers are needed to run these blockades. Incredible skill is needed to traverse the Asteroid Corridor, and only the best pilots can manage it.*

*You have been selected for your first rebel mission by the newly promoted General Tiree. You are to go to the place known for its daring pilots and smugglers, Mos Eisley Spaceport, on the remote planet of Tatooine in Hutt space. There, you are to meet with the Twi'lek information broker, Bob Forsalmon, who will give you data cards containing a list of prospective blockade runners.*

*Good luck, and may the Force be with you!*

## Scene One: Landing Site

The first scene of this adventure describes the PCs landing coordinates and an unexpected complication. Read or paraphrase the following:

You have nestled your small freighter in a small basin in a remote part of the Dune Sea. You open the docking bay door and are hit by the sweltering heat of Tatooines twin suns. You thought you would never see a more desolate planet than Capella 3...you were wrong.

### Setting out

The PCs can't see any of the surrounding countryside from the bottom of the basin.

Inside their cargo bay they have a junky landspeeder filled with fuel, a survival pack for each of you (with food paste and bars, water packs, a med pack, a knife, a bit of twine, a glowrod, and matches). Ask the PCs if there are any other items they might like to take before setting out (reasonable items, like binoculars or flares should be considered by the GM and denied or given as appropriate and within reason).

The cargo bay also holds enough electronically charged camouflage netting to hide the ship from both site and scanners.

### Uninvited Guests

Just over the ridge a patrol of Stormtroopers on foot and Dewback scour the desert. They are looking for something (see scene 3: *The Frozen Bantha*).

The Stormtroopers have a scanner, and will pick up the PCs ship in about 15 minutes and come to investigate if the PCs haven't covered the ship in haste. They will ignore anything



smaller, like a landspeeder, or people, just assuming it is some locals out and about.

If the PCs set a lookout on the ridge, they will immediately spot the patrol, and be able to warn the rest of the party.

If the PCs don't cover the ship, and the Stormtroopers come to investigate, they will attempt to arrest the PCs until they contact Sozzora Zen or Vigo Tagge for further instructions. If the Stormtroopers do not come to investigate, they continue on their way traveling away from the PCs landing site.



In either case, let the PCs know that it is very odd for a patrol of stormtroopers to be out in the middle of the Tatooine desert, especially considering the practically nonexistent Imperial presence on the planet.

## Sandtrooper Patrol

There are 8 total Sandtroopers in the patrol. One of them rides a Dewback. Stormtrooper statistics can be found on page 279 of the *Star Wars Saga Edition* rule book while the Statistics for Dewbacks can be found on page 275. Both are reprinted here for ease of use.

### Imperial Stormtrooper (CL 1)

(Miniature: Any available Stormtrooper miniatures)

Medium Human Nonheroic 4

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

**Languages** Basic

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

**Hp** 10; **Threshold** 12

**Speed** 6 squares

**Melee** Unarmed +4 (1d4+1)

**Ranged** Blaster Rifle +4 (3d8) or

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

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

**Attack Options** Autofire (Blaster Rifle)

**Special Actions** Coordinated Attack

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

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

**Skills** Endurance +7, Perception +9

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



### Dewback (CL 2)

(Miniature: Rebel Storm, Sandtrooper on Dewback 40/60)

Large Desert Beast 3

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

**Defenses** Ref 12 (FF 12), Fort 18, Will 9

**Hp** 43; **Threshold** 28

**Speed** 6 squares

**Melee** bite +6 (1d8+5)

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

**Base Attack** +2; **Grp** +11

**Abilities** Str 19(+5), Dex 8(-1), Con 26(+8), Int 2 (-5), Wis 8(-1), Cha 3(-4)

**Feats** Improved Damage Threshold, Toughness

**Skills** Survival +5

## Scene Two: The Moisture Farm

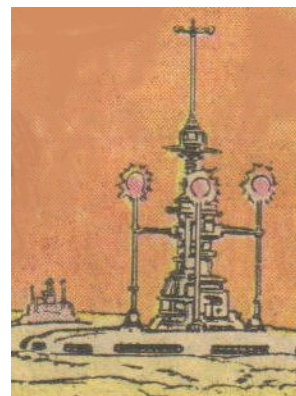
After the encounter with the Imperial patrol, the PCs should set out on their way to Mos Eisley Spaceport to make contact with Bob Forsalmon.

### Something Doesn't Look Right

On the way to Mos Eisley the PCs spot a Moisture farm on the borders of the Jundland Wastes.

Have the PCs make a Physical Science or Galactic Lore skill check at DC 10. If they make it tell them that there is something odd about the moisture farm. It looks to be in good shape, but there is not activity or power. It looks as if the farm is abandoned.

Allow the PCs to approach and look about if they like. They will indeed find it is totally abandoned, although there is no sign of foul play.



### Trespassing!

As they look about, the PCs are spotted by Tevits Zam, the leader of the Desert Womprats, a small Tatooine Swoop Gang. Tevits quickly rounds up some of his gang, who are hanging about in one of the machine sheds and they attempt to take the PCs by surprise.

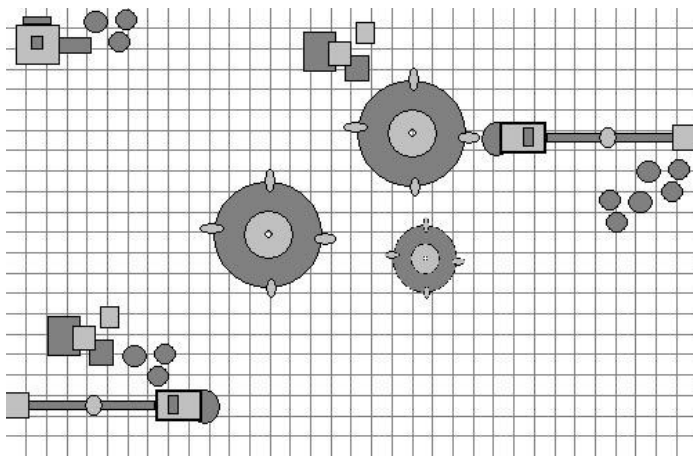
The Desert Womprats try to surround the PCs as best as they can. Have them make a group Stealth check +4 vs. the PCs perception checks. Once spotted or once they are in an

advantageous position (held initiative action) they train their weapons on the PCs and Tevits shouts out the following:

*"All right you thieving scavengers, we don't want any trouble! Throw down your weapons nice and slow and state your business trespassing here!?"*

The Desert Womprats are just a bunch of teens. They have been hired by Vigo Tagee and are very happy to have a real (high) paying job. They are to keep scavengers, Jawas, Tusken Raiders, and anybody really from trespassing on their newly acquired properties on the border of the Jundland Wastes.

The Desert Womprats aren't troublemakers and only want to see the PCs leave peacefully or be scared off. They can be negotiated with, and will happily let the PCs continue on their way to Mos Eisley if they convince them they mean no harm (treat them as "unfriendly"). If a combat breaks out use the map below with moisture vaporators set up in the middle, and various pieces of junk and machinery set up at random locations providing low cover.



### Very Interesting!

If the PCs are smart, they will be able to extract the following information/gossip from the Desert Womprats.

-An off world organization called The House of Tagge has been buying up all the moisture farms on the border of the Jundland Wastes. (the PCs can make a DC 30 Knowledge Galactic Lore, Social Sciences, or Bureaucracy check, whichever is highest, to have heard of the house of Tagge. What they know is that it is a criminal organization with ties to the Black Sun syndicate).

-The Desert Womprats were hired to look after the farms and keep trespassers away.

-None of the farms purchased are in use.

### The Desert Womprats

There are 12 gang members currently at this farm. They are a variety of races. They don't have a "tough guy" attitude, but are willing to fight if it comes to it. Half are armed with simple clubs and half have blasters.

### Swoop Gang Member

(CL 1)

(Miniature: any variety)

Medium Various Nonheroic 2

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

**Languages** Basic

**Defenses** Ref 9 (FF 9), Fort 14, Will 9

**Hp** 6; **Threshold** 19

**Speed** 6 squares

**Melee** Club +1 (1d6)

**Ranged** Blaster Pistol +1 (3d6)

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

**Abilities** Str 11(0), Dex 10(0), Con 10(0), Int 10 (0), Wis 9(-1), Cha 9(-1)

**Feats** Weapon Proficiency (Simple, Pistols), Skill Training Mechanics, Skill Focus Pilot

**Skills** Mechanics +5, Pilot +10

**Possessions** Club (Improvised pipe, chain, ect.) or Blaster Pistol

### Scene Three: The Frozen Bantha

After the encounter with the Desert Womprats, the PCs will once again head toward Mos Eisley spaceport. Read or paraphrase the following:

The scenery is monotonous and the twin suns are relentlessly beating down on you. Heat waves blur the horizon and hypnotize you. You gradually enter rockier terrain and enter a narrow canyon, traversing twists and turns. You come around one corner and suddenly blocking the entire chasm is a huge hairy beast!

The Beast is a Bantha, and the PC who is driving must immediately make a DC 15 pilot check or slam into the beast. If they make the roll they stop a mere inches before the beast, if they fail the collision causes 4D6 points of damage to the speeder and everyone in it.

### Bantha on the Rocks

Either way, the Bantha doesn't move, and it blocks the way to Mos Eisley. If the PCs investigate at all they will find the Bantha is frozen solid!

