

STAR WARS
AGE OF
REBELLION
ONSLAUGHT AT ARDA I



Adventure Module

STAR WARS
ROLEPLAYING

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AGE OF
REBELLION
ROLEPLAYING GAME

ONSLAUGHT AT ARDA I

It is a time of civil war. The REBEL ALLIANCE evacuated its base on YAVIN 4 following the destruction of the DEATH STAR, but the dreaded Imperial Starfleet continues its hunt to root out the remaining Rebels in the region.

Meanwhile, the Rebels plot their next move from their secret base hidden deep within the canyons of the desert planet, Arda I. But unseen forces threaten to expose the facility, and it might already be too late....

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Sector 42 all clear," crackled over the comm. "Moving on to Sector 43."

"Roger that, Vortex 6. I'm gonna buzz the canyon in Sector 17 before returning to base. Vortex 4 out." Banking his airspeeder to the left, Jerrod Lourdas dropped down into the deep, rouge canyon below. They'd dubbed it Torrence Run in honor of Vortex Squadron's infamous leader, Rik Torrence, and no one could pilot the Run's terrifying twists and turns better.

Sweeping through the trench and around rocky outcroppings, Jerrod raised his craft above the opening to swing back towards another gorge known only as the Gauntlet.

"Arda Base, this is Vortex 4 returning from patrol. All clear as usual. Ready for access sequence."

"Thank you, Vortex 4, initiating computer auto-guidance now," came the static reply. The cliffs and gorges scrambled most comm systems, and it had taken the Alliance months to perfect transmissions in the area.

Relaxing on his controls, Jerrod let Command and Control slave the vehicle to guide it through the dangerous twists and turns of the Gauntlet. Only the most skilled pilots could navigate the tight spaces of the canyon leading towards the Alliance hangar bay, adding another layer of protection to the base against enemy fighters.

His ship touched down in the hangar and Jerrod released his harness to begin his post-flight check. On the ground, technicians hurried to connect refueling lines and give the speeder a once-over, making sure it was ready to fly again at a moment's notice.

As he climbed down from his weathered and battered speeder, Jerrod saw Captain Harl Bess approaching. The base's chief of operations for all of its spacecraft and speeders called out, "Lourdass, anything out there?"

Jumping from the last step of the speeder's ladder, Jerrod handed his flight helmet to a waiting tech and smiled at the captain. "Just rocks and lizards, sir. Same as the last five days. I was almost hoping to run into some flyers just to fit in some target practice."

"Don't get cocky, kid. You never know when an Imperial patrol could target this world or send some probe droid to go poking around. Better pilots than you have let down their guard and paid with their lives."

"Just kidding with you, sir. I understand."

Bess gave Jerrod a stern look before pivoting to bark orders to another group prepping their ships in the massive hangar. Turning to head to the barracks, Jerrod nearly tripped over Var Narek, field assistant to Setenna Hase, one of the base's ranking commanders.

"Sorry, sir, didn't see you there. Something I can do for you?" Jerrod asked.

Var Narek was a stickler for detail when carrying out Setenna's orders, which rubbed Jerrod and many of the lower-ranking Alliance soldiers

the wrong way. Especially since his interpretation of the rules kept growing, it seemed.

"Lieutenant Lourdas, your flight path was not cleared to sweep Sector 17, and in doing so you left Sector 7 un-scanned. How do you know that you didn't miss something vital with this breach of protocol?"

"I'm sure the rocks and lizards won't mind. Besides, long range scanners showed no signs of any movement or activity anywhere out there," the lieutenant replied, waving his hand dismissively.

"I'm sure you know that sensors are unreliable throughout this entire area. Be sure you follow the prescribed flight paths, or you will find yourself removed from flight duty altogether."

Jerrod saluted ironically as the uptight commander stormed off. He'd like to see the lanky slicer try to go out there day after day, week after week, with nothing to break up the monotony. The pilot shrugged and headed to the habitat for a much-needed cold shower.

Jerrod stepped out of the offices and into the artificially lit corridors. According to his chrono it was nearly midnight; the game had stretched on for hours before the sabacc pot was won. Patting his winnings in his vest pocket, he cut across the hangar bay on his way to the barracks.

The lights in the hangar were dim to conserve the generators' power. He swore as he tripped on a cable stretched across the ground, followed by a distant clatter.

"Someone there?" he called out, freezing in place, his hand slowly going towards his holdout blaster.

From behind a rock column, Var Narek emerged, a datapad in his hands. "Oh, hello, Lourdas. What brings you out so late?"

"I was just heading back to my quarters. What are you doing back here?" Jerrod asked.

"Finishing some last minute checks of the maintenance logs. Setenna wants to make sure everything is squared away for tomorrow's mission."

"I hadn't heard about that..." Jerrod trailed off.

"I shouldn't have said anything. I'm sure you'll be briefed tomorrow," Var said quickly. "Well, it looks like I'm finished here. You should probably get some rest, too." It was less of a suggestion and more of an order.

"Yeah," the pilot nodded. "Probably."

Var followed him back to the habitat in silence, wishing him a good night when the hallway to the officer's quarters branched off. Jerrod had a bad feeling but couldn't put his finger on what it was.

Behind them in the hangar, a black metallic device lay carefully hidden by debris, sand, and rocks. A sequence of red and blue lights pulsed on top of the box over... and over...

INTRODUCTION

ONSLAUGHT AT ARDA I is a full-length adventure for the *Star Wars: AGE OF REBELLION* Roleplaying Game line. It is designed for starting Player Characters but can be scaled upwards (see page 9). The story revolves around the loss of an important Rebel Alliance base to Imperial forces and the search for a traitor in the Alliance's midst. The Player Characters must uncover the traitor's identity and track him down before he can deal another blow to the struggling Rebellion. The mission to hunt for the traitor and bring him to justice takes the PCs from rocky wastes of Arda I, through the swamps of Jagomir, and finally to the teeming streets of the Imperial-held world of Ord Radama.

A Game Master can use **ONSLAUGHT AT ARDA I** to set the stage for an ongoing **AGE OF REBELLION** campaign or use this adventure as a transition for experienced groups from the *Star Wars: EDGE OF THE EMPIRE* Roleplaying Game line. This adventure includes location gazetteers for the secret Rebel base on Arda I, the brand-new planet Jagomir, and the city of Livien Magnus on Ord Radama. Vehicle and adversary profiles for TIE hunters, the insectoid evarrians, and the Devliikk species also appear for the first time in this book. Additionally, this module includes Mass Combat rules

for determining the ebb and flow of battle, as well as rules for counting down to important events or tracking the progress of a given task.

Players who continue reading risk spoiling the adventure for themselves. In this introduction, the Game Master can find the following information to help prepare for the campaign:

- **Adventure Overview:** A big-picture guide to the plot progression of the adventure.
- **Adventure Background:** Information to set the stage and provide the context for the events in the module.
- **Important Characters:** A quick run-down of the major Non-Player Characters and their motivations and roles in the adventure.
- **Adventure Summary:** Detailed outlines of the general course of events in each of the three episodes.
- **Game Preparation:** Instructions for the Game Master on how to use this book and run this adventure.
- **Integrating the Player Characters:** Guidelines for incorporating PCs' backgrounds and motivations into the main story arc and subplots.

ADVENTURE OVERVIEW

ONSLAUGHT AT ARDA I introduces players to some of the major themes of **AGE OF REBELLION**: desperate struggles, tenuous alliances, and an overwhelming enemy. **Episode I** opens with the Player Characters caught in the middle of a losing battle at the Rebels' secret base on Arda I as the Imperial Navy overruns them. Retreating to the safety and obscurity of a new stronghold on the swampy planet Jagomir in **Episode II**, the PCs discover mounting evidence of a traitor in their midst. Finally, in **Episode III**, the PCs must race against time to track down the turncoat and prevent him from revealing the new base's location to his Imperial contacts on Ord Radama.

ADVENTURE BACKGROUND

Over the last two decades, the dissidents and malcontents of the industrial planet Arda II banded together and reached out to other seditious groups and individuals who passed through the system on their way to the Spadja, Belderone, Vorzyd, Nuiiri, and Rolion Sectors. Under the leadership of General Ran Niall, Senior Advisor Setenna Hase, and Commander Qurno, they established a permanent base in

an abandoned mining operation on the desert planet Arda I. After many years of operating independently, Alliance High Command formally brought them into the Alliance and designated them a Sector Force (Sector Force for short). The base has carried out multiple missions against the Empire, though only within the last several years has it done so in the name of the Alliance to Restore the Republic. (See **Previous Missions** on page 20 for more information.)

All their hard work is threatened, however, by a computer-savvy lieutenant named Var Narek who has grown disillusioned with the Galactic Civil War and will go to any lengths to stop the continued bloodshed—including subverting the Rebel Alliance.

Var grew up on Ord Radama, a world that embraced many masters over its history. From the tyranny of the Sith in the distant past, to the Separatists during the Clone Wars, and finally the Empire for the past two decades, Ord Radama has never experienced freedom. Under the Empire, however, the New Order provided relative peace and security through the systematic oppression of any dissidents or rebels.



The aristocratic Narek family shared in that peace and security until Ellor Orgraal ascended to the position of governor. The Imperial government passed over Var's father for the appointment when Var was still a young man—cheated him out of it, some might say. The various noble families in the capital city, Livien Magnus, quickly flocked to Orgraal's side in search of favors and appointments. His father's simmering resentment and Var's lack of opportunities to advance turned Var against the Empire and towards the Rebel cell forming on Arda I. His younger brother, Aleos, had fewer memories of his family's former prominence and was content to marry a shopkeeper's daughter and help her run her store in Livien Magnus. When he could, Var visited his brother's family between missions, but otherwise, he never regretted leaving his home planet and past behind.

The Nareks' lives shattered one day when a group of Rebels struck out against the Imperial government. Aleos, his wife, and their two young children were killed during a battle between Imperials and the Rebels. An aerial bombardment destroyed the family's shop and a number of nearby Imperial buildings, and the general public blamed the Rebels who supposedly had been hiding there. This event hardened Var's heart, and he decided he would stop the war at all costs, even if that meant siding with the Imperials and destroying the Rebel Alliance. He sought out an old friend from his days at school, now a captain in the Imperial Intelligence Service, and implored him for a way to make the Alliance pay. On that fateful day, Var Narek became a traitor to the Alliance.

Var's first major job for the Empire was gathering intel on the Arda I base and getting that information to his Imperial contact. As a field assistant to Setenna Hase, Narek has a great deal of access to all areas of the base. Var used a series of signal-boosting hyperspace transponders to reveal the base to the Empire. This new tech transmits coded messages to Imperial monitoring stations, masking the signal with white noise so the Rebels remain unaware. Var has a very limited number of these devices: one is installed in the hangar itself and more are outside in the Gauntlet's general vicinity. Most are destroyed on Arda I during the Battle of the Gauntlet, and he only has two left when he arrives on Jagomir.

The truth of the events that led to Var's betrayal of the Alliance is much more insidious. Var's "old friend," Malau Jocaos, a captain in the Imperial Intelligence Service, had long suspected his schoolmate of working for the Rebellion. When he discovered that Var's brother ran a store near an Imperial service bureau in Livien Magnus, he masterminded a way to bring Var into Imperial service by destroying an empty Imperial outpost and a few nearby shops. He knew Var's attachment to his family would send him over the edge, and by making sure that all the blame fell on the Rebellion, it was only a matter of time before Jocaos had a new agent under his thumb.

ROLEPLAYING VAR NAREK

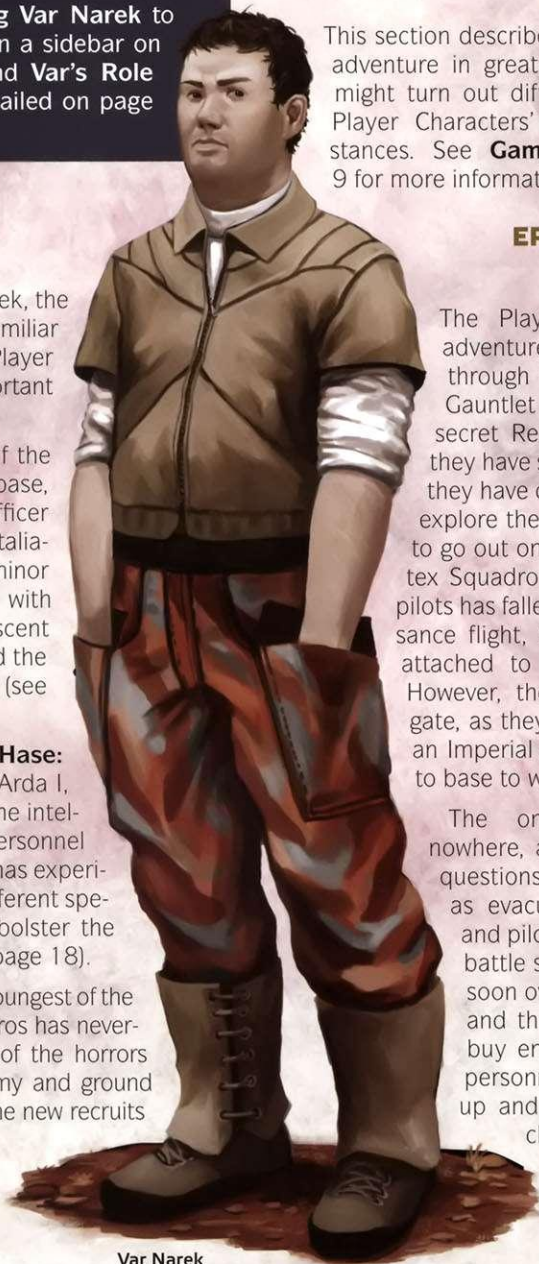
The loss of his young niece and nephew completely broke Var's spirit. In his mind, they had nothing to do with the war, and they lost their lives in vain. No one in the Alliance knows of their deaths—most people don't know Var well enough to even realize he had any siblings—and he has gone to great lengths to keep any signs of animosity toward the Alliance or its members completely hidden. Var excels at putting on a fake smile and joining in with the rest of the Rebels, posing as just another person in the fight for freedom. Setenna has come to rely on Var a great deal, and she will argue against to any accusations against him.

Information on **Introducing Var Narek** to the adventure is included in a sidebar on page 18 of **Episode I**, and **Var's Role in the Investigation** is detailed on page 58 of **Episode II**.

IMPORTANT CHARACTERS

In addition to the traitor Var Narek, the Game Master should become familiar with each of the following Non-Player Characters who plays an important role throughout the adventure.

- **General Ran Niall:** One of the three leaders of the Arda I base, the former Imperial Navy officer objected to the harsh retaliations for even the most minor of offenses. He defected with his ship's crew to the nascent Rebellion forces and has led the small starfleet ever since (see page 19).
- **Senior Advisor Setenna Hase:** The only civilian leader at Arda I, Setenna handles many of the intelligence, logistical, and personnel concerns on the base. She has experience working with many different species and cultures to help bolster the Rebellion's resources (see page 18).
- **Commander Qurno:** The youngest of the three Arda I leaders, the Duros has nevertheless seen his fair share of the horrors of war. He oversees the army and ground tactics and trains many of the new recruits personally (see page 19).



Var Narek

- **Var Narek:** The misguided traitor and the primary villain of the adventure. The PCs must discover his treachery and stop him before he can do irreparable damage to the Sector Force in the Gordian Reach (see page 69).
- **Malau Jocaos:** The insidious Imperial intelligence officer who wins by any means necessary. He secretly turned Var Narek away from the Rebel Alliance and plays a large role in the climax of **Episode III** (see page 84).
- **Harl Bess, Urel Haydon, and Major Yalor:** A human pilot, human spy, and engineer, respectively, these three mid-ranked officers are the PCs' main allies among the Arda I Rebels (see pages 21, 22, and 24).

ADVENTURE SUMMARY

This section describes the main plot line of the adventure in greater detail. However, events might turn out differently depending on the Player Characters' actions and the circumstances. See **Game Preparation** on page 9 for more information.

EPISODE I: THE BATTLE OF THE GAUNTLET

The Player Characters begin the adventure with the harrowing flight through the canyon known as the Gauntlet on their approach to the secret Rebel base on Arda I. Once they have safely docked their starship, they have only a little while to rest and explore the base. They are soon asked to go out on a patrol with the local Vortex Squadron, since one of the regular pilots has fallen ill. During their reconnaissance flight, they find a strange device attached to one of the outcroppings. However, there's little time to investigate, as they also spot the first signs of an Imperial attack and must race back to base to warn their comrades.

The onslaught comes out of nowhere, and there's no time to ask questions. Chaos envelops the base as evacuation plans are executed and pilots and soldiers rush to their battle stations. The Imperial forces soon overwhelm the Alliance base, and the Rebels can only hope to buy enough time to get essential personnel and materiel loaded up and safely away. The PCs are charged with wading into the

assault in order to detonate explosives, sealing off the Gauntlet, and slowing the Imperial attack. They must brave the deadly laser fire of AT-STs and AT-ATs, and they fight off squads of the dreaded Stormtrooper Corps. The GM can use the Mass Combat rules on page 30 to simulate the ebb and flow of battle as fighting rages all around the PCs.

Whether or not they complete their mission, the Player Characters must eventually fall back to the base only to find it brimming with sandtroopers. After fighting their way to the hangar, the party discovers another mysterious device that raises suspicions of a traitor in their midst. Once again, the Rebels call on the PCs for help, asking them to sneak to the depths of the base and rig the generators to explode, destroying any sensitive information before the Imperials overrun the base.

With what time they have left, the PCs board their ships and take the battle to the skies. They protect the evacuation transports while they make the jump to hyperspace, meeting up again at their rendezvous point. The Rebels pause as long as they can to remember the fallen and rally for the fight ahead. The PCs have a chance to reveal the strange device they found and voice their suspicions of an Imperial spy, but Alliance commanders relegate their concerns to the sidelines while more immediate concerns loom. From there, what's left of the Rebel fleet journeys onward to a remote planet deep in Jaga's Cluster where they hope to reestablish a base of operations.

EPISODE II: UNCHARTED TERRITORY

The first few days are hectic and tense as the remaining Rebels build up the defenses of their new home deep in the swamps of Jagomir. Soon, the PCs set out deep into the dangerous terrain to hunt down a fearsome predator preying on the Rebel troops. During their mission, they find more evidence of a traitor—what remains of a hidden data cache—and return to begin their search for the spy. The Player Characters can pursue their investigation as they see fit, interviewing or even interrogating their comrades, but morale is low, and they could arouse suspicions themselves if they do not tread lightly.

The PCs realize that, as they get closer to unraveling the mystery of the signal booster, they are sent on longer and deadlier missions into the marshes outside. They are tasked with exploring an abandoned pirate compound, collecting rare herbs to treat the many wounded from the Battle of the Gauntlet, following up on ancient legends from the time of the Old Republic, and finally establishing sensor outposts in the surrounding area to help detect any further Imperial threats. In between assignments, the PCs can begin to piece together a story from their interviews and discover new clues that lead to the spy.

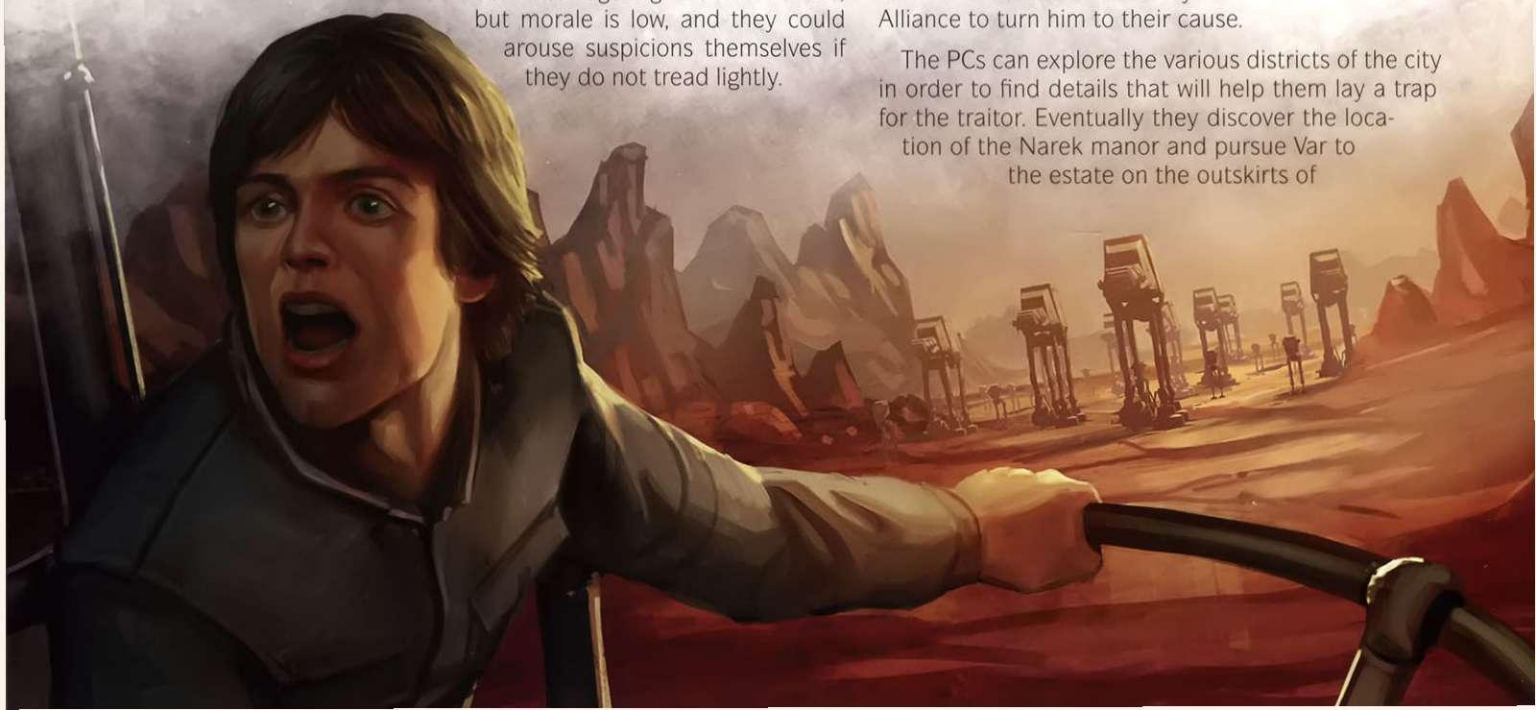
Finally, the PCs discover the identity of the traitor, but it is too late. Exposed, Var Narek takes Setenna Hase at blaster point as he makes his escape to contact his Imperial handlers. The PCs must now track him down in order to prevent him from exposing the Jagomir base and giving Setenna over to the Imperials for questioning.

EPISODE III: RENDEZVOUS AT ORD RADAMA

Navigating to and from Jagomir requires precise astrogation calculations that account for the mass shadows and gravitic fluctuations of Jaga's Cluster specific to each direction. Luckily, the PCs have this knowledge and Var Narek does not, relying solely on Setenna's cooperation. This gives the PCs a chance to make up for lost time and even beat him to his destination, Ord Radama. This shortcut, however, also takes them past an Imperial patrol, and the slightest misstep means an *Interdictor*-class cruiser pulls the PCs' ships out of hyperspace and into a perilous confrontation with the *Eternal Wrath*.

After the PCs have escaped, they make their way to Livien Magnus, the capital city of Ord Radama, where they have only so much time to determine where Var Narek plans to go with Setenna. They are given the chance to make contact with two separate Rebel cells to help them in their quest and learn the distressing truth behind Var's treachery: the Imperials manufactured the death of his family and framed the Rebel Alliance to turn him to their cause.

The PCs can explore the various districts of the city in order to find details that will help them lay a trap for the traitor. Eventually they discover the location of the Narek manor and pursue Var to the estate on the outskirts of



the city. They confront him but not before the spy's handler, Malau Jocaos, and his stormtrooper forces surround and attack the mansion. The desperate fire-fight results in the death of Var Narek. Malau Jocaos retrieves Setenna and brings her back to Livien Magnus, and a chase ensues when the PCs follow him on their speeder bikes or in their ship.

They follow him down a dark alley and fight through the tunnels that lead to the Imperial Intelligence Service headquarters deep under the Imperial Opera House. The adventure climaxes as the PCs face off against an AT-ST with only their blasters at their sides and their wits about them. They catch up with the spymaster and recover Setenna, giving the Rebel Sec-Force the chance to fight another day.

GAME PREPARATION

Prior to play, the Game Master should read the adventure and familiarize himself with the general course of events, as well as the major characters. There are also multiple places where this book references rules material from the **AGE OF REBELLION** Core Rulebook, and the GM should review these prior to the sessions in which they are likely to be incorporated. The rest of this section talks about specific considerations the Game Master should take into account when beginning to prepare **ONSLAUGHT AT ARDA I**.

ESTABLISHING A BASE OF OPERATIONS

One optional way of preparing to run **ONSLAUGHT AT ARDA I** is to use the base at Arda I as the launching point for one or two introductory missions before beginning the adventure proper. Both the scenarios contained in the **AGE OF REBELLION** Core Rulebook and Game Master's Kit can be easily adapted to be run using Arda I as the base of operations. **Perlemian Haul** can be run along any length of the Perlemian Trade Route, located to the galactic east of the Gordian Reach (see pages 348–349 in the **AGE OF REBELLION** Core Rulebook). **Dead in the Water** takes place in the Rimward reaches of the Hydian Way, which is just a short jaunt from Ord Radama to the galactic west. Using this setup allows the PCs more time to interact with the NPCs and forge stronger connections with them before the betrayal.

INTRODUCING THE SUSPECTS

Either way, the Game Master is encouraged to work the Non-Player Characters from the investigation in **Episode II** into any downtime spent at the Arda I base, even if they only appear in cameos while describing the different parts of the base. For example, he could describe a Dressellian pilot in the hangar bay or insert a boastful human pilot drinking and playing sabacc. This helps establish some continuity between the episodes, so the players remember these characters from the previous scenes. The base at Arda I is a relatively large base, however, so having some unfamiliar faces also makes sense given the circumstances.

JUMPING THE RAILS

As the adventure progresses, the GM should allow the PCs agency to determine their own course of action whenever possible. Due to the military nature of **AGE OF REBELLION**, it's easy to let the NPCs simply order around fresh recruits. However, letting the PCs blaze their own path, and then reap the benefits or suffer the consequences, makes for a richer story and role-playing experience. As much as the PCs want to bring freedom to the galaxy, they'll need to weigh their orders against their Duties and weigh their Duties against their Motivations (and possibly even Obligations) over the course of their missions.

AWARDING DUTY AND EXPERIENCE

At the ends of each episode, the Game Master can find specific breakdowns of what story accomplishments earn the Player Characters experience points (XP). Instead of waiting until the PCs complete an episode, however, the GM should award this bonus XP at the end of the session when they complete these objectives. At the end of a game night, the GM should also grant whatever baseline experience reward he deems appropriate (typically 15 XP per player per session).

PCs can also accumulate Duty over the course of the adventure. As described on 325 of the **AGE OF REBELLION** Core Rulebook, the GM can roll on the party's

SCALING ADVENTURE DIFFICULTY

The encounters in this scenario have been built for Player Characters who are just starting out or have, at most, one or two short adventures under their belts. However, the GM can easily scale the adventure upwards for more experienced parties by adding more minions to groups, increasing the wound threshold of rivals and nemeses, and adding additional ranks to NPCs' skills or talents.

Duty chart to see which Player Character's Duty triggered that session. Over the course of the adventure, the Game Master will find multiple sidebars that key in to a specific Duty, which can give the GM inspiration for additional mission objectives to arise during play.

For ease of reference, below is a list of Duty types included in **ONSLAUGHT AT ARDA I** and the page number where they are located:

- **Combat Victory:** Take the Battle to Them! (page 34)
- **Counter Intelligence:** Planting the Seed (page 81)
- **Intelligence:** Capture at All Costs (page 84)
- **Internal Security:** Who Goes There? (page 39)
- **Political Support:** A Planet in Need (page 86)
- **Personnel:** No One Left Behind (page 32)
- **Recruiting:** Welcome to the Party (page 26)
- **Resource Acquisition:** Lost and Found (page 25)
- **Sabotage:** What Must Be Done (page 40)
- **Space Superiority:** Check Your Six! (page 42)
- **Support:** They Gave Their Lives (page 23)
- **Tech Procurement:** Special Delivery (page 53)

NEW OR REPLACEMENT CHARACTERS

As the adventure progresses, it might be necessary to introduce new Player Characters into the game due to the death or capture of a PC, the departure of a player from the game, or the addition of a new player to the group. The exact method of introduction and type of character that might logically be available depends on the PC's current circumstance.

Luckily, integrating or re-integrating Player Characters in **AGE OF REBELLION** is relatively easy, given that the group could simply be assigned a new member of their squad by their superiors. In **Episodes I and II**, new PCs are most likely to come from the regular population at the base on Arda I or Jagomir. The GM can work with the player to incorporate one or more NPCs into the Player Character's background, giving the search for the traitor an additional personal dimension. In **Episode III**, new PCs can come from the Rebel cell at the Scarlet Sword in Livien Magnus on Ord Radama (see page 78).

INTEGRATING THE PLAYER CHARACTERS

Before the adventure begins, the party should determine what background the PCs have and how they joined the Rebel Alliance. They have three main options depending on whether their characters are just starting out with **AGE OF REBELLION** (see **Raw Recruits**, below), have earned their chops in the Rebel Alliance (see **Established Agents**, right), or are transitioning from an **EDGE OF THE EMPIRE** campaign (see **Unlikely Heroes**, right).

RAW RECRUITS

If the PCs are starting characters or have a Contribution rank of 0 or 1, they are raw recruits to the Alliance who have just recently been assigned to the Arda I base. Their recruiter or superior officer has tasked them with transporting wounded soldiers or much-needed supplies to the base, or they are delivering their Y-wings or *Lambda*-class shuttle to become a part of Dust Squadron. If they have chosen a base of operations as their starting Rebellion resource, the Arda I base should be used until the end of **Episode I**, at which point they have access to the base on Jagomir.

ESTABLISHED AGENTS

If the PCs are experienced or have a Contribution rank of 2 or higher, they have been members of the Alliance but not this particular cell. Instead, they're recent arrivals to the base and haven't yet proven themselves to the leadership there. The Game Master should use the PCs' previous exploits to come up with a suitable link from their last adventure to this one or draw upon one Player Character's Duty to fashion an appropriate hook. The GM can also default to the delivery hook from the **Raw Recruits** option.

UNLIKELY HEROES

If the players want to bring over their characters from **EDGE OF THE EMPIRE** into an **AGE OF REBELLION** game, they could be smugglers visiting the base to deliver a shipment of goods to the Rebels (worth 10,000 Alliance credits). The Player Characters have no direct ties to the Alliance yet and may or may not believe in its goals. Each PC begins with 0 Duty and can select or roll for a specific Duty after **Episode I**. (The PCs should be able to add bonus Duty retroactively if they



accomplish any of the side missions in **Episode I**.) The Game Master should also reference the rules for integrating both game lines on page 342 of the **Age of REBELLION** Core Rulebook.

MOTIVATING THE PLAYER CHARACTERS

ONSLAUGHT AT ARDA I contains multiple hooks to appeal to the various Motivations possible in **Age of REBELLION**. Below are just a few ways the GM can help the party connect to the narrative on a personal level.

BELIEF

Freedom, honor, peace—these noble goals resonate with many members of the Rebel Alliance, and the insidious actions of Var Narek are an affront to all three. Those championing species rights, justice, or progress should be moved by the plight of the Devliikk and downtrodden on Ord Radama. Characters driven to restore the Republic, the Jedi Order, or a particular philosophy are likely invested in ensuring the continued survival of this particular Rebel cell. They might also see the new sanctuary on Jagomir as a starting point for the revival of their cause.

CONNECTION

Whether the PCs are brand-new or part of an existing campaign, inserting friends, family, or love interests among the Arda I base inhabitants can quickly raise the stakes for characters with these Motivations. Player Characters involved in the political, military, or intelligence arms of the Alliance are directly affected by the main plot of the adventure, as the spy threatens to undo all the efforts they have worked toward. Economic- or underworld-connected PCs can play a vital role in the rebuilding and resupplying of the new base on Jagomir.

QUEST

Player Characters seeking vengeance, rescue, or redemption find ample opportunity to pursue such plot threads during the course of the main storyline of the adventure. Glory, thrill, or riches can all be had as well, provided the PCs achieve their mission objectives. If the party contains any Force-sensitive characters or any PCs motivated by the Jedi or Sith, the Gordian Reach and Esstran Sectors are squarely set in ancient Sith space. All three planets in **ONSLAUGHT AT ARDA I** bear hallmarks of this timeless conflict if one knows where to look.





I THE BATTLE OF THE GAUNTLET

*"Right now I feel like I could take on the whole Empire myself."
"I know what you mean."*

—Dak Ralter and Luke Skywalker, Rebel Pilots

Episode I thrusts the Player Characters into a full-scale Imperial attack on their base located deep in the Outer Rim system of Arda, near Yavin. During the battle, the players discover that there might be an Imperial spy in their midst. This chapter includes:

- **Running the Gauntlet:** Mysterious comm interference makes for a perilous approach to base.
- **Exploring the Base:** The PCs can explore their new base of operations and get to know the Rebel soldiers and commanders.
- **Vortex Patrol:** While out on a routine patrol, the PCs realize the Arda base is no longer a secret.
- **Special Operations:** The PCs must answer the call of duty and help defend the Arda I base.
- **Tactical Retreat:** The PCs must safeguard the Rebel command and equipment so that nothing falls into Imperial hands.
- **Take to the Skies:** At last, the final transport evacuates the base, but the Imperials won't let it escape so easily.

The curtain opens on the planet Arda I in the Gordian Reach Sector of the Outer Rim. The hidden base located there is an established pocket of resistance against the Empire, founded several years ago by Senior Advisor Setenna Hase, General Ran Niall, and Commander Qurno. The Arda base has stayed secret partly by hiding in plain sight—Arda II is a busy industry- and trade-nexus in the Reach, and the increased traffic from the base is masked by the steady stream of starships that make their way along the Ardan Cross Hyperlane. The leaders made contact with the Alliance to Restore the Republic only recently, but they have been enthusiastic to contribute in any way they can. They now count themselves as true members of the Rebel Alliance, and they display the Alliance Starbird proudly on their starships.

The Player Characters begin the adventure in space, just above Arda I. Read the opening crawl at the beginning of this book, and then proceed to **Running the Gauntlet** on page 15.

ARDA I

Astrogation Data: Arda System, Gordian Reach Sector, Outer Rim Territories

Orbital Metrics: 343 days per year / 26 hours per day

Government: Rebel Alliance

Population: 400 (70% human, 10% Bothan, 20% assorted other species)

Languages: Basic

Terrain: mountains, canyons, desert

Major Cities: none

Areas of Interest: Redfyre Canyon, Borrgan Ridge, Torrence Run

Major Exports: none

Major Imports: technology, food, water

Trade Routes: Ardan Cross

Special Conditions: none

Background: Along with Arda II and Arda III, the planets of the Arda System are sparsely populated and only Arda II has any cities of note. The biggest settlement on Arda I is the hidden Rebel base nestled in the depths of the Gauntlet Canyon System, south of the Torrence Run.

Arda I is a barren world home to massive canyons, towering mountain ranges, and spectacular rock formations. In the planet's primordial past, massive rock chimneys served as vents for the geothermal heat deep within the world's core. As the world evolved, many of these vents went dormant, but the tunnels remained. Today these tunnels connect the cave complexes deep underground and are large enough for many starships, allowing access to the Rebel base.

Thousands of years ago, a race of winged reptilian creatures with limited intellect populated Arda I, inhabiting vast cave complexes and warrens under the surface of the planet. The creatures lived in tribes and warred with one another for supremacy of prime hunting grounds. The doran'enoks, as they were known to the ancient Sith, were often hunted and captured to serve as shock troops in the Sith armies. Almost all traces of the doran'enoks vanished from Arda I during the height of the Sith Wars against the Republic, and the creatures have not been seen in years.

A group of rebels came to Arda I several years ago with their own forces and fellow sympathizers on Arda II. The natural cave complexes located on Arda I were perfect for establishing a base of operations to strike at the Empire. They used the natural caves and tunnels scattered across the planet to

create hidden hangar bays and defensive fortifications. The planet's rock formations contain many compounds that mask energy readings, providing security from the sensors of any passing ships, but they also interfere with outgoing sensor scans.

In recent months, the base on Arda I has seen even more activity as the Empire steps up its campaign against the Rebellion across the galaxy. A number of smaller cells have fallen, and their members have been drawn to Arda I to support the Rebels active across the Outer Rim. The increased number of ships coming and going in the system has some in the Alliance High Command worried of exposing the base.

THE GAUNTLET

The main entrance to the Rebel base is a large canyon known as the Gauntlet. The canyon is filled with rock spires, hairpin turns, and other hazards that make accessing the main hangar a challenging affair for all but the most skilled pilots. The Alliance has established a specialized computer-slaving system that can direct ships into the hangar safely, helping to protect the base even further. Any ship approaching the base without a slave circuit to take advantage of the computer-guided control must be prepared for a harrowing flight.

RUNNING THE GAUNTLET

Under normal circumstances, starships and vehicles from the Arda I base can transmit their slave circuit codes and allow ground control to guide them through the canyon without incident. Today, however, the canyons are flooded with transmissions broadcasted by Var Narek's transponders, creating unusual amounts of interference that jam most transmissions. See the **Shadows of the Future** sidebar on page 16.

Once the players are situated and know the circumstances of their arrival on Arda I (see **Game Preparation** and **Integrating the Player Characters** on pages 9–10), the Game Master should begin the game and read or paraphrase the subsequent text aloud.

IF THE PCS ARE ARRIVING AT THE BASE FOR THE FIRST TIME:

The Arda I base is expecting the PCs and their shipment, so they send a transmission to the starship once the PCs are in range. The read-aloud text assumes that the PCs are piloting a *Lambda*-class shuttle, but the GM should substitute any instances with the appropriate starship name or class. This opening encounter runs the same no matter which direction the PCs are coming from and regardless of whether the main hangar or the auxiliary hangar is their destination. The Gauntlet runs both ways, even though it is cut off on the map on page 39.

"Approaching shuttle, come in. This is Major Yalor of Arda Base Control. We've been expecting you. If you have them, please transmit your slave circuit codes to be guided through the Gauntlet and into the main hangar."

Chances are the PCs' ship or ships don't have a slave circuit installed, but if they've got a mechanic or slicer handy they can attempt to configure a temporary slave circuit with a **Hard (◆◆◆) Computers check**.

If they succeed, they can transmit their codes to Arda Base Control. A few moments pass, and the hangar personnel continue, static jumbling their message:

"Hold on a moment while we input those codes. ...What? Something's not right. The computer guidance system should have taken over by now. Come in? Shuttle, come in, we're losing signal recep—"

The transmission dies, replaced with static. Proceed to **Flying Blind**, right.

If the PCs failed the Computers check, Arda Base Control responds with the following:

"Don't worry, you're not the first to fly the Gauntlet manually. Take her nice and easy; try to get a co-pilot on the sensors to help guide you through, and watch out for the—"

The Player Characters and Command and Control don't realize that there's something scrambling the signal until their comms and sensors die out entirely. Proceed to **Flying Blind**, below.

IF THE PCS ARE RETURNING TO BASE FROM ANOTHER MISSION:

The Arda I base is expecting the Player Characters. Major Yalor addresses them with a more familiar tone. Read or paraphrase the following aloud, but by the final sentence, static begins to take over:

"Welcome back, Dust 7, this is Major Yalor speaking. Looks like your mission isn't over yet—there's something interfering with our computer guidance system. You'll have to fly this one 'blind.' Take it slow and don't try anything cocky; our mechanics are stretched thin as it is—"

Proceed to **Flying Blind**, below.

FLYING BLIND

The transmission from base cuts out just as your on-board sensors begin to scramble. The red-purple sides of the canyon seem to envelop you as you pass under shadow after shadow of overhanging outcroppings. With no electronic readouts to go by, you're going to have to rely on visuals and your gut instincts.

Now comes the hard part—actually flying though the impossible twists and turns of the canyon. The base entrance is deep beneath the planet's surface on the floor of the canyon, and the rock formations force any approaching ships and vehicles (anything silhouette 2 or larger) to enter the gorge at least two kilometers away.