This Bantha was caught on the very edges of the Omega Frosts field of effect. It managed to escape the full effects long enough to flee a bit before succumbing to the Omega Frost and freezing solid.

### Overkill

This Bantha is what the Stormtroopers in Scene 1 were looking for. Before the PCs can contemplate the Bantha too much they hear a voice from the chasm ledge:

*"The scanner has picked it up sir, it's just ahead in the chasm."*

Tell the PCs the voice sounds only moments away and ask them what they want to do.



## Scene Four: Tusken Raider Attack!

This scene involves Tevits Zam, the leader of the Desert Womprats from Scene 2. After the encounter with the PCs in scene 2 he has hopped on his sloop bike with a couple members of his gang. They are taking some shortcuts to Tagges Base to tell their boss about the PCs visit.

Unfortunately, the trio ran straight into a Tusken Raider hunting party. Tevits companions have already been slain and their sloop bikes totally destroyed. Tevis is barely holding on.

### Ambushed!

Read or paraphrase the following to the PCs after they leave the site of the Frozen Bantha:

You have been riding in the heat for about an hour. The monotonous Tatooine landscape continues to pass you by. Suddenly you see several bursts of blaster fire from a nearby outcropping of rock formations.

If the PCs go to investigate read or paraphrase the following:

You come across a grisly scene. You recognize Tevits Zam, the leader of the Desert Womprats, as he lies prone behind his sloop bike desperately exchanging fire with a Tusken Raider hunting party. Two other sloop bikes lay smoldering and destroyed in the sand, and the charred remains of 2 other sloop bike members lay in grotesque heaps not far away.

If they ask, there is a cave close by (DC 10 perception check to notice, if you like) that the PCs can quickly hide themselves and the landspeeder in. From this vantage point, they can watch and hear the stormtroopers.

If they choose to run, have them make a stealth check vs. the perception of the Storm troopers (Perception +10). If they make it they get away, and hear explosions coming from the place where they just left. If the PCs fail the Stormtroopers spot them and 3 of them get off shots before they can get out of range.

Either way, one of the stormtroopers says the following in regards to the Bantha:

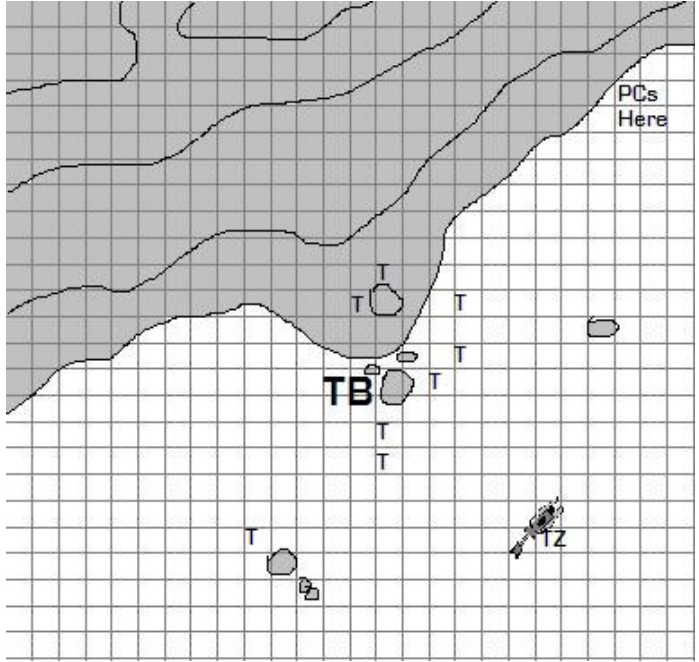
*"At last commander! That stupid creature must have wandered into the canyon before the effect took. That explains why our scanners had trouble picking it up."*

The Stormtrooper commander responds with the following:

*"Now that we found it...you know what to do!"*

Shortly afterward the canyon is bombarded by laser fire and Thermal Detonator explosions. All traces of the Bantha are totally destroyed. Shortly afterward the Stormtroopers leave. If the PCs attempt to follow them a sandstorm whips up hiding their trail after a few hours of tracking.

The statistics for the Stormtrooper patrol can be found in Scene 1.



### The Battle

Use the map below to set the scene. There are 9 Tusken Raiders, one on a Bantha. They will attempt to retreat if 6 of their party is killed. If they see it is impossible to retreat, they will fight to the death.



## Tusken Raiders

This is a small hunting party. They ran into the Desert Womprats, and liked the odds. They plan to scavenge the Swoop bikes after the battle.



### Tusken Raiders (CL2)

(Miniatures: Tusken Raider, Rebel Storm 57/60, A&E 56/60, Tusken Rider on Bantha, Universe 30/60)

Medium Tusken Raider Soldier 1 / Nonheroic 2

**Force** 6; **Dark Side** 5

**Init** +1; **Senses** Perception +0

**Languages** Tusken (Speak only)

**Defenses** Ref 12 (flat-footed 12), Fort 17, Will 10

**Hp** 19; **Threshold** 17

**Speed** 6 squares

**Melee** club/baton +3 (1d6+2)

**Ranged** blaster rifle +2 (3d8+0) or

**Ranged** blaster rifle -3 (3d8) with Autofire

**Base Atk** +2; **Grp** +3

**Special Actions** Coordinated Attack, Powerful Charge

**Abilities** Str 12, Dex 11, Con 18, Int 3, Wis 8, Cha 8

**Racial Abilities** Survival Instinct, Primitive

**Talents** Melee Smash

**Feats** Coordinated Attack, Powerful Charge, Toughness, WP (advanced melee, rifles, simple)

**Skills** Stealth +6

**Possessions** blaster rifle, club/baton

### Bantha (CL 2)

(Miniature: Rebel Storm, Sandtrooper on Dewback 40/60)

Large Desert Beast 3

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

**Defenses** Ref 12 (FF 12), Fort 18, Will 9

**Hp** 43; **Threshold** 28

**Speed** 6 squares

**Melee** bite +6 (1d8+5)

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

**Base Attack** +2; **Grp** +11

**Abilities** Str 19(+5), Dex 8(-1), Con 26(+8), Int 2 (-5), Wis 8(-1), Cha 3(-4)

**Feats** Improved Damage Threshold, Toughness

**Skills** Survival +5

## Aftermath

Tevits thanks the PCs for their help and returns to his mission to inform his boss of the PCs visit. This isn't a malicious action, he is simply doing his job, and doesn't see any wrong in it...until he finds out that the House of Tagge is in league with the Empire.

The other Swoop members are dead, and their swoop bikes are destroyed beyond repair.

## Scene Five: The Mos Eisley Cantina

After the encounter with the frozen Bantha, there is nothing else interesting to hamper their progress to Mos Eisley.

Only the cantina and the encounters within are detailed below. If the PCs want to explore other aspects of Mos Eisley, or purchase items, you will have to improvise.

Once the PCs decide to go to the cantina read or paraphrase the following:

Though the second sun is about to go down, it is still hot and dry out. General Tiree informed you that you would find your contact, Bob Forsalmon in the infamous Mos Eisley cantina. You've seen a holo, so you know what he looks like, and were told he will be found at the cantina some time after dusk. The cantina is just ahead, a wrenched hive of scum and villainy.

## Inside the Cantina

The inside of the cantina is much the same as it appeared in Star Wars Episode 4, A New Hope. A live band plays upbeat music while aliens of all types drink, laugh, and make shady deals.

When the PCs enter, the entire cantina goes silent for a moment as everyone turns to look at the new entrants...but quickly goes back to its loud banter when they assess the PCs as harmless.

## Where's Bob?

When the PCs get to the cantina Bob Forsalmon hasn't arrived yet. Let the PCs seek any type of trouble or entertainment as they pass time away. There are drinks at the bar, various alien prostitutes, gambling (see the sidebar in the SWSE core rulebook Page 47), and interesting people to meet...or offend.

Use the map from Zimms Maps (online) to represent the bar. Fill the bar with a plethora of other minis. Make one table full of aliens bearing the Duros scull and snake emblem on their spacer uniforms. This is a gang of mercenaries for the House of Tagge (see below). Place the figure of Ben Kenobi (Rebel Storm set Obi Wan Kenobi 11/60) in a secluded booth. Both of these encounters are described in detail below.





## Obi Wan Kenobi

Old Ben Kenobi felt the amateur force user [Kell] as soon as he landed on Tatooine. This was most disturbing since he has also felt the presence of Sozzora Zen. Ben's primary concern is keeping Luke Skywalker hidden until the time is right. He is, however, also concerned with this new chain of events.

Ben has made his way to Mos Eisley to find Kell and put him on the right path.

When Kell notices Ben, the old man will nod at him and wait for Kell to join him. If he doesn't, Ben will send a telepathic message to him to "join me Kell". Once they are together Ben says the following:

*"I sensed your presence the moment you arrived. You must be cautious about masking your abilities in these dark times. Use your powers only in conjunction with the living force, lest the ripples upset the balance and warn undesirables of your presence.*

*I sense good and purpose in you, and would oversee your training myself, but my destiny lies among a different path than yours. However, I knew your mother before the clone wars. She was a fine Padawan, and would have made an excellent Jedi Knight had not Darth Vader forced her into hiding.*

*Even so, I knew that she was recording her Jedi lessons on a data pad in the hopes of training Jedi herself one day. I'm guessing that data pad still exists, perhaps well hidden in her last place of residence?*

*You must return to Capella 3, find that data pad, and learn the ways of the force. Only then can you hope to become a Jedi, like your mother was destined to be.*

*But now, young one, I must bid you farewell. Leave Tatooine as soon as possible, and don't return. The destiny of the galaxy may count on it."*

With that Obi Wan Kenobi gets up and leaves.

If for some strange reason Obi Wans stats are needed, use the ones on page 262 of the *Star Wars Saga* core rule book.

## The House of Tagge Mercs

At one of the cantina tables sit 6 rough looking Duros. They are drinking and talking but not laughing. They are wearing a desert colored uniform and Zimm will immediately notice that they have a patch on the shoulder of a Duros skull surrounded by a serpent native to the planet of Duros.

These are some men from the House of Tagge that are stationed on the secret base in the Jundland Wastes and working on the Omega Frost project with Vigo Tagge and Sozzora Zen. They are on leave for a couple nights, and although they have had a few drinks their reflexes and judgment are sound.

These men don't want any visitors or interruptions, and anyone who approaches them will be greeted with a gruff, "Blast off kid!"

They aren't looking to draw excessive attention by fighting, but if they are provoked, or annoyed, they will pull their blaster pistols.

If Zimm shows them his tattoo for any reason, there is a moment of silence as everyone is surprised, and then immediately have everyone roll for initiative. As stated before, a hefty bounty (500,000 credits) has been placed in the head of he who bears the Duros skull and dagger tattoo. The mercenaries will immediately recognize it and try to take Zimm, dead or alive.



## House of Tagge Mercenary (CL1)

(Miniature: Rev. of the Sith, Neimoidian Soldier 35&36/60)

Medium Duros Nonheroic 3

**Force** 0; **Dark Side** 3

**Init** +7; **Senses** Perception +2

**Languages** Basic, Durese (Speak only), Rodese (Speak only)

**Defenses** Ref 12 (flat-footed 11), Fort 14, Will 11

**hp** 18; **Threshold** 14

**Speed** 6 squares

**Ranged** blaster pistol +3 (3d6+0)

**Base Atk** +2; **Grp** +4

**Atk Options** Point Blank Shot

**Special Actions** Quick Draw

**Abilities** Str 14, Dex 13, Con 15, Int 15, Wis 13, Cha 8

**Racial Abilities** Expert Pilot

**Feats** Point Blank Shot, Quick Draw, WP (advanced melee, pistols, simple)

**Skills** Endurance +8, Initiative +7, Knowledge (Bureaucracy) +8, Pilot +7

**Possessions** blaster pistol

## Curious Rodian

At some point the Key Grimmrod wears around his neck falls out of his shirt. Preferably this is the result of some scuffle, but may just be dumb luck. At this point, tell Grimmrod that he notices another Rodian by the cantina door, take a double take at Grimmrod, and then rush out the door. If followed, the PCs will find the Rodian has disappeared. This Rodian will catch up with the PCs again at the beginning of *the Return to Capella 3* adventure.

## Bob Forsalmon Arrives

Eventually the carefree and cocky Bon Forsalmon arrives. He has the data cards the PCs are looking for. Bob is also a storehouse of information, and will give the PCs tidbits of information on anything they might ask (within reason). For example, if asked about the House of Tagge he will say:

*"Yeah, I've been seeing a few of those guys lately, personnel, and even a few ships, all very discrete. Not sure what they are doing on Tatooine, and why they are buying up moisture farms...not much profit there, especially since they aren't running or manning them! I do know that the house of Tagge is Duros nobility that is reputed to be linked to the Black Sun crime syndicate...but nothing has ever been proven. The House of Tagge palace lies on the planet Nar Shaddaa and run by Vigo Tagge. If you are going to be involved in criminal activity, that's the place to be!"*

Once business is done, he says:

*"Make sure to let Tirez know that I'm always available. If you ever need me just go to the local spaceport and ask for my ship, the Rylloth Runner. Someone is bound to know me and let me know you're looking. I'll be on Tatooine for a while if you need anything else."*

After that, move right to the next part, *Tevits Zams Remorse*. Bob has a knack for making himself scarce whenever trouble shows its ugly head.

## Tevits Zams Remorse

After the PCs have had a chance to talk to Bob Forsalmon and get the Data Cards they see a familiar face. Tevits Zam (the leader of the Desert Womprats) can be seen entering the cantina and looking about frantically.

Give the PCs a moment to decide what to do. Either they can approach Tevits or, after a while he will spot them and approach them. He comes up the PCs and says the following:

*"Hey, me and the boys did something terrible! We were telling our employer about you guys when Imperial Stormtroopers showed up! Man, we hate the Empire! We had no idea that the House of Tagge was in league with them. After that, they squeezed us for everything we knew. They seemed very interested in you. Once they left I got on my swoop bike and hightailed it here. You gotta get out of here!...Aw space! It's too late!"*

## Breaking up the Party

Just as Tevits finishes off his rant, the cantina doors burst open and a squad of 6 Imperial Stormtroopers enters. They march up to the bartender who quickly points out the PCs.

Bob Forsalmon quickly disappears.

The Stormtroopers are instructed by Sozzora Zen to bring back the rebels alive, if at all possible. They are only casually concerned with *MAKING* it possible, and will gladly open up fire on the PCs with little prompting.

When the PCs finish the fight in the cantina and head out to their landspeeder, they see 6 more Stormtroopers round the corner and the leader points at them and they start to run and shoot.

If they are smart they will jump in their speeder and run for it. If they need more persuading, have another 6 Stormtroopers appear from around a different corner.

The Stormtroopers have no transportation handy, and will fire ineffectively as the PCs fade into the horizon (make sure to roll some dice in secret!)

Stormtrooper stats can be found in Scene 1.

## Parting Shot!

The PCs might have gotten away, but, unknown to them, one of the Stormtroopers parting shots has punctured their coolant tank. Their Landspeeder will lock up in the desert heat just as they reach their hidden starship.



## Scene Six: Jawa Surprise!

Assuming the PCs make a heading for their freighter hidden in the desert, read or paraphrase the following:

You travel at full throttle throughout the night, anxious to get off planet as soon as possible with the data cards you were sent to get.

As sun rises, you begin to once again feel the ominous heat of Tatooin's twin suns. Just ahead you see the ridge of the basin in which you hid your freighter.

Suddenly the landspeeder begins to sputter and stall, and finally digs its nose into the desert sand, throwing all from their seat.

A quick assessment shows that one of the Stormtroopers parting shots out of Mos Eisley has punctured the coolant tank, and the engine has seized. No amount of repair you can do here is going to make it functional again.

To your dismay, you believe you can see several Dewbacks and the glint of white armor on the far horizon coming your way. Imperial Stormtroopers, hot on your trail no doubt.

At least your ship is just ahead. You quickly grab up your gear and head to the ridge. Your salvation is just ahead as you reach the crest and look into the basin to find...Jawas! Dozens of the dirty little hooded creatures scurrying around the sparse remains of your totally dismantled freighter, most of it already loaded into their massive Sandcrawler!

## THE END (The Omega Frost Episode 1)

Continued in episode 2

# STAR WARS A Much Larger Galaxy Campaign

## Chapter 4: The Omega Frost (Episode 2)

### A Star Wars Saga RPG Adventure

Adapted By David Bezio from Marvel Comics Star Wars #31-34

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This document *A Much Larger Galaxy Campaign* is the property of David Bezio 2007. This document may be redistributed in an unaltered form and printed out for personal use or non-commercial distribution. Any other use of the text without written consent from the author is strictly prohibited.

This adventure for the *Star Wars Saga RPG* is designed for Kell, Zimm, and Grimmrod at 4th level of experience. This is part of my campaign and shared for fun.

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

## Game Masters Introduction

This adventure is highly inspired by (ripped off from) the story arc printed in the old Star Wars Marvel Comics line #31-#34. The GM should read through those issues before running the adventure to truly appreciate it.

That said this adventure also contains several additional and original elements. These additions and changes are appropriate to the campaign. They make the adventure more exciting to play, and add depth and mystery to the PCs backgrounds. This also makes the adventure more appropriate for role playing (with all its variables), as opposed to simple story telling.

## The Adventure

This episode of the adventure takes off right where the last ended.

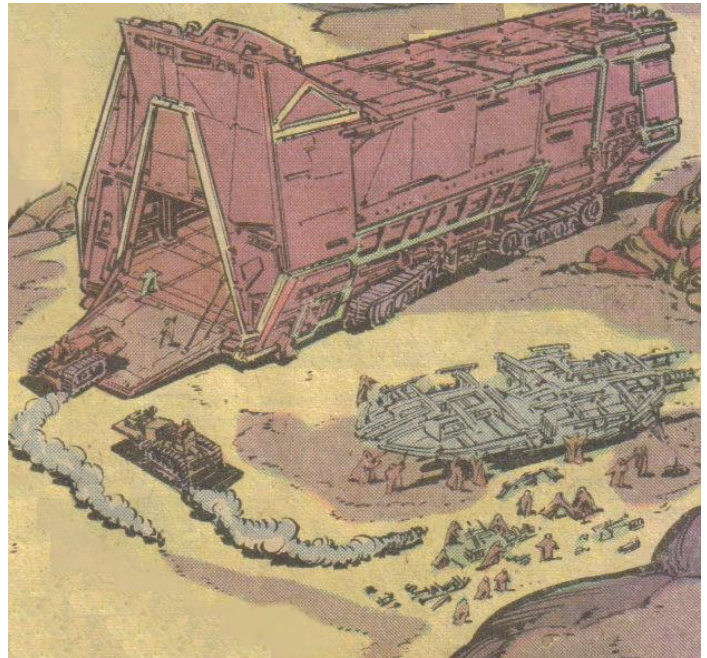
The stranded players must get back to Mos Eisley spaceport to find a way off planet as quickly as possible. In their current position, the Jawa Sandcrawler is the only feasible choice.