WE'RE GOING IN

During the first leg of the Gauntlet, the **Piloting (Space) check's** difficulty depends on the ship's speed and silhouette as described on page 254 of the **AGE OF REBELLION** Core Rulebook. The hairpin turns and rocky outcroppings add ■ to any Piloting checks made in the Gauntlet. If the PCs succeed on the check, they manage to navigate the canyon. If they fail, they circle around and

try again. The PCs cannot proceed to the next section of the Gauntlet, the **Devil's Spires** (below), until they have succeeded at the check. ☹️ and 🌀 can be spent according to the tables on page 251 of the **AGE OF REBELLION** Core Rulebook to illustrate the pilot's skilled flying, while 🌀 and 🌀 can be used to illustrate the treacherous environmental hazards or even a minor collision.

THE DEVIL'S SPIRES

As you fly deeper into the Gauntlet, two red sandstone chimneys loom on either side of the canyon. A boulder balances precariously on top of one of the spires, while the other seems to lean in towards the canyon, ready to fall at any moment.

Negotiating the Devil's Spires requires some hot-shot flying, and the twin obstacles add a terrifying ■■■ to the **Piloting (Space)** check. If the check fails, the starship clips one of the spires and collapses it, sustaining 1 hull trauma. On a 🌀 the ship takes 5 hull trauma from falling rocks. With a 🌀 the ship clears the spires, but the Gauntlet's not over yet.

HANG ON, WE'VE GOT TROUBLE...

Suddenly, the rocks seem to come alive. That's no boulder! Flocks of reptilian creatures with red scales and purple wings hurtle towards your shuttle, screeching. You feel the starship shudder and lurch. There must be one latched onto your hull!

The native doran'enoks, long slumbering since the Sith's retreat from the system millennia ago, have also been awakened by the same signal that is interfering with the computer guidance system. They emerge from their caves on either side of the canyon and attack the Player Characters' starships, which they perceive as a threat to their territory. Normally, it wouldn't be too much trouble to simply maneuver above the low-flying reptiles, but the PCs' starships are trapped in the canyon with nowhere to go but straight ahead! The flocks also represent environmental hazards, adding an additional ■ to any Piloting checks made during the ensuing combat to dodge their erratic flight (for a combined total of ■■ from the environment and the creatures).

The GM should roll Initiative for the doran'enoks using Cool; the players roll Vigilance. There are a number of groups equal to the number of starships piloted by the PCs plus one. Each group is made up of three creatures. The Game Master should handle each group as a starship minion group (see the **Vehicles and Minions** sidebar on page 252 of the **AGE OF REBELLION** Core Rulebook). The creatures have **Agility 4** and **Piloting (Planetary) 2** for the purposes of maneuvering. They attack using **Gunnery** (untrained).

SHADOWS OF THE FUTURE

Unbeknownst to the Player Characters or Arda Base, the interference is being caused by a series of signal relays from Var Narek's hidden transponders into deep space. The signal boosting drowns out any weaker signals within a five kilometer radius, which is what is killing the comms, sensors readouts, and slave system. If the PCs succeed at a **Hard (◆◆◆) Computers or Piloting (Space)** check they realize that there's something suspicious about the interference—usually only an iron sandstorm would cause such a widespread outage. On ▼, one of the pilots in the hangar remarks as much after they land. ☹️ on the check reveals that the scrambling could also be the result of a competing encrypted transmission, while 🌀 suggests that given Arda's proximity to the star Ethain, the interference could just as easily come from a solar flare.

The Player Characters can either shoot the creatures down or out-fly them by going speed 3 or higher (which also increases the difficulty of their subsequent Piloting checks). Once the doran'enoks appear, the Gauntlet is within extreme range of the PCs. How many turns it takes to get to Arda Base depends on what speed the ship is going (see the **Fly/Drive** maneuver on page 245 of the Core Rulebook).

DORAN'ENOK

1	2	+3	DEF: 1	FOR: -	PORT: -	STARBOARD: -	AFT: 1	ARMOR: 0
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD				SS THRESHOLD	
			2				1	

Maximum Altitude: 250 meters.

Weapons: Swoop attack (Fire Arc Forward; Damage 3; Critical 4; Range [Close]).

...THAT WAS CLOSE!

Once the PCs get within close range of the base, if any Player Characters are struggling with fighting off the doran'enoks, the Rebel base assists by means of its anti-vehicle laser cannons distributed around the Gauntlet (see the vehicle profile on page 34). The Rebel soldiers operating the cannons can be assumed to have **Agility 3** and **Gunnery 2**.

If the PCs succeeded at the Computers check to install a temporary slave circuit earlier, it finally kicks in and guides them to the hangar. Arda Base Command and Control performs the Fly/Drive maneuver for the pilot and automatically succeeds.

If the PCs are going any faster than speed 1, read or paraphrase the following aloud. If the PCs are only moving at speed 1, it takes a single Decelerate maneuver to

land, but they might have other things to worry about, like any remaining doran'enoks.

Your comms light back up unexpectedly, the Sul-lustan's frantic voice on the other end: "You're coming in too fast, slow down! Strap in and prepare for impact, we're clearing the hangar now!"

Cutting the engines and trying to make a safe landing is an **Average (◆◆) Piloting (Space) check**. On a ☹, the ship suffers a minor collision and rolls on the Vehicle Critical Result table on page 258 in the Core Rulebook.

If the PCs make a crash landing with any of the creatures still attached, the hangar personnel help fight them off (use the profile for the Starfighter Pilot on page 415 of the Core Rulebook). The personal scale profile for the doran'enoks can be found on page 32, but at this point, combat should be handled narratively.

Once the coast is clear, Major Yalor approaches the PCs in the main hangar (if they are **AGE OF REBELLION** characters) or in the auxiliary hangar (if they are crossing over from an **EDGE OF THE EMPIRE** campaign). The Game Master should adapt the read-aloud text below to suit the circumstances and background of his group of PCs.

"Phew! I haven't seen flying like that since Rik Torrence first navigated the northern canyons. We could really use pilots and gunners like you here. And those creatures you ran into...they're bigger and nastier than the lizards usually seen in the canyons. I wonder if they picked up on the same interference that we saw here at Command and Control?"

Major Yalor continues, but the Game Master should allow the following read-aloud text to be more conversational than a brick of exposition, letting the PCs interrupt or ask questions.

"Regardless, you must want to refuel and recoup before you head back out. In the meantime, Captain Harl Bess may have a task for you, if you're up for it. One of our pilots, Jerrod Lourdas, is sick in the medbay and we need someone to fill in for his air-speeder patrol. After watching you run the Gauntlet, I'm sure you'd be more than capable. Report back to him at 1500 hours, and we'll get you flying."

Depending on how heavily invested in the Alliance the Player Characters are, they might ask for some reward or compensation for their time. Major Yalor offers to complete any repairs to their ship for free, or to help heal the party of any wounds or Critical Injuries. Other terms can be negotiated, but Major Yalor must keep the needs of the

Alliance in mind as he works out payment. If Major Yalor's statistics are needed, they are located on page 24. If the PCs were delivering a shipment, he directs them to Senior Advisor Setenna Hase (see page 18) in Command and Control (see page 24) to collect their 10,000 in Alliance credits.

If the PCs ask about the interference, Major Yalor is tentative but doesn't think it's any reason to be paranoid. He's sure that his crew will be able to determine its nature soon. It might even be a geomagnetic storm from the nearby star Ethain. In any case, he feels that he and his soldiers can do nothing about it.

Nobody at the Rebel base realizes that Jerrod Lourdas's sickness isn't a coincidence. Var Narek tampered with his water canteen to make sure that the pilot wouldn't be able to investigate what Var was doing when they ran into each other a few nights before. Var's signal-boosting transponders are going to be instrumental in the oncoming onslaught by Imperial Forces, and he can't risk any setbacks now.

In the meantime, the PCs can pursue their own itineraries. Alternatively, Yalor directs them to Captain Harl Bess in the hangar (see page 21) or Dr. Lorren Morrick in the medbay (see page 23) if they need repairs or medical attention. If the PCs aren't sure where to go, Major Yalor recommends they have a drink at the mess hall (see page 22). From there, they can explore the base and interact with its inhabitants. They have two hours before they must report back for duty to Major Yalor. When the PCs are ready, proceed to **Vortex Patrol** on page 26.



EXPLORING THE ARDA I BASE

The entirety of the Rebel complex is located deep underground, taking advantage of the planet's sprawling natural caverns and tunnels. The various minerals and ores located throughout the rock strata provide protection from orbital surveys due to the interference they cause. Scattered observation towers, camouflaged to mimic the surrounding environment, dot the surface of the planet. These towers maintain watch over the landscapes surrounding the base, always vigilant for signs of Imperial probes or scouts.

The base consists of a large central cavern (nearly two kilometers across) and many smaller offshoots that ring the main cave. The central cavern houses the hangar bays and vehicle facilities of the base as well as numerous buildings that have been erected inside. These pre-fabricated structures serve as repair bays, a mess hall, training grounds, and more. Lighting is placed along the walls and ceilings of the cave, providing a great deal of illumination for the complex.

In the smaller chambers that surround the central cavern, the Alliance has used the natural formations and tunnels to create habitat areas, Command and Control, briefing rooms, and medbays. The entire facility maintains a constant, natural temperature thanks to the geothermal vents that line the caves and the natural insulation from the outside.

The PCs can explore the base to familiarize themselves with the layout and the personnel with whom they are dealing. A map can be found on page 39. Establishing new contacts and making friends can serve to strengthen the PCs' reputations among the Rebellion and should provide the party with many roleplaying opportunities.

INTRODUCING VAR NAREK

As Setenna's field assistant, Var can be brought into the adventure in many ways. Any time the PCs meet with Hase, Var can be present but not overtly involved in the discussion. He remains in the background, getting things that Setenna needs and bringing out items or information for her. He can also be found almost anywhere else on base, where the Player Characters can meet him as he runs errands for Hase. The GM is encouraged to always mention Var in passing, as someone in the background who does not seem obvious or out of place. Do not go to any lengths to point out that Var Narek is present; make it casual and offhand. Otherwise, the PCs might immediately grow suspicious of him and assume he is the traitor.

ACCESSING THE BASE

The natural tunnels that lead into and out of the central cavern have been widened by Alliance engineers to provide access for ships up to silhouette 4. Any ships above this size cannot reasonably navigate the Gauntlet to gain access to the hangar. The Rebels maintain a transport hangar deep below the base that opens to another canyon. This second hangar houses the larger Rebel ships such as GR-75 transports and other heavy craft. The entrance to the tunnels leading to this hangar is cleverly disguised with holo-emitters, masking the entrance as another rock outcropping. Weapon turrets guard all entrances to the base.

REBEL COMMAND

A triumvirate rules over the Arda I base and has done so for the base's entire existence. General Ran Niall, Senior Advisor Setenna Hase, and Commander Danel Qurno are the ranking Alliance members on Arda I and have all been with the Ardan resistance since it began. Senior Advisor Hase is the civilian and political leader, while General Niall oversees broad military strategy and the Arda Rebel starfleet. Finally, Commander Qurno organizes the ground and special forces.

SENIOR ADVISOR SETENNA HASE [NEMESIS]

Setenna Hase was raised in a middle-class family on the Corellian world of Tralus near the end of the Republic. She left her world to travel the galaxy at a young age, possessed with a powerful wanderlust to see new and exciting worlds. Traveling through the Core Worlds and on to the Outer Rim for close to a decade, Hase studied numerous cultures, philosophies, and beliefs among other species.

As the Republic fell and the Empire rose to power, many of these cultures fell under the oppression of the Empire and their New Order. Appalled to see people she had studied under and lived with subjected to such misery, Setenna began looking into the Rebellion. Then an Imperial raid killed Setenna's beloved mentor, a pacifist Ithorian philosopher named Borrosel. Setenna Hase joined the Rebellion and never looked back.

Setenna's intellect and drive allowed her to rise among her peers and become a valuable leader whose knowledge of the galaxy and cultures makes her an effective leader and cunning strategist. Setenna looks older than she is, though she is actually thirty-four years old and has the energy to prove it. The woman looks up to General Niall but is known to clash with the up-and-coming Duros Commander Qurno.



Skills: Charm 3, Cool 2, Discipline 2, Knowledge (Education) 4, Knowledge (Warfare) 1, Leadership 2, Negotiation 3, Ranged (Light) 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Command 2 (add to Leadership checks. Affected targets add to Discipline checks for the next 24 hours), Field Commander (as an action, may make an **Average** [◆◆] **Leadership check**. Up to three allies may immediately suffer one strain to perform a free maneuver).

Abilities: Improved Covering Fire (when allied minion groups within short range perform the Covering Fire maneuver, they add +2 ranged defense).

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), blast vest (+1 soak).

GENERAL RAN NIALL [NEMESIS]

Ran Niall was a decorated Imperial Navy captain during the early years of the Empire, captaining the vessel the *Pride of Stars*. The ship had traveled to the Imperial shipyards above Mon Cala for routine maintenance and crew leave. During this leave, Niall witnessed an atrocity on the surface of the planet, as Imperial stormtroopers gunned down a series of shopkeepers who had spoken out against rising taxation and harsh penalties imposed by the Empire. This event shook Niall to his core and changed his life forever.

While the ship was undergoing repairs, Niall decided to strike out with his vessel, vowing that he would find a more honorable government for which to fight. His bridge crew consisted

of people whom he trusted implicitly, and they had no reservations about joining him in his rebellion. In the decades since, Ran Niall has been a vital member of the Alliance, adding his leadership and tactical acumen to many victories against the Empire. An assault corvette's turbolaser scuttled the *Pride of Stars* years ago, and today Niall spends most of his time commanding from Arda I, though he longs to be at the forefront of the battle lines, engaging the Empire directly.

General Niall is the oldest and most experienced of the base's leaders, with a full head of silver-blond hair buzzed short. He sees the potential in both Setenna and Danel and teaches them as much as he can, so they can one day be leaders in their own right. He values the life of every soldier under his command and is beloved by them in return, though he is strict with those who disobey him or the other commanders.



Skills: Coercion 2, Cool 3, Discipline 3, Gunnery 3, Knowledge (Warfare) 4, Leadership 3, Perception 3, Ranged (Heavy) 2, Vigilance 3.

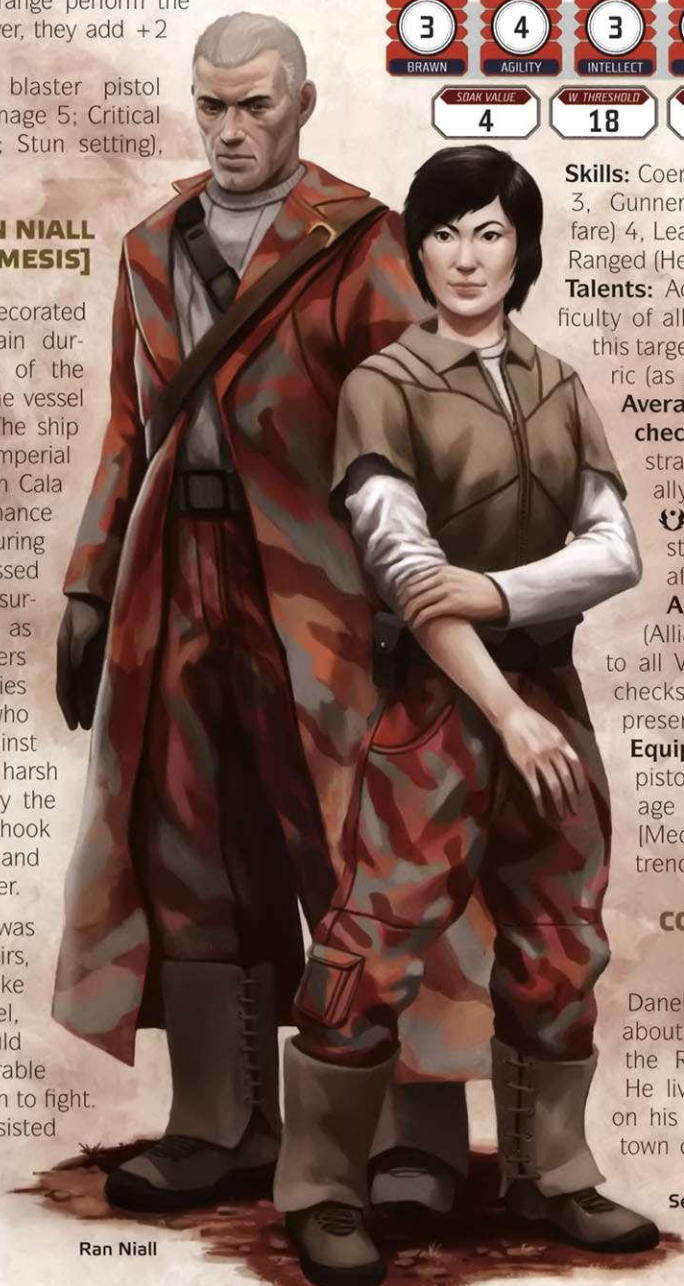
Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Inspiring Rhetoric (as an action, may make an **Average** [◆◆] **Leadership check**. Each ✨ removes 1 strain or wound from one ally in short range. Each 🔄 removes an additional strain or wound from an affected ally).

Abilities: Alliance Leader (Alliance operatives add to all Vigilance and Perception checks when in General Niall's presence).

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), trench coat (+1 soak).

COMMANDER DANIEL QURNO [NEMESIS]

Daniel Qurno never cared about the struggle between the Rebels and the Empire. He lived a quiet life, focused on his job as a lawman in the town of Davoras on the Outer



Ran Niall

Setenna Hase

Rim world of Ralgos. The Duros was a diligent member of the security forces, and he took his job very seriously. When an Imperial *Victory*-class Star Destroyer arrived in orbit around Ralgos and began bombarding the planet with its turbolaser batteries, Qurno could do nothing but stand and watch the devastation leveled against his world. Qurno never found out what the Imperials were even after in their destruction of numerous cities on Ralgos. What the Empire did achieve that day was cementing Danel Qurno's role in joining the Arda I Rebels, a decision he has never regretted as he travels the galaxy and witnesses the unspeakable horrors carried out by the forces of the Emperor.

Commander Qurno is the youngest of the three—the most brash and the most headstrong. He craves the deference given to General Niall and tries endlessly to prove himself, much to Setenna's annoyance. He is tense around her, though inwardly, he wants her approval and respect most of all.



Skills: Coercion 3, Cool 2, Discipline 2, Knowledge (Underworld) 2, Knowledge (Warfare) 2, Leadership 2, Perception 3, Ranged (Light) 3, Streetwise 2, Vigilance 3.

Talents: Know Somebody 2 (once per session, when attempting to purchase a legally available item, reduce its rarity by 2), Nobody's Fool 1 (upgrade difficulty of Charm, Coercion, or Deception checks targeting Qurno once).

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), blast vest (+1 soak).

REBEL COMMAND AND THE PLAYER CHARACTERS

The high command of the base typically has intermediaries to relay their orders, but they are not completely out of the picture when dealing with those under their authority. If the PCs are raw recruits to the Alliance when they arrive at the base, they are welcomed by the commanders and quickly ushered on their way. If the PCs have a higher Duty level (10+ each) then they are given more time and attention, with a commander asking questions about past missions and ties to other Rebel bases.

PREVIOUS MISSIONS

Arda I's base has served as the staging ground for many high-profile missions throughout the Outer Rim and Mid Rim. With the Empire finding itself stretched thin across many Outer Rim sectors, the operatives of the Arda I base have taken the opportunity to strike diverse Imperial targets. Operations planned on Arda I were not solely limited to the outlying systems, and other missions of note include the Fallex Crisis, in which the Rebel Alliance assisted the populace of the world of Fallex in rising up against Imperial oppression and overthrowing the local governor. Fallex is an important source of raw materials for the Rebellion and supplies many crucial fuel sources.

Other common targets for the Rebellion based on Arda I are various Siemar Fleet Systems installations throughout the Outer Rim. These facilities are responsible for a great deal of the Empire's TIE fighter production, and the Alliance attempts to bring these manufacturing plants to a halt whenever it can.

LOCATIONS

Across the base, the Alliance has utilized the extensive cave network connected to the Gauntlet to create a variety of different rooms. The base is centered around the main hangar, with rock-hewn corridors leading east toward the habitat, mess hall, auxiliary hangar bay, medbay, and Command and Control. The C&C connects to the armory, which is connected to the main hangar by a turbolift. Day-to-day life around the base is carried out in these varied stations. The base's layout is depicted on page 39.



1. MAIN HANGAR

The largest area of the base, the main hangar serves as a central "hub" leading toward most other areas of the complex. The hangar is constantly bustling with activity at all hours of the day and night.

The two-kilometer central hangar is the largest area in the base, housing all of the Alliance's starfighters, freighters, and smaller transports. The number of ships housed here varies; numerous vehicles are often dispatched on missions and patrols. The full complement of the base's starfighters and support ships includes:

- 4 A-wing prototypes, 4 X-wings, and 4 Y-wings comprise Dust Squadron; these starfighters are reserved for the most important missions in the sector. The human Rik Torrence, an A-wing pilot, is the Squadron leader (see page 65).
- 12 Z-95-AF4 Headhunters (see right) make up Rust Squadron (originally a joke, the name is now embraced by its pilots) and are used as the primary starships for routine sector patrols, transport escort, or as backup for Dust Squadron. The Dressellian Dorrian Vodani is the Squadron leader (see page 60).
- 8 T-47 sandspeeders (see page 26) are part of Vortex Squadron, which is responsible for planetary patrol and defense. Captain Harl Bess, a human, is the Squadron leader in addition to being the one in charge of running the hangar.

The hangar is divided up into four distinct bays dedicated to different functions. Tools, diagnostic systems, spare parts, and similar items are kept in two of the bays dedicated to ship

Z-95-AF4 HEADHUNTER

3	4	+1	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	1 - - 0	3
			HT THRESHOLD	SS THRESHOLD
			9	8

Hull Type/Class: Starfighter/Headhunter.

Manufacturer: Incom/Subpro.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 8.

Passenger Capacity: 0.

Consumables: One day.

Price/Rarity: 55,000 credits/4.

Customization Hard Points: 2.

Weapons: Wingtip-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1),

Forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Breach 4, Blast 4, Guided 3, Limited Ammo 6, Linked 1, Slow-firing 1).

repair. A third bay contains repair bays for droids, while a fourth is storage for ship parts and materiel.

Captain Harl Bess oversees the hangar facilities. He is a gruff, no-nonsense pilot who has flown hundreds of missions for the Alliance over the years. He has an unhealthy love of sabacc and holds invitation-only games in the offices when he's not sleeping or working.

CAPTAIN HARL BESS [RIVAL]

A tired and worn-out human male in his late forties, Bess is always dressed in simple flight gear with his trusted blaster at his side. He is of average height but imposing nonetheless, with messy dark brown hair and slightly bloodshot brown eyes.

3	3	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	M/R DEFENSE			
3	13	0 0			

Skills: Astrogation 3, Computers 1, Cool 2, Mechanics 2, Piloting (Planetary) 3, Piloting (Space) 4.

Talents: Skilled Jockey 2 (remove ■■ from all Piloting checks).

Abilities: None.

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), datapad with schematics, repair tools.

HARL BESS AND THE PLAYER CHARACTERS

Captain Bess is always skeptical of new recruits, eying each one suspiciously. Far too many Rebel cells have fallen to new recruits who ended up being Imperial operatives. If any of the Player Characters have a 0 Duty score, Bess is very polite but guarded, working to get to know them personally and learn why they are part of the Rebellion. If any PCs have a Duty score of 10 or more, Bess is much friendlier and jovial with them. The captain considers Player Characters that started in an **EDGE OF THE EMPIRE** campaign nothing more than hired help. Unless they work hard to prove their belief and intentions to the Alliance cause, Bess has no time for them.

During the first part of the adventure, Bess can provide the Player Characters information on the Gauntlet as well as many of the local areas surrounding the base. He is well-versed with any ship in his hangar and can assist with information on repairs and other ship-related matters.

If questioned about the item found in the hangar (see page 38), he grows livid that unregistered tech is active in his hangar and grills the PCs about all aspects of the item, demanding to know what readings they have on it, what it looks like, where exactly it was found, etc.

2. HABITAT AREA

The habitation area of the base is a comfortable yet sparse location filled with off-duty operatives, pilots, and soldiers. On any given day, this area is calm and relaxed, a far cry from the rest of the base. The centralized common areas are home to various holo-tables, monitors, and other entertainment devices all being enjoyed by Rebels looking for some much-needed rest.

When not traversing the galaxy on life or death missions, the Rebels of Arda I are housed in the habitat area of the facility. This large cave structure is located to the north of the main hangar. In the center of the habitat area are the common areas, which are surrounded by the dormitories for the rank-and-file and dozens of single-occupancy rooms for officers and commanders. The austere accommodations elicit few complaints, though, as each member knows that what they fight for is more important than personal comfort.

3. MESS HALL

In between the scheduled mealtimes, the mess hall serves as a hangout where games of sabacc and chance cubes help pass the time between missions. Music plays, drinks flow, and laughter fills the room. Off-duty Alliance members spend their time dreaming of a free galaxy and trying to forget the horrors they have witnessed in their struggles.

Even with the fate of the galaxy hanging in the balance, it is crucial for the Rebels to have a place to rest and relax between missions. The mess hall also serves as a lounge between meals; it is open every day from dawn until well past midnight. These hours are stretched many days, though the base commanders frown upon this practice, preferring the Rebels not spend so much time engaged in drink when the Empire could be upon them at any time. The mess hall is filled by four large U-shaped tables and dozens of stackable chairs, cafeteria-style. The food-serving counter gets converted into a bar at night where Alliance soldiers can enjoy a cold or stiff drink. The bartender is Urel Haydon, a retired spy.

UREL HAYDON [RIVAL]

Urel has fought to restore the Republic for nearly two decades, from the very first days of the Empire onward, and has suffered greatly in the quest to topple Palpatine. He has given an arm, a leg, and an eye to the cause and now sports a great deal of cybernetics to replace what he has lost.

Despite the hardships he has endured, Urel is a jovial and gregarious fellow who goes out of his way to help other Rebels forget their troubles for a little while. He has shoulder-length brown hair tied back in a messy ponytail, reddish stubble on his face, and a crowd-pleasing smile.



Skills: Charm 3, Deception 3, Melee 2, Perception 1, Ranged (Light) 2, Skulduggery 2, Stealth 3, Vigilance 1.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Stalker 2 (add to all Coordination and Stealth checks).

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), vibroknife (Melee; Damage 3; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), reinforced blast vest (+2 soak), encrypted comlink, cybernetic right arm, left eye, and right leg.

4. MEDBAY

The tell-tale sounds of bubbling bacta tanks and pulsing monitoring devices reminds you that you've come to the medbay. Two medical droids oversee the care of a battered Rebel soldier while a doctor consults with another droid in front of a series of scans displayed along the wall. There is a serene and comforting atmosphere to the room, providing rest and relaxation for those recovering from their wounds.

Missions for the Alliance are hazardous affairs, and the medbay is an active location. The medical staff on Arda I are very skilled in their jobs. Dr. Lorren Morrck, a former surgeon at the prestigious Galactic Senate Medcenter on Coruscant, heads the medical staff for the base, ably assisted by her right-hand droid GH-72 (use the Medical Droid profile from page 428 of the **AGE OF REBELLION** Core Rulebook). Dr. Morrck joined the Alliance after serving on an outreach program to bring better medical care to far-flung areas of the galaxy. There she witnessed the Empire subjugate dissidents on Nez Peron. The way the Empire crushed any who spoke out against it devastated the doctor, and she knew it was time to make a change in her life.

DUTY (SUPPORT): THEY GAVE THEIR LIVES

The people of the Alliance are the most vital resource of the cause, and safeguarding those people is crucial. If a character's Personnel Duty is triggered before the adventure session, Haydon can engage the PCs by describing a recent loss suffered at the base and the impact this has had on the other cell members. The Imperials captured three members of the Alliance, and their absence has lowered the morale of many, including a young Gran by the name of Sarliss. Sarliss was also on the mission but managed to escape the ambush when one of his comrades sacrificed himself, allowing Sarliss to retreat. This selfless deed has impacted Sarliss greatly, and he feels unworthy of the sacrifice. The Gran is becoming more and more withdrawn, and Haydon worries Sarliss won't be able to focus on the mission at hand, potentially risking himself or others.

Haydon asks the triggering character to speak with Sarliss and help him overcome his guilt. If the PC is successful at helping Sarliss overcome his grief, the GM should award the player 3 Duty.

HAYDON'S ROLE

While he maintains the cover of a retired spy, Haydon actually remains very active in Alliance intelligence. While operating the mess hall, he watches over the members of the cell and their interactions with their comrades-in-arms. Urel is trained to observe the slightest shifts in behavior or out of place comments for any signs of Imperial influence or tampering. The Empire has many means of persuasion, and more Rebel bases have fallen to traitors than the Alliance cares to admit.

Haydon is a master of linguistics and ciphers as well. He can assist with translations and use his understanding of languages to also aid in cracking codes.

Haydon believes very strongly in the Personnel Duty and the people of the Alliance. He wishes to ferret out any who would do the Rebels harm and will go to any lengths to protect loyal members of the organization. These traits make Haydon an important character to the developments in **Episode II**.

Doctor Morrck has grown tired and weary from the long struggle against the Empire, having lost far too many friends and colleagues over the years. She still believes strongly in the work being carried out by the Rebellion, though, and this is what keeps her going each day.

DOCTOR LORREN MORRICK [RIVAL]

A stunning human woman in her late thirties, Doctor Morrck has deep auburn hair, tan skin, and a burning intelligence that puts her appearance to shame. The doctor is well aware of her physical attributes and uses them to her advantage when necessary.



Skills: Charm 3, Computers 2, Discipline 2, Knowledge (Education) 3, Medicine 4.

Talents: Bacta Specialist 2 (patients heal 2 additional wounds when they heal wounds from bacta tanks or long term care), Surgeon 2 (when making a Medicine check to help a character heal wounds, the target heals 2 additional wounds).

Abilities: None.

Equipment: Medpac, 2 synthskin application.

DOCTOR MORRICK AND THE PLAYER CHARACTERS

The doctor is cordial but cool toward new recruits. Once the PCs earn her trust, however, she can become a source of aid and information about medical matters. As the head of the medbay, Morrnick becomes an important character during the investigation of the traitor in **Episode II**. Dr. Morrnick also sends the PCs out on a mission to gather rare medicinal flora in **Episode II**.

5. COMMAND AND CONTROL

Multiple passages throughout the complex lead to the base's Command and Control center. Dozens of map boards highlighting various galaxy sectors, Imperial troop movements, fleet strengths, and other information are arrayed around the room. A large holo-table dominates the center of the room, surrounded by Alliance tacticians at all times. The table displays real time data from dozens of Rebel listening posts scattered across the Outer Rim.

The command staff has a rotating duty roster so that one of the three senior commanders is always present in C&C. When the PCs enter the C&C for the first time, Setenna Hase is there with her field assistant, Var Narek. A number of duty officers bustle around the command center, but the senior officer is Major Yalor, a Sullustan who created the programming needed to guide ships through the Gauntlet.

MAJOR YALOR [RIVAL]

Yalor, like most Sullustans, is short and slim, with enormous dark eyes and pronounced jowls. He has bristly white hair and a spray of dark speckles on his left cheek—a birthmark which he considers lucky. He wears a slightly too-large uniform stained with oil and festooned with tools.



Skills: Computers 4, Cool 3, Gunnery 2, Piloting (Space) 3.

Talents: Field Commander (as an action, make an **Average [◆◆] Leadership check**; 3 allies may immediately suffer 1 strain to perform 1 free maneuver).

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit.

6. ARMORY

Massive blast doors open to reveal row upon row of weapons, grenades, ammunition, and other equipment used in the battle against the Empire. While the munitions here are enough to equip a small army, the realization that these are a fraction of those arrayed against the Rebellion by the might of the Empire gives you pause and reminds you how vital any weapon is in this struggle.

The Alliance works endlessly to gain new resources in weapons and other munitions, and what they are able to secure is heavily guarded at all times. Weapons are the lifeblood of their struggle against the Empire, and without them, their chances would be nonexistent. The armory connects to the main hangar by personnel corridors and a large turbolift for ordnance and other large cargo.

Housed within this area—accessible to only the highest-ranking members of the Alliance unless the master-at-arms is present—are racks of blasters and blaster rifles, grenades, power packs, thermal detonators, and much more. Large-scale weapons such as missiles and proton torpedoes are housed in their own area behind an additional level of security maintained by Captain Harl Bess. The captain has installed biometric scanners and also stations two Rebel soldiers to the entrance of the heavy weapons depot at all hours.

The quartermaster for the base is a friendly and outgoing Verpine who goes by the moniker Cliik, which is much easier for his friends to pronounce than his true name.

MAJOR YALOR AND THE PLAYER CHARACTERS

The Sullustan is happy to have new recruits enter the Alliance and is more welcoming than many of the others on the base. Yalor has had a feeling that something is not right on the base for some time, but he hasn't had an outlet for voicing those concerns, unsure of whom to trust.

Yalor reveals that he has detected an intermittent signal that he can't track down, which is likely the cause of the interference during the PCs' flight through the Gauntlet. Apparently he is the only one to find any trace of this signal, and the other members of the command structure have dismissed it as nothing more than a glitch. If the PCs assist him in investigating his findings, he becomes a valuable contact for them.

DUTY (RECRUITING): WELCOME TO THE PARTY

If the PCs are not being ported over from an **EDGE OF THE EMPIRE** campaign (see **Engaging the Player Characters** on page 10 of the **Introduction**), a YV-929 sits in the auxiliary hangar. It is crewed by a team of smugglers delivering needed medical supplies to the base. The ship's captain, a scrappy young Thalassian woman, uses the Smuggler statistics from page 427 of the **AGE OF REBELLION** Core Rulebook, but she has an additional 2 ranks of Discipline added to her profile.

If the Duty check before the game session triggered for a character with the Recruitment

Duty, a commander suggests that the PC try to recruit her for the base's defense before she and her crew try to slip past the Imperials on their own. The woman, Korryn, is extremely resistant to the idea of putting her boys in danger and insists that she only does paying jobs. If the PCs manage to win her over, she will grudgingly participate in the starship battle at the end of the episode (and render some much-needed assistance should the PCs fail one of their later objectives), and the GM should award the PC an additional 3 Duty.

VORTEX PATROL

After the Player Characters have finished exploring the base or running errands, they return to the hangar and report to Captain Harl Bess. If the PCs refuse or fail to run the patrol, the adventure advances to the next section, **Special Operations** (see page 29), but the PC and the commanders will be missing important tactical information in the battle ahead.

Once they're ready to proceed, read or paraphrase the following aloud:

Captain Bess finishes looking over a datapad, handing it over to a droid engineer that rushes off to a nearby T-47 airspeeder. He turns to you, sizing you up, and finally nods gruffly.

"From what Major Yalor tells me, you'll do. I need a flight of sandspeeders to go out and patrol Jerrod's route, Sectors 16, 17, and 18. It shouldn't take you more than a standard hour or two, at which point you'll return to base for a debriefing. We're counting on you, Vortex 4."

The Player Characters are allocated one sandspeeder per two players. If they have an odd number, Jerrod Lourdas's wingman, a twenty-year-old hotshot named Mercedes Vanadiaz, joins them as a pilot. She uses the statistics for a Rebel Starfighter Ace (see 415 of the **AGE OF REBELLION** Core Rulebook if needed). She's more than a little cocky and has been waiting for the chance to prove herself and rise up the ladder. She sees the PCs as beings she could boss around.

ALLIANCE T-47 SANDSPEEDER

The Arda Base mechanics have customized a total of eight T-47 airspeeders to better fly through the surrounding canyons, dubbing them "sandspeeders."

They sacrificed the armor for increased handling and replaced the electromagnetic harpoon with an aft light repeating blaster cannon. The entire chassis has been painted a reddish-orange for increased stealth during reconnaissance missions, adding to Stealth checks made to blend into desert surroundings.

SILHOUETTE	2	SPEED	4	HANDLING	+2	DEF: FORE/PORT/STARBOARD/AFT	0 - - 0	ARMOR	0
						HIT THRESHOLD	4	SS THRESHOLD	6

Vehicle Type/Model: Air Speeder/T-47.

Manufacturer: Incom Corporation.

Maximum Altitude: 175 meters.

Sensor Range: Close.

Crew: One pilot, one co-pilot/rear gunner.

Encumbrance Capacity: 6.

Passenger Capacity: 0.

Price/Rarity: 18,000 credits/5.

Customization Hard Points: 2.

Weapons: Forward-mounted twin heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).

Aft light repeating blaster cannon (Fire Arc Rear; Damage 3; Critical 4; Range [Close]; Auto-fire).

SECTOR 16: TARGET PRACTICE

The repulsorlift engines hum to life as you launch out of the hangar and through the Gauntlet on your way to your first sector. The canyon isn't nearly as daunting now that you're in a smaller craft specially designed for this sort of terrain. Zooming between the spires, it almost seems fun. Almost.

Patrolling the first of the three sectors is relatively uneventful. The **Piloting (Planetary) check** suffers from the canyons and spires, though the PCs can take the turns at whatever speed they're comfortable. The lizards sunning themselves aren't much of a threat, and the gunners can take aim and fire at will to test their skills with a little bit of target practice. It isn't long before the PCs complete their pass and proceed to Sector 17.

SECTOR 17: MYSTERIOUS BEACON

The canyons begin to widen, and you find yourself flying over a rocky mesa. The bluish-purple sky seems to stretch on forever, and before long, it seems like you're seeing the same scenery over and over again.

The second sector is more boring to fly through, which is precisely why Var Narek has hidden one of his hyperspace transponders in among its rocky landscape. Keen-eyed PCs will spot the black device, however—anyone with a Cunning of rank 3 or a Perception of rank 1 or higher notices it in the shadow of a rocky outcropping, its red and blue lights blinking. If they miss it, they have another opportunity to find such a transponder later in this episode.

The closer the PCs get, the more interference they experience on their sensors and comms. It is easily destroyed with a shot from their sandspeeders, at which point the signal stops broadcasting. They can also attempt a **Hard (◆◆◆) Athletics check** to pry it from the rock to bring it back with them. Otherwise, a tech-savvy PC may discern its purpose with an **Average (◆◆) Computers check**. Success reveals that it appears to be some sort of communication device, but it sounds like static without the correct decryption code. Major Yalor is worried by the discovery if the PCs are able to report in their findings, and he says that he'll gather a crew of engineers to investigate it right away.

SECTOR 18: PRYING EYES

As you circle around back towards the base and near the final sector of your patrol, Major Yalor's tinny voice comes in over your comms: "Vortex 4, come in. We've got a strange signal coming in from that area. Can you check it out and let us know what you find? Arda Base, out."

While buzzing the sector or investigating the beacon, the PCs may have a chance encounter with a Viper probe droid if they can track it on their ship's

sensors (an **Average (◆◆) Computers check** with from the interference) or with a visual (a **Hard (◆◆◆) Perception check**). If they fail, the probe droid may find them: have each pilot make a Stealth check using the probe droid's **Vigilance (◆◆◆)** as the difficulty. If the PCs succeed, they evade the droid. with results in the PCs suffering on the ensuing Initiative roll.

ARDA I VIPER PROBE DROID [RIVAL]

2	3	2	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
3		10		0 0	

Skills: Computers 3, Gunnery 2, Perception 3, Vigilance 3.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons or toxins), Repulsorlift Locomotion (maximum altitude 3 meters), Self-destruct (as a maneuver, may self destruct to inflict one automatic hit dealing 15 damage to everything within short range), Sensors (Range [Long]).

Equipment: Built-in laser cannon (Gunnery; Damage: 10; Critical 2; Range [Long]; Breach 1), built-in hyperspace transponder.

If the party evades the encounter, omit the first clause of the following read-aloud text. Otherwise, once the probe has been defeated, read or paraphrase the text on the following page aloud.



As the smoke from the destroyed probe droid dissolves into nothing, you look up to see the dread silhouettes of Imperial Star Destroyers on the horizon. Your stomach drops as your worst fears are confirmed: the Imperial starfleet has found the Arda I base.

The realization is enough to rattle the nerves of all but the most hardened soldier. The GM should call for the players to make an **Easy (◆) fear check**. Their next move is up to them, but in all likelihood they will want to radio in to Command and Control to report their discovery. Once again, heavy static drowns out their comms. A skilled technician may make a **Hard (◆◆◆) Computers check** to find another way to contact the Arda base, but ☹ ☹ or ☹ means that the Imperials have picked up on their transmission.