Pursued by Stormtroopers, the PCs are forced to traverse the Jundland Wastes where they accidentally discover more detail about the Omega Frost project, and Sozzora Zens involvement.

The information about the Omega Frost added to the data cards the PCs carry makes getting back to the rebellion even more important. Bob Forsalmon is the best choice, and he is willing to help, but, once in orbit, a new complication is added to the mix.

## Scene One: The Jawas

When we last left the PCs they were looking down into the basin where they left their ship hidden. Dozens of Jawas have already disassembled most of their ship and are just finishing up the scraps.



To make things worse, the PCs have already spotted a large Stormtrooper patrol hot on their trail, and their landspeeder is caput.

## Braving the Elements

There is nothing else anywhere close by, and the PCs know it. They were given this location to land their ship because of its remoteness.

If the PCs choose to take their luck on the harsh desert plains of Tatooine use the rules for *Extreme Heat* found on page 254 of the *Star Wars Saga Edition* core rulebook.

## Ship Shape

The PCs freighter has been disassembled down to each component, blast plate, and screw. 99% of it has already been loaded up into the sandcrawler. The Jawas have accomplished this by working fast and the help of tools and heavy machinery.

Reassembling the ship isn't an option. Building a ship and making it space worthy is beyond the ability of either the Jawas or the PCs...besides, the Jawas believe in finders keepers, and they aren't about to give back their prize.



## Cutting a Deal

The Jawas might not be tough, but they are numerous. Fighting them is almost certainly a bad idea. Their best bet is to try and cut a deal with the Jawas

Kell will find that Mind Trick will not work on the Jawas. There are just too many of them who know better than to let one Jawa make a ridiculous choice for all of them.

With the Stormtroopers just over the next sand dune, the PCs will have to deal shrewdly. Fortunately the PCs do have something to barter with...the junked landspeeder. It shouldn't take too much wheeling and dealing to trade the hunk of machinery for a ride to Mos Eisley on the Jawa Express, since they are headed in that direction anyway (and then on to Anchorhead and Toshi Station).

## Jawas

This is a fairly small clan of 45 Jawas. Like most of their kind, they scavenge the desert plains of Tatooine looking for anything they can salvage and resell.



### Jawa

(CL1)

[Miniature: Rebel Storm set, Jawa 51/60]

Small Jawa Scoundrel 1 / Nonheroic 1

**Force** 0; **Dark Side** 1

**Init** +4; **Senses** Darkvision, Perception +0

**Languages** Basic (Speak only), Jawa, Jawa Trade Language (Speak only)

**Defenses** Ref 17 (flat-footed 14), Fort 13, Will 11

**Hp** 9; **Threshold** 13

**Speed** 4 squares

**Ranged** blaster pistol +3 (3d6+0) or

**Ranged** ion rifle +3 (3d8+0)

**Base Atk** +0; **Grp** -2

**Atk Options** Point Blank Shot

**Special Actions** Skirmisher

**Abilities** Str 4, Dex 17, Con 10, Int 12, Wis 8, Cha 8

**Racial Abilities** Primitive, Darkvision

**Talents** Skirmisher

**Feats** Point Blank Shot, Skill Focus (Mechanics), WP (pistols, rifles, simple), Tech Specialist

**Skills** Gather Information +5, Mechanics +12, Stealth +14, Survival +10

**Possessions** blaster pistol, ion rifle, bandolier, concealed holster, tool kit

## The Sandcrawler

It is highly unlikely that complete statistics for the sandcrawler will be needed. However, there are a few scenes where it may be in danger of taking some damage. In these instances, use the following statistics:

**Ref** 16 (+5 armor)

**HP** 200; **DR** 15; **Threshold** 30

## Scene Two: Beggars Canyon

The PCs probably think they have it made as they ride along in the bumpy sandcrawler. Unfortunately for them, they don't make it very far before they run into the Stormtrooper patrol they were trying to avoid. Read or paraphrase the following:

The sancrawler is a bit cramped, but being out of the sun is cool enough and it sure beats walking.

You've only gone a couple of kilometers into Beggars Canyon, which skirting the Jundland Wastes, when the sandcrawler comes to a sudden halt.

You rush to the bridge and look out the front port to see a patrol of Stormtroopers lined up on the ridge with weapons trained on the Jawa Vehicle.

On a slightly lower ledge the patrols commander sits upon a Dewback with his palm held forward. Through an amplified microphone in his helmet he says:

*"Halt that vehicle! My men on the ridge will stop it with proton grenades if you fail to obey! Suspected Rebels are in the area...we're coming aboard to search!"*

The Jawas on the bridge turn to look at you, pointing and talking amongst themselves. They don't seem to think you were totally honest with them.

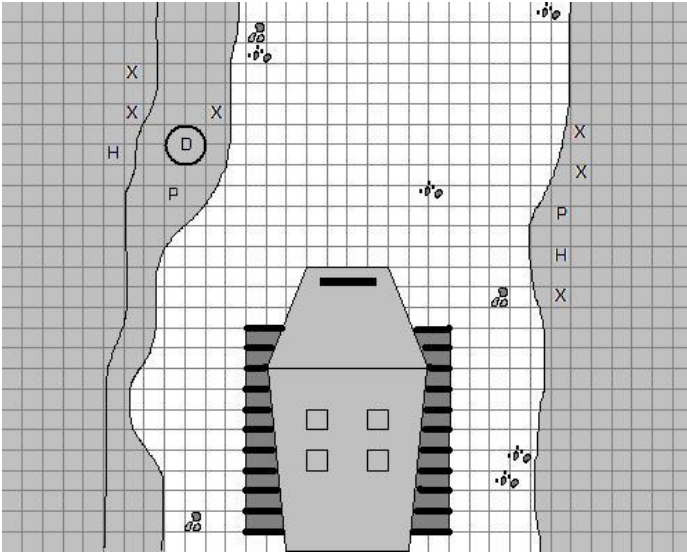




## Setting up the scene

Draw the map below on a battle mat or easel pad and place miniatures in the following places:

X=Stormtrooper; D=Stormtrooper Commander on Dewback; P=Stormtrooper with Proton Grenade; H=Stormtrooper with Heavy Blaster Rifles



### Attack Positions

The PCs have two choices when it comes to attacking the Stormtroopers. First, they can rush out one of the side door portals or the rear cargo hatch. Second (and the better of the two) they can open 3 small ventilation hatchways in the top of the sandcrawler, and attack from that position with a +5 cover bonus.

### Other Options

The PCs may try other things besides rushing into combat. They may try talking to the Stormtroopers, hiding in the sandcrawler, or perhaps ambushing the Stormtroopers when they come in to search. Most of these will have to be dealt with as they occur.

The Stormtrooper commander will not cut any deals, and demand the PCs unconditional surrender, or he will just have his men lob the Proton Grenades and destroy the sandcrawler and Jawas right along with the PCs.

If the Stormtroopers are allowed to come aboard to search, 4 will enter while the rest remain on the ridge. If anything suspicious happens, the commander will proceed with the destruction of the sandcrawler (not worrying about his men that may still be alive inside).

### The Jawas Reaction

The Jawas have no love for the Empire, but, they have no loyalty to the PCs either. They really just want to get out of the situation they are in with the least amount of damage. They will gladly surrender the PCs if they think it is the best option.

To this end, the PCs will have to convince the Jawas that they are able to attack the Stormtroopers and actually win, before they go along with the plot. The Jawas won't take part in the battle, as there are only 3 ventilation shafts on top, and they aren't about to go rushing outside with blasters blazing. If, however, the PCs get in a bad way, you can have a few Jawas help from the Bridge "window".

### Proton Grenades?!

Proton Grenades are massive experimental grenades 2 times the power of a Thermal Detonator and the size of a bowling ball. They are treated as a Thermal Detonator for most purposes, but do 16d6 points of damage. This is an Imperial military device and use is highly regulated.

There are two Stormtroopers holding the Proton Grenades aloft on either side of the canyon. If the PCs are smart, these obviously deadly weapon bearers should be their first target. If these Stormtroopers are hit before they can toss their grenades they drop them into the canyon. Any dropped grenades instantly detonate in front of the sandcrawler creating a large rift in the canyon floor.

The rift is necessary for the adventure to continue, so if the PCs don't kill the Stormtroopers with the Proton Grenades fudge a die roll and have one bounce off of the sandcrawler hull and into the canyon anyway.

### Sandtrooper Patrol

There are 11 total Sandtroopers in the patrol. One of them rides a Dewback, two are armed with Proton Grenades, and two are armed with Heavy Blaster Rifles. Stormtrooper statistics can be found on page 279 of the *Star Wars Saga Edition* rule book while the Statistics for Dewbacks can be found on page 275. Both are reprinted here for ease of use.

#### Imperial Stormtrooper

(CL 1)

[Miniature: Any available Stormtrooper miniatures]

Medium Human Nonheroic 4

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

**Languages** Basic

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

**Hp** 10; **Threshold** 12

**Speed** 6 squares

**Melee** Unarmed +4 (1d4+1)

**Ranged** Blaster Rifle +4 (3d8) or

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

**Ranged Special** Proton Grenades +3 (16d6, 8-square burst)

**Ranged Special** Heavy Blaster Rifle +4 (3d10, Autofire)

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

**Attack Options** Autofire (Blaster Rifle)

**Special Actions** Coordinated Attack

**Abilities** Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10

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

**Skills** Endurance +7, Perception +9

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



**Dewback** [CL 2]

(Miniature: Rebel Storm, Sandtrooper on Dewback 40/60)

Large Desert Beast 3

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

**Defenses** Ref 12 (FF 12), Fort 18, Will 9

**Hp** 43; **Threshold** 28

**Speed** 6 squares

**Melee** bite +6 (1d8+5)

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

**Base Attack** +2; **Grp** +11

**Abilities** Str 19(+5), Dex 8(-1), Con 26(+8), Int 2 (-5), Wis 8(-1), Cha 3(-4)

**Feats** Improved Damage Threshold, Toughness

**Skills** Survival +5

**Scene Three: The Omega Frost!**

The gaping chasm caused by the proton grenades forces the sandcrawler to take a different route through the Jundland Wastes. Here they stumble upon Sozzora Zen and Vigo Tagges Omega Frost experiment in its final phase.

**Irritated Jawas**

The Jawas are more than a bit irritated at the PCs at this point. They have already put them in a dangerous position, and now they have to go through the Jundland wastes and risk ambush from Tusken Raiders, or from the Imperials they have been seeing there so often lately.

Let the PCs become aware of the mood toward them, but commenting on dirty looks the Jawas give them, or things they mutter under their breaths.

**The Big Salvage**

After a few hours of travel, the sandcrawler comes to an abrupt halt. There is a lot of excitement among the Jawas, and a lot of "ooh-ees-ees!" being shouted. All the Jawas are rushing to the Cargo hatch and out into the Tatooine desert.

The PCs will probably go to take a look at what is causing the commotion. If they look like they plan on staying put, have one of the Jawas prod them out, expecting them to help out to earn their keep.

Outside the sandcrawler, the Jawas are all rushing over a little ridge and up a hill to the most massive moisture vaporator the PCs have ever seen (or read about). Again, if the PCs don't plan to investigate tell them that "something looks strange

about the vaporator", or simply have the Jawas prod them forward again.

**The Strange Vaporator**

The Vaporator is huge, nearly 25 meters tall. When the PCs get close, have anyone trained in mechanics or computers make a DC15 check. If they make it, inform them that this doesn't even look like a vaporator, and the configuration of the mechanical components look altogether wrong. Tantalize them to go closer by telling them it looks like there is a small access panel near the base of the structure.

After a few moments have the PCs make a DC 10 perception check. If they make it tell them that then notice a similar vaporator on a distant hill, not to mention another sandcrawler approaching across the plain in-between them.

**The Competition**

If the PCs don't notice the other sandcrawler, one of the Jawas does, and points at it and starts screaming. This is a rival clan of Jawas, and the mood becomes more frantic as the Jawas take out toolkits and try to figure out how to dismantle the vaporator.

**The Ultimate Cold!**

Sometime during all this commotion, one of the PCs is bound to touch the "vaporator" or at least get close to it. When this happens inform them that they feel the vaporator, or the air around it, getting progressively colder, and that some red lights have suddenly started blinking.

If the PCs don't immediately sense the danger, make things a bit more urgent by saying that the lights are starting to blink faster, and it's getting colder. If they are really dense, perhaps a digital countdown display will give them the hint.

The Omega Frost is about to activate, and freeze everything on the plain between the two towers. The PCs only have moments to get themselves (and hopefully the Jawas) to the safety of the nearby ridge. If the PCs yell to the Jawas, they won't hesitate to run, as the whole situation has them a bit spooked.

After a few rounds, there is a blinding flash (anyone looking will be blinded for 1d6 rounds) as everything in between the two towers is instantly frozen. This includes the competing sandcrawler, which shatters moments later, spilling its dead Jawa contents on the ground.



If the PCs don't run for it, they automatically take 10d6 pts of damage and move two steps down the condition tracker per round until they are killed or move away to a safe distance. Any Jawas caught in the freeze field are instantly killed.

## Scene Four: Enter the Villains

Not long after the PCs register the shock of what happens, they will see an old friend, and meet a new one. This will tie up what the Empire is doing on Tatooine, and hopefully intrigue the PCs to want to know more, and assume this is a mystery they need to solve.

### An Old Friend

This was the final run of the Omega Frost experiment and Sozzora Zen and Vigo Tagge have been watching from a secure location. Once safe, they come out to examine the results.

An armored speeder, flanked by two AT-STs and led by two Scout Troopers on speeder bikes, appear from around a rocky outcropping and drive out onto the plain.

They approach the shattered sandcrawler, and the Scout troopers and AT-STs take guard positions as the armored speeder pulls up.

Vigo Tagge exits the armored speeder along with a few Duros scientists. They start taking some reading on computerized equipment. Zimm once again recognizes the Skull and Serpent insignia on the scientist's uniforms. Have the PCs make a simple [DC 10] perception check. If they make it let them know that they can tell that Vigo Tagge carries himself as a very important figure, possibly nobility.

After they ask any observation questions, read or paraphrase the following:

As you watch, the Duros scientists and Scout Troopers go a bit ridged and you sense a certain tension in the air. From the depths of the armored speeder a dark shape suddenly emerges.

It is a lithe female, encased in a black skin tight cyber-suit. Her left arm and leg have been replaced with exposed mechanical limbs, and a glowing red eye protrudes from the scarred left side of her face. Two stylized lightsabres pommels adorn her thighs.

Just as she is about to address the Duros she stops suddenly. In one fluid motion she turns to look directly at your hiding spot. You see hate in Sozzora Zens eyes as she points at your location and barks out an inaudible order to the Scout Troopers and AT-STs, both of which start off quickly in your direction!

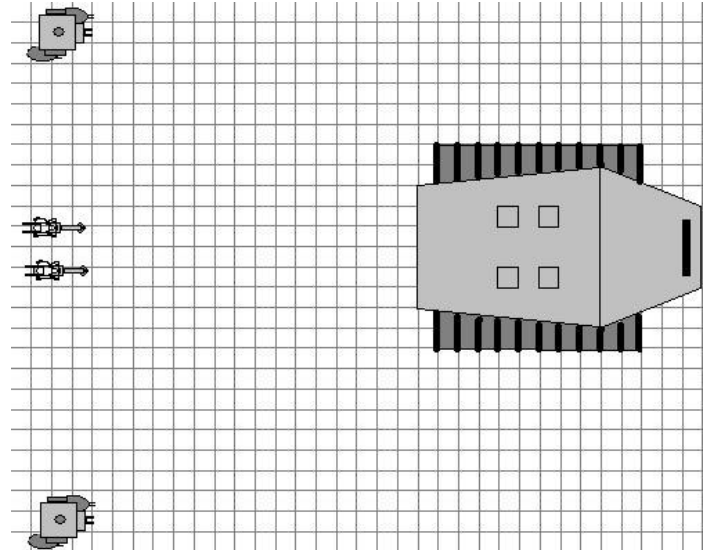
### Here they come!

The speeders, and even the AT-ST, are a lot faster than the sandcrawler, and closing fast. Still, the PCs and Jawas are sitting ducks in the open, and making for the cover of the large vehicle is their best bet. The Jawas don't hesitate to run for it and get the motors running.

## The Chase

This is a tactical battle. Use the map below. The sandcrawler is static, while the speeder bikes and AT-ST can maneuver as they like at half speed. This simulates the constant forward motion of the sandcrawler and the faster speed of the other vehicles.

The Imperials immediately start to fire on the sandcrawler. Their powerful weapons will eventually destroy the monster vehicle, and it is up to the PCs to stop them before it is too late.



### The Jawas New Perspective

Assuming the PCs saved the Jawas from the Omega Frost, they are now friendly and grateful toward the PCs. They no longer need to be convinced to do things and will help the PCs in any reasonable way.

### Skyhopper Propellant

The sandcrawler has no real weaponry, and it is totally up to the PCs to stop the Imperials. If the PCs don't take the initiative to do so, make it obvious that the sandcrawler is going to go down in a blaze of glory if something isn't done. Once again, firing from the ventilation shafts is the most logical (and safe) alternative. On the way up, read or paraphrase the following:

The sandcrawler is taking hits from the Imperial war machines. A direct hit on one of the tracks causes the sandcrawler to lurch suddenly for a moment. As you traverse the compact passageways to the ventilation shafts you have to doge out of the way as a stack of highly flammable Skyhopper Propellant drums tip in your direction.

The PCs may take the hint. The Skyhopper Propellant drums can be tossed from the roof at the Imperials as a move action using the same targeting procedure as for grenades. If the drums are then hit by a blaster (Ref 15) they explode in a 4 square radius for 10d6 points of damage.