RAPID RECONNAISSANCE

The Player Characters can also take advantage of their vantage point to gather crucial information about the oncoming attack. They can make an **Average (◆◆) Computers, Knowledge (Warfare), or Perception check** and gain the following information about the Imperial ground or aerial forces if they succeed:

GROUND FORCES

- ✦: Imperial transports are entering the atmosphere.
- ☹: Six large transports are landing towards the end of the Gauntlet, preparing to disembark Imperial troops.
- ☹☹: The Imperial transports are *Theta*-class AT-AT barges, each capable of carrying a single walker.
- ☹: Data indicates that *Theta*-class barges must deploy their AT-ATs with legs folded, which requires time to bring the unit to full operation.

AERIAL FORCES

- ✦: TIE bombers can be seen heading to the Gauntlet, likely in order to destroy any Rebel bunkers and laser cannon emplacements there.
- ☹☹: Two squadrons of TIE fighters are also on their way, dispatched from the Star Destroyers in orbit.
- ☹☹: One of the TIE squadrons contains the new TIE interceptor model.
- ☹: Signatures from the squadrons place the Imperial Ace Tam Blackstar among the pilots.

Once the PCs have a better idea of the forces arrayed against them, they can better prepare for the fight ahead. There is precious little time to get men and equipment prepped for the evacuation. Luckily, the Rebels are always ready for a quick escape and have taken steps to aid in a swift breakdown of the base.

RACING BACK TO BASE

The Player Characters must succeed at a **Daunting (☹◆◆◆) Piloting (Planetary) check** at full speed or **Hard (☹◆◆) check** at speed 3 to get back to base or risk being targeted by the TIE/In or interceptors, which the T-47 sandspeeders are not well-equipped to handle. The ■ from the rugged terrain still applies, but the players shouldn't forget to add □□ to all Piloting (Planetary) checks thanks to the sandspeeders' improved handling. The encounter should be handled as a chase, with the TIE fighters starting at extreme range. The chase lasts 4 rounds, at which point the TIE fighters break off and the airspeeders skid into the main hangar.

If the PCs flew at speed 3 or higher for at least three of the four rounds, they can add □ to the Mechanics or Cool check during **Phase 3: Bringing Down the Walls** on page 34.



SPECIAL OPERATIONS

The unmistakable sound of heavy blaster cannons can be heard clearly now, meaning only one thing: the Imperial assault has begun. The overall forces arrayed against the Rebels should feel impossible to overcome. The sense of desperate struggle is key to this battle, and the Rebel forces simply cannot stand up to the numbers and might of General Vorrel and the Empire.

The PCs must hurry to assist in the defense of the base and also find out exactly what is happening. A few moments after returning to the hangar, General Ran Niall, a senior commander of the base, calls the PCs to Command and Control via comlink. Viewscreens show maps of the system and the unmistakable signature of Imperial Star Destroyers and TIE fighters converging on the planet. Another readout displays an advance force of TIE bombers with TIE fighter escorts already inside the planet's atmosphere and conducting bombing runs on the canyons, attempting to flush out the Rebels. What sounds like thunder shakes the base to its core, and dust falls from the ceilings from the impact. The strikes come in waves of two or three every few minutes.

Niall addresses the group curtly—there's no time for pleasantries. Read or paraphrase the following aloud:

"The Empire has discovered us, though I don't know how! Evacuation is priority one, and securing as much of this equipment as we can is secondary. We're scrambling fighters to buy us time, but we don't have much either way!"

As another blast rocks the complex, General Niall entreats you for all that you can offer. "We need a point team to head into the canyon. As a precaution, we rigged one of the cliff faces to explode, but the comm interference means we need a team to set the charges manually. We don't need a demolitionist—just someone to push the plunger, so to speak, and time the explosions to bury as many of their walkers as possible. Take this datapad with a map of the Gauntlet with you. And good luck."

Assuming the Player Characters accept, they are waved toward a stairway leading up the inside of the canyon walls to a series of trails and tunnels through the sides leading to the laser cannon emplacements. If they demand payment, General Niall reminds them that if the Imperials overrun them, nobody will be alive to see their reward. He says that if the group

ENEMY GROUND FORCES

The Imperials dispatched to bring down Arda I are led by General Vorrel, a veteran of numerous campaigns against the Alliance. The no-nonsense general travels into battle aboard his personal AT-AT, the *Emperor's Titan*. The Empire has brought a large amount of resources to bear for this battle, knowing that capturing any of the Alliance commanders might give them the lead they need to find the Rebel fleet. There is also the chance that Luke Skywalker or Princess Leia Organa might be hiding among the Rebels, which would earn the general accolades from Darth Vader and Emperor Palpatine. A great deal is at stake, and many resources have been devoted to this attack.

The Imperial forces are broken down as follows:

- Six Imperial AT-AT walkers
- Four Imperial AT-ST scout walkers
- **Talon Company:** four platoons of sandtroopers (32 soldiers per platoon) with a lieutenant and sergeant per platoon, led by Captain Balrekk (see page 38).

proves itself useful, he's sure Setenna Hase can compensate them after they have safely evacuated.

As the battle begins, each side has implemented various strategies and tactics to achieve their goals, which are broken down below into four phases. During each phase, the Game Master should roll according to the Mass Combat rules included in the sidebar on page 30 in order to determine which side gains the upper hand. Each phase includes the dice pool to roll and the consequences of an Alliance or Empire advantage in the **Ebb and Flow of Battle** section for that phase.

IMPERIAL TACTICS

The TIE bombers slow their attack runs as the AT-ATs and AT-STs begin their advance through the canyon. The Rebel automated defenses do little against the heavy armor of the walkers. Only through concentrated fire from the Rebel starfighters and heavier munitions such as proton torpedoes does the Alliance have any hope of stopping the Imperial force's implacable advance.

Below, the Imperial walkers enter the narrow Gauntlet in a column, two abreast. The lead AT-ATs provide fire support and do not carry any sandtroopers. The remaining four walkers each contain a platoon of sandtroopers, ready to disembark at a moment's notice.

MASS COMBAT

While most combat encounters in **AGE OF REBELLION** play out in personal scale, the struggle between the Galactic Empire and the Rebel Alliance is, at its heart, a galaxy-spanning military conflict involving countless troops, massive vehicles, and powerful weapons.

These rules offer an abstract approach to mass combat, giving the GM some guidance to illustrate the Battle of the Gauntlet, without bogging gameplay down with detailed rules.

BUILDING A MASS COMBAT DICE POOL

Building a Mass Combat dice pool is similar to building most other dice pools in **AGE OF REBELLION**, with a few exceptions noted in this section. These rules assume that the acting force is allied with the Player Characters and that the enemy forces are those opposing them. To build a Mass Combat dice pool, use the steps below:



































1. The acting force comprises the combined infantry, vehicles, and starfighters working together to defeat a common enemy. Depending on the makeup of the battle, this may represent the whole of a faction's forces or the strength of a specific division in a battle with multiple fronts. Add  equal to average combat competence of the acting force, according to the guidelines below:
 - : Rebel cell members or Imperial citizens
 -  : Alliance Infantry or Imperial Army Troopers
 -   : Rebel Marines, Imperial Stormtroopers, AR-RTs, etc.
 -    : Alliance SpecForce, Imperial Storm Commandos, AT-STs, etc.
 -     : Alliance Elite Commandos, Dark Troopers, AT-ATs, etc.
2. Add  equal to the difference in relative size between the two combatants, according to **Table 1–1: Mass Combat Difficulty** (right).
3. Upgrade the ability of the dice pool a number of times equal to the active force's commander's ranks in the Leadership skill. This represents the force's tactics, organization, and morale.

TABLE 1–1: MASS COMBAT DIFFICULTY

Enemy forces are:	Difficulty
Less than half of the size	–
Less than the size	
Equal in size	 
Greater in size	  
At least twice as large	   
Hopelessly outnumbering	    

4. Upgrade the difficulty of the dice pool a number of times equal to the enemy force's commander's ranks in the Leadership skill.
5. Add  or  to the Mass Combat dice pool as usual and to reflect positioning and environmental conditions on the battlefield (such as fog, darkness, mountains, etc.) going for or against the acting force.

COMBAT RESOLUTION

After building the Mass Combat dice pool, the player rolls the Mass Combat dice pool in a single combat check for that round. A round represents a flexible period of time, as required by the story and determined by the GM. It could represent a short skirmish, an hours-long engagement, or an entire battle. If the party has entered Initiative, the check should be rolled after all PCs and NPCs have had the chance to act. In **ONSLAUGHT AT ARDA I**, these rounds are represented by “phases.”

The GM should refer to the headings entitled **The Ebb and Flow of Battle** (one for each of the four phases of the assault) to see how the Mass Combat check results affect the remaining phases and the ensuing evacuation of the Arda I base.































On a successful check, the active force accomplishes its part in the resolution of the battle, such as advancing forward or holding its ground; additional  may mean they play an even greater role. On a failure, the enemy forces prevail, and the active force cannot accomplish its objectives. , , , and  can be spent narratively or by using the suggestions in **Table 1–2: Spending , , , and  in Mass Combat** on the following page.

TABLE 1-2: SPENDING , , , AND  IN MASS COMBAT

Results	Result Options
 or 	The attack by the acting unit reveals a weakness in the enemy unit's defenses. Add  to the next Mass Combat check as the acting unit exploits the weakness. All characters acting with the active unit can recover 1 strain. Notice an enemy commander on the battlefield and his position.
 or 	A previously unseen geographical feature of the battlefield (a stand of trees, a valley, a rock formation, etc.) affords the acting unit some cover and allows the acting unit to downgrade the difficulty of the next check once as they utilize this vital cover.
 or 	The active unit disables an important piece of enemy hardware, destroying a heavy weapon or piece of equipment that provided the enemy forces an advantage in the battle. The active unit may upgrade one die on their next check as their leader calls for a concentrated strike on the enemy.
	Overwhelmed by the ferocity of the acting unit's attack, the enemy unit is close to abandoning its post. On the next check, any  generated causes the unit to abandon its post and run.
 or 	The characters involved with the active unit suffer 1 strain. The fog of war creates confusion on the battlefield. Add  to the next Mass Combat check as the acting unit struggles to tell allies from enemies.
 or 	The acting unit gets bogged down in difficult terrain. As a result, it upgrades the difficulty of the next Mass Combat check once. The targeted unit gains  on their next check. The active unit suffers  on their next check.
 or 	A key weapon (a vehicle, artillery weapon, or air support) arrives on the battlefield to reinforce the enemy unit. Upgrade the difficulty of the next Mass Combat check once. The enemy gains a significant advantage in the battle due to a blow to the command of the active unit (the commander is wounded, crucial equipment damaged, etc.).
	A Player Character member of the active unit is grievously hurt in the fighting and suffers one Critical Injury. Communications are disrupted, and orders are garbled. Downgrade the ability of the next Mass Combat check once.

Two of the AT-STs in the formation run point, leading the advance into the canyon, searching for signs of Rebel ambush. The remaining two scout walkers serve as a rearguard. The battle should be handled cinematically, but the statistics for the Imperial and Rebel forces are included in case the PCs want to get directly involved.

PHASE 1: CANYON RATS

The Arda I Rebels use the existing rock vent system supplemented by their own tunnels in order to traverse the canyon walls in relative cover. According to their map (included on page 33), the cliff face with the demolition charges is on the north face of the western bend of the Gauntlet. It would usually take thirty minutes to reach at a leisurely walking pace, but the Player Characters might correctly guess that time is of the essence. If they choose to run, the PCs can cut the time it takes to reach the blast point in half, but they must succeed at an **Average** ( ) **Athletics check** or suffer 4 strain from the exertion.

Lights are strung up every fifty feet or so, which flicker as the TIE bombers blanket the canyon with proton bombs. Other Alliance infantry pass the party in the tunnels, rushing to their battlestations as a new set

of warnings ring out through the base, informing everyone that Imperial walkers have entered the canyon. Every few hundred feet are open-air lookout points where the Player Characters can see the starfighters of Rust and Dust Squadrons engaging the TIE bombers in an attempt to chase them out of the vicinity. Along the canyon base and walls, the Rebels have constructed a number of reinforced fire points where their troops are now stationed. These soldiers are armed with blaster rifles, grenades, and a small number of anti-infantry batteries to combat the Imperials.

CAVE-IN

Once the PCs are about a third of their way towards their destination, another blast rocks the base, showering the hangar with debris.

A pile of rocks rains down, destroying a nearby laser cannon and sending Rebels running for cover. The destruction is minimal, but shows what can happen if the tunnels are not evacuated quickly. A number of low moans emanate from the rubble, and soldiers scramble to the area. "There are people still alive under here, quick! We need help!"

DUTY (PERSONNEL): NO ONE LEFT BEHIND

The PCs must make a choice as to whether they will assist their comrades in digging free those trapped below or press on to their final objective. If Personnel was triggered as a Duty this session, the Player Character who has this Duty should feel compelled to act. If he does not, he and the party loses the benefit from the triggered Duty. If he does choose to stop and help, he should be awarded a bonus 3 Duty for his contribution.

No choice would be meaningful without consequences. If the PCs do press on, the check to time the detonations of the cliff face will be easier, given that they have longer to time the blast. More information is provided in that section on page 35.

By working together with an assisted check (see page 33 of the **AGE OF REBELLION** Core Rulebook), the PCs can move the rocks and other rubble by passing a **Hard (◆◆◆) Athletics check**. If an inspiring PC succeeds at an **Average (◆◆) Leadership check**, he can enlist the help of additional Rebels in the area, adding more positive dice to the Athletics check or upgrading the PCs' ability dice by spending ☹ or ☺.

With one ☆, the first survivor is uncovered. He is badly wounded and needs immediate medical attention. A **Hard (◆◆◆) Medicine check** stabilizes the survivor, allowing Rebels to transport him safely to an awaiting ship. A second survivor is discovered if the PCs generated more than one ☆ on the initial check or if they make another Athletics check (same difficulty). This time the individual is much better off, having found refuge under the structure of the laser cannon. He climbs out on his own once the rubble is moved.

UNINVITED GUESTS

The cave-in did more than damage turrets and injure Rebels—it also opened up previously unknown access points to deep tunnels under the complex. These tunnels are home to the remnant doran'enoks that hid undetected for many years. The bombings have stirred the beasts that had not already awoken from the signal of the mysterious broadcast, and they venture up from their warrens through the tunnels, attacking the first people they see.

The huge, scaled creatures act purely on instinct and lash out at anything trespassing in their warrens. One doran'enok should be more than enough for a starting party to tangle with.

DORAN'ENOK [RIVAL]

Nearly three meters in height, doran'enoks are fearsome reptilian creatures covered in thick scales. They sport numerous spines along their backs and have keen senses of smell (through their forked tongues) but are not much smarter than banthas.



Skills: Brawl 2, Perception 3, Survival 3, Vigilance 3.

Talents: None.

Abilities: Flyer (doran'enoks can fly; see page 214 of the **AGE OF REBELLION** Core Rulebook), Sithspawn Scales (the doran'enoks' hide is immune to the Pierce or Breach qualities).

Equipment: Claw attack (Brawl; Damage 8; Critical 4; Range [Engaged]; Knockdown, Pierce 1).

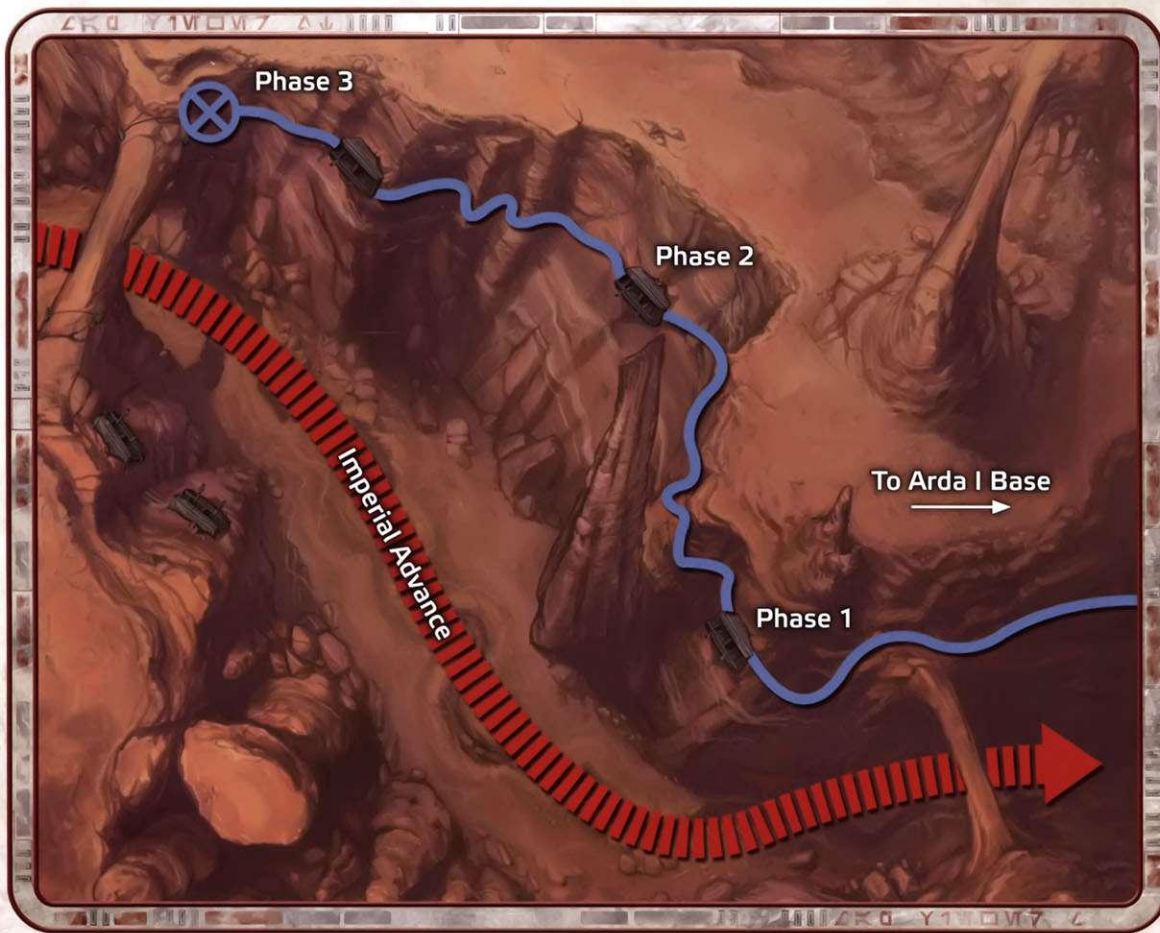
THE EBB AND FLOW OF BATTLE

After each phase, the GM should describe how the battle is progressing based on who won the Mass Combat check. If the PCs accessed the Alliance intelligence computers or spoke to the other Rebels earlier, they may have a sense of the numbers of Imperials making their way toward the base. The ability to penetrate the fog of war in battle is invaluable, and if the PCs shared their findings from **Rapid Reconnaissance** (see page 28) with the base's command structure, the GM should add ☐☐ to the Mass Combat check.

The Ability dice for the check are ◆◆ due to the fact that the Rebel forces include Alliance Infantry. General Ran Niall's Leadership skill ranks upgrade that pool three times, so that the positive dice are now ☹☹◆. The Rebels are in heavily fortified positions, adding ☐☐ to the check. Not all of the Imperial forces have been deployed as of yet, so the difficulty is only ◆◆◆. General Vorrel has 2 ranks in Leadership, so the difficulty is upgraded twice.

The final dice pool the GM should roll is ☹☹◆☐☐☐☐. The results should be spent according to **Table 1–2: Spending ☹, ☺, ☹, and ☹ in Mass Combat** on page 31.

- **If the Imperials Are Winning:** The unstoppable might of the Empire is brought to bear on the Alliance forces: explosions echo off the canyon walls and the TIE bombers manage to destroy two of the Rebel laser cannon emplacements. TIE/In starfighters and interceptors join the fight, reducing Dust and Rust Squadron by three fighters each. All Rebels must succeed at an **Easy (◆) fear check** or suffer the results. The GM should add ■ to the next Mass Combat dice pool to reflect the Imperials gaining the upper hand.



- If the Rebels Are Winning:** If the Rebels seize control of the battle, they fight harder and longer to defend their home, driving back any Imperial forces closing in on the base or weapon installations. All Rebels add ■ to Discipline checks until the end of the episode, which stacks even if one of the PCs has already successfully used the Command talent. The Rebels do not lose any laser cannon emplacements and they only lose one fighter from Dust and Rust squadrons. The GM should add ■ to the next Mass Combat dice pool to reflect the Rebels gaining the upper hand.


The AT-ATs can deliver a large amount of punishing firepower to the soldiers in the canyon. The Rebels are relying on their fortified positions to hold until the walkers to reach the halfway point, when the Player Characters can spring their trap.

After the PCs complete their encounter with the doran'enok, they can continue their forward advance. They come perilously close to an AT-AT laser cannon barrage at least once and must succeed at an **Average (◆◆) Coordination check** or each sustain two wounds. It isn't much farther to the blast zone, but they come across an unmanned laser cannon emplacement. Installed in the rock itself are two anti-vehicle laser cannons and two anti-infantry laser cannons (see their profiles on the following page) within a hundred feet of each other that still appear to be in working order. Rebel soldiers lie limp and bloody, the unmoving corpse of a doran'enok not too far away. If the PCs wish to loot their fallen comrades' bodies, they can find two blaster rifles, three stun grenades, two spare clips, and one medpac.

PHASE 2: PAYBACK TIME

The AT-ATs strafe the canyon walls with laser fire, hoping to drive out any hidden Rebels. They fire randomly, ginning up chaos and fear as well as damage. As the walkers advance, Rebel weapon installations along the canyon walls pummel them. These batteries have very little impact on the heavy armor of the AT-ATs, but they do seem to damage the AT-STs.

DUTY (COMBAT VICTORY): TAKE THE BATTLE TO THEM!

When the Combat Victory Duty is triggered the PCs feel emboldened to join in the base's defense directly. If the PCs decide to attack, there are two AT-ST's at short range (planetary scale) leading the charge. The PCs roll Cool for Initiative with an added  for the element of surprise, while the AT-ST pilots must roll Vigilance. Each participant earns 5 Duty, and their efforts will also help turn the tide in this phase's Mass Combat check, but it will again raise the stakes when they detonate the canyon walls and bury the AT-ATs.

ARDA I ANTI-VEHICLE LASER CANNON



Weapons: Anti-vehicle laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Short]).

ARDA I ANTI-INFANTRY LASER CANNON



Weapons: Anti-infantry laser cannon—this weapon's entire profile uses personal scale, not planetary scale (Fire Arc All; Damage 16; Critical 2; Range [Extreme]; Blast 8).

ALL TERRAIN SCOUT TRANSPORT



Vehicle Type/Model: Reconnaissance walker/AT-ST.

Manufacturer: Kuat Drive Yards.

Sensor Range: Short.

Crew: One pilot, one gunner.

Encumbrance Capacity: 18.

Passenger Capacity: 0.

Price/Rarity: 75,000 credits (R)/5.

Customization Hard Points: 1.

Weapons: Port-mounted light blaster cannon (Fire Arc Forward; Damage 4; Critical 4; Range [Close]).

Starboard-mounted concussion grenade launcher—this weapon's entire profile uses personal scale, not planetary scale. (Fire Arc Forward; Damage 10; Critical 4; Range [Close]; Breach 1, Blast 8, Limited Ammo 15).

Chin-mounted twin heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).

IMPERIAL VEHICLE CORPS [RIVAL]

Two Imperial Vehicle Corps pilots man each AT-ST.



Skills: Gunnery 2, Piloting (Planetary) 2.

Talents: None.




Abilities: None.

Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), trooper uniform and helmet (+1 soak).

THE EBB AND FLOW OF BATTLE

The Rebel's positive dice pool holds steady at   . The Rebels' fortified positions are beginning to be overrun but they have not yet retreated, adding  to the check. The Imperial forces have been fully deployed so the difficulty becomes    , but if the PC have managed to destroy one or both vanguard AT-STs, they may decrease the difficulty back down to   .

Spend the results according to **Table 1–2: Spending** , ,  and  in **Mass Combat** on page 31.

- **If the Imperials Are Winning:** The remaining Rebel laser cannon emplacements are devastated by the AT-AT laser cannon fire, and there are only a few remaining at the hangar entrance. The battle in the skies continues as Dust and Rust Squadrons lose another three fighters each. All Rebels suffer  to all Discipline checks until the end of the episode. The GM should add  to the next Mass Combat dice pool to reflect the Imperials pushing ahead.
- **If the Rebels Are Winning:** If the Rebels manage to hold out in spite of the odds, all Rebels may immediately recover 2 strain from the fresh surge of morale. The Rebels only lose half their remaining emplacements (meaning the PCs may use these again in phases 3 and 4 should they choose), and the Rebels only lose one more fighter each from Dust and Rust Squadrons. The GM should add  to the next Mass Combat dice pool as needed to reflect the Rebels fighting back.

PHASE 3: BRINGING DOWN THE WALLS

The implacable advance of the AT-ATs continues, with blaster bolts bouncing harmlessly from their armor. The Rebel soldiers continue to concentrate their fire against the attackers, hoping to draw them in as close as possible, but they need a miracle to keep holding on.

The Imperial walkers continue their advance unabated. Their constant fire along the canyon walls has caused a great deal of destruction and toppled a large portion of rock formations bordering the canyon and on the canyon floor. The Imperials want to get closer to the end of the canyon before any sandtroopers disembark, knowing that the tight space of the canyon will give the Rebels a great deal of advantage to fire at any troops not within the walkers.

This portion of the battle should be handled cinematically using the Mass Combat rules. The statistics for AT-ATs, if they are needed, are available on page 264 of the **AGE OF REBELLION** Core Rulebook.

THREE... TWO... ONE...

After fighting your way through the tunnels, you finally reach the point on your map where the charges should be. A long bridge of red sandstone spans both sides of the canyon, making it the Rebels' best chance to choke the canyon and block the incoming assault. The locked metal cabinet mounted on the tunnel wall must contain the detonator. It all comes down to this...

The PCs have fought hard to get to this point, but much can still go wrong. Blowing red dust from the ongoing battle has jammed the electronic console, making it impossible to input the access code from the datapad. It takes an **Average (◆◆) Skulduggery** or **Athletics check** to pry the cabinet open. If desperate, the cabinet can be bashed or blasted open with an **Easy (◆) combat check**, but this generates an automatic ☹ on the following check.

The check to set the manual detonator on the explosives is an **Average (◆◆) Mechanics check** or a **Hard (◆◆) Cool check**. If the PCs stopped to help the Rebels in phases one or two, they add ■ for each time they deviated from their primary mission objective. The PCs can attempt this check multiple times if necessary but suffer one cumulative, automatic ☹ on the check for each attempt after the first. If the PCs generate ☹ or ☹ on this check one or more of the following surprises can rear its ugly head:

- ☹: The explosion tosses a massive cloud of dust into the air around the bridge, blinding the PCs. They suffer ■ on all checks that rely on sight until the end of the phase, and each PC without environmental protection must make an **Easy (◆) Resilience check** or suffer 3 strain as he chokes on the airborne dirt.
- ☹☹: With a shriek and a deafening roar, a TIE bomber slams into the canyon wall nearby, and the reverberations from its detonating ordnance shake one of the charges loose. One of the PCs must quickly make an **Average (◆◆) Coordination check** or a **Hard (◆◆◆) Athletics check**

to climb the side of the canyon to return the bomb to place before the timer goes off. If the PC generates 3 or more ☹ on the check, he is caught in the blast and suffers a Critical Injury.

- ☹☹☹: The blast takes out more than just the rock archway and blows away part of the tunnel as well! The party must succeed at an **Average (◆◆) Coordination** or **Discipline check** while shuffling across what remains of the tunnel ledge to safety reach the other side or lose a carried item.
- ☹: Sabotage! Whether by Imperial infiltrators or just hungry mynocks, the power lines connecting the charges have been severed, and one of the charges fails to detonate. The bridge shudders but does not collapse. A good shot from a blaster could set off the last charge—one of the PCs must make a **Daunting (◆◆◆◆) Gunnery, Ranged (Light)**, or **Ranged (Heavy) check** to hit it, causing it to detonate and bring the bridge down in a torrent of tumbling stone.

With a deafening blast the rock arch explodes and crashes down, destroying three of the AT-ATs immediately and crippling a fourth. The Rebels concentrate all fire on the crippled walker, hoping to impact its weakened armor, and after a round of shooting, a catastrophic explosion erupts from where the AT-AT used to be.

THE EBB AND FLOW OF BATTLE

The Rebel's positive dice pool remains ☹☹◆. As ordered, the Rebels are retreating to base from fortified positions and lose the benefit of the □ to the check. If the Imperial forces have been crippled by the blast of the canyon the difficulty drops to ☹☹.

Spend the results according to **Table 1–2: Spending ☹, ☹, ☹ and ☹ in Mass Combat** on page 31.

- **If the Imperials Are Winning:** The defenses of the base have been completely shattered and massive casualties are being sustained. Dust and Rust Squadrons cut their losses and retreat back to base to begin escorting the transports, their numbers further reduced by three. The GM should decrease the strength of the Rebels by one step, making the base ability for the final Mass Combat check only ◆.
- **If the Rebels Are Winning:** The Rebels come through and push back, delaying the advance of the sandtroopers. The PCs will have the benefit of two additional rounds to act before they face the Imperial forces in Arda Base (see page 38). The Rebels retain the bare minimum of laser cannon emplacements and only lose one fighter from Dust and Rust squadrons. The GM does not modify the positive dice pool for the final Mass Combat check.



PHASE 4: SANDTROOPERS ON THE MOVE

As the detonations reverberate through the canyon, a cheer erupts from the Alliance soldiers as half of the AT-ATs fall under the hundreds of tons of rock raining down upon them. With the way barred for the remaining walkers, the Imperial forces have no choice but to unleash their next wave in the attack—two platoons of sandtroopers pour forth and enter the battle.

The collapsing blocks of the canyon keep the walkers from being able to advance any further, so the AT-ATs deploy their sandtrooper complements via ramps that enable them to cross the debris. The troops make their way over the rubble and continue their advance toward the Rebel base.

There are two platoons of sandtroopers (thirty-two troopers, or four squads) who have survived the attack and are now attacking the Alliance forces. The battle rages throughout the canyon with the Rebels (and any PCs) using the rock outcroppings scattered about to provide cover. The sandtroopers take advantage of the cover for their own protection, though initially crossing the rubble leaves them exposed to incoming fire from the Rebels (no defense gained from cover).

The Player Characters may utilize some of the anti-infantry laser cannons to help repel the attackers if there are any remaining at this stage in the battle. If the PCs stop to help and succeed at three Gunnery checks (minimum) in two rounds while targeting the sandtroopers (at extreme range), they can increase the Alliance's chances for turning the tides at the end of the phase.

Otherwise, the PCs may opt to rush back to base through the tunnels.

IMPERIAL SANDTROOPER [MINION]



Skills (group only): Athletics, Discipline, Melee, Ranged (Heavy), Resilience, Survival.

Talents: None.

Abilities: None.

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), high-temp environment armor (+2 soak; when making skill checks, sandtroopers may remove □□ imposed due to arid or hot environmental conditions), utility belt, extra reloads, food and water packs.

THE EBB AND FLOW OF BATTLE

If the Rebels won in phase 3, the Rebel's positive dice pool remains $\color{yellow}\blacklozenge\color{yellow}\blacklozenge\color{green}\blacklozenge$, otherwise, their forces are reduced to $\color{yellow}\blacklozenge\color{yellow}\blacklozenge$. Now that the Rebels are in full evacuation mode, their preparations leave them vulnerable to attack, adding □ to the dice pool. The Imperial forces press the attack, and the difficulty remains at $\color{red}\blacklozenge\color{red}\blacklozenge$ unless the PCs dealt a significant blow to the sandtrooper platoons ($\color{red}\blacklozenge\color{blue}\blacklozenge$ instead).

The results should be spent according to **Table 1–2: Spending** $\color{blue}\blacklozenge$, $\color{green}\blacklozenge$, $\color{red}\blacklozenge$, and $\color{purple}\blacklozenge$ in Mass Combat on page 31.

- **If the Imperials Are Winning:** The full force of the Imperial Navy has been borne out on the Arda base, and there are fewer Rebel forces left to defend against the incoming sandtrooper platoons. The number of sandtroopers the PCs must fight when they return to base after the fourth phase is increased.
- **If the Alliance Is Winning:** The Force must be with the Rebels today, as they manage to hold their own and display unprecedented heroism even in the pitched heat of battle. The number of sandtroopers the PCs must fight when they return to base after the fourth phase is reduced. The Rebels sustain no further casualties or setbacks during the evacuation stage.

TACTICAL RETREAT

As the Imperial forces flood through the canyon, the last Rebel soldiers abandon their posts and head for the safety of the main hangar, with dozens of sandtroopers on their heels. Inside, cargo components are staged in the main hangar to be evacuated via light freighter, but the largest components must be moved on GR-75 transports. Since these cannot access the primary hangar due to their size, the largest cargo is ferried via repulsorsled to the transport hangar deep in the belly of the base.

The sandtroopers soon reach the Rebel base, surging into the outlying tunnels of the main complex. A firefight in the main hangar ensues as the Rebels hold out to the bitter end against the Empire to safeguard their friends and the Alliance. Stragglers from the Alliance do their best to slow them down, but the sheer numbers and overwhelming firepower make short work of the defenders. The sandtroopers are led by Captain Balrekk, a veteran of many campaigns and known to many as Balrekk the Butcher.

If the Imperials won the final phase of the Mass Combat check, the sandtroopers should number three times the number of Player Characters and are divided into minion groups of three. If the Alliance held out and succeeded during the final phase, there are only twice the number of PCs in sandtroopers, and they are divided into minion groups of four (round down, such that if there were five PCs in a party there would only be two groups of four sandtroopers). The adversary profile for Imperial sandtroopers is included on the previous page. The additional Rebel soldiers and sandtroopers should be handled cinematically as a backdrop to the main fight between the PCs and their sandtroopers.

The PCs are caught in the firefight and must retreat to the transport hangar if they wish to be spared. The cargo makes for abundant light and heavy cover.

MOVING ABOUT

During the Battle of the Gauntlet, the number of rounds it takes to traverse different parts of the base becomes important. Below are guidelines for how large each of the rooms are from one end to the other:

- **Main Hangar, Transport Hangar:** extreme range.
- **Armory, Auxiliary Hangar, Habitat Area:** long range.
- **Command and Control, Mess Hall, Medbay:** medium range.
- **Generator Room:** short range.

A **Hard** (◆◆◆) **Perception check** reveals a crate of four frag grenades and one anti-personnel mine hidden away. The PCs have two extra rounds to prepare themselves and maneuver to a defensible spot if the Alliance won the Mass Combat check in phase 3.

CAPTAIN BALREKK [NEMESIS]

Captain Narell Balrekk is a ruthless leader who commands Talon Company within the 84th Stormtrooper Legion. He has made a name for himself by interrogating Rebel prisoners through torture and other unsanctioned means. Balrekk is perfectly at home in the Empire, finding its cruel and sadistic ways to his liking.



Skills: Charm 2, Coercion 3, Deception 2, Melee 2, Ranged (Heavy) 3, Streetwise 2, Vigilance 2.

Talents: None.

Abilities: Balrekk's Butchery (as an incidental, the GM may spend a dark side Destiny Point for Balrekk to gain Vicious +2 on all his weapons until the end of his turn).

Equipment: Heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-fire, Cumbersome 3), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), sandtrooper armor (+2 soak), utility belt, spare clip.

SUSPICIONS AROUSED

Once the fight is won or the PCs retreat from the hangar, the Game Master should read or paraphrase the following aloud:

In the middle of the chaos and confusion, a lone Rebel, dressed in the Arda Base uniform, hunches over a small outcropping of rock, desperately trying to move something embedded there. The Rebel wears a helmet, obscuring any facial features, and the bulky uniform makes it impossible to tell if the Rebel is male or female. The being eventually gives up his or her attempts at moving whatever is embedded in the rock and runs off down a side corridor toward the habitat.

They can attempt to pursue the figure, but he or she rounds a corner and is lost among the other Rebels running to and fro. Behind a rock outcropping, hidden in the dust and debris, they find a small

(approximately half a meter) black metallic object, the same as they had found during their patrol of Sector 17 (see page 27). A series of clamps and pins secure the device to the rock, requiring a **Hard (◆◆◆) Athletics check** to remove the item from its mooring. There are no lights to suggest the device is still operational, and anyone with the Mechanics skill can determine that it was damaged during the battle. All signs around this unknown technology point to something nefarious—it could mean a spy or traitor in the Alliance's midst. There is little time to investigate the device and its surroundings, however, as a loud-speaker blares that Imperial walkers and troops are now within firing range of the base.

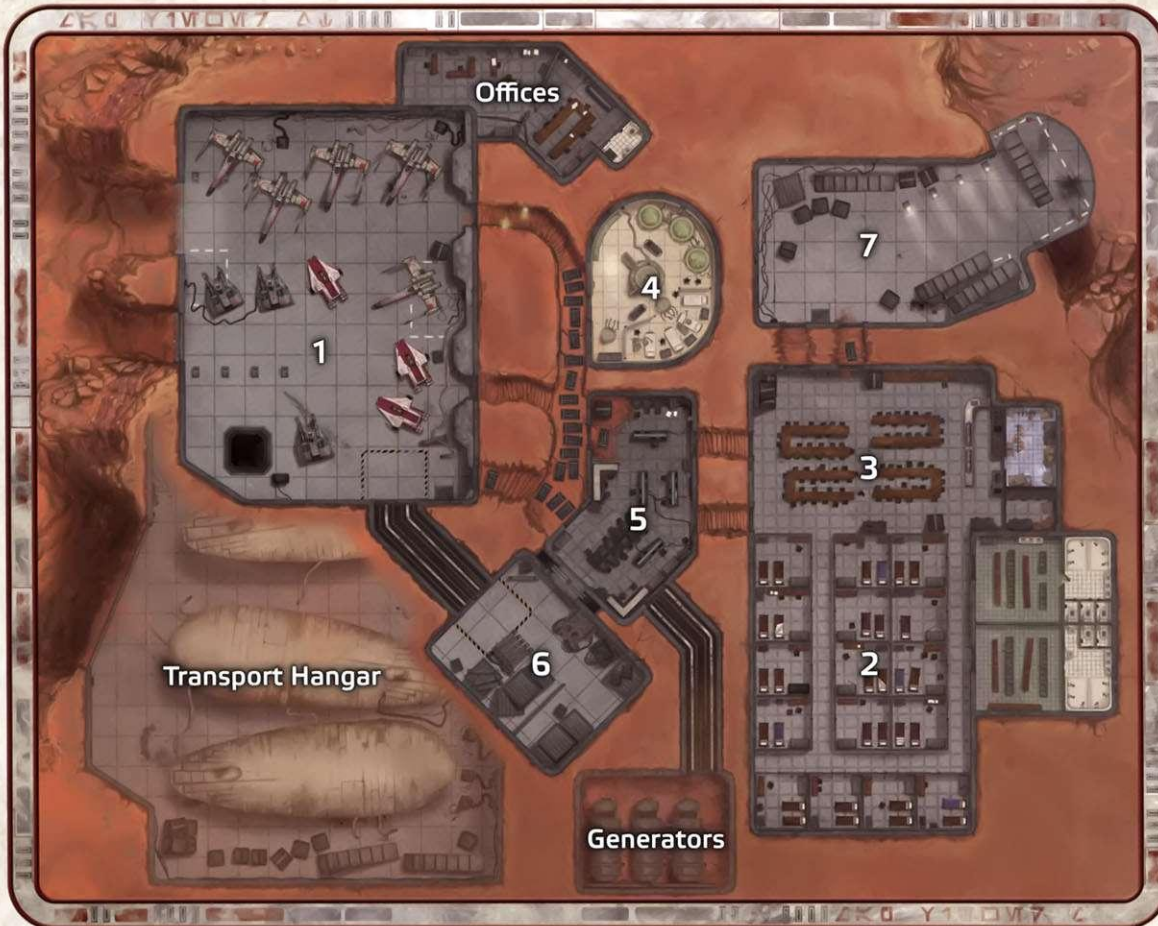
EVACUATING THE COMMAND STRUCTURE

Once the bulk of the salvageable equipment has been moved towards the transports, the personnel evacuation must begin in earnest. The Imperial advance continues and there is little time to complete all the tasks at hand. One of the vital evacuation needs is to get the senior base command on a transport and moving out to ensure this Rebel cell's survival.