## Forces of the Enemy

### Scout Trooper on Speeder Bike (CL4)

(Miniature: Rebel Storm Scout Trooper on Speeder bike 34/60)

Large ground vehicle (speeder)

**Init** +14; **Senses** Perception +8

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

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

**Speed** 12 squares

**Ranged** laser cannon +7 (4d10)

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

**Base Attack** +5; **Grp** +14

**Atk Options** autofire (laser cannon)

**Abilities** Str 18, Dex 24, Con -, Int 14

**Skills** Initiative +14, Mechanics +8, Perception +8, Pilot +14

**Crew** 1 **Passengers** 1



### AT-ST (CL4)

(Miniature: Universe set, AT-ST 33/60)

Huge ground vehicle (Walker)

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

**Defenses** Ref 14 (FF 12), Fort20; +4 Armor

**Hp** 120; **DR** 10; **Threshold** 30

**Speed** 6 squares

**Ranged** Twin Blaster Cannon +6 (4d10x2) and Twin Light Blaster Cannons +6 (3d10x2) or

**Ranged** Twin Blaster Cannon +6 (4d10x2) and grenade Launcher +6 (4d6, 2 sq radius burst)

**Fighting Space** 3x3 square; **Cover** total

**Base Attack** +5; **Grp** +25

**Atk Options** autofire (twin light blaster cannon)

**Abilities** Str 30, Dex 14, Con -, Int 12

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

**Crew** 2 **Passengers** 0

## Where did they go?

Vigo Tagge and Sozzora Zen take the opportunity to make themselves scarce. They have bigger fish to fry and need to make preparations for the real use of the Omega Frost. Sozzora already has a plan for *using* the PCs to further her plan while getting revenge at the same time. This will be revealed in Episode 3.

## Scene Five: Back to Mos Eisley

Once the Imperials are disposed of the PCs can finally get back to Mos Eisley.

## The Thankful Jawas

After the battle is over and the sandcrawler has put a safe distance between the rest of the Imperials and themselves, they pull over. The PCs are excitedly ushered out the cargo hatch into the desert where they find their landspeeder waiting, fully repaired. The Jawas shake their hands in friendship and bid them farewell and good luck on their journey.

## Finding Bob Forsalmon

From here the PCs have a fairly uneventful trip back to Mos Eisley. They need to find transport back to the rebel base with very little money. This means finding someone they can trust with the bases secret location and who will work for credit. Needless to say, Bob Forsalmon is the only feasible choice.

Bob and his ship, the Ryloth Runner, can be easily found. Bob deals in information, so the story about the imperials in the Jundland Wastes should be more than enough payment and motivation for him to agree to take them home.

## Blasting Off

Just as the Ryloth Runner is blasting off, a message comes over the com:

*"Ryloth Runner, you are NOT cleared for take off. Please shut down and return to your registered docking bay. Prepare for boarding by an Imperial Customs agent. Do you copy?"*

Bob looks at you and Yells, *"Hold on!"* and blasts off anyway.

## Scene Six: Out of the frying pan...

Once the PCs clear Tatooine read or paraphrase the following:

As the Ryloth Runner clears orbit you see a large freighter floating in space. There is a large Duros skull and Serpent insignia painted on the side that you have come to recognize as the symbol of the House of Tagge. A small shuttle is just entering the docking bay, and the ship appears to be readying for the jump to hyperspace.

Give the PCs a moment to react, hopefully suggesting following the ship themselves, before continuing:

As Bob keys the computer to load the ships jump signature, which appears to be the Junction system, another docking bay door opens. 6 tie fighters shoot out, heading in your direction! Bob shouts, *"Get to the guns!"* as the mysterious ship makes the jump into hyperspace.

Blasterfire rocks the Ryloth Runner as you run to the ships gun turrets. Hopefully you can make it in time!

Unknown to the PCs the shuttle contains Sozzora Zen and Vigo Tagge. They are on the way to the Junction system to set a trap for the PCs and prepare the Omega Frost for a real test.

THE END

(The Omega Frost Episode 2)  
Concluded in Episode 3



# STAR WARS A Much Larger Galaxy Campaign

## Chapter 5: The Omega Frost (Episode 3)

### A Star Wars Saga RPG Adventure

Adapted By David Bezio from Marvel Comics Star Wars #31-34

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This adventure for the *Star Wars Saga RPG* is designed for Kell, Zimm, and Grimmrod at 4th level of experience. This is part of my campaign and shared for fun.

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

## Game Masters Introduction

This adventure is highly inspired by (ripped off from) the story arc printed in the old Star Wars Marvel Comics line #31-#34. The GM should read through those issues before running the adventure to truly appreciate it.



## The Adventure

This episode of the adventure is the conclusion of the Omega Frost story arc and takes off right where the last ended.

In this part the PCs are duped and captured by Sozzora Zen. To escape they must once again defeat their arch-nemesis. Once they escape, it's a race to rescue the entire rebel fleet by destroying one of the Omega Frost towers before it's too late!

## Scene One: Space Battle!

Refresh the PCs memories by reading or paraphrasing the following:

As the Ryloth Runner clears orbit you see a large freighter floating in space. There is a large Duros skull and Serpent insignia painted on the side that you have come to recognize as the symbol of the House of Tagge. A small shuttle is just entering the docking bay, and the ship appears to be readying for the jump to hyperspace.

As Bob keys the computer to load the ships jump signature, which appears to be the Junction system, another docking bay door opens. 6 tie fighters shoot out, heading in your direction! Bob shouts, "Get to the guns!" as the mysterious ship makes the jump into hyperspace.

Blasterfire rocks the Ryloth Runner as you run to the ships gun turrets. Hopefully you can make it in time!

The Battle can be played out on any blank battle grid.

## The Ryloth Runner

Bob Forsalmons ship, the Ryloth runner, is a modified Outrider.



### Ryloth Runner

(CL4)

(Miniature: Starships, Outrider 8/60)

Colossal Transport (modified)

Init +0; Senses Perception +5

Defenses Ref 12 (FF 12), Fort 26; +12 Armor

Hp 120; DR 15; Threshold 76

Speed 2 squares

Ranged laser cannon x 3 (bonus by character) [4d10]

Fighting Space 1 square; Cover total

Base Attack +0; Grp +36

Atk Options autofire (laser cannon)

Abilities Str 42, Dex 10, Con -, Int 14

Skills Initiative +0, Mechanics +5, Perception +5, Pilot +0, Use Computer +5 (added to Bobs score)

Crew 1-2 Passengers 6



## Tie Fighters

These 6 Tie Pilots are dedicated and skilled. Their orders are to destroy the Ryloth Runner, or die trying.

### Tie Fighter

(CL4)

[Miniature: Starships Tie Fighter 55/60]

Huge Starfighter

Init +8; Senses Perception +6

Defenses Ref 15 (FF 11), Fort22; +3 Armor

Hp 60; DR 10; Threshold 32

Speed 5 squares

Ranged laser cannon +4 (4d10x2)

Fighting Space 1 square; Cover total

Base Attack +2; Grp +24

Atk Options autofire (laser cannon)

Abilities Str 32, Dex 18, Con -, Int 14

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

Crew 1

## The Jump

After the battle is over, the Ryloth Runner can easily make the jump to the Junction System under Bob's skilled guidance.

### Scene Two: Junction

Inform the PC's that they come out of hyperspace in the Junction system. Read or Paraphrase the following as they approach Junction:

The Junction system is a place known for its business transactions and trade centers. As you near the planets orbit you see many ships and freighters of all shapes and sizes. You cringe a bit when you see the far off Imperial Star Destroyers that represent the Imperial blockade designed to keep the Rebellion from benefiting from Junctions resources.

It doesn't take you long to spot the Freighter you are looking for. It is nestled up against an imperial Lancer-class Frigate. Between the two ships are a multitude of workers in spacesuits transferring large pieces of machinery to the Durros Freighter.

It's an old fashioned operation sometimes necessary when one ship cannot fit in another's docking bay and materials are too delicate...or dangerous...to be trusted to tractor beams.

## What's going on?

Sozzora's people aboard the Lancer-Class Frigate have been working in conjunction with Vigo Tagge's scientists. While the scientists have been working on the core computer programs and systems, the Imperials have been building the large mechanical components. Sozzora Zen and Vigo Tagge have come to pick up those components to implement the next phase of their plan.

## Sozzora's Trick

Sozzora Zen knows the PCs have entered the system, and are probably watching the transfer. She has decided to use this to her advantage. If she can trick the PCs into believing that Junction itself is at risk, perhaps she can get them to lure the entire Rebel fleet to come to its aid. This would take the entire fleet through the asteroid corridor and into the pathway of the Omega Frost, thus maximizing the projects potential.

However, that is only part of her trick. She is not content with the destruction of the rebel fleet and wants personal revenge too! She feels confident that the fools can be lured out of their ship and captured while the ships captain relays the bogus information to the Rebellion.