DUTY (INTERNAL SECURITY): WHO GOES THERE?

Internal threats have taken down numerous Rebel cells across the galaxy, and this remains one of the biggest threats to the growing Rebellion. Generating the Internal Security Duty is a great tie-in to the overall adventure. The GM should use a PC with this Duty to help plant the clues that a traitor resides among the Rebels. The GM should begin by having the character with this Duty discover an Imperial-issue piece of equipment behind some rocks in a corridor. This could be a scanner, comlink, or other small device. Due to the Alliance's reliance on captured tech and equipment, this alone is not enough to prove that a traitor is in the base, but it can raise additional questions. This Duty should be long-term in the adventure and should carry on into **Episode II**.

As the PCs head towards their own ship or the holographic rock face hiding the tunnel to the transport hangar, Urel Haydon intercepts them in a corridor:



DUTY (SABOTAGE): WHAT MUST BE DONE

Taking out Imperial installations and equipment is a hallmark of the Alliance tactics. However, sometimes, they must destroy their own facilities to win the day. If the Sabotage Duty is generated before the session, tying the character in question to the job of overloading the generators is a way to enact it. Sabotaging the generators not only keeps the Imperials from getting their hands on vital data, it will also potentially wipe out a large swath of Imperial troops and assets. Successfully sabotaging the generators will earn the party 2 Duty each.

"I need your help to convince the commanders to leave now. The stubborn fools are refusing to follow protocol, and if we don't get them out on a transport now, they could be trapped by the Imperial attack!"

The players find Senior Advisor Hase and her field assistant, General Niall, and Commander Qurno all in Command and Control, frantically routing troops, vehicles, and fighters for covering the evacuation. The faint footfalls of Imperial walkers can now be felt, as vibrations shake loose small rocks and debris from the cavern walls.

As the PCs approach, the command staff ignore them, too engaged in their own tactical arguments to pay these newcomers any heed. The PCs will have to assert themselves to gain the attention of their superiors. An **Average (◆◆) social skill check** with ■ interrupts their bickering and focuses their attention on the PCs. The Player Characters must then convince them of the reasons to evacuate the base. This is a perfect opportunity for any of the players to demonstrate their roleplaying skills and to recall their experiences in the canyon. If the GM prefers a straight skill check, succeeding at an **Average (◆◆) social skill check** gets the commanders moving toward their transports.

General Niall tasks the players with escorting Senior Advisor Hase to the primary hangar and ensuring that she safely boards a transport. The senior advisor protests greatly that she doesn't need any escorts, but her protests are overruled by Niall, Qurno, and Var Narek. A YT-2400 light freighter waits for the senior advisor along with Doctor Morricks and other crucial staff members. Var Narek follows Setenna Hase and accompanies the PCs to the transport hangar. If any PCs think to look, a **Hard (◆◆◆) Perception check** reveals that Var Narek is out of breath. If questioned later, he says that he was conducting final counts on the cargo being moved to the transport hangar.

WHAT MUST BE DONE

While escorting the Senior Advisor to her ship, the PCs pass a large group of Rebels moving toward their stations for the impending battle. The Player Characters are witness to the following:

With a thunderous boom, a large hole opens in the wall of the hangar bay. Through the smoke, blaster fire rings out, sending you ducking for cover. A nearby group of Rebel soldiers also dives for cover, though one of them is hit. Making your way toward the fallen soldier, he grasps your arm, pulling you close. "You must initiate the self-destruct sequence. The generators in the lower tunnels...they can be set to overload..." He coughs and sputters, near death. "It was my mission, but I've failed. You must..." The Rebel sergeant succumbs to his wounds, another good man lost in the war.

Setenna Hase pleads with you, explaining, "Don't worry about me—I'll be safe with my field assistant. You're the only ones who can finish this! Be careful!"

To put the generators into overload mode, the safety protocols must be deactivated manually at the base of the generator. With the Imperial sandtroopers in the base, the players must hurry. The power plant is located in the southern tunnels, below Command and Control. These generators are located deep underground, accessed only through a series of narrow shafts.

The Imperial forces separate the PCs and the generators, so getting there won't be easy. Due to the smoke and overall damage to the hangar from the attack, all targets (on both sides) have light cover. If the players make a break for the tunnel, they catch the sandtroopers off-guard, unsure of why the Rebels would head in this direction. A total of seven sandtroopers guard the corridor (two groups of three and one sergeant), making it a difficult crossing. If Captain Balrekk is still alive, he replaces the sergeant in the encounter.


IMPERIAL SANDTROOPER SERGEANT [RIVAL]

3	3	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 5		W. THRESHOLD 15		M/R DEFENSE 0 0	

Skills: Athletics 2, Discipline 2, Leadership 3, Melee 2, Ranged (Heavy) 2, Ranged (Light) 2, Resilience 2, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).


Abilities: Tactical Direction (may perform a maneuver to direct one stormtrooper minion group within

medium range; the group may perform an immediate free maneuver or add  to its next check).







Equipment: Heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-fire, Cumbersome 3), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), two frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), stormtrooper armor (+2 soak), utility belt, extra reloads.

Once the players have reached the Command and Control center, a quick search of the room reveals the access hatch to the generator. The sandtroopers pursue the party, but the PCs can hold them off in the main tunnel either by firing at them or sealing off the blast doors leading to C&C (a blaster shot with no check required).

The massive machines are deafening and occupy fully half of the cave. A metal walkway leads to a large computer panel with multiple screens and countless buttons and knobs.

Disabling the failsafes requires three checks. The first is an **Average (◆◆) Mechanics check** to access the proper panels and reach the mechanisms. Next, a **Hard (◆◆◆) Computers check** is needed to successfully set all the instruments into overload. Finally, an **Easy (◆) Mechanics check** is needed to disable any chance of stopping the countdown. If the PCs fail they can try again but suffer one cumulative, automatic  on the check for each attempt after the first. After completing these actions, PCs must race to exit the base before it blows.

COMPLICATIONS ARISE

When priming the generators for overload, any  or  generated can have adverse effects. A  causes the usual strain on the character making the check, representing him growing nervous about the delicate and dangerous work at hand. Generating   or  should make the generators explode one round sooner, speeding up the countdown to destruction.

The PCs should make an **Easy (◆) Computers** or **Perception check**. If they succeed, they notice ventilations shafts (either visually or on their scanners), which seem like they might lead to the transport hangar. If the PCs have their own ships, they should head to the main hangar or auxiliary hangar (depending on where they landed) to board their starship.

It takes the generators about eight rounds to reach critical power after the PCs disable the failsafes, allowing the characters time to make their escape. The PCs have eight rounds to get to the transports before the base self-destructs. If they are hurrying, it takes four rounds to crawl through the ventilation shaft and arrive at the transport hangar.

If they are headed back to the main or auxiliary hangars, it takes the same amount of time, but they must contend with sandtrooper patrols—one minion group of four sandtroopers plus one sergeant. An additional patrol arrives every three rounds if they remain in the same area.

FAILURE IS NOT AN OPTION

If the PCs are still inside the base when it blows, they could still survive by spending a light side Destiny Point or succeeding at a **Hard (◆◆◆) Coordination** or **Resilience check**. If they succeed, they miraculously survive the blast with only 5 wounds to show for it. If they fail, they automatically take a number of wounds that exceeds their wound threshold by 1. Conscious or not, they are picked up by Korryn in her YV-929 and brought to the rendezvous point for medical attention. If they successfully recruited her, she jokingly says they owe her one; if they have not, she expects payment for her services to the tune of 5,000 Imperial credits each, due sometime in the future.



TAKE TO THE SKIES

As the Rebels arrive in the transport hangar, the last GR-75 medium transport is about to take off. The Player Characters have the option of boarding this vessel if they have no ship of their own or escaping on their own starships (if it was in the main or auxiliary hangar, they'll have to fight their way through). The leadership beseeches any able-bodied pilots to run escort and defend against the remaining Imperial starfighters.

The PCs may opt to board one of the remaining starships in Dust or Rust Squadrons. If the Imperials won all four Mass Combat checks, only one X-wing, one Y-wing, and two Z-95-AF4 Headhunters remain. Rik Torrence is in his A-wing; Dorrian Vodani pilots his Z-95. If the Rebels won any of the Mass Combat checks, the PCs have their pick of ships, including an extra A-wing. If the PCs do not commandeer the extra fighters, Mercedes Vanadiaz and a few other Rebel starfighter aces take flight to defend the transport. The following aerial combats are then handled cinematically.

REMAINING IMPERIAL AERIAL FORCES

The Imperial Naval force that has entered the atmosphere consists of:

- One TIE fighter squadron (4 ships) and one squadron comprised of TIE interceptors (4 ships) under the command of Tam Blackstar, a renowned Imperial ace (in his TIE hunter).

Above the planet, the remainder of the Imperial force lies waiting. This includes:

- Two Imperial Star Destroyers with additional TIE fighter complements and other resources.

The Imperials have a total of nine ships in the skies of Arda I with Tam Blackstar's TIE hunter and his Dark Blade Squadron of TIE interceptors leading the charge. Blackstar has an impressive kill streak of Rebel pilots and has made a name for himself executing insane maneuvers in battle. The Rebels engage the Imperial forces with their X-wings, leaving the heavier Y-wings and light freighters to serve as escorts for the escaping transports. Without a hyperspace capability, the Z-95-AF4s must remain aboard the transports.

The battle in the skies of Arda I follows the standard rules for ship combat. The following features of this battle apply:

- **Terrain:** Add ■■ to all Imperial checks due to the rock formations and tight canyons of Arda I.

DUTY (SPACE SUPERIORITY): CHECK YOUR SIX!

In a galaxy-spanning conflict, space superiority is crucial to maintaining an advantage over the massive Imperial Navy. An easy way to incorporate Space Superiority Duty is to have Tam Blackstar, the Imperial ace, be the target of the Player Character. Blackstar could have encountered the PC in a past battle, or the character could be looking for a way to earn a name among the other pilots of the Rebellion by taking down an ace Academy pilot. If the player accomplishes this Duty, he earns 5 Duty.

These are hazardous to fly through, and the Alliance attempts to use this to their advantage, though they also add ■ from the terrain. The Rebel pilots try at every opportunity to lure the TIEs into tight turns and other dangerous situations, so that they can use the terrain against them.

- **Range:** All combat takes place at the short range band while on Arda I, unless the PCs specify they want to exit the immediate dogfight and go into medium range.
- **Vehicle Minion Groups:** For the purposes of handling combat quickly, the TIE fighters comprise one minion group of four while the TIE interceptors comprise another minion group of four. If one of the PCs tries to lure a TIE unit from the pack, the minion should separate from the group to pursue.
- **Win Conditions:** The PCs can win the aerial combat by defeating Tam Blackstar or one of his squadrons or by losing them in the canyons at long range.

TAM BLACKSTAR [RIVAL]



Skills: Gunnery 2, Piloting (Space) 2.

Talents: Skilled Jockey 2 (remove ■■ from all Piloting checks).

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit.

TAM BLACKSTAR'S TIE HUNTER

The Hunter is a recently developed TIE unit designed to compete with the speed, mobility, and ordnance of the Alliance X-wing, featuring S-foils that close when the ship is flying at top speeds as well as a hyperdrive.

3	6	+3	DEF. FORE/PORT/STARBOARD/AFT			ARMOR	
			1	-	-	1	1
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD			SS THRESHOLD	
			6			10	

Hull Type/Class: Starfighter/TIE Series.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: Primary: Class 1, Backup: None.
Navicomputer: Yes.
Sensor Range: Close.
Ship's Complement: One pilot.
Encumbrance Capacity: 4.
Passenger Capacity: 0.
Consumables: Two days.
Price/Rarity: 100,000 credits (R)/7.
Customization Hard Points: 0.
Weapons: Turret-mounted twin light ion cannons (Fire Arc All; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 8, Linked 1, Slow-firing 1).

ARDA I TIE PILOT [MINION]

2	3	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W THRESHOLD		R/R DEFENSE	
2		5		0 0	

Skills (group only): Gunnery, Piloting (Space).
Talents: None.
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), flight suit.

TIE/LN INTERCEPTOR

3	6	+3	DEF. FORE/PORT/STARBOARD/AFT			ARMOR	
			0	-	-	0	2
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD			SS THRESHOLD	
			6			10	

Hull Type/Class: Starfighter/TIE Series.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Close.
Ship's Complement: One pilot.
Encumbrance Capacity: 4.
Passenger Capacity: 0.
Consumables: Two days.
Price/Rarity: 75,000 credits (R)/5.
Customization Hard Points: 0.
Weapons: Wingtip-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

TIE/LN STARFIGHTER



Hull Type/Class: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 4.

Passenger Capacity: 0.

Consumables: Two days.

Price/Rarity: 50,000 credits (R)/4.

Customization Hard Points: 0.

Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

ESCAPE TO HYPERSPACE

As the last of the Rebel forces fly away, the generators reach critical mass, destroying the base and a large swathe of land around it. Any Imperials in a one-kilometer radius are vaporized in the powerful explosion.

The PCs watch in relief and horror as the detonations go off below. Exiting the planet's atmosphere on the far side, the ship makes the jump to lightspeed and away from the Imperials:

A series of powerful detonations rocks the canyons as the Rebel base explodes. The overloading generators unleash a wave of destruction that vaporizes any remaining AT-ATs and Imperials in the Gauntlet.

As your ship leaves Arda I, the realization that a large Imperial presence still awaits you in space sets in. Star Destroyers and waves of TIE fighters close in on your location with capture or destruction a sure bet unless you jump to lightspeed now.

The pilot must make an **Easy** (◆) **Astrogration check** with ■■ to account for the need for speed. If the PCs do not succeed on the first try, two TIE fighters begin firing at their ship or squadron.

INTERLUDE

Safely in hyperspace, the PCs must now rendezvous with the Rebel cell. After embarking on a series of micro-jumps to throw off any pursuit, the Player Characters arrive in the Eedoq System to meet up with the rest of the Alliance who have escaped. Their ship comms light up as they receive a mournful but resolute transmission from Setenna Hase's transport:

"We lost a great deal today: our base, our home, and our friends. We must look past these dark times and steel ourselves for the fight ahead. The Empire will not rest until they have crushed us under their heel, and I will not allow that to happen. We must show the galaxy that tyranny will not prevail—that freedom and democracy will reign once more!"

"We mustn't forget those who gave their lives to aid us in our struggle. Among those heroes is General Niall. He was one of our best, and his loss will be felt for a long time, but we must continue his legacy. I leave you all now to your duties and your own remembrances."

With the Battle of the Gauntlet over, the Alliance embarks on yet another phase of rebuilding in their long war. Many aspects of the attack still weigh heavily on the characters' minds, though, and they must address them before the new base can be considered secure.

- Just what was the strange device found? The item broadcasted some sort of masked signal when scanned. Was this a homing device of some sort, exposing the location of the base?
- Who was the soldier seen near the device shortly before its discovery? Is there a traitor in the Rebels' midst?
- Who survived the attack on Arda I and how devastated is the Alliance command structure?

The players should also voice any other concerns they might have about the next few steps. Many of these questions will forge the course of the narrative for **Episode II**, and the GM can use the PCs' priorities to help prepare for subsequent sessions.

JAGOMIR-BOUND

After arriving in the system, Senior Advisor Hase requests the PCs come aboard the Rebel cruiser, the *Fury of Alderaan*, to meet with her, her field assistant, and Commander Qurno. She greets the Player Characters as warmly as possible given the circumstances, thanking them profusely for their service on Arda I.

"I cannot accurately express my gratitude for all that you have done on this darkest of days. Without you, I fear we would have lost many more brave souls. We must now regroup and continue our mission. The Empire will not spend any time grieving for its losses and will soon be on our heels once more."

The PCs can now voice their concerns about a possible traitor in the base to the commanders. The commanders listen intently to all the PCs have to offer,

but their reaction should be based on the evidence at hand and on the party's argument, evidence, Contribution rank, and total Duty score:

- **If they have a mysterious device:** If the PCs are still in possession of one or both signal-boosting transponders, the commanders recommend that they be turned over to Captain Harl Bess for diagnostics, after which point they will be willing to discuss the matter further. The PCs count as being 50 Duty points higher than they actually are (this can stack with a compelling argument).
- **If they have a compelling argument:** If the PCs succeed at a **Hard (◆◆◆) Cool or Negotiation check** to convince the commanders there is a credible threat in their midst, the PCs count as being 50 Duty points higher than they actually are (this can stack with a mysterious device).
- **Duty Contribution Rank 0 (with less than 50 total Duty):** If the Player Characters have a very low Duty score (or none at all as possible **EDGE OF THE EMPIRE** imports), then the commanders put little stock in the traitor theory. Qurno responds that the Empire could have discovered Arda I by a variety of means, and he trusts his comrades. He has no interest in scouring the ranks for a traitor. Setenna Hase is a bit more cautious, but she also feels it is unlikely that anyone betrayed the base.
- **Duty Contribution Rank 0 (with 50 or higher total Duty):** As newer recruits to the Alliance, the PCs are just starting to show who they are and make a name for themselves with their commanders. Hase and Qurno remain very resistant to any thought of a traitor, having worked with the Arda I cell for some time. They admit it is a possibility, but they won't turn the Rebel cell upside down and shake morale any further.
- **Duty Contribution Rank 1 (with less than 50 total Duty):** The PCs' bravery at Arda I and other past endeavors have made them people to whom the commanders are starting to listen. Commander Qurno refuses to believe any traitor talk, but Setenna Hase finds it more credible. She tells the PCs that General Niall felt something was amiss on Arda I but had no proof.
- **Duty Contribution Rank 1 (with 50 or higher total Duty):** As the PCs have more than a few operations under their belts (and perhaps a few acts of heroism), the commanders take a great deal of interest in what the PCs have to say; they also give voice to their own deep-seated fears. Little things the commanders would normally dismiss start to seem like something more, and both commanders want to know if somebody close to them has betrayed the Alliance. They fear upsetting the base on an unfounded accusation, though, and ask for more proof before going any further.

If the PCs ask about General Niall, Setenna hangs her head and explains that the old general stayed behind to make sure everyone got to the evacuation transports and was still battling sandtroopers when the generators blew. Without his noble sacrifice, more Rebel men and women would have certainly lost their lives.

Once the conversation has run its course, Setenna redirects the topic to more pressing matters. Read or paraphrase the following aloud:

"We are already working on establishing a new base, but it will not be an easy journey." Setenna brings up a galactic chart and zooms in on a small area of the Outer Rim. "This remote area is the Jaga's Cluster System, an almost-unknown system bordering Wild Space. Jagomir will be our new home, though it is far from the comforts of Arda I. This is a humid, swampy, uncivilized world. Luckily, those same qualities make it an ideal location for a hidden base."

A quick study of the chart shows the Jagomir System tucked away amid numerous hyperspace anomalies and other hazards, making the trip treacherous to say the least. No clear hyperspace routes cross the system, meaning that each jump will require extensive astrogation data to be calculated.

The trip to Jagomir takes approximately three days from the characters' current location, allowing them time to rest and recover while en route. If the PCs have a lightspeed-capable ship at their disposal, Rebel mechanics outfit the ship with a hyperspace relay to securely receive the coordinates from the rest of the fleet. Communications officers use the hyperspace relays to securely send calculations from the *Fury of Alderaan* without the coordinates being compromised.

As the PCs exit hyperspace above Jagomir, they see a deep-green orb below them. Following the encoded coordinates given to them, they enter the planet's atmosphere and make their way to a plot of land that will serve as the Rebel Alliance's newest base.

EPISODE I: XP REWARDS

Standard experience point rewards for **Episode I**:

- Finding a mysterious device: 5 XP each
- Defeating the Viper probe droid: 5 XP
- Successfully detonating the rock bridge: 5 XP
- Setting the generators to overload: 5 XP

In addition to the experience point rewards, the GM should also award the following:

- **Duty:** Each player can earn between 5 and 10 Duty based on their individual Motivations and Duty. Bonus Duty can be awarded for any especially heroic undertakings on behalf of the Alliance.



II

UNCHARTED TERRITORY

*"Our mission today is not to defeat the Empire
but to keep the Rebel Alliance alive."*

—Setenna Hase

Episode II begins with the demoralized Rebels arriving at Jagomir, the location of their new base. The stark realization has set in that not all have made the journey to the new base, and many comrades fell on Arda I. The Alliance must now regroup and rebuild before another disaster befalls them.

- **Local Trouble:** The PCs venture into the swamps of Jagomir to fend off an encroaching threat and find a cache with another mysterious device.
- **Settling In:** A new Rebel base won't build itself, and the PCs are tasked with exploring the surrounding terrain, investigating potential assets, and constructing the base's defenses.
- **Walking The Line:** The Player Characters' investigation of their fellow Rebels strains bonds and tests friendships.
- **Dark Discoveries:** No sooner do the PCs reveal the traitor than he escapes with valuable Alliance secrets. They must pursue the spy before he can deliver the information to his Imperial contacts or risk losing everything.

As the Player Characters arrive at Jagomir, many unanswered questions linger about the events that transpired on Arda I. The fear that a traitor lurks within the Alliance rattles the PCs, and they must investigate in order to protect the new hideout on Jagomir. **Episode II** ends with the PCs setting off from Jagomir to the Imperial world of Ord Radama in hot pursuit of the spy. Only by stopping this traitor can the PCs safeguard the fledgling base on Jagomir before it falls to the same fate as Arda I.

Getting to Jagomir can be a challenge for anyone without the exact hyperspace coordinates. Jaga's Cluster is home to numerous anomalies and proto-stars that can make travel very dangerous. The Alliance relies on this fact to aid in the base's protection and hide it from the Empire's gaze. When the Rebels left Arda I, only three individuals knew the exact location of Jagomir: Setenna Hase, Major Yalor, and Commander Qurno. All Rebel ships journeyed to a rendezvous point, and then one of these three used an encrypted set of navicomputer codes to allow the ships to travel to Jagomir.

JAGOMIR

Astrogation Data: Jaga's Cluster, Esstran Sector, Outer Rim Territories

Orbital Metrics: 329 days per year / 30 hours per day

Government: Rebel Alliance

Population: 306 (70% human, 10% Bothan, 20% other)

Languages: Basic

Terrain: swamps, mountains, caves

Major Cities: none

Areas of Interest: Resolute Base, the Shimmering Falls, Aethron Mountains

Major Exports: none

Major Imports: technology, food

Trade Routes: none

Special Conditions: none

Background: Jagomir is a planet far-removed from the rest of the galaxy. Hidden deep in Jaga's Cluster, the swamp-covered world is home to thousands of alien species, though it lacks an indigenous sentient population. Towering mountain ranges divide large swathes of the swampland, while the thirty or so landmasses considered continents rest surrounded by deep, dark seas. The Rebel Alliance has taken up residence in the heart of a dense swamp bordering a large mountain range. The Rebels have constructed a makeshift hangar under the dense forest canopy; the thick foliage of the swamp provides excellent cover to conceal the base's structures and the abundant life-form readings confuse most sensors.

Jagomir has a humid, oxygen-rich atmosphere that is breathable but not entirely comfortable. Temperatures can quickly reach unbearable levels, and the constant moisture and dampness of the planet make for unpleasant work outdoors. The thick, humid atmosphere can also render vehicles and other equipment inoperable if they are not properly treated for the conditions.

The primary terrain of Jagomir consists of sprawling marshes and swamps covering nearly all of the landmasses. These dense, mist-shrouded environs contain many hazards—from sinkholes and unseen drop-offs to venomous creatures and poisonous plants. Nobody should delve into the deep swamp without extreme caution.

Resolute Base sits in the shadow of a mountain range, on some of the only stable land available in the massive swamp. A natural tree canopy provides



a large, covered area for the Alliance's ships, serving as a makeshift hangar bay. Rebels have erected additional tarps and covers to aid in concealing the ships from sight. The atmosphere of Jagomir has proven problematic for the Rebels as the heavy, moisture-laden environment wreaks havoc on a number of ships' systems. Alliance engineers keep trying different ways to treat the vessels to protect the ships from any adverse effects but to no avail.

ENDLESS DANGER

To say that Jagomir is a hazardous world would be an understatement. Bogs, marshes, or other swamp-like terrain cover nearly three-quarters of the planet. All manner of creatures fill these fetid waters, posing a multitude of dangers to travelers. From tiny insects to gargantuan reptiles, thousands of different life-forms make their home on Jagomir.

In addition to these creatures, the swamps are home to countless bacteria and other microscopic organisms that can cause virulent illnesses throughout sentient populations. The Alliance doctors have dealt with a number of sicknesses since the base became operational and endlessly work to keep the populace of the base safe.

ARRIVAL ON JAGOMIR

The players have arrived on Jagomir to aid in the construction of the new base. A few days pass as the prefabricated buildings are put into place and the Rebels settle in. Morale is low, and the Rebels are unsure of their future. Now, signs of a new threat come to light—a traitor jeopardizing everything they have worked for.

Sensors show incredibly high life-form readings. They also indicate an oxygen-rich atmosphere and humid temperatures await the Player Characters below on Jagomir. This swamp-covered world is far from the sectors frequented by the Imperials, making it an ideal location for a base. However, its out of the way nature makes supplies and equipment even harder to come by, requiring even more sacrifices by the Alliance. Unsure of what the future holds, the PCs navigate their ship into the atmosphere and toward the makeshift hangar bay that uses the natural dionaryll tree canopy in lieu of a ceiling.

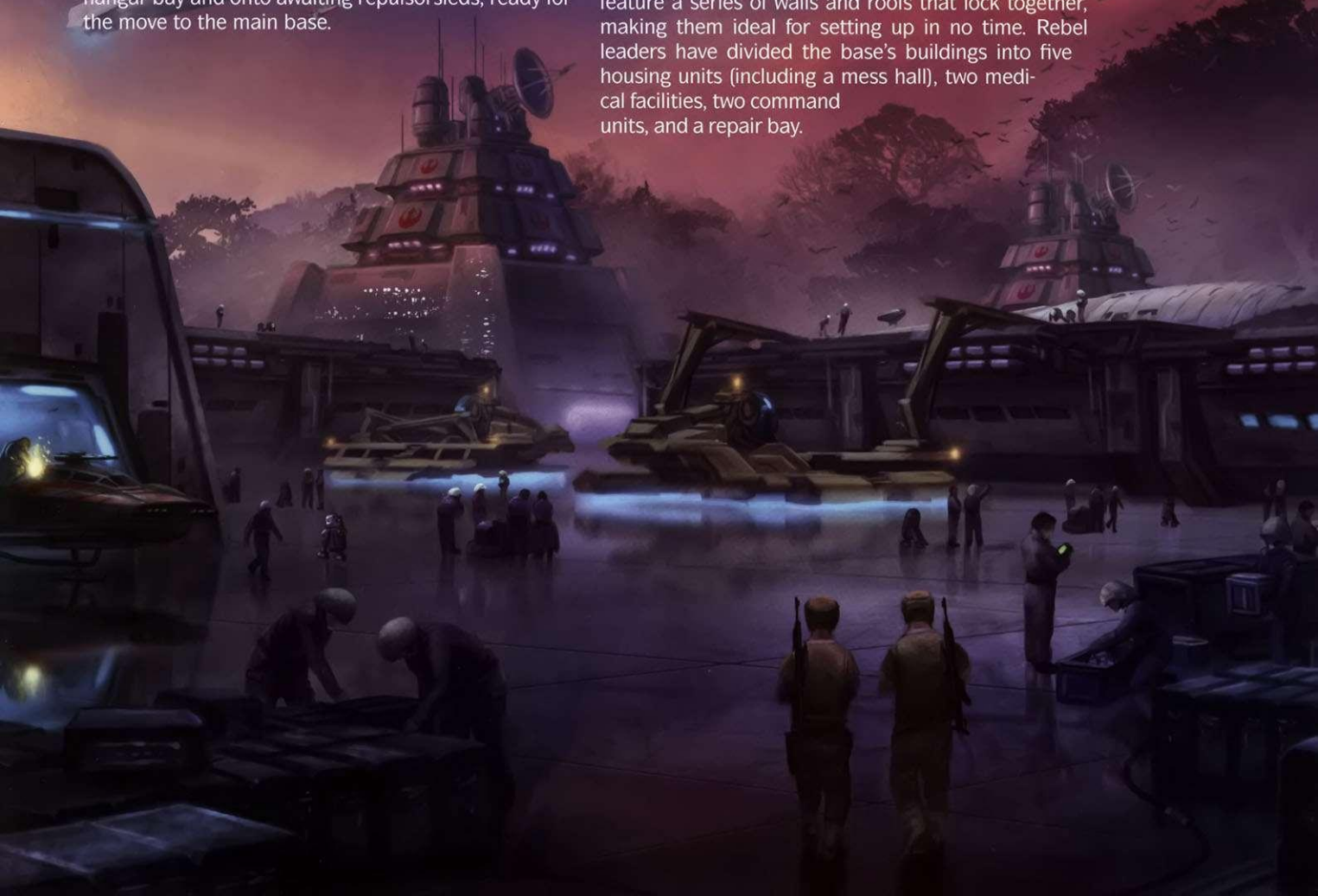
Landing inside the “hangar,” the PCs immediately get the sense of foreboding and despair clinging to their fellow Rebels. The loss of the Arda I base is demoralizing, but the loss of many friends is even worse. The somber mood permeates the air, but it does not keep the dedicated members of the Alliance from doing their jobs. Equipment is unloaded across the hangar bay and onto awaiting repulsorsleds, ready for the move to the main base.

RESOLUTE BASE

The newly established Rebel base on Jagomir has been code-named Resolute Base. In light of recent events, the command structure knows the fragile morale of the soldiers needs all the bolstering it can provide, so they have stepped up the rhetoric on their fight, hoping to inspire the Alliance members however they can. Command determined the site of the base following a number of scouting missions to locate a back-up facility, and even before abandoning Arda I, they had initial prep work carried out on Jagomir to prepare it for use if the need arose.

The base consists of ten buildings, constructed from quickly erectable, pre-fab garrisons. The Imperial Army uses these buildings frequently since troops can easily install them on a battlefield. The Alliance acquired a number of the buildings in a raid on the 74th Imperial Garrison located in the Outer Rim. Rebel engineers have adapted the structures into more long-term uses and placed them deep in the swamps of Jagomir to serve as Resolute Base. The base quickly takes shape, and the Rebels will have it fully operational within days.

The ten pre-fab garrisons are each approximately 50 meters wide by 75 meters long. These structures feature a series of walls and roofs that lock together, making them ideal for setting up in no time. Rebel leaders have divided the base’s buildings into five housing units (including a mess hall), two medical facilities, two command units, and a repair bay.



LOCAL TROUBLE

A few days after their arrival, the PCs receive orders to meet with Commander Ourno in the new command center. He beckons the PCs to approach, a datapad in hand. The Duros makes an attempt at a smile and speaks to them, saying:

"Your service and bravery displayed on Arda I hasn't gone unnoticed. One of our scouting parties ran afoul of some local denizens earlier today, and we need to know if these creatures pose a greater threat to the base. Can you speak with the scouts in the med bay and find out what you can about the creatures?"

If the PCs agree, they can head towards medbay and find Major Yalor to brief them on the mission. The medical center is bustling with activity. Doctor Morricks and her assistants operate on a grievously wounded patient in an iso lab, while various medical droids tend to minor wounds on others in the main area. Major Yalor, speaking with one of the wounded, looks up as the PCs enter and approaches them. The Sullustan is tired, and his usual jovial personality is subdued and tense.

"We don't know what attacked the scouts, but whatever it was came out of the mists quickly and violently. The scouts give us jumbled reports, as many of them are still in a state of shock. However, we do know the creature, or creatures, has a virulent toxin on its appendages, so please take all necessary precautions."

If asked, he explains that Resolute Base doesn't have any security droids capable of clearing out the surrounding environs because what few they had were lost during the evacuation of Arda I. Major Yalor hands the PCs a datapad that shows them the coordinates of the attack. It occurred in a dense part of the swamp, and vehicles cannot penetrate the dense tree growth in the area. Yalor offers to requisition landspeeders to get the Player Characters as close as possible to the area, after which they will have to go on foot.

If statistics are needed for the speeder, use those for 74-Z speeder bike found on page 263 of the **AGE OF REBELLION** Core Rulebook. The PCs can also go see Klik about getting outfitted for the swampy terrain. He provisions them with communications equipment, detection devices, medical supplies, survival gear, or tools of their choice totaling no more than 250 credits per PC (see page 187 of the **AGE OF REBELLION** Core Rulebook).

Once they're ready, proceed to **Into the Dusk...** (right), and read or paraphrase the opening read-aloud text.

INTO THE DUSK...

You've traveled roughly forty minutes to the north when you park your speeder bikes on a dry patch of land; the trees grow too close together to safely pilot it any further. Fog and trees obscure the sun this far into the swamp, creating a sense of eternal twilight. Countless insects, birds, and other creatures buzz, screech, and howl above. The surrounding mist limits visibility, and your hand-scanners provide little usable information due to the concentration of life-forms ahead.

The entrance to this area of the swamp consists of intertwined dionaryll trees, a gnarled and knobby tree, only found on worlds in Jaga's Cluster, that grows hundreds of meters into the air. The trees stand thick, and their exposed roots are dense in this part of the swamp, with few openings large enough to walk through. Beyond the first line of trees, the swamp opens up with more areas of water, hanging vines, moss, and hundreds of buzzing insects.

The party slogs through the murky water, finding only occasional patches of solid ground rising above the waist-deep water. Moving in the water adds ■ to any Athletics or other movement-related skill checks. If any checks generate ☹ or ☹☹☹, the PC slips into a sinkhole under the water, suffering 2 strain each turn he starts in the sinkhole. Escaping from the hazard requires a **Hard (◆◆◆) Athletics check** to pull him from the water's suction. Any additional PCs attempting to help add □ to the check.

SOMETHING AMISS

Deeper into the swamp, the mists thicken, reducing visibility. The mist counts as light cover at medium range and heavy cover at long range. Anything at extreme range or farther is completely concealed. If the PCs fail an **Average (◆◆) Survival check** or a **Hard (◆◆◆) Perception check**, they encounter the evarian nest before they can find the scout's tracks—proceed to **The Nest**, right. If they succeed, the PCs spot the initial scouting party's tracks and some lost equipment they left behind such as scanners, blasters, etc. Read or paraphrase the following aloud:

Following the tracks, you come to a small clearing with a hole in the tree canopy leading to open sky. In the center of the clearing, somebody has arranged a group of rocks and vines into a pile, with moss and other vegetation scattered about to help camouflage it. The tracks lead to the pile and around it, with the dirt seemingly disturbed.

Inside the pile, someone has dug a small hole. The hole is empty, but there is an impression there like something once sat within. The depression in dirt is a ten-centimeter square, the approximate size of a portable power pack, with a few scraps of cut-up wire. Scanning the area reveals nothing of note. The area appears suspicious, and with the discovery of the strange mechanical device on Arda I, this discovery points toward a major problem for the new base.

This hiding spot has recently been vacated, but others in the surrounding swamplands still contain their secret stashes. See **The Hidden Data Files** sidebar on page 55 for more information. If the GM wishes to expedite **Episode II**, he may opt to have one of the data banks present in this instance as well.

In the process of investigating the hiding spot, the PCs have wandered close to a nest of evarrians—gigantic insectoid creatures that do not take kindly to the Rebels encroaching on what they consider hunting grounds. The lost scouting party made the same mistake when they were investigating the clearing. The evarrians sneak through the mist and foliage to attack while the PCs are investigating. The PCs must succeed at a Vigilance check opposed by the hunters' Stealth (**Hard** [●◆◆] difficulty).

The sounds of the swamp fade until the area takes on an unnatural stillness. Player Characters making **Average** (◆◆) **Perception checks** pick up faint hints of movement in the mist, first to the left, and then ahead of them. Concentrating a hand-scanner towards any of the sounds of movement and succeeding at an **Average** (◆◆) **Computer check** detects large forms moving in the mist, approximately 4 meters in length.

THE NEST

Fierce hunters, these long, multi-legged creatures resemble a cross between a centipede and a praying mantis. A highly toxic venom coats their bladed, long front claws, which they use to immobilize their prey. The toxin is especially poisonous to humans, though, and in addition to paralyzing the victim, it breaks down its organs. The creatures have a very rudimentary intelligence, and nests are composed of small groups of hunters who protect a queen. This particular nest has four hunters along with a queen and four larvae.

The evarrians want to protect their nest and hunting grounds from the Rebels. The construction of the base has driven away much of their usual prey, and the creatures are becoming more and more aggressive due to hunger. The hunters fight to the death, but the queen will not engage in a fight unless she is directly threatened or attacked. She retreats with her four larvae deeper into the forest.

EVARRIAN HUNTER [RIVAL]

Evarrian hunters are four meter-long insectoids with hundreds of flexible body segments that propel them through the soft mud and water of the swamp effortlessly. Their upper bodies sport two long claws coated in paralytic venom that quickly immobilizes their prey. The carapace of the creature is a deep purple with streaks of pale blue along the back. Multifaceted eyes and two long antennae provide excellent sight and tracking for the creature.

3	3	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 3		W. THRESHOLD 12		M/R DEFENSE 0 0	

Skills: Athletics 1, Brawl 2, Cool 1, Coordination 1, Stealth 1.

Talents: None.

Abilities: None.

Equipment: Spiked forelegs (Brawl; Damage 6, Critical 3; Range [Engaged]; Defensive 1, Linked 1, spend ☉☉ to inflict standard strength neuroparalytic [see page 188 of the **AGE OF REBELLION** Core Rulebook]).

EVARRIAN QUEEN [NEMESIS]

An evarrian queen appears as a larger version of an evarrian hunter. A queen typically grows to six or seven meters in length and has the same coloration as her spawn. The queen has a distended abdomen where eggs are produced, and she lays 4-6 eggs per year. These young hatch in two-to-three months and join rest of the colony.





Skills: Athletics 2, Brawl 3, Cool 2, Coordination 2, Stealth 2.

Talents: Adversary 1 (upgrade all combat checks against this creature once).

Abilities: None.

Equipment: Bladed forelegs (Brawl; Damage 8, Critical 3; Range [Engaged]; Defensive 1, Linked 1, Pierce 2, spend 2 to inflict standard strength neuromuscular [see page 188 of the **AGE OF REBELLION** Core Rulebook]).

EVARRIAN LARVA [MINION]

The evarrian larvae resemble the mature hunters but are considerably smaller and have less distinctive features. Their scarlet carapace is delicate and susceptible to attacks; the blades along their claws have not yet fully hardened, but the toxin has a stronger concentration.



Skills (group only): Athletics, Brawl, Coordination.

Talents: None.

Abilities: None.

Equipment: Claws (Brawl; Damage 4; Critical 4; Range [Engaged]; spend 1 to inflict standard strength neuromuscular [see page 188 of the **AGE OF REBELLION** Core Rulebook]).

HAYDON'S EYES & EARS

With the evarrian threat diminished, the PCs can return to base. It isn't long after their arrival that they come across Urel Haydon, who has been searching for them. Read or paraphrase the following aloud:

Haydon pulls you into a side passage, cautiously looking over his shoulder. "I had my suspicions at Arda I that something was not right. Now I hear you have already found something here that could point to a traitor among us. I need you all to look into this further. You must be careful, though, and not raise any suspicions until you have proof. The morale here teeters on the brink, and we cannot send it over the edge with baseless accusations and fear-mongering."

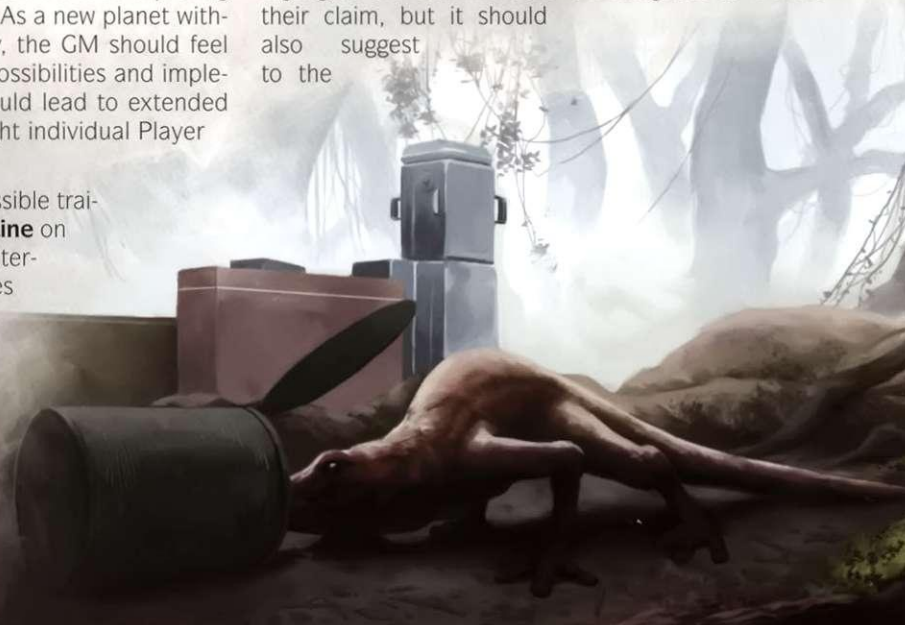
If the Player Characters ask Haydon how he already knows, he simply smiles and says it is his job to be aware of these things. Haydon tasks the PCs to find the traitor and root him or her out. He informs them that, although he will speak to command and make them aware of the operation, the investigation must remain secondary to all other demands placed upon them by High Command or other superiors.

SETTLING IN

If the Player Characters want to scout out more of the land, there are several more side quests to complete and creatures to combat. The GM can decide how much game time he wishes to devote to exploring the planet and its various sites. As a new planet without a lot of established history, the GM should feel free to take advantage of the possibilities and implement any ideas he has that could lead to extended campaigns, as well as to highlight individual Player Characters' Duty.

As the investigation of the possible traitor develops (see **Walking the Line** on page 58), the GM might alternate investigation opportunities with additional Rebel missions into the surrounding environs, detailed below. If the players only have time to interview one to three individuals in the downtime between

missions and mission prep, this prolongs the hunt for the traitor and in turn raises the dramatic tension. The party's inability to focus fully on the investigation highlights the commanders' unwillingness to believe their claim, but it should also suggest to the





players that someone, somewhere is pulling the strings to keep the PCs too busy to investigate. The closer they come to uncovering the traitor, the more dangerous their missions become. The following pages list the missions in ascending order, from least dangerous to most dangerous.

Each mission contains a hook, some details about the objectives and complications that arise, a read-aloud section, and some suggested combat encounters. If the GM wishes to devise his own encounters for more experienced or combat-capable groups, the list of **Creatures and Challenges** starts on page 56.

1. THE PIRATE BASE

As a remote location missing from many star charts, Jagomir has sheltered secret bases before. Klik explains to the PCs that a group of smugglers, pirates, and other fringers once called the planet home and conducted various raids and missions from the planet. Remnants of their base still stand in the Aethron mountains, but local wildlife has infested the ruins. He has a hunch that the pirate base might be full of supplies and wants whatever they find brought back. Antiquated defense systems might remain active in the area, guarding something to which the owners will never return.

Once the party has traveled one hour northwest of Resolute Base to the foothills of the Aethrons, read or paraphrase the following aloud:

The screeches of the forest fade behind you as you ascend the trail above the tree line. Up ahead, your scanners indicate a rectangular-shaped concentration of metal, possibly the old pirate stronghold. Mist obscures the mountaintops, and the low rumble of thunder echoes between the crags.

The GM should call for the PCs to succeed at **Survival checks** to find and follow a passable trail into the mountains, **Athletics** and **Resilience checks** to avoid fatigue or exposure, and **Perception** or **Vigilance checks** to watch for predators. Each skill check has an **Average** (◆◆) or **opposed difficulty**, as appropriate. The cloying mist adds ■ to any sight-based checks.

DUTY (TECH PROCUREMENT): SPECIAL DELIVERY

In fact, the compound contains a hidden weapons cache that will go far to help resupply not only the Player Characters but also the Rebel Alliance at large. PCs may take first pick, but for every dozen items they return to Resolute Base, they earn 2 Duty points apiece. The cache contains: 10 stun grenades, 8 frag grenades, 6 armor-piercing grenades, 8 blaster pistols, 4 blaster rifles, and 4 stimpacks.

Suggested Encounters: 3x Jagomiri swamp stalkers (page 56) skulking around the trail and perimeter of the compound (use individually, not as a minion group), 2x minion groups of two Jagomiri swamp stalkers brooding inside the abandoned base.

2. KELARI GROVE

Medicines are always in short supply for the Alliance, and Doctor Morrnick hopes to supplement medbay's stock with natural cures. She sends the PCs deep into the swamp to seek out a rare plant called the kelari lily that could treat illnesses or battlefield injuries. Unfortunately, the plant only grows in very remote locations.

The GM should call for **Athletics** and **Coordination checks** to traverse the swamps and avoid tripping hazards and other obstacles, **Stealth checks** to avoid the notice of local wildlife, and **Medicine** and **Knowledge (Xenology) checks** to find the lily itself. Each skill check has an **Average (◆◆)** or **opposed difficulty**, as appropriate. Moving in the water adds ■■ to any Athletics, Coordination, or other movement-related skill checks. When the PCs succeed at finding the lily, The GM should read or paraphrase the following aloud:

After trudging east through the marshes and murk, you finally spot what might be the iridescent glow of the kelari flower peeking through the undergrowth. Investigating further, you discover that in the center of a brackish pool is a small, overgrown island. No sooner do you spot the lily do you hear ominous clicking and chirping sounds from the dionaryll trees to your right and left.

The GM should call for Initiative rolls as the PCs attempt to fight off the bog spitters and harvest the kelari lilies before they all become dinner. If the PCs succeeded at their Stealth checks, they have an extra round to act before the creatures attack. Afterward, they can spend as much time as they need harvesting the kelari lily from the island (an hour or so is more than sufficient).

Once they have the plants in hand and return to Dr. Morrnick's lab, a successful **Hard (◆◆◆) Medicine check** or a **Daunting (◆◆◆) Knowledge (Xenology) check** (made by the PCs or Dr. Morrnick) yields four anti-venoms (can be used as an out-of-turn incidental to immediately succeed at the Resilience check to resist being poisoned). The PCs have gathered enough samples for a total of sixteen anti-venoms before they need to find more sources.

Suggested Encounters: 4x bog spitters (page 56) lurking at the edge of the glade.

3. SHIMMERING FALLS

As a planet located in the fabled boundaries of Sith Space, Jagomir once served as a refuge for ancient Sith fleeing from one of the many wars that plagued their societies in the past. The caves behind Shimmering Falls hide an ancient burial ground containing forgotten knowledge. Alternatively, if the GM wishes to use this location as a springboard for an extended campaign, the caves contain clues to some ancient and terrible weapon that may give the Alliance the upper hand against the Empire if they tracked down this forgotten relic. The Alliance might later learn that the Empire is also pursuing these artifacts, meaning the Rebels must race to recover the technology before it can be used against them.

The PCs hear about the legend from Setenna Hase, who has been conducting some additional anthropological research about the planet. Var Narek encourages her to follow up on these old Sith stories, although he personally disbelieves them, in order to distract the PCs and throw them off his trail. She authorizes the use of an MSP100 Pteropter airspeeder for the PCs to conduct their search for the possible artifacts and bring back any clues they can find.

MSP100 PTEROPTER HOVER POD

Based off the design originally used by Trandoshans in their hunts on their homeworld and surrounding colonies, the Pteropter is perfectly suited for short exploratory expeditions. With open-air cockpits, camouflage paint jobs, and mounted floodlights, the Rebel Alliance has acquired a number of these antiquated models over the years for scouting temperate yet treacherous planets.

2	3	-1	DEF: 0	FOR: -	PORT: -	STARBOARD: 0	AFT: 0	ARMOR: 1
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD: 3				SS THRESHOLD: 5	

Vehicle Type/Model: Airspeeder/MSP100 Pteropter Hover Pod.

Manufacturer: Gallofree Aerial Products.

Maximum Altitude: 2 kilometers.

Sensor Range: Short.

Crew: One pilot, two gunners.

Encumbrance Capacity: 8.

Passenger Capacity: 3.

Price/Rarity: 30,000 credits/5.

Customization Hard Points: 2.

Weapons: Rotary repeating blaster cannon—this weapon's entire profile uses personal scale, not planetary scale (Fire Arc Forward; Damage 15; Critical 2; Range [Extreme]; Auto-fire, Inaccurate 1).

Forward-mounted laser cannons—this weapon's entire profile uses personal scale, not planetary scale (Fire Arc Forward; Damage 9; Critical 3; Range [Extreme]; Inaccurate 1, Linked 1).

THE HIDDEN DATA FILES

Var Narek has been amassing Rebel computer files and intel, then storing the databases in scattered locations throughout the swamplands surrounding Rolute Base. During the PCs' side missions or base-side investigation, the GM can rule that generating ☉ or ☉☉☉ allows the PCs to find these data caches. If it is still too early in the investigation to reveal the information, the PCs might find another empty data cache like that near the evarrian's nest. The GM should keep in mind that if the PCs roll well, these data files may cut the social investigation short. He should save them as a backup in case the PCs do poorly during the **Launching the Investigation** section on page 58 or, at the GM's discretion, the data files may serve as a substitute method of conveying particular clues missed by the PCs.

A slicer can analyze each one to try to identify the computer administrator who downloaded the files

in the first place. A successful **Hard** (◆◆◆) **Computers check** reveals the following information:

- ☉: Most of the files are encrypted, but the slicer is able to uncover the **Offworld Transmission Log** on page 60.
- ☉☉: The slicer who downloaded these files has the rank of lieutenant.
- ☉ or ☉☉☉: The device contains the log-in credentials of the user who downloaded these files. If the PCs can access the classified Rebel Alliance database, the files within identify the user.
- ☉☉☉: The files were downloaded from Setenna Hase's computer terminal.
- ☉ or ☉☉☉☉: The PC trips a counter-slicing measure, and it immediately wipes the data storage of all files, rendering the device useless.

The GM should call for **Astrogration** or **Knowledge (Lore) checks** to use the stars in the legend as a guide to pinpoint the location, **Perception** and **Piloting (Planetary) checks** to successfully fly among the diorall trees and through the waterfall without sustaining hull trauma or system strain, and **Skulduggery** or **Mechanics checks** to release the millennia-old locking mechanism on the chamber itself. Each skill check has an **Average** (◆◆) or **opposed difficulty**, as appropriate. The interlocking branches and gnarled limbs add ■ to all Piloting checks.

After the PCs have discovered the Shimmering Falls Caverns behind the massive waterfall, read or paraphrase the following aloud:

Judging by your calculations, the constellation points to Shimmer Falls as the astronomical analogue on this planet. The massive waterfall reaches over 200 meters in height, and the vehicle's scanner reveals a hollow in the rock behind the cascading water. As you fly closer, the roar of the falls drowns out all other noise—except for the high-pitched buzzing coming from behind you!

It's a race to get behind the waterfall before the dream shimmers can disorient the party or overwhelm the vehicle. The scene begins with the airspeeder at extreme range from its target, the caverns. The dream shimmers function as vehicles with speed 2 and handling +1, otherwise they operate on personal scale for the purposes of dealing damage and sustaining wounds.

Once inside, the PCs should park their speeder and explore the caverns, which may hold further threats at

the GM's discretion. They soon reach a locked chamber that contains the artifact (or clues) they've sought: a strange, crystal-shaped device with indecipherable hieroglyphics. The old Sith artifact has no readily apparent purpose, but can be sold to academic or underworld organizations for a lot of credits—funds that would help keep this particular Rebel cell solvent for another standard year or more.

If a PC has a Force rating of 1 or higher, or if any players were stung and affected by the shimmers' venom, they are plagued by haunting whispers from evil Sith vestiges and must succeed at an **Average** (◆◆) **fear check**. Any who fail see a vision of a woman, possibly Setenna, screaming out in pain and begging to be freed. It is actually a glimpse of the future: Setenna's capture by Var Narek, and the Imperial interrogation she will endure should the PCs fail to rescue her in **Episode III**.

Suggested Encounters: 5x dream shimmers (page 57) flying from the tree canopy (short range).

4. SENSOR OUTPOSTS

Finally, Captain Harl Bess summons the Player Characters to explain that the Rebels need to establish a number of remote sensor outposts to increase security for the base. They must install these sensor nets in outlying areas to ensure the greatest amount of coverage. Each outpost construction site is labeled on the map of Jagomir (see page 53) as items **4A**, **4B**, **4C**, and **4D**, though these represent the places the PCs eventually select as the most suitable for placement.

The GM should call for **Survival** and **Knowledge (Warfare) checks** to determine the best outpost loca-

tions from an environmental and tactical standpoint, **Computers** and **Mechanics** checks to install the equipment, and **Skulduggery** and **Deception** checks to ensure they remain hidden. Each skill check has an **Average** (◆◆) or **opposed difficulty**, as appropriate. Repeat these checks for each of the four outposts.

Read or paraphrase the following aloud once the PCs make their way to the fourth and final location:

While you're working on installing the sensors, a bright explosion followed by a thunderous boom lights up the northern horizon. Your heart races as you scramble to determine what it could be, and a feeling of dread washes over you as you consider the possibilities.

The incident could involve a meteorite, swamp gas, or other natural phenomena, or maybe a small ship has crashed on the planet. The pilot of the vessel could be a smuggler or other individual who unsuccessfully navigated the area's anomalies and damaged his vessel. If the PCs rescue him, he could be a potential new recruit for the Alliance or possibly suspected as an accomplice to the traitor.

Suggested Encounters: 6x dream shimmers (page 57) or 4x bog spitters (page 56) or 3x evvarian hunters at each location (GM's choice) save for that one with the explosion. 3x minion groups of three Jagomiri swamp stalkers (page 56) facing off against 1x tunneling garrix (page 57) disturbed by the impact of the explosion, with the PCs caught in the middle.

CREATURES AND CHALLENGES

Thousands of species call Jagomir home, ranging in size from minute insects to gargantuan sea creatures. Insects, reptiles, and amphibians are the most common species, followed by birds and fish. Some mammals reside in the mountains of the planet, mostly grazing animals that make their homes on the plateaus in the highest elevations.

The Rebels have begun scouting out the planet, confirming that none of the life-forms living on Jagomir have any sort of civilization or known sentience. One scouting team ran afoul of a group of particularly large creatures on their excursion, suffering serious injuries. After this incident, Rebel command has issued warnings on traveling in the swamps without vehicles, as the creatures continue to pose a threat to any who encroach on their territory.

JAGOMIRI SWAMP STALKER [MINION]

The Jagomiri swamp stalker is a vulpine predator with coarse green fur, a fluffy double tail, and large

clawed paws. The females hunt in packs while the males tend to be solitary predators. They possess a preternatural sensitivity to the Force through their whiskers, allowing them to anticipate the movement of their prey and attack before the victim can react. As its name suggests, the swamp stalker lives on the edges of marshes and other wetlands, although it has also been known to expand its hunting grounds into the foothills of the mountains of Jagomir.



Skills (group only): Brawl, Perception, Stealth, Survival, Vigilance.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Force Rating 1.

Abilities: Force Hunter (Roll ◻ on Initiative checks; ◯: gain ☆ per point on its Initiative check), Force Stalker (commit ◻: gain ◻◻ on Stealth checks).

Equipment: Claws (Brawl; Damage 7; Critical 4; Range [Engaged]), bite (Brawl; Damage 7; Critical 3; Range [Engaged]); Pierce 3, thick fur (+1 soak).

BOG SPITTER [RIVAL]

The bog spitter is a fast-moving quadrupedal lizard distinguished by its thick scaly hide and the venomous poison it projects into its victim's face when attacking. Bog spitters can grow up to 4 meters long and 1 meter tall, weighing as much as 90 kilograms. Despite its large size, the bog spitter is surprisingly fast, able to outrun most small- and medium-size prey in and around the marshes it calls home. Once the bog spitter blinds its prey with its poison spit, it pounces and attacks with its massive front claws and powerful bite.



Skills: Brawl 3, Perception 2, Ranged (Light) 3, Survival 2, Vigilance 2.

Talents: None.

Abilities: None.

Equipment: Poison spit (Ranged [Light]; Damage 3; Critical -; Range [Short]; Pierce 2, Slow-firing 2, typhloctic Poison: spend ☹☹ to inflict; target must succeed at a **Hard** [◆◆◆] **Resilience** check or he suffers the Blinded Critical Injury [see page 231 of the **AGE OF REBELLION** Core Rulebook] until the Critical Injury is healed), claws (Brawl; Damage 7; Critical 3; Range [Engaged]; Knockdown), bite (Brawl; Damage 7; Critical 3; Range [Engaged]; Pierce 1).

DREAM SHIMMER [RIVAL]



The dream shimmer is a large, winged insect with a thorax and abdomen similar in size to a small rodent. Its name comes from the sparkling glow of its wings, which seem to shimmer in any light. The dream shimmer's sole means of defense is a stinger containing hallucinogenic venom. This evolutionary adaptation gives the shimmer enough time to flee from danger or to continue to deliver repeated stun attacks with its stinger.

1	4	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
1		5		0 1	

Skills: Coordination 2, Melee 3.

Talents: None.

Abilities: Flyer (dream shimmers can fly; see page 214 of the **AGE OF REBELLION** Core Rulebook), Silhouette 0.

Equipment: Stinger (Melee; Damage 6, Critical 4; Range [Engaged]; Pierce 2, Stun damage, Dream venom; spend   to inflict; the target suffers the Knocked Senseless Critical Injury [see page 231 of the **AGE OF REBELLION** Core Rulebook]. Until the effects of the Critical Injury end, the target experiences hallucinations inspired by the character's background, Duty, fears, Motivation, Obligation, or general state of mind when stung).

AZURDACTYL [RIVAL]

The aquamarine, four-winged azurdactyls are a common sight above the Jagomiri canopies, where they are known to play with each other and fly alongside starships. They appear to be somewhat intelligent, perhaps even semi-sentient, and some Rebels report that they have helped hunt for food in exchange for a share of the catch. Resolute Base's xenologists hypothesize that the avian species may be related to the Alderaanian thranta or Kaminoan aiwha, albeit distantly.

4	3	2	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
4		15		0 0	

Skills: Brawl 3, Coordination 2, Perception 2, Stealth 1, Survival 2, Vigilance 1.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Natural Hunter (once per session may reroll any one Perception or Vigilance check).

Abilities: Flyer (azurdactyls can fly; see page 214 of the **AGE OF REBELLION** Core Rulebook), Silhouette 2.

Equipment: Claws (Brawl; Damage 5; Critical 5; Range [Engaged]; Pierce 1), wing buffet (Brawl; Damage 4; Critical 4; Range [Short]; Knockdown), dive bomb (Brawl; Damage 10; Critical 3; Range [Medium]; Prepare 2).

TUNNELING GARRIX [NEMESIS]

The Jagomiri tunneling garrix lives deep under the surface of the planet, emerging only to feed or defend its network of tunnels. This massive predator subsists on the large, meter-long grub worms that nest widely throughout the rich soil of the planet, though the garrix eats many other creatures if it can sink its fangs into them. The creature is blind, relying on its sense of smell and the vibrations around it to navigate through the dirt under the swamps. It is innately cowardly, and flees if it sustains more than 15 wounds.

5	3	1	1	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		S. THRESHOLD	
5		20		10	
				M/R DEFENSE	
				0 0	

Skills: Brawl 3, Perception 3, Survival 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice).

Abilities: Blind (this creature relies on smell and vibration to find its prey. A target gains no benefit from cover in an engagement with this creature as it smells the victim and senses its movement), Silhouette 2.

Equipment: Sideways slam (Brawl; Damage 5; Critical 4; Range [Short]; Blast 4, Knockdown), garrix smash (Brawl; Damage 8; Critical 3; Range [Engaged]; Disorient).

WALKING THE LINE

The Player Characters must tread cautiously during their investigation to uncover a possible traitor. Many of the Rebels here have contributed much to the Alliance cause over the years, and a group of newcomers making accusations does not go over well with them. Everyone on the base knows that spies and Imperial agents can threaten any Alliance cell, but with their morale shaken after Arda I, many of the troops can't handle the thought of a traitor.

LAUNCHING THE INVESTIGATION

When the PCs begin their investigation, they uncover a number of suspects from talking to various people around the base. Some of these conversations amount to nothing more than idle small talk, while others may allow the players to start piecing together a picture.

The Game Master should parse out this information in a manner that works for his adventure. The NPCs included in **Diverse Heroes** (see page 60) have a series of informational bullet points detailing what information the PCs can learn through questioning delete. These details can be learned from a variety of different social skill checks.

Good roleplaying can help alleviate poor rolling, and the GM should not let the investigation flounder just because of a few botched rolls if the players can cleverly steer a conversation in their favor. Important details from ✨ or 🎯 on social skill checks can also be inserted into the conversation if it makes sense to do so. Depending on a group's play style, it might even make more sense to roleplay the back-and-forth of an in-character conversation from the outset, saving skill checks for a last resort means of obtaining the information.

OBSERVATION FROM THE SHADOWS

The most cautious route is for the Player Characters to go about their day-to-day business but study their comrades and look for any indication of inappropriate conduct. This may entail following suspicious individuals, hiding in shadows, sneaking into the rooms of characters, and other dubious behavior. If the characters decide to go this route, any ▼, 🕸, or 🕸 generated on a check can mean the tables are turned—the Rebels begin believing the PCs are the ones up to no good.

Depending how the PCs go about their observation, they can discover the following information with an **Average (◆◆) check**:

- **Perception:** You've noticed a Bothan sneaking around the base, even during daylight hours.

- **Skulduggery:** You "let" yourself into an electronically locked door marked "Technicians Only." Inside, you find a disassembled protocol droid hooked up to another computer terminal, clearly the traitor's handiwork. The protocol droid may be treated as another chance to find the information included in the **The Hidden Data Files** sidebar on page 55.
- **Stealth:** You are able to shadow some of the Rebels at Resolute Base to watch their routines. Major Yalor in particular, you've noticed, is allowed unfettered access to the base, including all unauthorized areas. Does he use his high-level security access for clandestine purposes?
- **Vigilance:** The PC comes across Commander Curno outside the new Command and Control watching Setenna converse with her field assistant inside, a suspicious look on his face. As soon as he notices the PC, he gruffly moves on.

WORKING SIDE-BY-SIDE

Probably the most direct path in investigating is for the Player Characters to insinuate themselves into the lives of their fellow soldiers. Assisting them with everyday actions such as repairs, scouting patrols, mission prep, and more allows the PCs to see who they are working with and also look for anything out of the ordinary.

The PCs can find out the gossip, rumors, and general mood of the base by succeeding at the following **Average (◆◆) checks**:

VAR'S ROLE IN THE INVESTIGATION

In protecting his role as a traitor, Var has learned much about his fellow Rebels, including their backgrounds and motivations. He has put that information to use in casting doubt on many around the base by mentioning odd behavior, strange movements, or other tidbits to various people, hoping that something said in passing will cause others to take closer looks at these innocent soldiers.

Over the months since Var has gone over to the Empire, he has attempted to gather a great deal of information from the Alliance computers and records for his new masters. Fortunately, Var is not the most skilled slicer, and while he has gathered a number of valuable secrets, he couldn't completely hide his digital footsteps and fingerprints. Traces of accessing the data can be found with **Hard (◆◆◆) Computers checks**.

WELL, THAT DIDN'T GO AS PLANNED...

If things go sideways, and the PCs find themselves accused of treachery, they must act quickly to avoid ending up in the brig. The Player Characters might use their connections with Urel Haydon to help get them out of trouble, or they can prove their innocence by finding the real traitor. If suspicions begin to point towards the PCs, the Player Characters need to go to great lengths to prove their commitment to the Alliance. The side quests listed on pages 52–57 in **Settling In** may be re-framed as missions meant to prove the PCs' loyalty and Duty, thereby clearing their names.

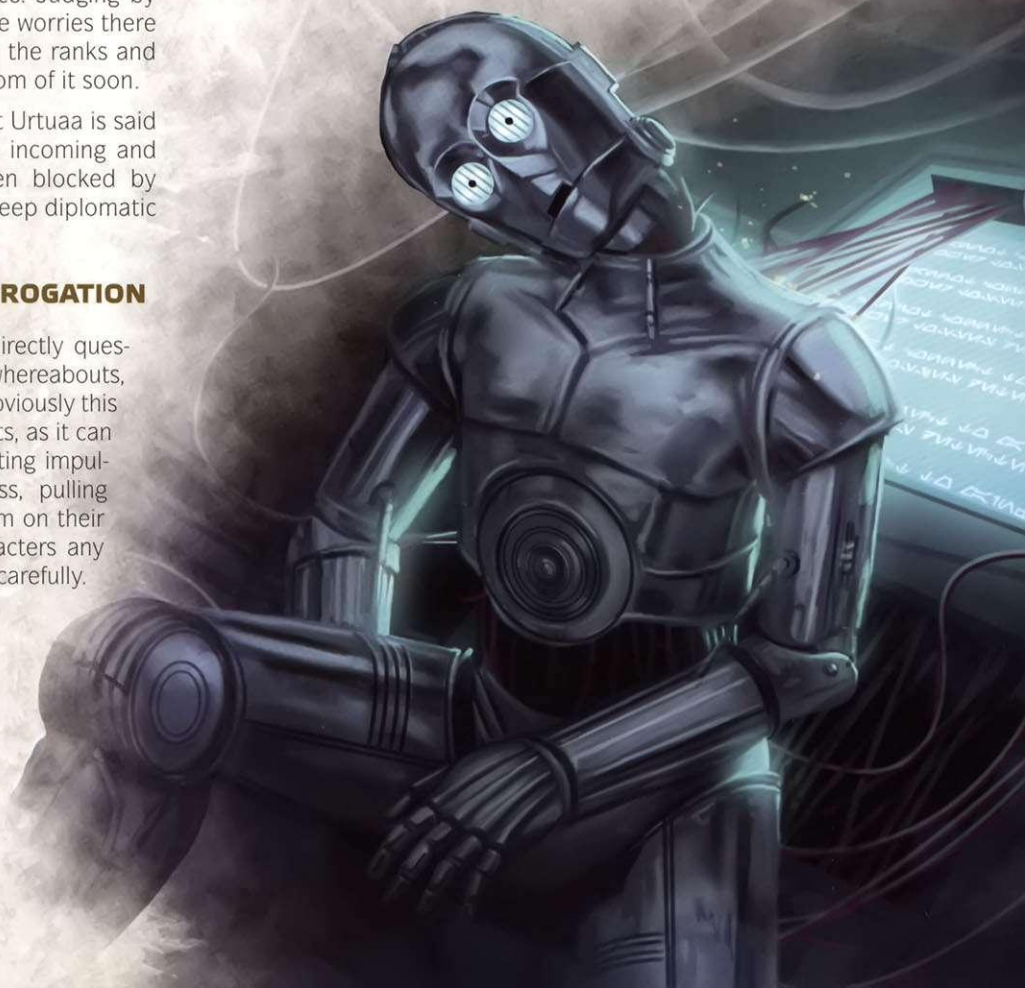
- **Charm:** If the PCs try to make nice with their fellow Rebels, they discover that many of them miss General Niall's tough love. While Setenna is very supportive of the Rebel cell, some worry that she may be too trusting of those around her.
- **Cool:** If the PCs play it cool, they are approached by Vortex pilot Jerrod Lourdas in the new mess hall. He thanks them for taking his patrol for him and also for saving the Arda I base. He adds that not everyone seems happy with the PCs' newfound celebrity, especially Rik Torrence.
- **Leadership:** Dorrian Vodani approaches the PCs, saying that he is inspired by the PCs' devotion to the cause and wishes everyone had that sort of dedication to the Rebel Alliance. Judging by the scale of the attack at Arda I, he worries there might be more than one traitor in the ranks and hopes the PCs can get to the bottom of it soon.
- **Streetwise:** The Ithorian diplomat Urtuaa is said to be distraught by the fact that incoming and outgoing transmissions have been blocked by Resolute Base, citing his need to keep diplomatic lines open to other worlds.

DIRECT INTERROGATION

The most confrontational route is to directly question members of the Alliance on their whereabouts, background, mission knowledge, etc. Obviously this path brings about the most direct results, as it can also serve to spook the traitor into acting impulsively and exposing him. Nevertheless, pulling colleagues into a room and grilling them on their actions does not win the Player Characters any friends and should be undertaken very carefully.

Depending on what sorts of questions the PCs ask they can begin to uncover the following leads with an **Average (◆◆) check**:

- **Coercion:** If the PCs try to bully one of their fellow Rebels for information, he complains that the PCs are as bad-tempered as Isshtharr, who came close to pulling out Sarliss's arm over what seemed to be a minor disagreement.
- **Deception:** The PCs might try to get the suspect to open up by bluffing about how much they already know. In a desperate attempt to deflect suspicion from himself, the suspect quickly retorts that Dorrian Vodani is one of the quietest pilots in the base and almost never socializes with the rest of them—he could be hiding something.
- **Discipline:** Setenna Hase's field assistant, Var Narek, seems more than willing to help, mentioning that VX-19 originally came from an Imperial vessel and that Rik Torrence seems to think he's better than most of his fellow Rebels. You also get the impression that Var seems almost smug about offering up these names.
- **Negotiation:** If the PCs try to requisition more firepower or upgrades for their missions out of base, Clik raises an eyebrow. He says he doesn't have any to spare, what with some of his weapons and gear going missing even since they've arrived on Jagomir.



OTHER METHODS

In addition to questioning Rebels, the PCs can go down other paths in searching for things out of the ordinary. They can analyze the Alliance computer networks in search of hidden programs or viruses that may expose critical data. They can check out ships in the hangar bay for homing devices and other tracking equipment. The PCs may even wish to search the swamps for evidence of probe droids or other signs of the Empire.

If the PCs enjoy this part of the investigation, the GM should allow the PCs to explore all avenues that interest them by passing an **Average (◆◆) check**.

- **Computers:** If the PCs sweep the Rebel networks for anything suspicious, they discover that the droid VX-19 has spent a great deal of time logged in to the Imperial ciphers database. If the interference on Arda I was actually an Imperial code, VX-19 might have been able to decrypt it—or perhaps he was the one transmitting them in the first place! After a day's time he is able to uncover bits and pieces of an **Offworld Transmission Log**, below.
- **Mechanics:** On a first pass, the PCs find no evidence of any homing beacons or mysterious devices in the hangar or on the starships, but they do notice Captain Harl Bess doing a thorough inspection of each spacecraft. Could he have been removing evidence?
- **Medicine:** Most everyone on the base visits Dr. Morruck at some point or another, and she might be able to share any reports of suspicious injuries she's treated in the last few weeks.

DIVERSE HEROES

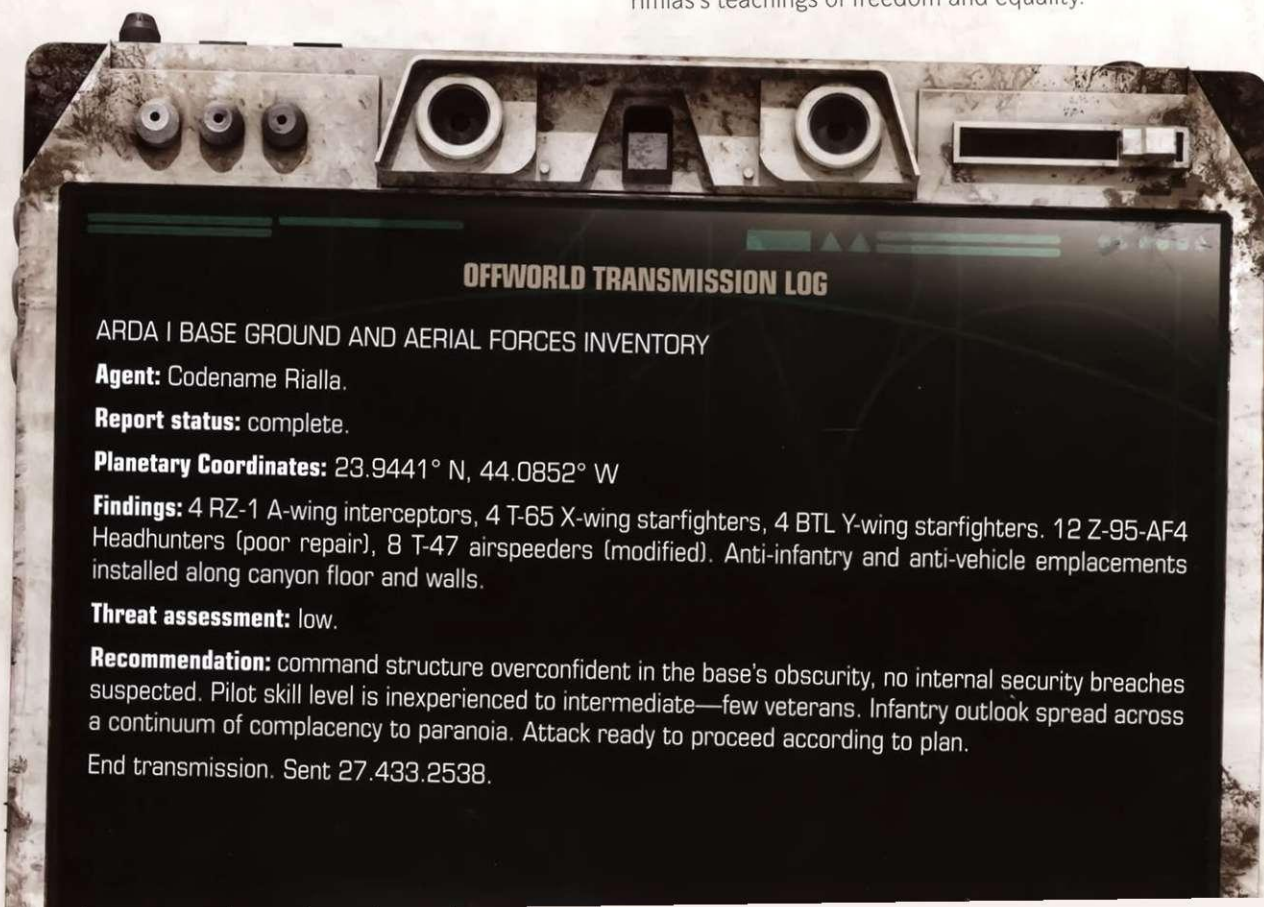
The NPCs with whom the players interact during their investigation are a diverse and interesting group of Rebel operatives. Almost all of them have resisted the Empire for many years, and their motives and missions have a great impact on who they are.

In this part of **ONSLAUGHT AT ARDA I**, the GM should do all he can to keep his players guessing. Interacting with the NPCs can provide amazing roleplaying opportunities and establish long-term friends (and enemies) for the PCs in a campaign. This segment can last as long as the GM wishes before the traitor is exposed. Each write-up provides roleplaying notes, locations they frequently visit, and how the GM can introduce them into the investigation. Numerous NPCs live and work on the base, and the ones detailed below are only those who the Player Characters will likely consider suspects. Other NPCs around the base can offer up the characters below as potential suspects due to various strange behaviors (see **Launching the Investigation**, page 58).

DORRIAN VODANI, DRESSELLIAN PILOT [RIVAL]

A middle-aged Dressellian with tan, wrinkled skin, Dorian Vodani stands 2.2 meters tall. He often dresses in a simple orange flight suit, even when off-duty.

The Dressellian pilot is quiet and introspective. He spends a great deal of time reading old texts from his homeworld: the writings of an ancient philosopher known as Corrimias. He has patterned his life on these philosophies and is a strict adherent to Corrimias's teachings of freedom and equality.



A SAMPLE INVESTIGATION

The Game Master can conduct the investigation into the traitor many different ways, and GMs should be prepared to improvise in order to help keep the narrative feel natural, not scripted. Those looking for ideas on how to run this section can look at the sample path below.

STARTING THE INVESTIGATION

The Player Characters decide that they will begin their search by quietly observing their fellow Rebels and also by asking innocent questions. The PCs strike up conversations around the mess hall, the hangar bay, and the habitat areas with a number of Rebels. From discussions with these minor NPCs, the investigation starts to point toward some key figures.

Example: Vendri and Cael, two of the Player Characters, sit in the mess hall and begin chatting up a group of pilots who have been working all day in the hangar bay. Asking a series of innocuous questions, the two PCs find out that Dorrian Vodani, a Dressellian pilot and leader of Rust Squadron, is something of an oddity among the other pilots. He keeps to himself almost always and is rather standoffish. As he hasn't done anything truly sinister, they just mention his odd behavior in passing.

The PCs can press for more information, using their Deception or Charm skills to try to pry any other news from them. During a Charm check, Vendri rolls $\otimes \otimes$, which the GM decides means that one of the pilots has become suspicious and begins asking some questions of his own about why the Player Characters want to know about this pilot. The PCs can play this off as learning the lay of the land and getting better acquainted with their cohorts.

From there, the Player Characters question Dorrian. During their conversation the players discover that the Dressellian keeps to himself due to his studies and beliefs. This helps rule out this particular NPC as a suspect.

THE MIDDLE OF THE INVESTIGATION

Once the PCs have spoken with a number of Rebels, they have a potential list of suspects to look into further. From this list, the players

can begin digging deeper into these suspicious individuals, trying to ascertain why they have sparked any fears among the other Rebels. During this stage, the questions can become more direct, though the Player Characters should still take care as to not let their inquiries arouse any deeper suspicions.

Example: Jin-Rio, one of the Player Characters, has followed up a lead on Masi Qual, a Bothan Spy who came to the attention of the PCs as a suspect due to her movements at strange hours and being spotted in some sensitive areas of the base. Jin-Rio purposely runs into the Bothan in the corridors of the base late one evening. Jin-Rio strikes up a conversation and tries to find out about the Bothan and her role in the Alliance. She uses her Charm skill and manages to generate \star , \otimes , and \oplus .

The GM decides to use that \otimes and \oplus to mean that Masi is not offended by the line of questioning and volunteers to bring Jin-Rio before Commander Qurno, who verifies Masi's information. The Bothan also mentions in passing that Var Narek encouraged her to practice her stealth skills around the base, something that Jin-Rio might consider strange.

THE END OF THE INVESTIGATION

After the Player Characters have gathered their intel on the suspects, they should compare notes. The common thread should begin to emerge here that Var Narek has had a hand in much of the rumor-mongering that has transpired. The Resolute Base Rebels have mentioned that Var brought certain other Rebels to their attention or that Var had pointed out something strange about a particular character.

The PCs can then begin looking into Var's whereabouts at this time and discover that the field assistant has left the base on three separate occasions, claiming Setenna sent him on a mission. If the Player Characters have gathered any of the mysterious devices they can scan them and discover traces of Var's DNA on it.

Once the Player Characters have their proof, they bring it to Haydon, who set them on this path in the first place. Together, the PCs and Haydon bring the information to Setenna, and the adventure continues from there.

NPCS FROM EPISODE I

The characters introduced in **Episode I** might also fall under suspicion as potential suspects in this investigation. If the PCs decide to follow up on these leads, the GM should consider the following additional information for each NPC:

Captain Bess: The gruff fleet steward has no time for idle speculation and meets any questions that hint at something deeper with a prompt, “get to the point and ask what you are asking.” He can serve as a suspect if the PCs discover his love of sabacc as he could have great gambling debts owed to the Hutts or other nefarious individuals that would require drastic measures. The information about Bess’s sabacc spending and possible debts could be offered up by Haydon, as Bess often gambled in the mess hall. Var Narek can also be a source of information on Bess.

Clik: The Verpine knows a lot about technology and could have planted the unknown device found in the Arda I hangar. If the PCs question him about the device, he is genuinely confused and unfamiliar with what they describe. If Clik convinces the PCs he has nothing to do with the exposing of the base, he can serve as a valuable technical advisor for the PCs. He can inform them that the device found sounds like some sort of homing beacon or transponder though not one with which he is familiar.

Doctor Morrick: If directly confronted by the PCs, the doctor quickly becomes angered that her dedication to the Alliance is being questioned. If anyone observes her from a distance, she spends most of her time in the medbay and, at most, a few hours a day in her bunk (though most days she falls asleep in the medbay offices).

If Doctor Morrick likes the PCs, they bring up Var Narek’s name, and they succeed at an **opposed (🔴🔴) Charm check**, she admits that she once treated Var Narek for burns on his hands, though she does not offer this information easily due to doctor-patient confidentiality (adding to the check). He told her the burns were from a fuel mishap on Arda I, though she thought they looked more electrical in nature.

Major Yalor: The Sullustan divides his time between C&C and coordinating with the various lieutenants and sergeants elsewhere in the base. Major Yalor has access to a great deal of information and could serve as a “red herring” for the GM if he wishes to send his players down another path before uncovering the true traitor. With his nearly unfettered access to all operations on the base, the PCs could begin to suspect Yalor as he is always one of the first to investigate any mishaps and is also responsible for sending many Rebels on missions.