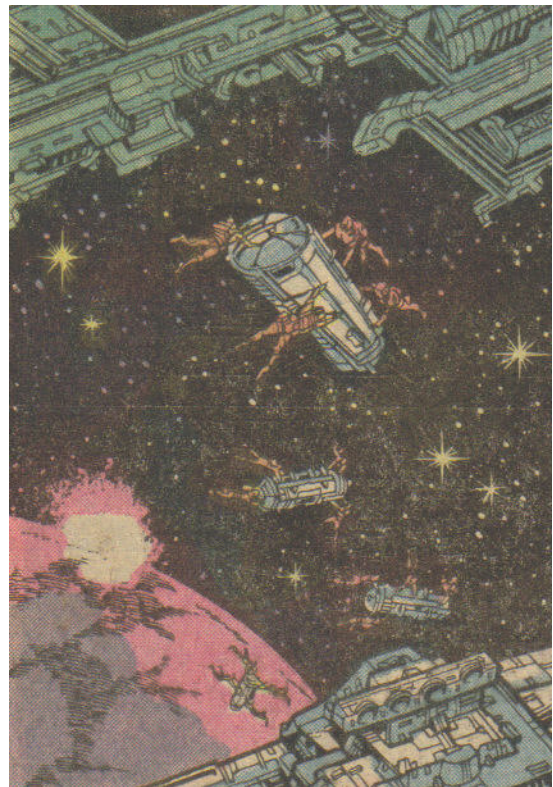
## A Walk in Space

The PC's are probably wondering what is going on. Bob Forsalmon will flick a few switches, if the Players are at a loss, and say:

*"They are using a short narrow frequency to communicate. We would have to be right out there with them to know what they are saying"*

Let the PCs think about it. If they ask, the men doing the transfer are wearing inconspicuous standard deep space suits. Bob Forsalmon has 3 very similar suits in the airlock.

Hopefully the PCs will take all the hints and try to disguise themselves as the workers and infiltrate their group. If so, have them make some Stealth checks (DC 10) to blend in. If they fail, all that happens is one of the work supervisors yells, "hey! Stop sluffing off and get to work!"



## What the PCs Learn

When the PCs get close enough, have them each make a (DC 10) Use computer check to find the right frequency and hear the following transmission:

*"...asted Stormtroopers ought to be helping! They're the ones who'll be using this stuff!"*

*"Quit griping. Vigo Tagge'll dump you on Junction! You wouldn't want to be there when this is assembled and working."*

*"You said it! I saw one of the demonstrations on that desert planet. Omega Frost! I don't even like the name, much less thinking about what it'd do to an entire world!"*

Just after they hear this, Bob breaks in on the private frequency to ask what's going on. Give them just enough time to tell him when their communications are suddenly cut off.

## Taken Prisoner!

Just as their communications cut off, 20 zero-G stormtroopers seem to come from nowhere. At the same time, the PCs see several wings of Tie Fighters deploy from the Lancer-Class Frigate and head toward the Ryloth Runner.

The PCs see the Ryloth Runner jump into hyperspace and disappear.

The PCs hear a voice com over their coms:

*"This is Vigo Tagge. You are surrounded and hopelessly outnumbered, and your friend has run. Surrender, or be destroyed. The choice is yours."*

If the PCs choose to fight, the Zero-G Stormtroopers use stun weapons. If they simply surrender, they usher them into the Duros Freighter and escort them to the detention block.

## Zero-G Stormtroopers

Zero-G Stormtroopers are elite stormtroopers who wear massive armored spacesuits.

### Zero-G Stormtroopers (CL 3)

Medium Human Soldier 2 / Nonheroic 3

Init +2; Senses Perception +5

Languages Basic

Defenses Ref 21 (flat-footed 21), Fort 19, Will 15

Hp 39; Threshold 19

Speed 4 squares

Ranged blaster rifle, heavy +4 (3d10+1) or

Ranged blaster rifle, heavy -1 (3d10+1) with Autofire

Base Atk +4; Grp +5

Atk Options Combat Reflexes, Point Blank Shot

Special Actions Coordinated Attack

Abilities Str 13, Dex 10, Con 13, Int 6, Wis 17, Cha 8

Talents Armored Defense

Feats Armor Proficiency (Light, Medium, Heavy), Combat Reflexes, Coordinated Attack, Point Blank Shot, Toughness, WP (rifles)

Skills Endurance +8, Mechanics +5

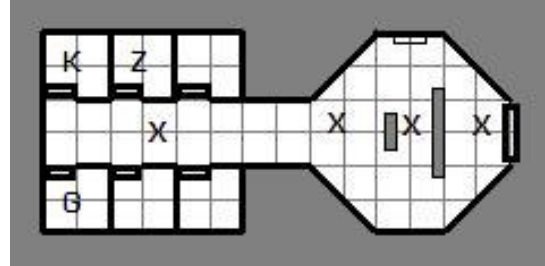
Possessions heavy blaster rifle, heavy battle armor

## Scene Three: The Escape

Whether stunned or if they surrendered, the PCs soon find themselves in the detention block, and receive a visit from Sozzora Zen.

## The Detention Block

Use the map below for the detention block.



The X's mark the typical station of the 4 Stormtrooper guards. The K, G, and Z mark the cells the PCs are placed in.

The cells are bare of anything but a solid square block that serves as a chair and cot. There is a pull-out toilet and sink in one wall. The doors are impenetrable force shields controlled by a simple on/off button on the outside. The button must first be activated by a security card, which all the Stormtroopers stationed here carry on their belts.

The computer control room gives limited access to information (treat it as unfriendly Will Def 14, page 76 of the SWSE core rule book).

In a locked security panel on the "north" wall, the PCs weapons are stored. The lock can be opened by making a DC 20 Use computer roll, or can be opened more easily through the main computer in the room.)

The door on the "east" wall is the only exit from the detention Block.

## Sozzora's Scheme

Sozzora Zen has already used the PCs to lure the Rebel fleet through the asteroid corridor, sure that they will come to Junctions aid when Bob Forsalmon tells them what the Imperials have planned. Now it is time for her personal revenge.

Sozzora plans to visit the PCs in the detention block to gloat. After that she fully intends to let them escape (at the expense of some Stormtroopers). The only logical place for them to go is to the docking bay to try and steal a ship...there, she plans to extract her revenge personally.

## Vigo Tagge's Measures

Vigo Tagge is not at all pleased with Sozzoras plan for revenge. Her game doesn't sit well with him, and he has taken security measures of his own to make sure things go well. He has powered down all the weapons and drained almost all of the fuel in all the ships in the docking bay. He has also removed all communication devices.

Even though Sozzora is sure of her victory and revenge, Vigo Tagge isn't as confident. If she fails, he has taken measures to see that the PCs don't get too far.

## Sozzoras Visit

Let the PCs become comfortable in their cells for a few minutes, and answer any questions about their surroundings, but don't give them a chance to escape just yet. They are only locked down for a few moments before Sozzora makes her entrance into the hall outside their cells:

You hear the sound of feet approaching. One soft, the other metallic sounding. You let out an audible gasp when Sozzora Zen appears at your cell doors. A grin plays across the Dark Jedi's scarred lips as she speaks:

*"So we meet again. Who would have thought that such insignificant gnats would have such a sharp sting?"*

Suddenly the whole ship jerks a bit, and Sozzora's smile widens a bit.

*"Don't be alarmed, Rebels, we're just planting one of the Omega Frost Conductor Towers into one of the corridors major asteroids.*

*It's a considerably larger model than the one you saw in operation on Tatooine, almost unlimited in range.*

*Your Alliance friends make great use of the Asteroid Corridor in breaking the blockade...you see, instead of using the Omega Frost on Junction, as your friend is undoubtedly reporting to the Rebels, we are going to activate it across the corridor.*

*When the Rebel fleet races through here to rescue one of it's main sources of supplies, they're going to be destroyed by a sudden wave of the ultimate cold!*

*Ha Ha Ha Ha!"*

With that, she turns and leaves.

## Escape Opportunities

Allow the PCs to come up with a way to escape. The most obvious is Kell using the force, but if they are even more creative, reward them appropriately.

### Scene Four: Sozzora's Revenge

The only way off the freighter is by stealing a spacecraft from the docking bay. If the PCs have other ideas you will have to improvise.

## Finding the Docking Bay

Finding the docking bay is as easy as tapping into the computer in the control room and pulling up a map of the ship (DC 15). If worse comes to worse, there can even be signs along the ships corridors in Basic pointing out the way to various locations.

Sozzora has instructed the ships personnel to stay clear of the path to the docking bay. If the PCs stay along the most direct path, they will find no opposition.

## Battle in the Bay

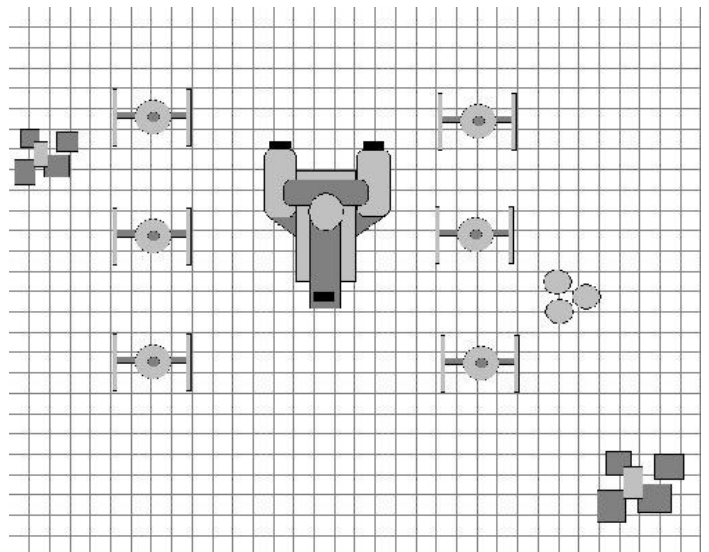
When the PCs reach the docking bay, read or paraphrase the following:

At last you see the flashing red light over the docking bay entrance. As you approach, the door opens on its own. In front of you is a vast chamber. 6 Tie fighters are neatly arranged in 2 rows, and the small shuttle you saw boarding at Tatooine rests in the middle.