Skills: Computers 1, Coordination 2, Piloting (Space) 3.
Talents: Fine Tuning 2 (reduce the amount of strain a vehicle or starship suffers by an additional strain per rank).
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), flight suit.

BACKGROUND

Vodani joined the Rebellion shortly after the destruction of the Death Star, convinced that this Rebellion had a chance of succeeding after such a high-profile victory. He sought out a group of Rebels deep in the Outer Rim, hoping to join up and overthrow the Empire that had exploited so much of his planet’s natural resources.

INVESTIGATION

When not on a mission, Dorrian spends most of his time in his quarters. He is not very social and has earned a reputation as a loner. His lack of interaction with

the others on the base makes him a prime suspect; few Rebels, if any, can vouch for his dedication or sincerity. This behavior has drawn the attention of many on base, including Haydon (who specifically asks the PCs to look into this reclusive pilot).

The Dressellian’s philosophy makes him shy about starting conversation but willing to engage in reasoned debate when others approach him. PCs gain to **Charm** and **Knowledge (Education)** checks with Vodani as they discuss his views and beliefs.

The PCs can rule out Vodani as a suspect if they succeed in learning about the teachings of Corrimias and how highly Vodani values them.

- ✨: Vodani discusses his beliefs based on the philosopher Corrimias. This ancient Dressellian based his teachings on the belief that every being in the galaxy has an inherent freedom, and nobody has a right to keep others from their chosen path in the galaxy.
- ✨ with 🗣️: Vodani informs the Player Characters that the Empire goes against everything at the core of his belief system. Their enslavement and subjugation of worlds is anathema to him, and he will do anything to bring about freedom to the galaxy.

- ★ with or : Vodani agrees to help the PCs with their investigation in any way he can, including asking around Rust or Dust Squadrons.
- ▼: The pilot wants nothing to do with the PCs. He excuses himself and returns to his studies.
- ▼ with : Vodani grows suspicious and insulted by the questions being asked. He believes that a line of questioning such as this is in line with suppression of freedom, and he wants nothing to do with anyone asking them.
- ▼ with or : Vodani has seen too many friends die at the hands of the Empire to stand for any accusations about his character. He coldly informs the PCs to leave his sight before they force him to do something he will regret.

ISSHTHARR, WOOKIEE WARRIOR [RIVAL]

A towering Wookiee standing nearly 3 meters tall, Isshtharr has deep grey (almost black) fur and ornate hide armor made out of some former prey. His fur has numerous braids through it, and many ornamental trinkets dangle from those braids, representative of victorious battles and hunts.

Like many of his species, Isshtharr loves combat and feels that violence solves many problems. The Wookiee is considered outgoing among his kind and tries to strike up many conversations with Rebels around the base—though most can't understand him. He is also very inquisitive and often asks about how things work.

3	3	1	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 5		W. THRESHOLD 20		M/R DEFENSE 0 0	

Skills: Athletics 2, Brawl 2, Mechanics 2, Piloting (Space) 3, Ranged (Heavy) 3, Ranged (Light) 2.

Talents: None.

Abilities: None.

Equipment: Heavy blaster rifle [Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-fire, Cumbersome], hide armor (+ 1 soak).

BACKGROUND

Isshtharr was one of many Wookiees enslaved by the Empire and forced to work on a number of hazardous construction projects. Rebel forces led by General Ran Niall liberated him from a labor camp on Kirtania where he and other prisoners cleared the rainforests of the planet. This particular work was especially hard for the Wookiee, as it reminded him of his home on Kashyyyk. He pledged his life to General Niall and the Alliance after they secured his freedom to make sure the Empire no longer used his brothers as slave labor across the galaxy.

INVESTIGATION

Var Narek put the Wookiee's name out as a suspect in hopes that Isshtharr's legendary temper would lead to the end of any investigation. Narek brought up Isshtharr's natural inquisitive nature and constant questioning of technical methods, calling it into question as suspicious. If the PCs begin to notice that the suspects' suspicious activity is tied to Var, they might realize he's trying to throw them off his own scent.

PCs should tread lightly when dealing with Isshtharr, seeing as the infamous Wookiee temper has caused a number Rebels to visit the medbay after various disagreements. **Charm** checks gain when dealing with Isshtharr, as he loves a rousing story.

- ★: The Wookiee regales the PCs with tales of past adventures and asks them to tell their own stories of how they came to join the Alliance.
- ★ with : Isshtharr reveals his life debt to the Alliance and those that set him free. He also shows off the "trophies" he has collected from slain Imperial stormtroopers.
- ★ with or : He has discovered a strange device while repairing a speeder out on the edge of the swamp. This device resembles the mysterious boxes found on Arda I.



- **▼**: The Wookiee does not want to be bothered by the PCs and ignores their advances.
- **▼** with **☠**: Isshtharr growls menacingly at the PCs. With more **☠** Isshtharr grows increasingly angry and lashes out at the Player Characters if they persist in asking him questions.
- **▼** with **☠** or **☠☠☠**: the Wookiee grabs the nearest PC and lifts him from the ground, threatening to remove his arms from his body.

LT. MASI QUAL, BOTHAN SPY [RIVAL]

Masi is a young Bothan with beige fur covering her 1.6-meter-tall body. She usually dresses in her lieutenant's outfit and can be often seen barking out orders to newer members of her intelligence cell.

Cold and calculating at all times, Masi has little time for those she perceives as beneath her in stature. She grew up with a chip on her shoulder, and nothing has diminished that attitude. She has had success in the Alliance, and the praise and recognition she receives further fuels her belief in her own superiority.

2 BRAWN	4 AGILITY	2 INTELLECT	3 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK VALUE 3		W. THRESHOLD 14		M/R DEFENSE 0 0	

Skills: Coordination 3, Knowledge (Warfare) 1, Ranged (Light) 3, Skulduggery 3, Stealth 4, Streetwise 2.

Talents: Master of Shadows (may suffer 2 strain to decrease the difficulty of the next Stealth or Skulduggery check by one, to a minimum of **Easy** [♦]).

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), six throwing knives (Ranged [Light]; Damage 3; Critical 3; Range [Short]; Limited Ammo 1), blast vest (+1 soak).

BACKGROUND

The Bothan grew up on Coruscant in the final years of the Republic. As the Emperor's New Order begin discriminating against nonhumans, her family fled the capital and moved to the Bothan homeworld of Bothawui. Masi was very young when they left Coruscant, and she often heard her father rail against the Empire and the loss of status and prestige their family once held there. Masi's father worked for the Bothan senate delegation, and they lived a comfortable life on Coruscant. On Bothawui, they became lower-middle-class citizens, and this loss of social stature humiliated her parents greatly. Masi also felt the sting of her parents' embarrassment, and her anger toward the Empire grew. She took up with a group leaving the planet to join the Rebellion and has been a member for many years now.

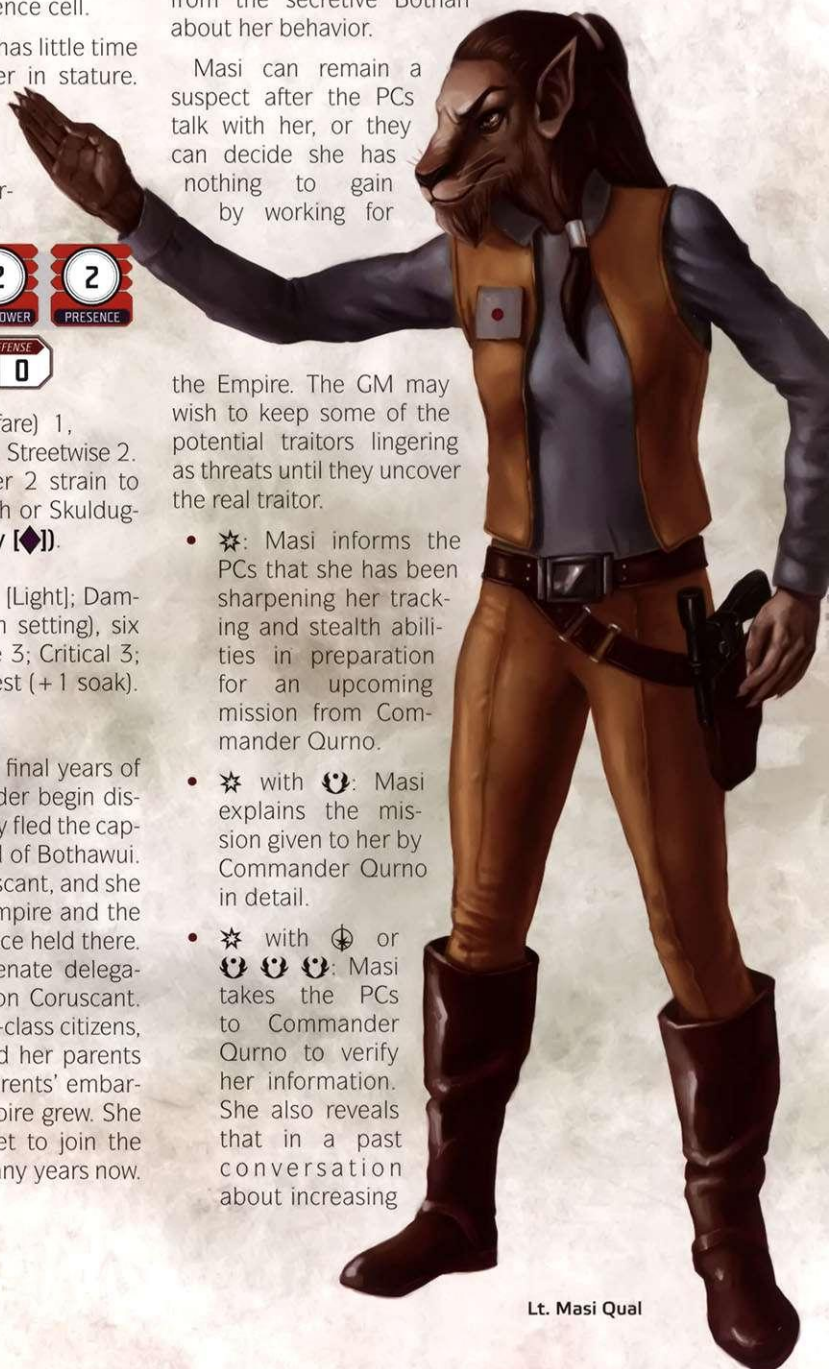
INVESTIGATION

Masi often does things that could be considered suspicious—moving cautiously down corridors, lurking out of sight, traveling to and from the armory and other sensitive areas. These activities arouse the PCs' suspicion if they trail her while remaining out of sight. In truth, Masi is preparing for an upcoming mission. She visits the armory and other sites to gather supplies and needed information, and her strange movements are simply her way of testing her skills. If the Player Characters at any point directly confront her, Masi's smugness and self-righteous behavior keep her from answering any questions as she feels that the PCs have no right to question someone so valuable to the Alliance. **Deception** or **Coercion** checks receive **1** to gain information from the secretive Bothan about her behavior.

Masi can remain a suspect after the PCs talk with her, or they can decide she has nothing to gain by working for

the Empire. The GM may wish to keep some of the potential traitors lingering as threats until they uncover the real traitor.

- **★**: Masi informs the PCs that she has been sharpening her tracking and stealth abilities in preparation for an upcoming mission from Commander Qurno.
- **★** with **☠**: Masi explains the mission given to her by Commander Qurno in detail.
- **★** with **☠** or **☠☠☠**: Masi takes the PCs to Commander Qurno to verify her information. She also reveals that in a past conversation about increasing



Lt. Masi Qual

her skills, Var Narek suggested that she practice her abilities around the base to hone them.

- **▼**: The Bothan acts condescending and arrogant, telling the PCs they don't have the authority to ask what she does around the complex.
- **▼** with **🔗**: Masi begins to think that PCs may have nefarious motives behind their questioning, and they could be trying to learn about her upcoming mission as Imperial spies. Additional **🔗** means Masi recruits Urtuaa (see page 66) to try to learn more about the PCs.
- **▼** with **🔗** or **🔗🔗🔗**: Masi takes her leave of the PCs and brings her suspicions to Var Narek, someone near the command staff that she thinks can help her get to the bottom of the PCs' behavior. This precipitates the **Sensor Outposts** mission (see page 55) sooner rather than later, as Var attempts to get the PCs out of the base for good.

LT. RIK TORRENCE, HUMAN PILOT [RIVAL]

Rik is a skilled pilot in his mid-thirties. An up-and-coming hotshot and lieutenant in the Alliance, he has dark brown hair, a clean-shaven face, and is physically fit. He is just shy of two meters in height.

Rik has a somewhat cavalier attitude to go along with his impressive service record. He loves to talk of past exploits and missions, especially over drinks. He's somewhat of a celebrity among the Arda Rebels, being the one for whom the Torrence Run on Arda I was named. This popularity goes to his head, however, and he often comes off as condescending or arrogant. Now that the PCs have become the new "heroes of Arda I," his jealous side has begun to show.



Skills: Charm 2, Leadership 1, Piloting (Planetary) 3, Piloting (Space) 3, Ranged (Light) 1, Survival 2.

Talents: Full Throttle (a **Hard** [◆◆◆] **Piloting check** allows the character to increase a ship's speed by 1 for 2 rounds), Skilled Jockey 2 (Remove ■■ from all Piloting checks).

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), blast vest (+1 soak).

CLUEING IN

Talking to the suspects themselves is the primary method of ruling out a specific NPC during the investigation in **Episode II** and homing in on Var Narek as the traitor. However, if the GM wants to give his players more freedom to pursue the story or add more NPCs from previous adventures, below is a list of the most pertinent details that need to be uncovered in the **Walk the Line** section.

- Urtuaa was imprisoned in an Imperial labor camp after stormtroopers killed his parents, and his hatred of the Empire seems sincere and justified (see page 66).
- Commander Qurno can confirm that Masi Qual is on a special mission on the Rebellion's behalf, and it was Var Narek who suggested the Bothan practice her infiltration skills around Resolute Base (see page 64).
- Rik and Var Narek had a falling-out over what Rik believed was a minor change in patrol routes on Arda I, and Narek has had it out for Rik ever since (see page 65).
- VX-19 reported the Imperial signal to Var Narek, who assured the droid that it was merely a computer malfunction (see page 67).
- Dorrian Vodani holds the convictions of his homeworld culture, which are inimical to the principles of the Empire (see page 60).
- Isshtharr once owed General Niall a life debt and would be much more likely to avenge the man's death than to have helped precipitate it (see page 66).
- The common thread between all the suspects seems to be Var Narek, who has been all too enthusiastic to help the PCs find a suspect other than himself.
- The traitor accessed files from Setenna Hase's personal computer terminal and had the rank of lieutenant (see also **The Hidden Data Files** on page 55).
- DNA on the mysterious devices can be linked to Var Narek if the PCs succeed at gathering forensic clues (for more, see pages 68–69).

BACKGROUND

A former cargo pilot, Rik Torrence spent most of his life flying nearly every kind of freighter—if a PC can name it, he's probably piloted it. The Arda I Rebels recruited him five years ago after the Empire shut down the transport corporation he worked for in the Outer Rim. This was the catalyst needed to bring Torrence's long admiration of the Alliance to the fore and for him to finally join the Rebels. Rik's innate piloting skills made him a natural in the cockpit of an X-wing, and he has become an invaluable member of the Alliance's starfighter corps.

INVESTIGATION

Rik once clashed with Var Narek, and the Imperial spy has decided to frame him in the eyes of Haydon's investigators. If the PCs attempt to speak with Rik over drinks, they have a much easier time getting him to pay attention to them (gain on **Charm** or **Deception** checks if Rik is drinking when

speaking with them).

The PCs can rule Rik out as a suspect once they get to know the pilot and his deep beliefs in the goals of the Alliance. However, he might remain a suspect if any altercations happen between him and the PCs, as the physical violence could put the PCs on edge.

- **★** with **☺** or **☹**: Rik explains he owes it to the Alliance for keeping him flying, and he has risked his life enough times to prove his dedication to the cause.
- **★** with **☹**: Rik admits he has not always been easy to get along with due to his stubborn ways.

Urtuaa Haaot

- **★** with **☺** or **☹**: Rik specifically mentions a falling out with Var Narek in the past over what Rik believed was a minor change in patrol routes on Arda I, with some sectors seemingly off-limits.
- **▼**: Rik patronizes the PCs and diminishes their role in the Battle of the Gauntlet before downing his drink and leaving.
- **▼** with **☹**: Rik demands to know why they're questioning him and what authority the PCs have on the base.
- **▼** with **☹** or **☹** **☹** **☹**: Rik becomes belligerent, especially if he has been drinking. He demands to know who they are and what this is all about.

URTUAA HAAOT, ITHORIAN DIPLOMAT [RIVAL]

Urtuaa is a two-meter-tall Ithorian with pale brown skin. He dresses in earth-toned robes and usually wears a satchel over his shoulder containing various diplomatic communiqués. The Ithorian can be a bit scattered and disheveled at times, with numerous papers and documents spilling from his satchel and hands.

The Ithorian is a calm individual who doesn't anger easily. Urtuaa has a deep hatred of the Empire and news of their atrocities and subjugation of worlds raises his ire. He is welcoming to new Alliance members and quick to help any who need his assistance.

2 BRAWN	2 AGILITY	3 INTELLECT	2 CUNNING	2 WILLPOWER	3 PRESENCE
SOAK VALUE 2		W. THRESHOLD 11		M/R DEFENSE 0 0	


Skills: Charm 3, Cool 3, Discipline 2, Negotiation 3.
Talents: Natural Negotiator (may reroll one Cool or Negotiation check per session).
Abilities: None.
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting).

BACKGROUND

















Back on Ithor, Urtuaa's loving parents tended the vast tracts of land under their herdship's watch. They were avid travelers, and following an expedition to Felucia to cultivate a new seed crop, they ran afoul of the Empire when returning home. Stormtroopers killed Urtuaa's parents and forced him into a labor camp. Rebels under the command of General Niall eventually liberated the camp, and Urtuaa joined with them to do all that he could to overthrow the Empire. During his time with the Rebellion, Urtuaa has served as a diplomat, using his natural intelligence and calming nature to work out many deals beneficial to the Alliance. Urtuaa is no stranger to violence, but he uses it only in extreme circumstances.

INVESTIGATION

The PCs should strike up a conversation with the Ithorian as he is often seen around the base at various locations. He could be someone that knows a great deal of what is happening around him. In truth, the diplomat does not spend much time actually paying attention to his surroundings while on the base, as he is usually preparing for his next assignment.

Speaking with Urtuaa requires patience and a friendly nature. The Ithorian speaks slowly and reacts best to casual conversation and seemingly honest discussion. **Charm** or **Negotiation** gain  when speaking with Urtuaa, as he does not deal at all with pushy or forceful characters who lack respect and manners.

The Player Characters can rule out Urtuaa as a suspect if they learn about his background and intense hatred of the Empire. Based on this information it is doubtful that he would work for the Imperial Forces.


- : The Ithorian opens up about the Empire's despicable practices of forced labor among nonhumans and how he knows this evil all too well.
-  with : Urtuaa reveals how stormtroopers killed his parents and why he dedicated his life to the Alliance.
-  with  or   : Urtuaa also mentions that he believes someone in this Rebel cell has been deliberately sabotaging attempts to establish new contacts among the various independent worlds on the Outer Rim. He believes that it is someone with access to the command structure, as a number of diplomatic missions have been cancelled or postponed.
- : The Ithorian is pleasant and friendly, but does not open up to the PCs, keeping the discussion geared to the usual common discussion around the base about missions and other mundane topics.
-  with : Urtuaa becomes suspicious of the PCs and directly asks them what they are after with this line of questioning.
-  with  or   : Urtuaa becomes suspicious of the PCs and Urtuaa excuses himself from the discussion. He reports his suspicions to Urel Haydon, whom he trusts.

VX-19, ENGINEER DROID [RIVAL]

VX-19 is a modified LOM-series protocol droid with a number of hidden upgrades. His dark gunmetal exterior has been painted with red accents on the shoulders, forearms, and shins.

The droid has a number of glitches and "quirks" (as Clik refers to them). The droid is very good at what he does and goes out of his way to describe in great detail

POINTING FINGERS

If the Player Characters single out another NPC as the traitor, the Rebel leaders imprison the accused for further questioning depending on how substantiated the PCs' claims were. Var Narek continues his espionage in the shadows and warms up to the PCs, telling them that he is impressed with their deductive skills. The accused maintains his or her innocence and the rest of the base turns hostile against the PCs, upset that their comrade was thrown in the brig. Social interactions with the rest of the base suffer  until the true traitor is revealed.

A mere two days pass before more clues of a traitor continue to crop up and the suspect accused by the PCs is released. The PCs only have one more chance to name the correct traitor or they risk being imprisoned themselves, in which case Var Narek escapes with Setenna and the PCs are at a disadvantage to thwart him in **Episode III** (see page 79).

just what steps he took to complete a task and why his method was far superior to any others tried. He also lapses into periods of inactivity from time to time.



Skills: Computers 3, Knowledge (Xenology) 3, Mechanics 2, Vigilance 2.

Talents: Technical Aptitude 3 (reduce the amount of time needed to complete computer-related tasks by 75%).

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater. Immune to poisons and toxins).

Equipment: Built-in blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting).

BACKGROUND


A master of technical repairs and computer skills, VX-19 joined the Alliance six months ago. A group of smugglers originally brought him onboard while running equipment for the Rebels. The smugglers met an untimely end while flying a mission, but their droid had remained behind on Arda I to supervise a number of repairs during the mission and so was spared the fate of his original employers. Since that day, VX-19 has served the Alliance as an engineer and linguist, aiding in a number of important decryptations of Imperial communiqués. The droid spends most of his time in Command and Control or the repair bay, working on various systems and other equipment.



















The PCs might consider VX-19 a suspect if they look more closely at his background. Accessing files relating to the droid's initial scans and programming updates requires a **Hard (◆◆◆) Computers check**. If the Player Characters access these files, they learn that the smugglers who originally brought the droid into the Alliance only had him for a short time beforehand, meaning the Empire could have planted VX-19 in the Rebel cell, or the droid could have had other interactions with Imperial operatives.

Another option that can bring the droid to the PCs' attention is Major Yalor. The Sullustan has never felt comfortable around the droid since it became part of the Alliance. The droid's tendency to lapse into periods of inactivity makes Yalor feel that there is something suspicious going on with him during these times.

INVESTIGATION

Direct questioning of the droid leads to very little information, as VX-19 does not interact well with most people. He gives very deliberate answers, so the Player Characters must word questions literally, or they may end up with a great deal of useless information.

If the PCs do choose to question VX-19, they can add  to **Deception** and **Leadership checks**. They can convince the droid through Deception that they are conducting an official investigation and then order the droid to answer their questions.

- : The droid answers any direct questions the PCs have asked. Additional  allow VX-19 to elaborate and go into greater detail (including extraneous information with ).
-  with : VX-19 elaborates on his recent jobs around the base, including trying to crack an Imperial code under the orders of Commander Qurno.
-  with  or : VX-19 brings up his desire to determine the source of a strange signal he uncovered intermittently on Arda I. This signal matched no known Imperial or Alliance codes and was unlike anything he had seen before. He reported this signal to Var Narek, but Var Narek assured him it was a malfunction in the computer system.
- : The droid is puzzled by the questions and orders the PCs give him and does not understand what they want him to do.
-  with : VX-19 launches into a spirited tangent, discussing the code of a recent software upgrade he performed on the air system in minute detail.
-  with  or : VX-19 lapses into one of his catatonic fits. He sputters slightly before powering down for nearly five minutes. When he comes back online, he doesn't realize anything out of the ordinary has taken place.

SETTLING ON A SUSPECT

Finding out that Var Narek is the spy is no easy task. He has done everything he can to remain hidden and detract attention from himself. In his long tenure with this Alliance cell, Var has proven to be a reliable—if not overly active—member of the Rebellion, and no one suspects him in any way.

His day-to-day job on the base is as a field assistant to Setenna Hase, so he has a great deal of access to all areas of the facility. As Hase's field assistant, he reviews mission supply needs, equipment manifests, and more. He has used that unfettered access to gain valuable information from Alliance computers and amassed that information on a number of hidden data files he has stashed deep in the swamp (see page 55). He knows that keeping any incriminating evidence in his quarters or on the base would be disastrous, especially with the PCs prying into everyone's lives, so he has hidden his files in the Jagomiri swamp.

Var's role in the investigation comes down to commonality among all of the various suspects and leads as detailed under each of the NPCs above. Many of the NPCs have had run-ins with Narek, and Var has suggested the Player Characters investigate several NPCs. Depending on their level of success, the PCs should have a number of threads they can trace back to Var.

HARD EVIDENCE

Gathering the proof needed to determine that Var is the traitor requires further avenues of investigation. Interviewing NPCs again with a new line of questioning focused on Var reveals further connections. With some luck and persistence, the PCs can find DNA evidence on the mysterious devices. Finally, monitoring his whereabouts allows the players to determine that Var has left the base on a number of occasions and headed out into the swamp.

When the time comes to bring the investigation to a close and reveal the traitor, the PCs should make the call on who it is. They should check and double-check alibis through the characters who have connections with the NPCs (detailed above), cross-reference information, and conduct interviews. When making their final accusation to Rebellion command, they must back it up with facts and not idle speculation.

The PCs should take any final details to Haydon before going directly to the commanders. Haydon serves as a good in-road and can also help to validate the information they have. A key piece of information tying everything to Var could be the mysterious devices that the PCs or Issstharr have found over the course of **Episodes I** and **II**. Scanning could reveal traces of Var's DNA or fingerprints on the device if the PCs succeed at a **Hard (◆◆◆) Computers** or

Medicine check. Each separate device represents another chance to attempt these checks should the PCs fail the first time.

Haydon also informs the PCs that he has been closely monitoring for any unknown frequencies. He

has also worked with Klik to block all outgoing transmissions not scrubbed through a series of encryption algorithms. Nobody has breached communications protocol or activated a homing beacon anywhere on the planet, for now.

DARK DISCOVERIES

Proof in hand, the Player Characters and Haydon take their evidence to Setenna Hase in the Command and Control center. Setenna and Commander Qurno are reviewing an upcoming mission with a group of Rebel pilots. Major Valor and a group of technicians are rewiring a nearby console, but Var Narek is not present in the room. Haydon approaches the mission briefing, asking the pilots to excuse them for a moment so that he may speak with the commanders.

As the pilots leave the room, Hase and Qurno turn toward the group with puzzled looks on their faces. Haydon steps back and motions for the PCs to present their findings. The PCs can now bring all of their findings to the commanders and detail their fears that Var Narek is an Imperial spy.

Unknown to the PCs and commanders, Var has entered the room on the far side and now hides behind a large console. He listens intently to the PCs' evidence, knowing that they've found him out and that he must make an escape. The PCs may attempt a **Hard (●●●) Vigilance check** to notice Var sneaking into the Command and Control center. If successful, the GM should adapt the read-aloud below text to reflect the PCs detecting him:

Setenna and Qurno stare at you, eyes wide. "I can't believe that Var would do this," Hase begins. "He's been with us for years and helped us in many missions. Why would he turn?"

As she rises to her feet and paces the room, someone springs from behind a console, concealed by its bulk. The figure grabs Setenna Hase and places a blaster to her head. "There are many things that can break a man but nothing more than the Rebellion's disregard for innocent life." Var Narek pulls Hase with him toward the door. "I am going to have to take my leave now, and if you wish to see Setenna alive again, you will not follow us."

Var drags Hase out of the room, and the door shuts behind them. A blaster bolt rings out and sparks fly from the door controls. He has destroyed the

mechanism, sealing the room. The PCs can rewire or reprogram it, but this takes a **Hard (◆◆◆) Computers or Mechanics check** to get the door open again.

Once they have escaped from the room, the characters can pursue Narek to the other side of the base. The PCs should each make a competitive **Athletics check** against Var (**Average (◆◆) difficulty**). If they succeed, they add to their Initiative checks for the ensuing speeder chase in **Nowhere to Run** (page 70).

As they arrive on the far western edge, they see Var forcing Setenna onto a 74-Z speeder bike. The traitor pushes the throttle and jets off into the swamps. Two other bikes sit off to the side, each capable of carrying 1 pilot and 1 passenger maximum. A group of scouts has just returned from patrol and parked the speeder bikes here. Some of the PCs can begin their pursuit on the bikes while others head to the hangar for other transportation. In the hangar, other speeder bikes and swoops wait alongside airspeeders and patrol craft, along with the Pteropter from earlier in the adventure.

VAR NAREK, LIEUTENANT FIELD ASSISTANT [NEMESIS]

A human male in his late twenties, Var Narek is completely average. He stands just under two meters tall, with black hair and a slight build. Narek is the kind of person to whom people on the street do not give a second thought. The GM should consult page 5 of the **Introduction** for details about Var's background.



Commander Qurno



Skills: Computers 3, Cool 1, Coordination 2, Deception 3, Knowledge (Warfare) 2, Piloting (Planetary) 2, Ranged (Light) 2, Skulduggery 1, Stealth 3.

Talents: Adversary 1 (upgrade difficulty of all combat checks against Var Narek once), Convincing Demeanor 2 (remove ■ ■ from any Deception or Skulduggery check).

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), flak vest (+2 soak), personal deflector shield (+2 defense), wrist link with microtracer.

NOWHERE TO RUN

Thundering into the swamps, the speeder bikes move at breakneck speeds through the dense trees and vines. Each character piloting a bike adds ■ to all **Piloting (Planetary) checks** due to the fog, hanging vines, and other hazards. The chase through the swamps follows the normal rules for a chase; see page 255 in the **AGE OF REBELLION** Core Rulebook.

Var has a decent head-start on the PCs (long range) but moves slower as he is not skilled at piloting such a fast-moving vehicle. The PCs likely have superior piloting skills and can make up the ground quickly.

Zippering through the swamps, a heavy mist soaks your clothing, and low-hanging vines sting you as you fly by at high speed. You hear the whine of Var Narek's speeder ahead, just out of sight in the fog. A blaster bolt streaks out of the mist, flying high above your heads.

A volley of shots blasts out of the mist, random and haphazard. As the PCs dodge these shots, they realize they can no longer hear Narek's speeder ahead of them. Slowing their bikes down, they come to a clearing with a large ring of trees surrounding it. On the edge of the clearing, Narek's bike sits abandoned, and he has dragged Hase on foot into an even denser area of the wetlands.

DAANGEROUS GROUND

The trek into the swamp is not without dangers from local flora and fauna. The blaster fire and other noises probably bring creatures such as swamp stalkers or evarrians to the area. The GM can interject a random creature encounter during this stage, especially if there is one type the PCs have not yet confronted, allowing Var Narek more time to get away. See pages 56–57 for Jagomir's **Creatures and Challenges**.

As the PCs make their way through the swamp, they come across another clearing that rests on the edge of a large, deep hole. This underground cave entrance is nearly 30 meters wide and slopes gently into the ground. Footprints in the mud around the area show that someone has entered the cave. The PCs need some form of artificial light to cut through the darkness, as sunlight doesn't penetrate very deeply into the cave. Roots and fungi cling to the walls. The central avenue is large and open with clear access deep into the cave.

Further inside, Player Characters spot a light source ahead; closer inspection reveals it's coming from the sublight engine of a Jumpmaster 5000. This ship obviously came from the base on Arda I, and it must have been counted among the losses from the Battle of the Gauntlet.

THE MISSING SECURITY DROIDS

When the PCs enter medium range from the ship, the GM should read or paraphrase the following aloud:

The traitor's voice calls out through the ship's intercom: "That is far enough. You shouldn't have followed me. Setenna has an appointment for a very important meeting and mustn't be late." The unmistakable hum of mini repulsorlift generators echoes through the cavern, and two black spheres fly out of the ship! They begin strafing your position with blaster fire while the ship's ramp closes behind them.



Var has deployed one more trick (two, actually) in order to get away safely. The PCs and autoturrets should roll Vigilance for Initiative.

AUTOTURRET [RIVAL]

Each of these security droids resembles training remotes with black spherical bodies, protruding blaster barrels, and red sensor lights that ring them. They are extremely mobile and difficult to hit, and they pack a considerable punch for their size. The devices have been used in many galactic conflicts, including the Clone Wars, as cover for snipers on both sides.



Skills: Perception 2, Ranged [Light] 2, Vigilance 4.
Talents: Adversary 2 (upgrade difficulty of all combat checks against the autoturret twice).
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater. Immune to poisons and toxins), Hoverer (ignores difficult or impassable terrain; ignores penalties for moving through water).
Equipment: Built-in repeating blaster (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Auto-fire).

Once two rounds of combat have passed or the PCs have eliminated the autoturrets, Var finishes his pre-flight procedures and makes his escape:

Without warning, the engines of the starship roar to life, and the vessel shoots out of the tunnel and into the air. Your blaster fire bounces from the ship's shields with little effect. Your best chance now is to beat him towards his destination and look for an opening that won't endanger Setenna.

After the ship blasts off, the PCs may investigate the area further, but there is nothing that gives any clues as to where Var Narek might be headed.

JM-5000 JUMPMASER LONG RANGE SCOUT



Hull Type/Class: Patrol Boat/JumpMaster.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 3, Backup: Class 15.
Navicomputer: Yes.
Sensor Range: Extreme.
Ship's Complement: One pilot.
Encumbrance Capacity: 30.
Passenger Capacity: 1.
Consumables: Two months.

Price/Rarity: 55,000 credits/5.
Customization Hard Points: 2.
Weapons: Forward-mounted light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]).

RETURNING TO BASE

The entire base sinks to a state of panic when the PCs return. Commander Qurno rushes over to ask after Setenna's whereabouts. By kidnapping her, the Imperials can force her to reveal the complex route to Jagomir and possibly other Rebel base locations. Although Var can navigate away from Jagomir and store his astro-navigational data, the anomalies in Jaga's Cluster mean that he can't simply reverse the route to get back.

Urel Haydon approaches the PCs, Setenna's kidnapping weighing heavily on him.

"Var will likely go to Ord Radama, the closest Imperial stronghold, which also happens to be his homeworld. You must leave immediately and catch him before he reveals this base or harms Setenna. The future of this Rebel cell—and possibly the Rebel Alliance itself—depends on stopping him."

"Ord Radama is not someplace to tread alone. Seek out an individual named Haril Zense. He can provide you a safe place to stay and equipment if the need arises." Haydon wishes you luck and also stresses how vital this mission is.

"We have no idea what information Var Narek might have stolen in addition to taking Setenna—you must stop him at all costs."

Setting off from Jagomir, the fate of the Alliance rests in the PCs' hands. Var Narek has a few hours' head start, and the journey to Ord Radama takes approximately two days of travel, but his ship has an older hyperdrive. If the PCs push their engines to the max, they can catch up to him. The race is on.

EPISODE II: XP REWARDS

Standard experience point rewards for **Episode II**:

- Dealing with the evarrian threat: 5 XP
- **Settling In** missions: 5 XP each
- Conducting the investigation: 10 XP
- Exposing the traitor on the first try: 5 XP

In addition to the experience point rewards, the GM should also award the following:

- **Duty:** Each player should earn 1–10 Duty based on their individual Motivations and Duty. A bonus +5 Duty can be awarded for any especially heroic undertakings on behalf of the Alliance or if they fulfill the triggered Duty.





RENDEZVOUS AT ORD RADAMA

*"Many of the truths we cling to depend
greatly on our own point of view."*

—Obi-Wan Kenobi

With everything on the line, the PCs race to the Imperial world of Ord Radama, home of Var Narek and his sinister handler, Malau Jocaos. Var has betrayed the Alliance and kidnapped Setenna Hase, taking her with him from Jagomir to Ord Radama's capital city of Livien Magnus. In **Episode III**, the players face the following challenges:

- **Timely Departures:** The PCs must travel a treacherous Imperial hyperspace route to reach Ord Radama ahead of the traitor.
- **Arrival at Ord Radama:** The PCs scout the city for the Rebel sympathizers and locate Var Narek's possible whereabouts to set a trap.
- **Homeward Bound:** The PCs confront Var Narek at his family manor and must deal with an Imperial force sent to bring Narek to his handlers.
- **The Race to Livien Magnus:** Can the PCs catch Malau Jocaos and Setenna before it is too late?
- **A New Dawn:** With the base on Jagomir secure, will the PCs attempt to liberate Ord Radama from the grip of the Empire?

Depending on how successful the Player Characters were during their investigation on Jagomir, they may have more or less time to scout the city and surrounding countryside in order to find Var Narek's rendezvous point with his handler. If they can't track down Setenna in time, it could spell the end for the Rebel Alliance's operations in the sector.

From the opening space battle to speeder chases through the streets and combating stormtroopers across palatial estate grounds, **Episode III** brings an exciting conclusion to **ONSLAUGHT AT ARDA I**. The PCs must rescue Setenna before the Imperials can interrogate a valuable Alliance leader; they must also bring the traitor Var Narek to justice.

The end of this chapter features expanded content for the GM on where the campaign can go from here. This includes plot hooks and adventure seeds, so the GM can begin to lay the groundwork for his campaign's next installment. The Player Characters also have the opportunity to aid the battered Rebels on Ord Radama in freeing their world, leading to a full-blown campaign, if the GM wishes.

TIMELY DEPARTURES

As the players set forth from Jagomir, they must contend with the anomalies of Jaga's Cluster that wreak havoc on navicomputers and astrogation data. With Ord Radama in the same sector, the trip normally would be a short one, but due to the travel hazards, it takes approximately two days in hyperspace to reach the world. The anomalies actually works to the PCs' advantage, even though Var has a head start on the Rebels. To make up the lost time, the PCs can utilize a little-known route Commander Qurno gives them, shaving half a day from the trip. However, this shortcut has its own problems. It intersects with a heavily patrolled Imperial hyperspace lane, raising the stakes considerably.

The PCs may use their own vehicle or vehicles, or they may borrow a ship from Dust Squadron (see page 21).

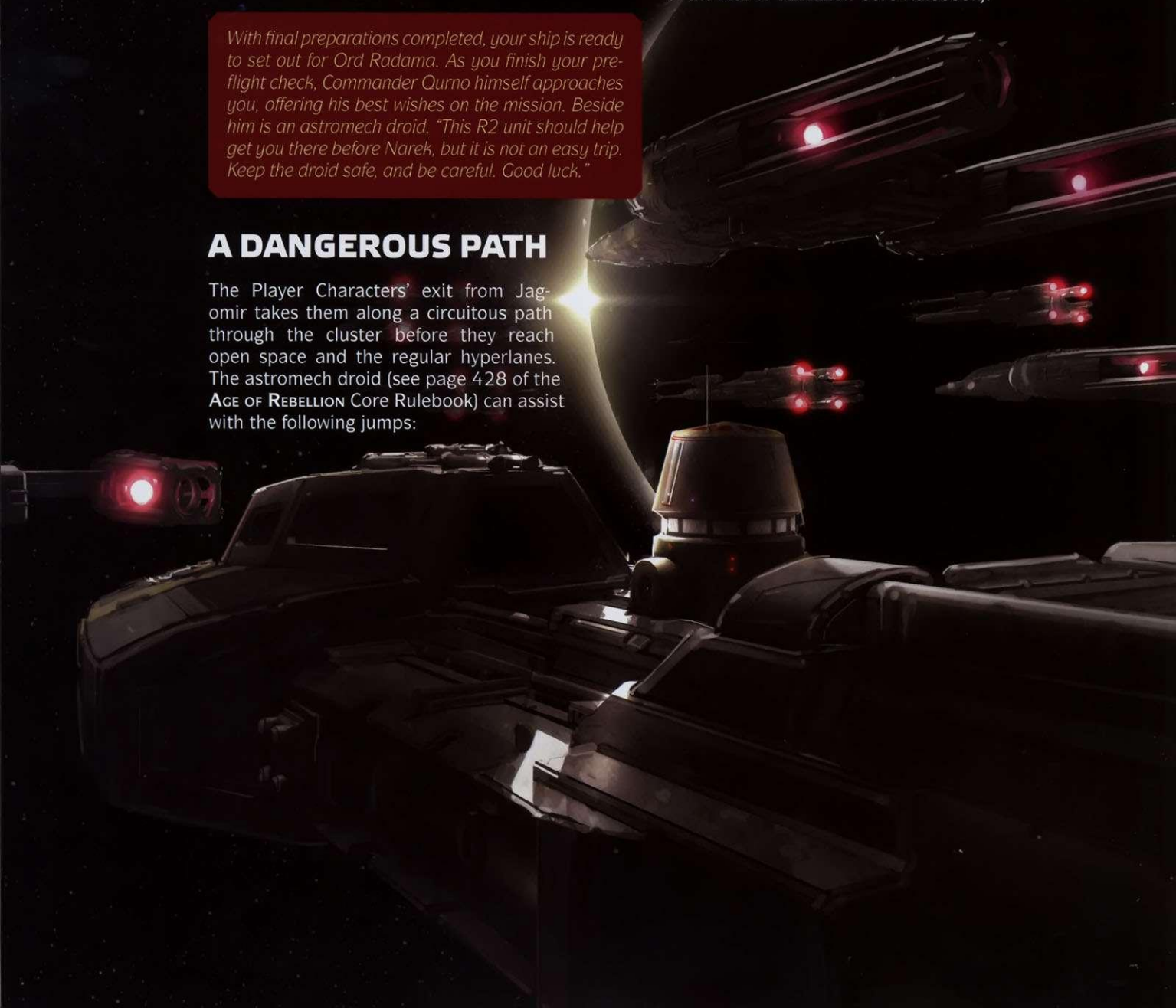
With final preparations completed, your ship is ready to set out for Ord Radama. As you finish your pre-flight check, Commander Qurno himself approaches you, offering his best wishes on the mission. Beside him is an astromech droid. "This R2 unit should help get you there before Narek, but it is not an easy trip. Keep the droid safe, and be careful. Good luck."

A DANGEROUS PATH

The Player Characters' exit from Jagomir takes them along a circuitous path through the cluster before they reach open space and the regular hyperlanes. The astromech droid (see page 428 of the **AGE OF REBELLION** Core Rulebook) can assist with the following jumps:

THE FIRST JUMP

The first route takes the ship through the Lorattick Nebula, a collection of corrosive gases and other stellar phenomena and home to a number of newly born stars. The first jump requires a **Hard** (◆◆◆) **Astrogation check** with □ representing the interference from the nebula. A failed check means the ship comes out of hyperspace while still in the confines of the nebula, inflicting 3 system strain and 2 hull trauma on the vessel. ✨ with ☹ ☹ or ☹ during this stage means the PCs steer clear of the nebula and can add ■ to their next check. ☹ ☹ on the check indicates that the ship is off course, and the next check incurs □ as the ship struggles to get back on track. ☹ means the debris cloud present in the nebula strikes the vessel and inflicts a minor collision (see page 258 of the **AGE OF REBELLION** Core Rulebook).



THE SECOND JUMP

After bypassing the nebula, the second leg of the journey is the most routine. The PCs need only succeed at an **Average** (◇◇) **Astrogation** check for this jump. ✨ with ☹ ☹ or ☹ generated during this stage means the PCs make up valuable time and can add two additional units to the **Action Track** (see page 79). ☹ ☹ ☹ or ☹ rolled on this leg translate into something going wrong with the ship (sensor malfunction, bad hyperdrive motivator), and the PCs have to take the vessel offline for repairs. The damage requires a **Hard** (◇◇◇) **Mechanics** check to repair, and it takes 3 hours of the PCs' time, decreasing the length of the Action Track by two units (see page 79 for more information).

THE THIRD JUMP

The third and most hazardous part of the trip brings the PCs and their ship dangerously close to XV-344H, a red dwarf star. This is also the longest part of the trip, requiring close to 6 hours in hyperspace using a class 1 hyperdrive. The final jump requires a **Hard** (◇◇◇) **Astrogation** check to navigate past the red dwarf. Any ☹ generated represent the gravitic fluctuations of the star and the adverse impact they have on the ship. The ship suffers 1 system strain for each ☹.

THE FINAL JUMP

Once the Player Characters clear all the anomalies, they must make one last jump to enter the Daragon Trail, a well-known route that takes them close to Ord Radama. Succeeding at an **Easy** (◇) **Astrogation** check allows the ship to make this jump smoothly. After proceeding a distance on the Trail, the PCs must leave the hyperspace route and embark onto a shortcut that intersects with the Daragon Trail—a heavily patrolled Imperial shipping lane. Should they fail, they run into the *Eternal Wrath*.

After leaving the Daragon Trail, the PCs should keep a sharp eye out for signs of Imperial patrols. ☹ ☹ or ☹ generated on any of the Astrogation checks while traveling to Ord Radama can be spent to trigger an alternate effect: the PCs misjudge their transit times and run afoul of an Imperial patrol. If this happens, the PCs' ship drops out of hyperspace, caught in the web of an Imperial *Interdictor*-class Star Destroyer, the *Eternal Wrath*. The PCs start at medium range.

All PCs must make an **Average** (◇◇) **fear** check, representing the Imperials' superior firepower. Any vessels snared by the *Eternal Wrath* must provide proper Imperial transport codes or be brought onboard for interrogation (or outright destruction if the ship attempts to fight back). Resolute Base has supplied all ships with access codes, but this information is out

of date, however, and can be unreliable. The PCs must succeed at an **Average** (◇◇) **Computers** or **Deception** check to pass off the stolen codes.

If they fail, Captain Wellam Adarios attempts to bring the PCs' ship on-board for questioning. Should this happen, the PCs must make a run for it. *Interdictor*-class Star Destroyers have tractor beam capabilities and carry a respectable TIE fighter complement, so the PCs must dodge incoming fire while making their escape. The *Eternal Wrath* launches four TIEs against the PCs in the first wave, followed by an additional four if two are destroyed. The GM can find the stat block for TIE fighters on page 44 of **Episode I** in this adventure. If gunners are needed for the Star Destroyer, use the profile for Imperial Gunnery Corps on page 418 of the **AGE OF REBELLION** Core Rulebook.

Once a PCs' ship has exceeded extreme range (by performing two additional maneuvers), the *Interdictor*'s gravity well projectors can no longer pin them down, and they can make the jump to lightspeed.

THE ETERNAL WRATH

8	2	-3	DEF	FOR	PORT	STARBOARD	ARC	ARMOR
SILHOUETTE	SPEED	HANDLING	3	3	3	2	10	
HT THRESHOLD							SS THRESHOLD	
125							65	

Hull Type/Class: Star Destroyer/*Interdictor*.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: Primary: Class 2, Backup: Class 8.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 37,085 officers, pilots, and enlisted crew.

Starfighter Complement: 16 starfighters.

Encumbrance Capacity: 12,500.

Passenger Capacity: 5,000 troops.

Consumables: One year.

Price/Rarity: 175,000,000 credits (R)/8.

Customization Hard Points: 0.

Weapons: Five dorsal, five port, and five starboard heavy turbolaser batteries (Fire Arc Port and Forward or Starboard and Forward; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Five port, five starboard, and five ventral battleship ion cannon turrets (Fire Arc Port and Forward or Starboard and Forward; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Slow-Firing 2).

Two heavy tractor beam emitters (Fire Arc Forward, Port, and Starboard; Damage —; Critical —; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 2: When making an attack targeting this starship, the Critical rating of any weapons used counts as 2 higher.

ORD RADAMA

Astrogration Data: Ord Radama System, Esstran Sector, Radama Void, Outer Rim Territories

Orbital Metrics: 360 days per year / 25 hours per day

Government: Imperial governor

Population: 1.5 billion (62% human, 28% Devlikk, 10% other)

Languages: Basic, Devlikk

Terrain: urban and wetlands

Major Cities: Livien Magnus (capital), New Raido (former capital)

Areas of Interest: Livien Magnus, the Noral Sea, Temple of Magnus

Major Exports: mineral deposits, wines

Major Imports: information, technology

Trade Routes: none

Special Conditions: none

Background: Ord Radama has known a number of masters, belonging to the Sith Empire, the Republic, the Separatists, and now the Galactic Empire. Over the millennia, the planet transformed from a world of marshes and wetlands into a major urban center and transport hub for the Outer Rim. In recent years, the Empire has consolidated its hold and created a strong military presence throughout Livien Magnus and New Raido. The Imperial governor rules the planet harshly, forcing the native Devlikk species into servitude and, in many instances, outright slavery. The rest of the population lives in a constant state of fear, going through their day-to-day lives quietly, rather than risk the wrath of the Empire.

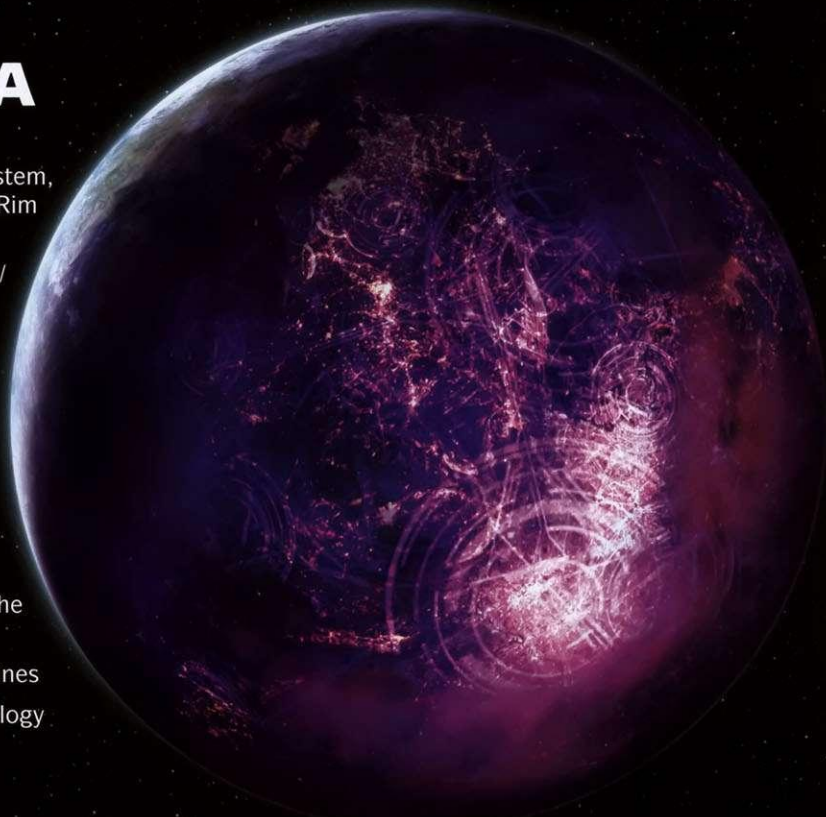
Thousands of years ago, species from across the galaxy began frequenting Ord Radama, as the proximity to the greater Sith worlds served as a stopover when traveling through the region. Unlike the Devlikk, who designed cities to thrive alongside the natural world, the immigrants' cities shrank the size of the world's wetlands and marshes. Livien Magnus and New Raido began to rival cities across the galaxy as modernization took over the planet. After the *Harrower* Disaster destroyed Livien Magnus during the Great Galactic War, the Sith Empire rebuilt the city larger than ever, expanding nearly four times past its original boundaries.

Today very few areas of wetlands remain on Ord Radama. The Devlikk maintain these dwindling resources as best they can, but the Imperial presence on Ord Radama makes that difficult due to the

staunch nonhuman policies enforced by the Empire. The Devlikk harbor a deep hatred of the Empire and try to subvert their operations when they can, but they know they cannot afford any outright confrontation with the Empire. Many of their species form the backbone of the resistance movement on the planet, which has begun making contact with the Rebel Alliance proper.

THE HARROWER'S LEGACY

During the Great Galactic War in 3660 BBY, Jedi forces destroyed a Sith fleet above Ord Radama, and a heavily damaged *Harrower*-class dreadnought crashed into the planet, destroying Livien Magnus. Over the following centuries, citizens rebuilt the city and greatly expanded its original size, contributing to the eventual urbanization of the planet. A massive monument to this devastating event stands in the center of Livien Magnus—a towering statue of Darth Malgus, the ancient Sith who believed he liberated the world from the Republic and spearheaded the rebuilding of the city. This 100-meter statue has not been maintained in the past five centuries, and the Republic never forced the issue of removing the ancient tribute due to its already-strained relations with Ord Radama.



ARRIVAL AT ORD RADAMA

The world of Ord Radama looms before you, a deep, purplish orb hanging in space. As you approach the planet toward Livien Magnus, the capital city, a transmission crackles across your comm system.

"This is Livien Magnus tower control. Please state your business on Ord Radama."

The world welcomes travelers, so the PCs don't require access codes to land. However, the spaceport authorities require all ships to detail their business and registration codes before granting permission to land. The PCs can give any reason for their visit to Ord Radama and then receive instructions to land at hangar C-46 at the Livien Magnus Spaceport. Any of the PCs may attempt an **Average (◆◆) Knowledge (Outer Rim) check** to find out more about Ord Radama's history or to remember details that might help them conceive of a believable reason for visiting the planet.

LIVIEN MAGNUS SPACEPORT

The large oval spaceport resembles a Corellian stingwasp hive—a huge, domed structure covered in openings of various sizes. Transports come and go to the port while airspeeders and repulsorlift craft ferry cargo from landing bays into the city. Flashing message boards surround all sides of the building, informing everyone of arrivals and departures of commercial space liners and other ships. Beyond, the rest of the city is built atop a hill and dominated by a large palatial building.

Most offworlders enter the city through the spaceport. A clean, well laid-out building standing 19 stories tall, the spaceport can accommodate upwards of 75 ships at a time, from starfighters to the average freighter. Three docking bays can fit larger vessels, such as GR-75 medium transports.

The Ord Radama Spaceport Authority, an independent organization that the planetary governor oversees, maintains the spaceport. The authority handles all day-to-day activity throughout the port—arrivals, departures, cargo, etc. They also control security, though this is quickly becoming more the purview of the Empire, which scrutinizes all incoming vessels for signs of Rebels or illegal cargo.

USING THE SPACEPORT

As the busiest location within Livien Magnus, the spaceport sees all manner of individuals arriving and departing from the planet. Nonhumans have begun to steer clear of the world due to its increased Imperial presence and the well-known Imperial persecutions they might face. Those nonhuman cargo pilots that do arrive on the world typically keep to the spaceport and its facilities as these areas are not as unwelcoming as the rest of the city.

Nonhuman Player Characters draw long looks from any Imperial soldiers or officers, but the Imperials do not openly accost anyone unless they spot the PCs breaking laws. Most spacers looking for a drink head to the Scarlet Sword or Borrigan's (see pages 78 and 80, respectively).

SEARCHING FOR VAR

Once the ship has touched down, the party's first order of business is either to make contact with the local Rebel cell or begin searching for a place where they can ambush Var Narek. The PCs have an opportunity to investigate recent arrivals to the world through the spaceport authority. The officials are not open to discussing spaceport security issues with strangers, and getting information out of them requires an **opposed Charm vs. Cool (◆◆◆) check** to loosen their tongues and gain any knowledge. Offering credits alongside their discussion add  to any checks.

SPACEPORT OFFICIAL [RIVAL]



Skills: Charm 1, Coercion 1, Cool 1, Knowledge (Outer Rim) 3.

Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), encrypted comlink.

Success with the officials reveals that no Jumpmaster 5000s have docked at the spaceport in the past two days, and no such vessels have appeared on the planetary sensors. Var Narek has not yet reached Ord Radama. The officials can be bribed with 250 credits to let the PCs know if and when one does arrive.

The PCs have time to explore the city and look for places Var could go when he arrives. Planetary records, which can be searched through an **Average (◆◆) Computers check**, hold information on family records, past land deals, and similar clues to where Var might hide. Each location detailed below has ties to Var and provides the PCs with possible areas of exploration. This can give the players a chance to get a feel for the city while they try to find Var. These areas are all optional encounters, as the PCs ultimately find the traitor at Narek Manor.

LIVIEN MAGNUS

Four districts make up the city, with each district laid out as a wedge radiating outward from the city center, which houses the Imperial Palace, and the seat of the planetary government. Each district has a distinct feel to it, representing different aspects and classes of the city.

The city center contains the government offices and the Imperial Palace, seat of the planetary governor. All Imperial troops are barracked here and maintain satellite outposts throughout the city. General Xantus commands the stormtroopers garrisoned on Ord Radama. A lifelong Imperial military man, Xantus reports directly to Governor Orgraal, who believes he has the final say in all matters on his world. In reality, General Xantus actually takes his orders from the Imperial Intelligence Service, the true power behind the military on the world.

TO CATCH A TRAITOR

Uar has been instructed by Jocaos to avoid making contact with any other Imperial forces; they would capture him as a Rebel agent alongside Setenna, supposedly. In reality, Jocaos is more worried about losing the ability to claim credit for the operation.

PCs may consider waiting in orbit for Var Narek if they arrive at Ord Radama before the traitor instead of trying to capture him on the ground. There are two risks associated with this course of action. First, the *Eternal Wrath* has been tasked with patrolling the area, presenting an unnecessary risk for the Player Characters against a superior foe. Second, a space battle holds a much higher risk of destruction, thereby dooming Setenna Hase. The GM should remind the players of these facts before they decide on pursuing this course of action.

They can also reach out to their Rebellion contact, Haril Zense, at the Scarlet Sword (see below), or the Devliikk, Narralla, in the Barrows (page 84). A successful **Hard (◆◆◆) Charm, Perception, or Streetwise check** can point them to the correct destination. On ▼ with ☹☹ or ☹, Devliikk Rebels catch wind of the PCs, and a Devliikk named Sherloo tracks down the PCs after they have explored one location to bring them to Narralla. On ☹☹ or ☹, Malau Jocaos hears of potential Rebels arriving and sets his forces on high alert, upgrading the difficulty of any social checks to interact with any Imperial character once.

THE SCARLET SWORD— COMMERCE DISTRICT

A flickering red lighted sign announces this establishment as the Scarlet Sword. Metal sheeting covers one of the cantina's windows, while large cracks and chips mar the still-intact second window. Upon entering the dimly lit building, low music plays, adding to the sad nature of the cantina. Scattered patrons slump in chairs nursing drinks, and at least one has passed out at the bar. A short human female stands behind the bar, wiping glasses with a dirty rag. She gives you a wide smile as you approach, obviously happy to see new patrons in her establishment.

The Scarlet Sword caters to all manner of disreputable clientele. Patrons commonly pass out in their seats or in the back alley. Occasionally the Imperials rough up someone who is visibly drunk outside of the establishment, but usually they leave the cantina alone, content to let those inside drink themselves away. This suits the owner of the Scarlet Sword just fine. The cantina's owner, who goes simply by Gerro, is a short and friendly human female who inherited the business from her father years ago.

The Sword is the center of Rebellion activity on Ord Radama, and those "drunks" are actually Alliance operatives watching and gathering intel from those passing by. Not all who come to the Sword are members of the Alliance, or even know the cantina's true purpose. The clientele includes a mix of operatives and regular patrons just looking for a cheap drink. The PCs can always find Haril Zense in the east corner of the bar, usually pretending to be drunk, and sometimes actually drunk, as he tries to drown his past.

USING AN ACTION TRACK

Keeping track of time is crucial to keeping the tension running high in **Episode III**. The Player Characters have only so much time to explore and investigate the city of Livien Magnus before Var Narek arrives with Setenna Hase. The Game Master can keep track of time using something like an Action Track.

The most common incarnation of structured time in **AGE OF REBELLION** is Initiative. Another way to monitor time and progress is to use an Action Track to keep events moving along. To create an Action Track, the GM draws a diagram like this on a scrap piece of paper:



There are two uses for the Action Track: one, to track the progress of a single event; or two, keeping track of competing actions between groups.

Each box along the track represents one unit of something the GM wishes to track. This “something” can be a time increment, a vital resource or fuel, a clue while investigating, or many other

options. The number of boxes or units created is up to the GM. Once the players have exhausted all the units on the Action Track, a major event occurs.

The GM keeps track of each unit exhausted on the track and how long it will be before the event happens. In **ONSLAUGHT AT ARDA I**, there are eight units on the Action Track and the countdown starts from the time the PCs leave the spaceport. Moving from one district of the city to another costs one unit on the action track, while each scene or encounter at a location (no more than thirty minutes in-game) costs another unit. This means that the PCs can travel to up to four locations before Var Narek arrives on-planet, or fewer if they decide to linger at one or more locations.

It's possible that the PCs have modified the Action Track before they've arrived. If they did especially well or poorly during the second jump to Ord Radama, they add or subtract two units, respectively. If the PCs were imprisoned for naming two incorrect traitors in a row at Resolute Base, they subtract two units from the Action Track.

MAKING CONTACT

As the PCs enter the Sword, a number of operatives in and out of the building watch them. The PCs can notice this by succeeding at an **Average [◆◆] Vigilance check**. Some greet the PCs warmly while others attempt to discern their identities. If the PCs openly ask for Zense and seem blatant in their questions, they find themselves ushered into a back room and staring down the barrel of a blaster while Rebel operatives demand to know who they are and what they are doing at the Sword. Producing the intel from Haydon sets the Rebels at ease, though they still wish to verify anything about the PCs before fully opening up to them. If the PCs want to ask about Zense without seeming too obvious or arousing suspicion, they must pass an **Average [◆◆] Charm** or **Streetwise check**.

THE REBELLION ON ORD RADAMA

The Rebel Alliance has maintained a very small cell on the planet for close to a decade. Primarily, this cell monitors and reports Imperial activity throughout the system—and sector if possible—keeping the Alliance aware of any moves possibly coming against them.

The Rebels have placed an operative within the governor's staff who has fed information to Haril Zense, the head of the Alliance on Ord Radama. Zense maintains an elaborate cover as a downtrodden and usually drunk patron of a local cantina known as the Scarlet Sword. While most know the cantina as

nothing more than a local dive, it is actually the center of Alliance activity on the world; the drinking hole's poor reputation is a perfect cover for the comings and goings of the few Rebels on the world.

HARIL ZENSE, REBEL SPY [RIVAL]

Haril is a skilled Rebel spy in his mid-forties. A man of deep laughter and a booming voice, he has light brown hair, a close-cropped beard, and is physically fit. He is not particularly tall, which helps him blend in.

A former pilot, Haril Zense gave up his ship years ago when his reflexes began to falter. Zense knew that, while he wasn't as skilled in a cockpit any longer, he could continue to serve the Alliance in other ways. After conducting a number of special operations for different Rebel cells, Zense found his way to Ord Radama in one of the most trying missions of his life. Zense bristles at the lack of action being taken against the Imperials and wishes to strike a blow for the Rebellion on Ord Radama. Nobody knows how much longer he can bear to sit and watch without carrying out an attack against the Empire.

3	3	2	2	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 4		W. THRESHOLD 15		M/R DEFENSE 0 0	

Skills: Athletics 3, Ranged (Light) 1, Skulduggery 3, Survival 2.

Talents: Master of Shadows (once per round the character may voluntarily suffer 2 strain to decrease the difficulty of a Stealth or Skulduggery check by one to a minimum of Easy [◇]).

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), blast vest (+ 1 soak).

THE BOMBING OF RIALLA WAY

Zense extensively investigated the bombing that destroyed a number of shops and an Imperial outpost. He knows the Alliance had nothing to do with this attack, and he has worked tirelessly to discover both what happened and who caused this destruction. The Empire quickly accused the Rebellion, and Zense always believed that their rush to lay blame on the Rebels was part of a larger plot.

Recently, the Rebel agent determined that the Imperials masterminded the bombing to bring an Alliance operative onboard as an Imperial spy. Zense only learned this information in the past few days.

When the PCs arrive on Ord Radama and make contact with Zense, they can exchange information and begin to piece the story together. If asked, Zense confirms that members of the Narek family were among those killed in the bombing. Zense doesn't know the name of the Imperial agent responsible for the framing, but he knows it is someone in the Imperial Intelligence Service. If the PCs could hack into an Imperial database, they could potentially follow a trail to discover the handler's identity (see page 84).

Zense can also investigate Var Narek after learning about the treachery. He discovers that Var comes from an old family of noble lineage. They owned a manor on the outskirts of the city (the Imperials seem to have deleted the address and related records from the government database) and had many friends in high places. Someone at Borrigan's restaurant might know of the Narek family, as might one of the bureaucrats working at the Imperial Palace.

BORRIGAN'S—CULTURAL DISTRICT

The elaborate columns outside of this restaurant and club give it an air of superiority over the surrounding buildings. Simply looking at the building, one gets a sense of old money and prestigious backgrounds—this is no average cantina for the common man. Impeccably dressed doormen scrutinize the credentials of all who approach as this establishment wishes to maintain a reputation of allowing only the most desirable through its doors.

An upscale restaurant and social club, Borrigan's is named after the Corellian businessman, Cadro Borrigan, who opened the establishment



three decades ago. The restaurant specializes in high-end, hard-to-get cuisine from throughout the sector, with Iridian soufflé being a specialty. A club adjoins the restaurant. Inside, the city's elite spend their evenings playing pazaak and other games of chance with their peers. On most evenings, a number of high-ranking Imperial officers mingle with other club patrons, gambling and enjoying exotic dishes.

While Cadro Borrigan is the proprietor, he has a number of silent partners who take great interest in the activities that transpire within the club. The Besadii Hutt kajidic secretly funds the Corellian, capitalizing on his experience as a restaurateur to bring in affluent customers they can then monitor and potentially blackmail. The Hutts go to great lengths to stay hidden from the Imperials; they only act through their operatives and never actually travel to Ord Radama.

USING BORRIGAN'S

Var Narek often visited Borrigan's in his younger years, spending many nights drinking and gambling, before he left Livien Magnus for the Rebel Alliance. Many of the club's upper-class patrons maintain ties with Narek and his family, so it is possible he would seek them out. If the PCs are clever, they can trick one of the club members into revealing the location of Narek Manor. Many off-duty Imperial officers who could be agents of the Imperial Intelligence Service also frequent the club.

If the PCs investigate the club, the doormen turn them away—only members or guests of members are permitted inside. They may attempt to slip inside through the servant entrance in the alley with a successful **Hard (◆◆◆) Deception** or **Stealth check**. Inside, the PCs see patrons enjoying meals and playing various games of chance. While a number of Imperial officers are present in the club, there are no stormtroopers or other security forces. The club does maintain a number of human hired guns inside, ready to deal with any breach of protocol. Adapt the Hired Thug (Weequay) profile from page 424 of the **AGE OF REBELLION** Core Rulebook if needed.

Player Characters can investigate many areas of the club as long as they remain out of sight—they must succeed at **Hard (◆◆◆) Stealth checks** to move from room to room inside the club. If the GM wishes, the PCs could discover the true nature of the establishment and its Hutt ties for future use in a campaign.

The PCs can also try infiltrating the club as invited guests of one of the members (perhaps even of the Narek family) and begin hobnobbing with the locals and Imperials. This provides the party with an exciting roleplaying opportunity to outwit an officer at sabacc or another game of chance. Player Characters can also attempt to convince one of the Imperial officers to reveal information about the Imperial Intelligence

Service by whichever means they choose (use the Ord Radama Security Officer profile on page 83).

THE IMPERIAL PALACE—NOBLE DISTRICT

Towering over the city, the dark grey marble of the Imperial Palace is an imposing sight for anyone approaching the city. However, the gigantic statue of Darth Malgus, rising up a hundred meters into the Ord Radaman sky, dwarfs even the palace. Few in the city understand the significance of the statue, believing it to be nothing more than a relic of ancient days that exists only as a curiosity of past craftsmen.

The Imperial Palace sits near the center of Livien Magnus, rising above most of the skyline. The huge statue of Darth Malgus casts long shadows on the palace, an ominous symbol that few fully understand. The statue shows signs of its age, and a great deal of wear and erosion mars the monument. Much of the face has crumbled away leaving a blank, terrifying expression on the statue.

DUTY (COUNTER INTELLIGENCE): PLANTING THE SEED

A good commander knows that diversions and misdirection can make all the difference in a battle. When the Counter Intelligence Duty is generated, Narralla asks the PC involved to plant a series of false, encrypted files into the Imperial Palace's mainframe for the Empire to discover, ideally to help throw the Imperials off the scent of the nascent uprising in the Barrows. This information must seem believable, so the PC should come up with his own elaborate plans and ideas to pull off this ruse. If the PC succeeds in creating and planting false battle plans, he earns 3 Duty.

USING THE IMPERIAL PALACE

The Imperial Palace is a very dangerous place for any Rebel operative to be, though it can provide a wealth of information and opportunity for the PCs to investigate. Entering the palace requires great skill and cunning—or a little help. The Devlikk Narralla, a servant in the governor's kitchen, has been secretly feeding the Rebellion information and can serve as a means to gain entry into the palace. When she isn't working, she lives in the Barrows (page 84).

Once inside, the PCs can masquerade as servants (an **Average (◆◆) Deception check**) and try to bug various rooms (a **Hard (◆◆◆) Skulduggery check**),

steal and decrypt datapads (a **Hard** [◆◆◆] **Computers check**), or shadow Imperial agents (a **Hard** [◆◆◆] **Stealth check**).

If they succeed, the PCs can read or overhear the following conversation between Lieutenant Balta and General Xantus:

"My contacts in the Imperial Intelligence Service have told me that we have a vital spy within the Alliance due to arrive on Ord Radama shortly. This evening I will lead a force of stormtroopers to meet with him at his manor outside the city and escort him and his prisoner back to headquarters."

After this revelation, the PCs must decide how they want to follow up on this information:

- **Kidnap the Lieutenant:** The Player Characters can attempt to confront and apprehend Balta, coercing him into revealing the location of the meet scheduled for this evening. He breaks fairly easily with an **Average** [◆◆] **Coercion check**. If the PCs restrain the lieutenant, they must find a way to remove him from the palace (or hide his body, if they decide to kill him). If the young officer does not show up for his assignment, the Imperials send another officer while they search for Balta. Should the Imperials find Balta's corpse or find him alive and talking of Rebels, the mission is compromised.
- **Impersonating Balta:** Deceptive PCs can kidnap the lieutenant and then go a step further. Dressing up as Lt. Balta requires an **opposed Deception vs. Perception check**. Even if the PC is a physical match, not knowing Imperial protocol or other details is more likely to blow their cover. Trying to come up with answers to questions they don't know on the fly is a **Hard** [◆◆◆] **Deception** or related **Knowledge check**. Once the Imperials discover the PC's treachery, they attempt to apprehend the impostor Lt. Balta.
- **Follow and Monitor:** Another option for the PCs is to trail the officer as he prepares to rendezvous with Var Narek. Narralla shows the Player Characters a place they can hide and wait for the squadron to leave, so they

can follow them to the meeting with Narek later that day. This requires a successful **Hard** [◆◆◆] **Deception** or **Stealth check** to shadow them without being seen.

- **Relaying the Information** – The fourth option is for the PCs to deliver news that Balta intends to lead a mission tonight and work with the Rebels to find out where this meeting will take place, so they can get there first. The Rebels can use their contacts to discern that the meeting takes place at the Narek family manor outside of the city.

THE IMPERIAL PRESENCE

The Empire has ruled Ord Radama for almost two decades, brought under Emperor Palpatine's iron rule early to serve as a staging post in pacifying the Outer Rim. Initially the people of Ord Radama welcomed the strength and stability the Empire offered, though in recent years that support has been waning.

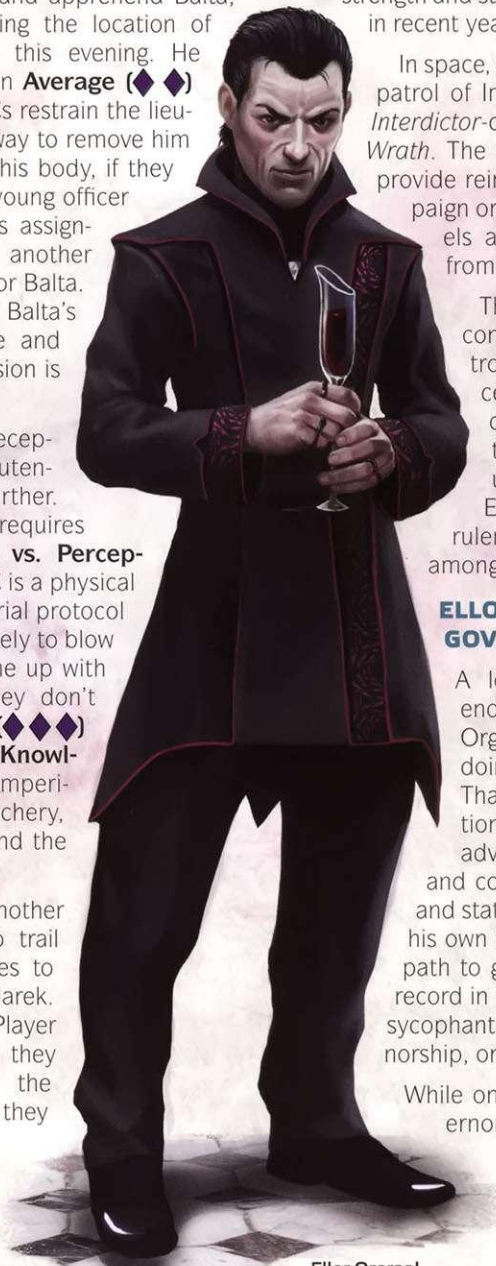
In space, the planet relies on an infrequent patrol of Imperial Star Destroyers and the *Interdictor*-class Star Destroyer, the *Eternal Wrath*. The GM can use this battlegroup to provide reinforcements in a long-term campaign or a potential space battle for Rebels attempting to free Ord Radama from the Empire.

The Imperial garrison on-world consists of two platoons of stormtroopers (64 troopers and 8 officers) to keep the city in line. All of the Imperial forces as well as the municipal security forces fall under the command of Governor Ellor Orgraal, a sadistic and cruel ruler who has made many enemies among the populace.

ELLOR ORGRAAL, IMPERIAL GOVERNOR [NEMESIS]

A low-level bureaucrat during the end of the Republic, the kowtowing Orgraal rose through the ranks by doing whatever was asked of him. That all changed during the transition to the Empire. Orgraal took advantage of the resulting disarray and confusion to exchange the records and status of a deceased bureaucrat with his own in the hierarchy, setting him on a path to greater glory. With a new service record in place, Ellor Orgraal continued his sycophantic ways until he reached a governorship, one of his lifelong goals.

While on Ord Radama, the Imperial governor has taken great steps to solidify



Ellor Orgraal

his power by cracking down on anyone who speaks out against the Empire. A number of lesser commanders who protested Orgraal's command of the world have also disappeared, leading to speculation that no one is safe from Orgraal's wrath.

Orgraal is a cold, calculating Imperial bureaucrat in his mid-fifties. The perpetual scowl on his face accurately represents his disdain for those beneath him. Ellor Orgraal has no time for anyone who does not follow his orders to the letter, and he delivers harsh punishment to any who fail him.

The governor is a short man, 1.6 meters in height, with slicked back, black hair. He dresses in finely tailored civilian suits resembling a classic formal style.



Skills: Coercion 3, Computers 3, Knowledge (Warfare) 3, Leadership 3, Ranged (Light) 1.

Talents: Adversary 1 (upgrade difficulty of all combat checks against Ellor once).

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting).

IMPERIAL OPERA HOUSE: CULTURAL DISTRICT

Taking up an entire city block, the gleaming white stone and elaborate statuary of the Imperial Opera House have served as a spectacular venue of the arts for centuries in Livien Magnus. One hundred broad marble steps lead from the street to the façade of this cultural landmark; a dozen five-meter statues flank each side of the stairs. These statues represent the most well-known and respected performers in Ord Radama's history, and the staff clean them daily to maintain their shimmering appearance under the opera house's bright lights. Four large, red banners hang on the front of the opera house, each emblazoned with the Imperial Crest, declaring that the Empire has claimed this location, like so many others, as its own.

The Mala Opera House was a feature of Livien Magnus for centuries, spotlighting the best talent from across the galaxy, and selling out the venue for weeks at a time. When the Empire took control of the world, the planetary governor renamed it the Imperial Opera House and allowed only Imperial-sanctioned productions. This has meant a marked reduction in nonhuman performances on Ord Radama, something that has greatly disheartened the local patrons of the

arts. However, most know that speaking out on such matters only brings unnecessary scrutiny upon them, and they wisely keep their opinions to themselves.

USING THE OPERA HOUSE

Beneath the Imperial Opera House lies more than just set pieces and costume changes. A bustling command center for the Imperial Intelligence Service lies deep beneath the building. This high security facility uses the overhead opera house to hide its location and also to monitor various high profile individuals, as visitors from all over the galaxy frequent the opera house when on Ord Radama.

This complex serves as Malau Jocaos's headquarters and is where he meets with his operatives when they arrive in the city. The Intelligence Service takes a number of precautions to keep this facility hidden from the populace, but the Rebels have recently learned of its existence. The PCs can monitor this location to watch for any Intelligence Service activity which may lead to finding Narek's eventual rendezvous point. While in the vicinity of the Opera House, if the Player Characters undertake any suspicious activity (lurking in nearby alleys, trying to break into local buildings, etc.), Imperial agents in the area might spot them. If so, a squad of Ord Radama security officers, the local peacekeeping force, arrives to investigate.

Malau Jocaos imprisons the Player Characters here if they are defeated or arrested by Imperial forces at any point in **Episode III**. Breaking out can become an adventure of its own.

ORD RADAMA SECURITY OFFICER [MINION]



Skills (group only): Coercion, Discipline, Melee, Ranged (Light).

Talents: None.

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), security uniform (+1 soak).

The security forces try to avoid open conflict on the streets of the city, but they do not hesitate to fire on the PCs if the PCs attack first. If armed conflict does break out, the officers contact the stormtrooper garrison to report the incident, giving descriptions of the party, also alerting the Imperials to the PCs' presence. Once the Player Characters have been flagged by the Imperials, moving around the city becomes difficult. Moving in the open requires **Average** (◆◆) **Deception** or **Stealth** checks to avoid detection.

DISCOVERING THE HANDLER

Learning of Var's handler is a top priority for the Rebels now that the Player Characters have informed the Alliance members stationed here of the events that transpired on Arda I and Jagomir. Haril's operatives have tried and failed to learn who is behind the IIS's increased power in the city.

As the PCs investigate possible leads throughout the city, the name of Var's contact remains elusive. They might attempt to slice into the Imperial Datanet looking for any information on the individuals stationed on Ord Radama. One such access point exists within the security office of the Opera House, which is located off of the main lobby. The building is open to tourists during the day, but disruptive guests are taken to the security office where they are searched for weapons or other contraband. There are two Ord Radama security officers (see the previous page) on duty at any given time. The door to the security office is locked and requires a **Hard** (◆◆◆) **Computers** or **Skulduggery** check to open.

Once they have access to the computer terminal, slicing in requires succeeding at a **Hard** (◆◆◆) **Computers** check (with ■■ from the encryption) to access the personnel files of the Imperial officers and an **Average** (◆◆) **Computers** check to connect Jocaos to Var. This avenue is very risky, and any instance of ☠ ☠ ☠ or ☠ alerts the Empire to unauthorized access to their systems, which they can trace back to the PCs' location. The Imperial Intelligence Service dispatches a squad of four stormtroopers (see page 88) to investigate this breach.

MALAU JOCAOS, IMPERIAL INTELLIGENCE AGENT [NEMESIS]

A brash man with a disarming smile, Malau Jocaos's friendly outward demeanor belies his true nature. Under the surface, Jocaos is a cold-blooded killer who will do anything in the service of the Empire. A rising star in the Imperial Intelligence Service, Malau successfully turned Var Narek into an Imperial asset and also maintains a number of spies among the populace of Ord Radama, watching for signs of Rebels.

Malau Jocaos was born on Ord Radama, a youth during the Clone Wars when the world sided with the Separatists. His parents raised him on tales of the corrupt Republic and hypocritical Jedi who had forsaken their oaths toward the common people. Raised on a steady stream of propaganda and anti-Republic dogma, Malau embraced the strict tenets of Palpatine's New Order with zeal. As soon as he was able, Jocaos left Ord Radama and entered the Imperial Academy.

The instructors at the Academy saw great potential in Malau, fast-tracking him for enlistment into the highly selective Intelligence Service. Jocaos quickly rose through the ranks of this agency, and soon his

superiors dispatched him to carry out a number of secret projects for the IIS. Returning to his homeworld of Ord Radama, Malau Jocaos worked under orders to bring agents onboard who could infiltrate the Rebellion and expose its secrets. Long suspecting that his former schoolmate Var Narek had joined the Rebellion, Jocaos masterminded the bombing of Var's brother's shop to set Var back on the true path.

Malau has great disdain for Governor Orgraal, seeing him as nothing more than a low-level politician and not worthy of his post. Jocaos plans to govern Ord Radama himself one day.