This is all barely noticed, as your main focus is on the form of Sozzora Zen as she stands in front of the shuttle with her lightdaggers ignited, and an evil look in her eyes.

Sozzora will fight to the death if she has to. She pays special attention to Kell, and if the PCs spit up, she will stay with him. Sozzora's statistics are found in part 1 of the Omega Frost Adventure.

Use the map below to play out this battle.



### Scene Five: A Short Trip

The PCs blast off from the freighter with little problem, but, due to Vigo Tagge's measures (as mentioned before), it is a short trip indeed.

## The Asteroid Corridor

Once the PCs get outside the freighter, they find themselves in the familiar Asteroid Corridor.

They also get a good look at one of the massive Omega Frost Conductor Towers lodged into a massive asteroid not far away.

Shortly after this their fuel runs out, and they realize the situation.



## What to Do?

All the spacecrafts are equipped with standard space flight suits that are designed to last a couple of hours in space. This will allow the PCs to exit their useless craft just before Vigo Tagge targets them and blows them out of the sky.

As far as propulsion, the PCs can use anything that sounds reasonable. The kickback from firing a weapon, a fire extinguisher found on board their ship, using the ships ejector seats, or even using emergency flares.

## Where to Go?

The PCs only have 3 options at this point, and with their limited resources and oxygen supply.

First, they can head back to Vigo Tagge's freighter and hope for mercy...which they probably won't get.

Second, they can head to the nearest asteroid and hope to be picked up eventually.

Third, they can choose to head to the Omega Frost Conductor Tower and at least go out in a blaze of heroic glory. (Let's hope they take this third option).

## Scene Six: The Conductor Tower

This is the final scene of the adventure. The PCs must rush to destroy the Omega Frost Conductor Tower before the Rebel fleet gets into its range.

## On the Asteroid

The first thing to do when the PCs land on the asteroid is have them make a DC 10 Perception check to notice the Rebel Fleet approaching in the near distance. This is necessary to implement a sense of urgency in the player's actions and create a dramatic ending.

The other thing to see is the conductor tower close up. It's huge! Once on the ground the PCs will be able to see that there is actually an access passage into the towers interior, blocked by a hatch. The hatch can be opened with a DC 15 Use Computer check, a DC 15 Mechanics check, or by using demolitions to blow it.

The tower itself is protected with a shield, and there is no way to destroy or damage it much from the exterior with the weapons the PCs have.

## Into the Tower

The hatch opens into a small tunnel that heads straight to the heart of the tower. There is an ominous blue glow from ahead that fills the entire passage.

A DC 15 mechanics check will reveal that there are no particularly vulnerable spots in the tunnel itself. It will also reveal that most of the power couplers and wiring seems to be centered on the towers core.

The tunnel eventually opens into a much larger octagonal control room.

## The Control Room

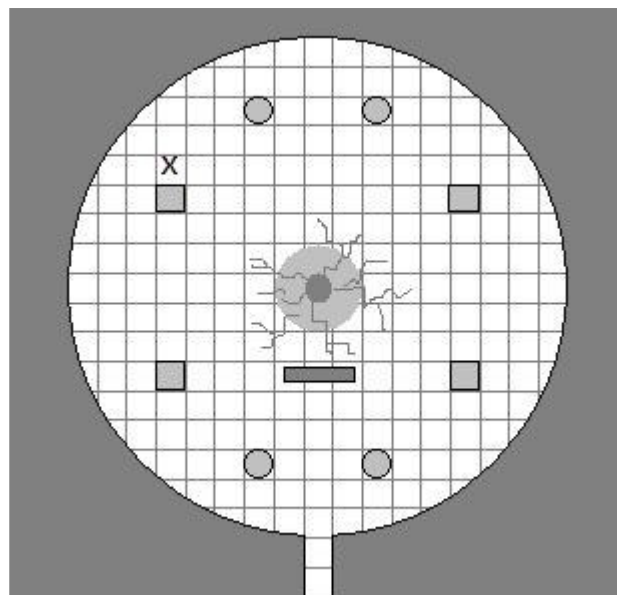
The circular control room is filled with pipes and tubing. The walls are lined with power cords and circuit boards. Lights of various colors blink and flash all over the walls.

In the center of the room floats a huge glowing blue orb that simply crackles with energy. This is the towers power core. In front of the power core is the towers main computer board.

## The Final Guardian

This Room is guarded by a Phase 3 Darktrooper. His sole job is to protect the power core, and he will stop at nothing to do so.

Use the map below to stage this final dramatic battle. The Darktrooper is aware of the PCs when they open the access hatch outside. He is waiting in ambush across the room (at the spot marked X). Roll to see if the PCs are surprised.



## Destroying the Tower

To destroy the tower, the PCs must destroy the power core. There are two ways to do this.

First, the core can be set to overload and self destruct via the computer terminal. The computer is unfriendly, and the information is specific (page 76) requiring a DC 25 check.

The second way is to simply destroy it. This can be done by shooting it, slicing it with a lightsabre, setting an explosive charge, or using a grenade. It only takes 15 points of damage to overload the core. However, when the core explodes, it caused 10d10 points of damage to anyone in the control room. The entire tower itself blows up 2 rounds later.

## Darktrooper Phase III

Darktroopers are a top secret Imperial project. The plan is to create an entire army of super Stormtroopers in heavy armor.



### Darktrooper Phase III

(CL 8)

(Miniature: Universe Darktrooper 36/60)  
Medium Human Soldier 7 / Elite Trooper 1

**Force** 2; **Dark Side** 8

**Init** +5; **Senses** Perception +9

**Languages** Basic

**Defenses** Ref 27 (flat-footed 26), Fort 30, Will 18  
**Hp** 90; **Threshold** 35

**Speed** 10 squares

**Ranged** blaster cannon +9 (3d12+4) or  
**Ranged** blaster cannon +7 (4d12+4) with Rapid Shot or  
**Ranged** blaster cannon +6/+6 (3d12+4) with Double Attack or

**Ranged** blaster cannon +4/+4 (4d12+4) with Double Attack and Rapid Shot or

**Ranged** missile launcher +9 (6d6+4) or

**Ranged** missile launcher +7 (7d6+4) with Rapid Shot or

**Ranged** missile launcher +6/+6 (6d6+4) with Double Attack or

**Ranged** missile launcher +4/+4 (7d6+4) with Double Attack and Rapid Shot

**Base Atk** +8; **Grp** +12

**Atk Options** Double Attack, Far Shot, Point Blank Shot, Rapid Shot

**Special Actions** Delay Damage

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

**Talents** Armored Defense, Improved Armor Defense, Juggernaut, Second Skin, Multiattack Proficiency (heavy weapons) [x1]

**Feats** Armor Proficiency (Light, Medium, Heavy), Double Attack (heav), Far Shot, Improved Damage Threshold [x1], Point Blank Shot, Rapid Shot, WP (heavy, pistols, rifles, simple)

**Skills** Climb +13, Jump +13, Perception +9, Pilot +10

**Possessions** blaster cannon, missile launcher, heavy battle armor, breath mask atmosphere canister/filter, long-range comlink

## Dramatic End

If the PCs destroy the tower, the Rebel fleet gets there, led by the Ryloth Runner. Vigo Tagges ship jumps into hyperspace in defeat, rebel fighters destroy the other Omega Frost Tower, and the Ryloth Runner comes to pick up the PCs.

If the PCs fail to destroy the tower, the rebel fleet gets caught in the middle of the Omega Frost, and the PCs watch in horror as all the ships shatter, spilling bodies out into space. The only ship to escape is the Ryloth Runner, as it passed the Omega Frosts range before the Ultimate Cold was activated.

## Hitching a Ride

To end the adventure, read or paraphrase the following if the tower was destroyed:

Bob Forsalmon picks you up in the Ryloth Runner and you are soon in the safety of the cockpit. The Twi'lek smiles at you and says:

*"Glad to see you're still alive...and managed to save the Rebel fleet! General Tiree wants me to bring you back the Rebel base for your next assignment...but first, there is to be an awards ceremony! You're big heroes of the Rebellion now!"*

The Ryloth Runner falls into formation, and the Rebel fleet jumps into hyperspace.

Cue Star Wars music!

If the PCs failed to destroy the tower, read the following:

The Freighter of Vigo Tagge is closing rapidly on the Ryloth Runner as it picks you up. Bob Forsalmon navigates through the wreckage of the Rebel fleet and makes the jump to hyperspace at the last possible moment. The mood is somber as the Twi'lek speaks:

*"I can't believe they are all gone! This is a massive blow to the Rebellion. We'll have to contact Mon Motha right away, and tell her of the demise of Tiree and his faction."*

Alone, the Ryloth Runner traverses the cold reaches of hyperspace.

## THE END The Omega Frost