Skills: Coercion 3, Coordination 2, Deception 4, Piloting (Planetary) 2, Ranged (Light) 4, Skulduggery 3, Stealth 3.

Talents: Intense Presence (spend 1 dark side Destiny Point to recover 2 strain).

Abilities: Adversary 2 (upgrade difficulty of all combat checks against Malau twice).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), personal deflector shield (+2 defense), padded armor (+2 soak).

DUTY (INTELLIGENCE): CAPTURE AT ALL COSTS

Nothing has proven the importance of vital Intelligence like the destruction of the Death Star. Without the plans to the battle station, things could be very different for the Alliance today. If the Intelligence Duty is generated, then the player knows Malau Jocaos possesses intel that could uncover other moles, traitors, or Imperial operatives. The character has made it his mission to capture Jocaos alive in order to question him. If he achieves this, he earns 5 Duty.

THE BARROWS: RESIDENTIAL DISTRICT

Broken down, boarded up, and crumbling buildings crowd the Barrows. The poor and lost make their home here in the oldest area in the city. The smell of decay permeates this district, and piles of garbage and other debris line both sides of the street. A large wall separates this area from the rest of the city and serves as a constant reminder that those who live within are truly forgotten by all who live around them.

The Residential District sprawls across the western side of the city, the largest of all the districts. While most areas are well-maintained, an area deep in the center of the district remains run-down and dangerous. This is the Barrows, one of the last remaining remnants of the old city, now home to many of the poorest residents.

In addition to the squalid conditions, the ground in this area is still contaminated thousands of years after the crash of the Sith *Harrower*-class dreadnought, plaguing the populace with health concerns to this day. As soon as anyone can afford to leave the Barrows, they do so with haste. Spice and death sticks flow abundantly throughout this area, the drug trade maintained by opportunists who have no qualms exploiting desperate individuals. Many blame the Imperials for supplying the illegal substances to further subjugate the populace.

USING THE BARROWS

Much of the nonhuman population of Livien Magnus has relocated to the Barrows. The planetary authority tore down many of their homes to make way for Imperial housing or officers' residences. The lack of opportunity elsewhere forces them to reside in the low-cost and desolate locations here. Many downtrodden humans also live here, addicted to spice or death sticks and trying hard just to get by.

The PCs see a very sad state of affairs if they travel to this area. Var could easily hide out in the Barrows, so various contacts in the Alliance might direct the PCs there as a possible location to investigate.

While they explore the squallor throughout the Barrows, the Player Characters learn about a group of individuals preying upon the residents, extorting what little many of them have in protection credits and other "services." More than run-of-the-mill thugs, however, these criminals are actually in the employ of Malau Jocaos and the Imperial Intelligence Service. The local IIS Destab Agent has been paying these locals to keep the populace in a state of fear so they remain unwilling to rise up against anyone.



Narralla

BARROWS' THUG [MINION]

The oppressors of those residing in the Barrows are mostly bored-but-cruel men in their late teens and twenties. Natives of Ord Radama, the thugs enjoy a comfortable life thanks to their service to the IIS and won't give it up easily.



Skills (group only): Coordination, Melee, Perception.

Talents: None.

Abilities: None.

Equipment: Knives, clubs, chains, and other makeshift weapons share the following weapon profile (Melee; Damage 5; Critical 4; Range [Engaged]; Inferior).

THE LOCAL POPULATION

The displaced Devlikk that survived in Livien Magnus have relocated to the Barrows where they live in makeshift homes and horrible conditions. Many of the Devlikk work in the industrial sector or as servants for the local nobles. The Devlikk eke out a meager existence, barely able to provide for their families via the limited jobs available to them in the city.

DEVLIKK [MINION]

The long-necked Devlikk are an avian species native to Ord Radama. The diminutive species has green feathers around their shoulders, flat heads crowned with plumage, and small green tails. The Devlikk have short life spans, only living for nine to ten years.



Skills (group only): Coordination, Perception, Piloting (Planetary).

Talents: None.

Abilities: Magnetic Sense (all Devlikk gain on any Coordination or Piloting checks and know which way is north at all times).

Equipment: Goggles, utility kit, various tools, work tabard (+1 soak).

A GROWING RESISTANCE

As the Imperial presence gains strength on Ord Radama, a new group has arisen who are opposing their tyrannical rule—the Devlikk. These

DUTY (POLITICAL SUPPORT): A PLANET IN NEED

The Empire has subjected the people of Ord Radama to numerous atrocities. Hundreds of citizens have disappeared for speaking out against the Imperials, and the Rebellion can use this to begin convincing the people to fight back and overthrow the Empire. Inspiring a populace to rise up and cast off the shackles of oppression is no easy task, and this endeavor is a long-term option, requiring many different adventures. However, if a PC begins to make plans with Narralla to expand the resistant movement from her cell to the rest of the Barrows, he can earn 3 Duty.

natives have begun quietly gathering intel for the Rebel Alliance throughout the city and waging their own shadow campaign against the Imperials.

The leader of the Devliikk movement is Narralla, a female who took up the mantle of Imperial opposition after the death of her parents at the hands of the Empire. Narralla's family has served in the palace for generations and this placement gives her the perfect opportunity to gather information for the Alliance. Narralla and her people want to increase their efforts against the Empire and move on from simple intelligence-gathering to an actual resistance movement. Zense has been trying to dissuade Narralla from moving in this direction, but he knows the Devliikk won't listen to his warnings for much longer.

Narralla's small band of Rebel sympathizers gather in the underground tunnels below her dilapidated dwelling. The maze-like passages are holdovers from the Devliikk city that preceded Livien Magnus, abandoned by the humans who lacked the magnetic sense to navigate them. Although time and disuse have destroyed many of these tunnels, with a Devliikk guide the PCs can travel to and from the Scarlet Sword, Imperial Palace, and Barrows with impunity. The trip usually takes between twenty or thirty minutes to complete. The dark, tight spaces and serpentine burrows set most non-Devliikk on edge, and PCs must succeed at an **Easy (◆) fear check** to overcome their anxiety.

NARRALLA [RIVAL]

A female Devliikk nearing the end of her short lifespan, Narralla operates as the contact between the burgeoning native resistance and the Rebel Alliance on Ord Radama. Like most of her species, she has yellow scales and green feathers



Skills: Coordination 1, Perception 2, Stealth 2.

Talents: None.

Abilities: Magnetic Sense (all Devliikk gain on any Coordination or Piloting checks).

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), utility kit, servant apron.

HOMeward BOUND

As the PCs travel about Livien Magnus investigating the Imperial connections to Var Narek, he catches up with them and enters Ord Radama space. This occurs after the Action Track runs out, or the GM can time this event either to coincide with a shortage of leads or as a capstone to a dramatic buildup after the PCs set a trap or follow the Imperials to Narek's home. Word reaches the party from Haril Zense (if they have made contact with him) soon after Var's starship lands; otherwise they can make a **Hard (◆◆◆) Computers** or **Perception check** to spot his ship visually or on their scanners. After that, the PCs must race to intercept the traitor and rescue Setenna before his Imperial contacts bring him in.

Using the information they received in their investigation, the Player Characters' path now takes them to the Narek family manor outside of the city. If they have not learned where the manor is, an **Average**

(◆◆) Perception check allows them to follow the starship's descent. The PCs can reach the manor in a speeder or other transport; however, if they try to reach the house on foot, they won't arrive in time to rescue Setenna (but Var will still be there, which allows them to potentially recruit his help and continue the adventure). They can get a speeder from Zense, through a local public transport supplier, or by "requisitioning" one from one of the locals (requiring an **Average (◆◆) Computers** or **Mechanics check** to hot-wire the vehicle).

ORD RADAMA LANDSPEEDER

Ord Radama's citizens commonly use small landspeeders for pleasure, sport, or transporting cargo and passengers. Civilian models such as these almost always lack arms or armor. This profile represents a generic landspeeder on Ord Radama.



Vehicle Type/Model: Landspeeder/Civilian.

Manufacturer: Various manufacturers.

Maximum Altitude: 1 meter.

Sensor Range: None.

Crew: One pilot.

Encumbrance Capacity: 10–30.

Passenger Capacity: 1–6.

Price/Rarity: 10,000 credits/2.

Customization Hard Points: 1.

Weapons: None.

The Player Characters can follow Lieutenant Balta and his men or follow the directions they uncovered themselves. If the PCs trail Balta, they must remain at medium range behind the Imperials or risk alerting them to their presence. (If the PCs get any closer than medium range, they must then pass a **Hard** [◆◆] **Stealth check** to avoid detection.) The PCs can attempt to bypass the Imperial transport and reach the manor first. Reaching the estate first requires skilled piloting and maximum speed, prompting an **Average** (●◆) **Piloting (Planetary) check** with ■ from the speeder's poor handling.

Taking their starship is possible but riskier, and it elicits a forceful response from the local Imperial garrison if they open fire on Lt. Balta and his allies (and risks injuring Setenna with any ☹ on Gunnery checks). Two TIE fighters (see page 44) arrive at the scene at long range within two rounds of Lt. Balta noticing the PCs, with two more arriving every two subsequent rounds until the party escapes or is shot down.

NAREK MANOR

While many of the families maintain estates throughout the Noble District, a number of the oldest families' manors lie on the outskirts of the city, nearly four kilometers from the edge of Livien Magnus. These palatial estates have gardens, orchards, and personal landing pads among other, more decadent trappings. Each home encompasses two to four hectares, constructed from the finest marble and other materials.

When the PCs approach the Narek estate, read or paraphrase the following aloud:

The four-story manor sits near a beautiful lake, but the grounds look overgrown. Rows of mossy statues and chipped columns speak to a wealthier past.

Within the gates, a Jumpmaster long range scout ship sits on the landing pad, steam still pouring from the ship's recent landing. The vessel's ramp is down, but you see no signs of Var or Setenna.

A small landing pad sits off to the south of the grounds, capable of accommodating ships as large as a YT-1300 freighter. The complex rests on the edge of a large lake and sports a 1.5-meter-high wall around the grounds.

APPROACHING THE MANOR

The PCs can pilot their speeder directly to the main entrance of the estate without incident. The gates are closed, barring access to the grounds, and require an **Average** (◆◆) **Computers check** to open them. If this option does not work for the PCs, they can attempt to force open the gates by attaching chain or rope to their speeder to pull the gates open. An **Average** (◆◆) **Piloting (Planetary) check** is required to properly brace and pull open the gate. The third option is for the PCs to climb the fence, requiring an **Average** (◆◆) **Athletics check**.

Once inside the grounds, it is long range from the gate to the front doors of the manor, with various hedges and bushes covering the grounds. It is very quiet and still throughout the area, with no signs of anyone nearby. The PCs can try to succeed at a **Hard** (◆◆◆) **Vigilance check** to spot Var as he peeks out the window. As the PCs approach the front door, a blaster shot rings out from a second-story window.

A blaster bolt zings by, scorching a nearby bush. As you take cover and look up, you can see an open window on the second floor beside a small balcony. A voice calls out from within.

"I don't know how you found me, but you made a big mistake coming here. My friends are on their way, and soon Setenna and all of you will be Imperial prisoners."



If the PCs break from cover and head towards the front door, Var fires off another haphazard shot that misses them. The front door of the estate is locked, requiring a **Hard (◆◆◆) Skulduggery check** to pick the lock. Alternatively, the PCs can blast open the door. Once inside, a sweeping double staircase splits the room. The staircase leads to a balcony overlooking the main entrance. Twelve doors lead to various rooms on the second floor. An **Average (◆◆) Perception check** shows areas of disruption and movement, helping to pinpoint the area that Var was last in.

Once the PCs make their way to his old bedroom, they hear a crashing sound. Opening the door, the PCs see that Var has overturned pieces of furniture to create a makeshift barricade, providing himself cover. The PCs don't see any sign of Setenna.

"If you take one step closer, I'll kill you," Var yells. He hides behind an upturned desk, and a small sofa nearby has also been overturned, providing cover inside the room. Var keeps his head down, out of sight. "The Imperial forces are almost here. You should have never have come after me." Outside, the sounds of a transport grow near as the Imperial troops approach.

The Player Characters can use this time to inform Var about the details of his family's deaths and how the Empire masterminded the entire thing, using **Charm, Coercion, Deception**, or possibly **Leadership**, depending on what angle the PCs want to use. Convincing him requires a **Hard (◆◆◆) check** (or **Average (◆◆)** if the PCs are using **Charm**), as he doesn't believe them at first. **1** or more can be awarded for good roleplaying. After the first check, Var's resolve begins to weaken, and succeeding at a second check with one less difficulty drives home the details proving the PCs are telling the truth.

If the PCs cannot convince Var that the Empire was responsible for his family's death, he engages the PCs in what he knows to be a final showdown. He does not divulge Setenna's location. However, the PCs can still find his wrist link, which can help them find her (see more on page 90 in **The Death of Var Narek**).

Otherwise, read or paraphrase the following aloud:

Var emerges from behind the desk, a blaster held loosely in his trembling hands. Tears stream down his face, and he looks at you all with horror. "How could I have been so wrong? I let my grief blind me, and because of that, so many others have now lost their lives. I am so sorry..."

Narek collapses to his knees, sobs wracking his body. The blaster falls to the ground in front of him, as he no longer threatens the PCs. The PCs can take him into custody, and he does not resist them. When questioned about Setenna, Var regains his composure and a frantic look comes over his face: *"Oh no! She's in the storage shed behind the manor. I hid her there when I heard you all coming and signaled my contact to pick her up there. We have to hurry if we want to save her!"*

IMPERIAL ARRIVAL

An Imperial transport has reached the front gate, and four minion groups of four stormtroopers rush toward the manor house, their weapons drawn. From the inside, the PCs have the advantage of light and heavy cover and can take up positions to combat the stormtroopers. The Game Master can adjust the number of minion groups upwards or downwards to account for the amount of XP or combat competence the party has or simply to raise the stakes of the encounter and force the PCs to use their environment wisely.

The stormtroopers take up positions at the entrance to the home and storm the foyer in groups of two to search for the PCs. If the PCs remain on the second floor, they can fire towards the Imperials on the ground from the doorways of the upper rooms. The stormtroopers continue to advance on the PCs' location until they have all been dispatched or until the PCs manage to sneak away with Var.

IMPERIAL STORMTROOPER [MINION]



Skills (group only): Athletics, Discipline, Melee, Ranged (Heavy).

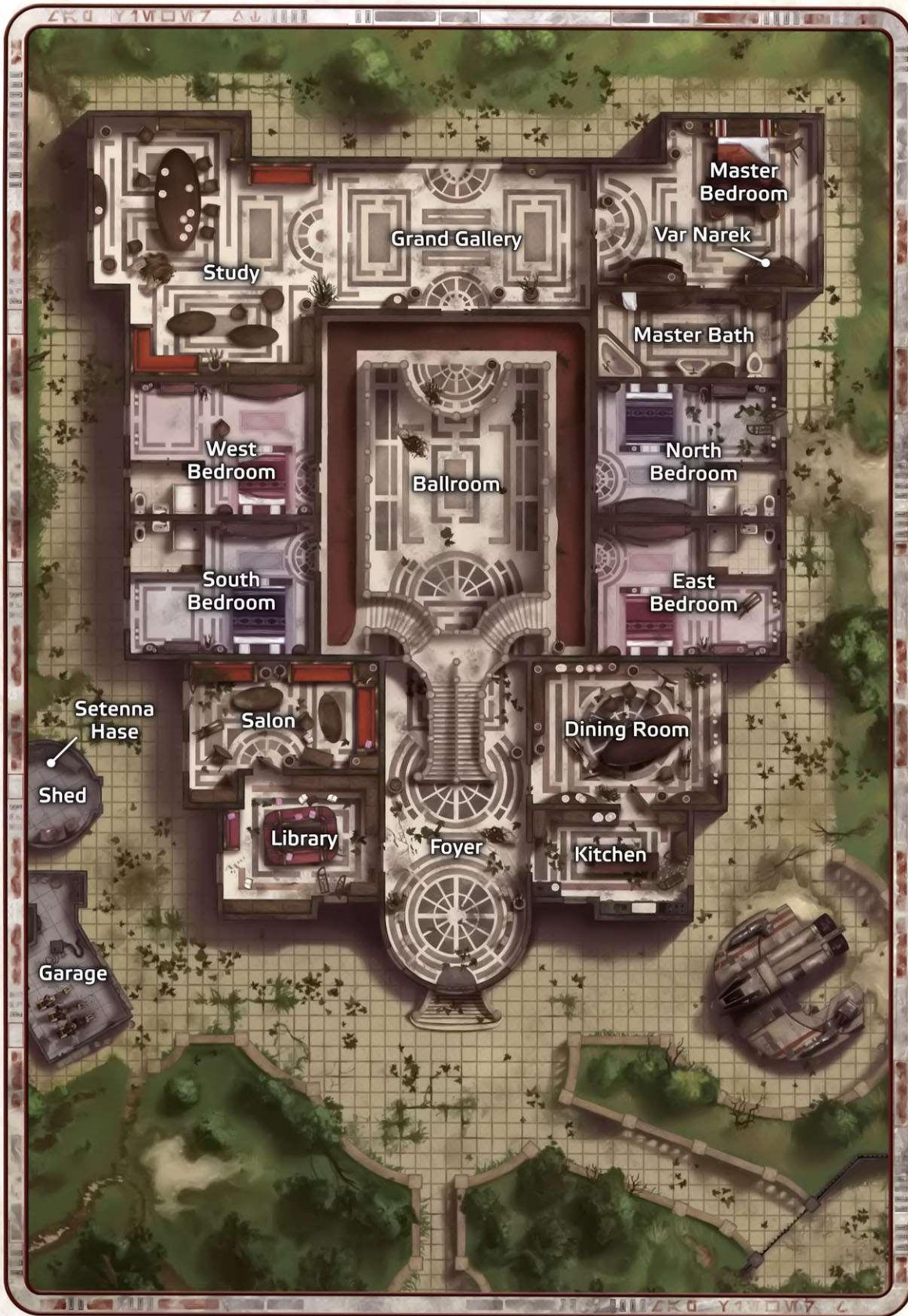
Talents: None.

Abilities: None.

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), stormtrooper armor (+2 soak), utility belt, extra reloads.



Malau Jocaos



SETENNA'S PLIGHT

If the Player Characters battle the stormtroopers, some can still attempt to break from the combat to follow Narek and rescue Setenna. The Imperials continue to press their attack and follow both groups. The combat continues behind the manor, with the wide variety of shrubbery, trees, and statues providing ample cover for a running firefight (use the chase rules on page 255 of the **AGE OF REBELLION** Core Rulebook but substitute Athletics for Piloting).

As the PCs reach the rear of the estate, the GM should read or paraphrase the following aloud to account for his group's unique circumstances:

As you round the house, Var runs ahead of you, attempting to reach the storage shed. But he is too late—an Imperial officer emerges, pulling Setenna violently from within. Var stops and calls to him, demanding he stop where he is. The officer laughs and draws his blaster, firing at Var. One of the bolts strikes him in the chest, dropping the man. As the officer sees you all approaching, he quickly runs toward the garage. Setenna still in his clutches.

The PCs should be allowed one round to attack, suffering ■■ from the officer's cover (Malau Jocaos's adversary profile is on page 84; if the PCs would drop him, the GM should spend a dark side Destiny Point to keep him alive until the climactic scene, otherwise he heals himself with a stimpack at the earliest opportunity).

The garage houses a number of swoops, and Malau tries to make his way to one of those so that he can use it to escape. He knows he must reach Livien Magnus to hand over Setenna and the knowledge she has about the Rebel base. Grabbing a nearby sloop, Malau stuncuffs Setenna and throws her over the bike, jetting off toward the city.

The PCs have to pursue Jocaos in their own speeder or by grabbing one of the other swoops in the shed. There are two (or three if there are more than four PCs) swoops remaining should they choose to use one of those.

ZEPHYR-G SWOOP



Vehicle Type/Model: Sloop/Zephyr-G.

Manufacturer: Mobquet Swoops and Speeders.

Maximum Altitude: 6 meters.

Crew: One pilot.

Encumbrance Capacity: 4.

Passenger Capacity: 1.

Price/Rarity: 5,700 credits/4.

Customization Hard Points: 2.

Weapons: None.

THE DEATH OF VAR NAREK

Before pursuing Malau Jocaos, the PCs can choose to pause and investigate Narek's crumpled form on the ground. As the last gasps of life escape him, he looks at the Player Characters with grim resignation on his face.

Var sputters and coughs. "It's over now for me. You must save Setenna; now we all know the terrible things the Empire will do to get what they want..." Var coughs and gasps again, "Take this," he says, indicating his wrist link. "Stop Jocaos, find Setenna, and tell her... I... am... sorry."

Determined PCs can try to keep Var alive, but they must succeed at a **Hard (◆◆◆) Medicine check**. The PCs must then decide what to do with him, since he is too hurt to be of any use in a fight and will just slow them down during the impending chase. If the PCs choose not to intervene or leave him there alone, Var Narek gasps and passes from this life, the Empire now having taken everything from him.

The PCs notice that the wrist link is tracking a moving signal headed in the same direction as Malau. The beacon corresponds to a microtracer attached to Setenna and leads the Player Characters straight to the IIS headquarters under the Opera House.

THE RACE TO LIVIEN MAGNUS

The Player Characters pursue Malau Jocaos and his prisoner, racing from Narek Manor back to Livien Magnus and the awaiting Imperials. Malau wants to reach the city and return to the Intelligence Service. The PCs don't know where the officer is heading, so they must follow or risk losing him entirely, unless they received the wrist link from Var.

As the chase begins, Malau is at long range ahead of the PCs and trying desperately to avoid them. He zooms between the trees, rocks, and other terrain to confuse and elude his pursuers. Malau's evasive maneuvers upgrade the difficulty of anyone firing at him once as he flies from side-to-side. A mixture of scattered trees and rock formations dot the landscape,

remnants of the ever-shrinking wetlands. If a PC wishes to try to flank Malau or gain on him, the character can undertake a series of dangerous maneuvers to close the gap and navigate through a copse of trees and vines that Malau has gone around. Going through this area cuts off two range bands from the pursuit, but it is not without danger. All **Piloting (Planetary) checks** add ■■ to the check from the terrain.

During the chase, Malau fires shots at the PCs, though with little accuracy. He concentrates on flying the sloop and keeping Setenna from escaping, not aiming at his pursuers. If the PCs try to disable the speeder, they risk a deadly crash that could kill Setenna.

The Player Characters have another option: take the Jumpmaster from the manor and overtake the sloop through the air. This method could prove very dangerous, as the ship would draw a great deal of Imperial attention if the garrison detects it. If the Player Characters wish to undertake any of these methods, the GM should have a firm idea of the complications that could arise. As before, two TIE fighters (see page 44) arrive at the scene at long range within two rounds, with two more arriving every two subsequent rounds until the party escapes or is shot down.

As the chase nears the city, Malau punches the sloop into overdrive, adding one extra range band to the distance between him and the PCs. He flies down the streets of Livien Magnus, making his way toward the Opera House. Pedestrians and vehicles crowd the

city streets, making the pursuit even more difficult. All **Piloting (Planetary) checks** within the city suffer ■ to the check while avoiding passersby.

At the last minute, Malau seems to change his mind and veers off from his path, cutting down a dark alley. He flies into the heart of the Residential District and away from his original goal of the Opera House. When the Player Characters turn into the alley, they see Malau's sloop abandoned at the end of the alleyway and no sign of the officer or Setenna.

PLUMBING THE DEPTHS

The alley appears to be a dead end with no doors or other entrances into any of the nearby buildings. Searching the alley requires an **Average (◆◆) Survival** or **Perception check** to find signs of Malau. With ✨, the PCs find a small patch of ground with scrape marks on it, as if something pushed past it. The alleyway must contain a secret door. If the PCs fail the first time, they may try until they succeed, but suffer ■ to their Initiative check during **Subterranean Showdown** (see page 92).

Behind the door in the wall, a narrow set of stairs leads underground with dim, flickering light illuminating the staircase. Sounds of a struggle echo below followed by something clattering to the ground. Reaching the bottom of the stairs where a long hallway lies ahead, the PCs see Malau dragging a struggling



Setenna through a door that closes behind them. The lighted panel next to the door changes from green to red, indicating that Malau has sealed the door from the other side.

To overcome the code on the lock, a **Hard (◆◆◆) Computers check** is required. Alternatively, a PC can attempt to rewire the door's mechanism with a **Hard (◆◆◆) Mechanics check**, bypassing the lock. Finally, the PCs can go back and take another corridor, but they run into a patrol of two stormtroopers on the way (see right). The PCs come out of one of the other doors in the sewer hub, but suffer **■** to the Initiative check at the start of **Subterranean Showdown** (see right).

Behind the door, a short corridor opens up to a massive room, a catwalk spiraling down to a floor that has dozens of tunnels leading out of it. This area serves as a hub for the city's sewer system that the Imperials have co-opted to allow them easy access from the Opera House to many areas of the city. The GM should read or paraphrase the following aloud:

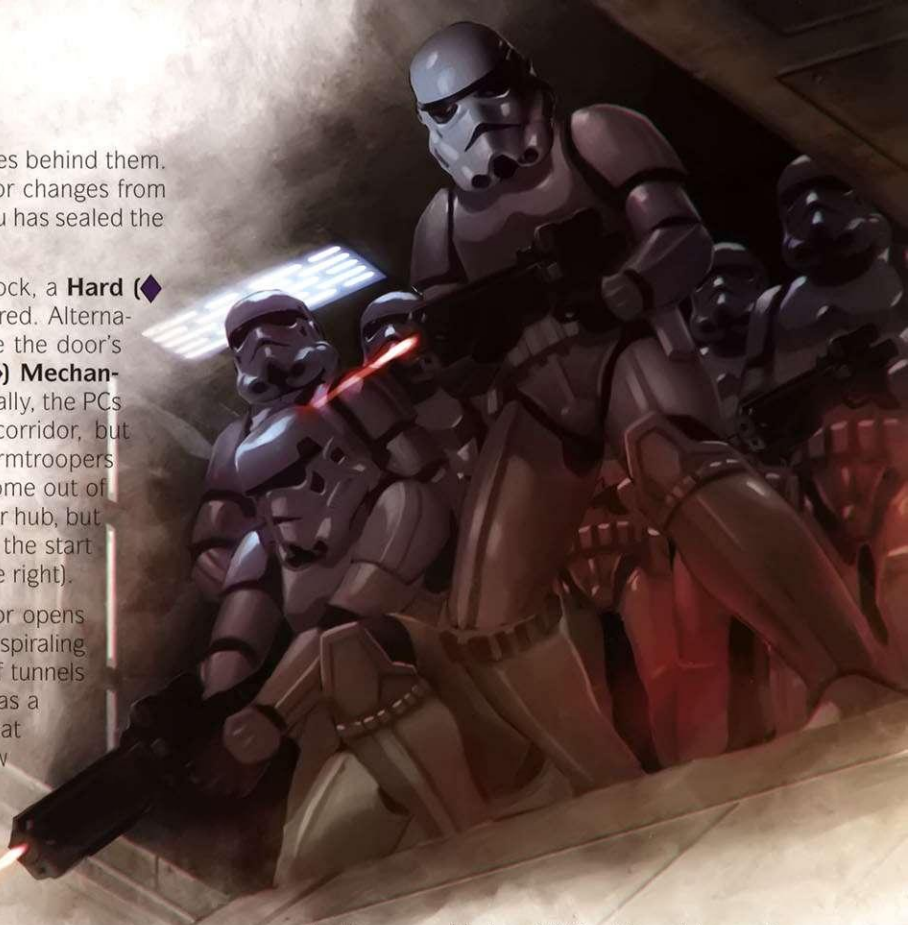
A huge cavern opens before you, filled with dozens of branching tunnels. A large blast door, standing nearly ten meters tall, seals one of the tunnels. Numerous catwalks line the room leading to many different levels and other tunnels. You hear the constant dripping of water throughout the area, signs of leaks and crumbling infrastructure.

Across the room, Malau Jocaos desperately tries to access another tunnel, with Setenna struggling to pull away. The door does not want to open, and Malau snarls with frustration.

With the PCs approaching, Malau knows he is in trouble. He grabs Setenna and points his blaster toward the Player Characters: "You just don't give up, do you? Well, you've reached the end of the line. My troops are on their way, and they won't stop until they've gained all of the Alliance's secrets."

The Player Characters hear the clatter of boots on a catwalk above their location. Six Imperial stormtroopers approach from the east, firing haphazardly to keep the Rebels pinned down. With an **Average (◆◆) Perception check**, a PC can see that a cable connected to a crumbling wall section supports the catwalk where the stormtroopers stand.

If a PC blasts the cable, the entire catwalk comes crashing down, dropping the stormtroopers 40 meters



to the ground below. Hitting the cable requires making a called shot (see the Aim maneuver on page 213 of the Core Rulebook) and succeeding at a **Hard (◆◆◆) Ranged (Any) check**.

IMPERIAL STORMTROOPER [MINION]

3	3	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
5		5		0 0	

Skills (group only): Athletics, Discipline, Melee, Ranged (Heavy).

Talents: None.

Abilities: None.

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), stormtrooper armor (+2 soak), utility belt, extra reloads.

SUBTERRANEAN SHOWDOWN

After dispatching the stormtroopers, the PCs return to the unfolding dilemma with Malau and Setenna just in time to see them heading down a corridor.

You barely manage to catch up, following the sound of running boots down the sewer corridors to another massive room with a large blast door. Tall, metal support columns reinforce the room, continuing below the metal grate floor down to the original sewer channels. Pipes criss-cross the room, suspended from the vaulted ceiling, and the sound of rushing water echoes off the walls. Metal crates litter the room, some of them large, and lockers line the far edge of one side.

Malau, and Setenna quickly take cover behind a stack of crates (light and heavy cover is available this way), and Malau begins firing at the PCs. As the fire-fight continues, the blast door begins to rumble and rises up. Six more stormtroopers enter the room, firing at the PCs. The room begins to shake as another Imperial threat enters the room—an AT-ST walker piloted by Commander Treaska.

COMMANDER TREASKA [RIVAL]

2	3	2	3	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 2		W THRESHOLD 15		M/R DEFENSE 0 0	

Skills: Coercion 1, Gunnery 2, Piloting (Planetary) 3.
Talents: Natural Driver (once per session, may reroll any 1 Piloting [Planetary] or Gunnery check).
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), comlink.

ALL TERRAIN SCOUT TRANSPORT

3	2	+0	DEF. FDR/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0	3
			HT THRESHOLD	SS THRESHOLD
			15	12

Vehicle Type/Model: Reconnaissance Walker/AT-ST.
Manufacturer: Kuat Drive Yards.
Sensor Range: Short.
Crew: One pilot, one gunner.
Encumbrance Capacity: 18.
Passenger Capacity: 0.
Price/Rarity: 75,000 credits (R)/5.
Customization Hard Points: 1.

Weapons: Port-mounted light blaster cannon (Fire Arc Forward; Damage 4; Critical 4; Range [Close]).

Starboard-mounted concussion grenade launcher—this weapon's entire profile uses personal scale, not planetary scale. (Fire Arc Forward; Damage 10; Critical 4; Range [Close]; Breach 1, Blast 8, Limited Ammo 15).

Chin-mounted twin heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).

The AT-ST presents a significant challenge for the PCs, as their weapons are likely to have little effect on the

walker. Clever thinking is the order of the day, and if the PCs come up with a plausible plan of attack of their own, the Game Master should let them try to execute it. As they attempt to combat the walker, it is important that the GM emphasize the room's features from the read-aloud description in his own depiction of the action. For reference, one end of the room is at extreme range (personal scale) from the far end of the room.

During the encounter there are special ways the PCs may spend a ☹ or ☹ to help them notice the different means of defeating the AT-ST:

- **Pipes:** If the Player Characters successfully target the pipes overhead, they can collapse them on top of the AT-ST to inflict 3 hull trauma (or 30 damage to stormtroopers). The pipes count as having 3 soak and a wound threshold of 10 (once the wounds are exceeded, the pipes collapse), and they are situated at medium range from the floor. If the PCs are targeting pipes directly above the AT-ST, the pipes are at the same range as the AT-ST (i.e. there is no need to measure the diagonal distance, since the range bands extend vertically as well).
- **Grates:** The floor is a metal grid with small openings to let the room still function as a storm drain in an emergency. Scattered around the room are access hatches that can be opened with a **Hard (◆◆◆) Athletics check**, serving as obstacles for the AT-ST. If the walker tries to cross an open hatch, Commander Treaska must succeed at a **Hard (◆◆◆) Piloting (Planetary) check** to evade the openings or suffer 3 hull trauma and be immobilized until he can succeed at the **Piloting check** to maneuver out of the manhole.
- **Floodgates:** On the three sides of the room that do not have blast doors, there are floodgates that keep Livien Magnus's storm water and sewage from flowing through the channels in the room. Each is operated by an old-fashioned lever which connects to a gear system to raise the floodgates. Throwing a rusted-over lever requires an **Average (◆◆) Athletics check**. ☹ ☹ or ☹ generated means the mechanism has jammed and an **Average (◆◆) Mechanics check** can repair it. If the AT-ST is within medium range of the floodgate when opened, it sustains 3 hull trauma from the wall of water and is immobilized for one round. Stormtroopers caught in the surge are knocked prone and are staggered for one round. ☹ ☹ on the Athletics check means the water is so powerful that the AT-ST falls over and Commander Treaska escapes to assist Malau directly.
- **Support columns:** The columns supporting the ceiling were not designed with blaster cannons in mind, and the PCs can lure the AT-ST to fire at them by hiding behind them. A support column has no

armor and 4 hull trauma. If the AT-ST destroys four support columns, the ceiling collapses, burying the AT-ST. The PCs and stormtroopers are not spared from the destruction, and must succeed at a **Hard (◆◆◆) Coordination check** or suffer 4 wounds from being crushed by the rubble.

- **Weapons lockers:** The lockers on the far side of the room are actually the Imperial garrison's weapons cache. Inside the lockers are a missile tube (Gunnery; Damage 20; Critical 2; Range [Extreme]; Blast 10, Cumbersome 3, Guided 3, Breach 1, Prepare 1, Limited Ammo 6). Getting to the lockers requires the PCs to succeed at a **Hard (◆◆◆) Athletics check** to dive toward cover and dodge a barrage of blaster fire, rolling behind the next column. ▼ means the PC doesn't see a break in the barrage through which to cross and must stay where he is or open himself up to blaster fire. Once he has opened the locker with a **Hard (◆◆◆) Skulduggery check** or an **Average (◆◆) Computers check**, he can equip and fire the weapon at the AT-ST. Two additional missiles, besides the one already in the tube, lie inside a nearby crate labeled ORDNANCE (noticeable with an **Easy (◆) Perception check**).

Destroying the AT-ST gives the Imperials a great deal of pause, and falling wreckage might kill some of the stormtroopers if the GM needs a way to aid the PCs in the battle. Once the AT-ST has sustained 9 points of hull trauma, Malau tries making another run for it, heading toward

the tunnel from which the AT-ST emerged. Malau hates to lose Setenna and her information, but his own survival is far more valuable to him. If he has the option to escape on his own, he takes it to preserve his own life.

Setenna can now roll for Initiative and participate in the encounter, running toward the PCs when she can. She will follow their orders and help fight as soon as they unlock her stuncuffs (a **Hard (◆◆◆) Computers check**) or if she escapes them herself (a **Daunting (◆◆◆) Athletics** or **Coordination check**).

If the Player Characters incapacitate Malau, he falls to the ground. If they cannot hit him, he makes it into the tunnel and attempts to escape on a waiting transport sled that the stormtroopers used to arrive. He spends all his maneuvers flying the speed 2 sled away and quickly gets out of personal scale weaponry.

A BEACON OF HOPE

Once the Player Characters have rescued Setenna, they must make their way through the tunnels toward the Opera House entrance. When the PCs make it out of the tunnels, they must get off of the street quickly before more Imperials can track them down.

As you exit the tunnels, the streets are quiet and there is little activity. A bright flash of light signals you with two quick bursts from across the street. You see Haril Zense waiting onboard a speeder. The Rebel leader has come to get you to safety before the Empire can find you.

With Setenna's safety secured, the PCs rejoin the Rebels at the Scarlet Sword. Haril puts the establishment on lockdown and ushers the Player Characters and Setenna to a waiting apartment complex below the cantina. Zense, Narralla, and others tend to the PCs' wounds and discuss the events that have transpired.

EPISODE III: XP REWARDS

Standard experience point rewards for **Episode III**:

- Making contact with the Rebels at the Scarlet Sword: 5 XP
- Exploring the city in search of Var Narek: 10 XP
- Chasing Malau back into the city and confronting the Imperial forces: 5 XP
- Rescuing Setenna: 5 XP

In addition to the experience point rewards, the GM should also award the following:

- **Duty:** Each player should earn between 5 and 10 Duty based on their individual Motivations and Duty. Bonus Duty can be awarded for any especially heroic undertakings on behalf of the Alliance.



A NEW DAWN

After returning to the Scarlet Sword to rest and recover, the PCs meet with Setenna the following day. She has recovered from any wounds and is very happy to see the PCs, thanking them for their bravery and heroism. After checking on their well-being, she asks about Var and the safety of the Jagomir base. She is clearly pained if she hears of his death, even after her ordeal—she blames the Empire for manipulating him. She asks the PCs if they would continue their service on Ord Radama after returning her to Jagomir and aid in liberating the populace from Imperial control. She informs them that working with Zense and the others here could make all the difference now that they've dealt a significant blow to the Empire.

The GM can develop other Alliance missions on Ord Radama to further his campaign beyond this adventure. Some of the possibilities include:

- **Hit and Run**—Attacking Imperial installations around the city and elsewhere on Ord Radama can put the Empire on the defensive. With Rebel activity throughout the sector on the rise, new troops and equipment takes a long time to reach outlying worlds like Ord Radama. The Rebellion knows that, if they can continue pressing their attacks, they could eventually cripple the Empire's forces on the planet.
- **The Underworld Connection**—If the PCs have learned of the Hutt connections with Borrigan's (and possibly other venues) in Livien Magnus, they can attempt to recruit the Hutts to aid in providing weapons and equipment for the battle against the Empire. The PCs can travel to meet with the Hutt kajidic to convince them that, without the Empire's presence on Ord Radama, their profits could be much greater.
- **New Raido**—The other major city on Ord Radama, New Raido, has only a minimal Imperial presence, and it could therefore serve as an ideal base of operations on the planet. The Player Characters can travel to New Raido to investigate the city and its customs while searching for individuals who may want to aid the Rebellion. New Raido temporarily served as Ord Radama's capital after the original destruction of Livien Magnus, making it an exciting location the Game Master can develop as he sees fit.

EXTENDED CAMPAIGNS

If the GM chooses to take his campaign off of Ord Radama, he has other options to pursue:

- **Return to Jagomir**—If the Player Characters wish, they can escort Setenna back to Jagomir to reunite with the Alliance. The GM could have a great deal of information uncovered on a return trip to Narek Manor, discovering a hidden cache of information that Var kept on the Imperials and their activities. This information could also reveal other traitors and spies in Alliance cells across the sector that the PCs must find and bring to justice.
- **The Hunt for Malau Jocaos**—If Malau survived the events of Ord Radama, the PCs have made a dangerous new enemy. Malau goes to great lengths to learn who the PCs are and where they are from, so he can attempt to capture those who have ruined his great plan for bringing down the Rebellion. The PCs can encounter Malau or his agents at various points on many other adventures, establishing a long-term campaign villain who wishes nothing more than to bring down the Alliance and the Player Characters.
- **The Sith Worlds**—With the ancient Sith worlds so close to Ord Radama, PCs can explore many of these long-forgotten planets looking for clues about how the Sith lived and where their powers came from. If any of the Player Characters possess Force sensitivity, the Sith worlds can hold ancient mysteries that relate to the fall of the Jedi and can provide a greater understanding of the Force in general.
- **The Esstran Sector**—The Esstran Sector in the Outer Rim has seen a great deal of action in recent months—from the destruction of the Rebel base on Arda I to the nearby Yavin Blockade. The Outer Rim has become a hotbed of activity in the war between the Empire and the Alliance. There are numerous other worlds scattered across the sector that the Player Characters could explore for potential Rebel bases, hidden Imperial strongholds, and more.

However the GM plans to take his campaign from here, he has many exciting options to pursue in the ongoing battle for the fate of the galaxy in the **AGE OF REBELLION**.

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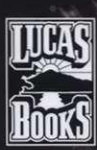
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