STAR WARS®

AGE OF REBELLION™

RESCUE AT GLARE PEAK

Rebellion Day Adventure Module

STAR WARS® ROLEPLAYING

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WHAT IS AGE OF REBELLION?

Star Wars: **Age of Rebellion** is the second of three stand-alone, cross-compatible roleplaying games, alongside **Edge of the Empire** (available now) and **Force and Destiny** (coming soon). **Age of Rebellion** focuses on the struggle between the Rebel Alliance and the Galactic Empire. Every day, the growing Rebellion threatens the Galactic Empire on new battlefields and in new political arenas, fighting for hearts and minds throughout the galaxy in its bid for freedom. Every oppressive, reprehensible Imperial action produces new recruits for the Rebel Alliance. In an **Age of Rebellion** campaign, characters from fighter pilots to politicians and soldiers to spies all work together to fight the tyrannical rule of the Emperor and free the galaxy.

During these adventures, the characters find themselves facing any number of challenges, from repairing their damaged starship or slicing their way past a security panel, to exchanging blaster fire with Imperial stormtroopers. The characters must rely on their innate abilities, trained skills, and special talents to survive.

Age of Rebellion takes place after the Battle of Yavin but before the Battle of Hoth. The Empire has just suffered its first major setback but still menaces the galaxy, pursuing Rebels everywhere. The Emperor maintains absolute control; he skillfully plays political games, using both the military and Darth Vader to sustain his chokehold on the galaxy. And yet, emboldened by its victory over the Death Star, the Rebellion is expanding across the galaxy. Secret agents spy on Imperial facilities and personnel. Hidden cell networks expand Rebel influence on Empire dominated worlds. Saboteurs hinder Imperial projects—both public and secret. Rebel starfighters strike from hidden bases, starships, and the main Rebel fleet to destroy vulnerable targets in hit-and-fade attacks. As successful as these efforts are, Rebel forces and sympathizers are still dwarfed by the massive Empire. There is a long way yet to go, and the Rebel leaders know it.

RESCUE AT GLARE PEAK

Rescue at Glare Peak is an introductory adventure for 2–5 players. One player assumes the role of the Game Master (GM). The GM is in charge of running the game and taking the other players through the plot of the adventure, which begins on page 18 of this booklet. Ideally, the GM should be the player most familiar with the rules of **Age of Rebellion** (see page 4 for an abridged set of rules). The other players assume the roles of the Player Characters (PCs), and each chooses one of the included pre-generated characters (see below).

PLAY COMPONENTS

In order to play through the adventure **Rescue at Glare Peak**, you will need a ten-sided die and at least one set of *Star Wars* **Roleplaying Dice**, which includes fourteen custom dice and four Destiny Point tokens. One set has been included in each of the Rebellion Day game kits. Additionally, these dice are available at www.FantasyFlightGames.com and other participating retailers. You may also purchase the **Age of Rebellion Beginner Game** or **Edge of the Empire Beginner Game** from retailers, each of which contains one set of dice. Finally, you can download the *Star Wars* **Dice** app for your iOS or Android device. If using this option, you will need eight coins or double-sided tokens to represent the light and dark side Destiny Points (detailed on page 13).

PRE-GENERATED CHARACTERS

The four sample Player Characters (PCs) on pages 14 through 17 were specifically designed for the **Rescue at Glare Peak** adventure. Several copies of these characters have been included in each of the Rebellion Day game kits. Additional copies can be downloaded at www.FantasyFlightGames.com.

RULES SUMMARY

The following pages contain an abridged set of the rules found in the **Age of Rebellion** Core Rulebook, including all of the skills and mechanics needed to play through **Rescue at Glare Peak** (starting on page 18).

THE CORE MECHANIC

The core mechanic of the game revolves around the **skill check**. The skill check determines whether specific actions performed by characters **succeed** or **fail**, as well as any consequences that may accompany that success or failure.

1. The player rolls a pool of dice for the skill being tested (see **Building the Dice Pool for a Skill Check**, on page 6).
2. Cancel out all the opposed symbols. If at least one net Success symbol ✡ remains, the task succeeds.
3. Uncanceled Threat ⚙ or Advantage ⚙ influences the overall success or failure with positive or negative consequences or side effects.

THE DICE

When a character makes a skill check, the dice allow the player to quickly determine success or failure, as well as magnitude and narrative implications. Below is the key to understand each type of dice and the icons used to represent them in the text. For example, beside each skill on the character sheet is a series of icons representing the positive dice added to the dice pool based on the character's natural ability and training, such as ⬢◆◆.

ABILITY DICE ◆

Ability dice form the basis of most dice pools rolled by the players. They represent a character's innate ability and characteristics when attempting a skill check.

PROFICIENCY DICE ⬢

Proficiency dice stand for the character's training and experience, and represent how skillful the PC is at the task at hand.

BOOST DICE ☐

Boost dice are added for positive situational conditions, such as having allied assistance, ample time, or the right equipment to complete a task.

DIFFICULTY DICE ◆

Difficulty dice represent the inherent challenge or complexity of a particular task a character is attempting.

CHALLENGE DICE ⬢

Challenge dice indicate particularly daunting challenges posed by trained, elite, or prepared opponents.

SETBACK DICE ■

Setback dice are often used to represent minor effects that impair or hinder a character, such as poor lighting, obstructive terrain, or insufficient resources.

FORCE DICE ⬡

Force dice represent the light and dark sides of the Force. They are generally used only for characters with Force sensitivity or under special circumstances.

TEN-SIDED DICE

d100: Percentile rolls are used to generate results on tables, such as the severity of a Critical Injury effect.

DICE SYMBOLS & RESULTS

The dice used in **Age of Rebellion** feature a number of unique symbols used to determine success and failure as well as additional context and consequences during task resolution. These symbols allow the players to directly contribute to the story, generating memorable details and describing cinematic actions over the course of their adventures. Below are the definitions of the different symbols, with descriptions of how they may be used in play.

ADVANTAGE

Advantage indicates a positive consequence or side effect that occurs regardless of a task's success or failure, such as slicing a computer in far less time than anticipated or finding an opening during a firefight in which to duck back into cover. Players typically decide how they want to spend Advantage they generate. **Each Advantage is canceled by one Threat.**

SUCCESS

If at least one Success remains after all cancellations have been made, the skill check succeeds. The more Success symbols remain, the greater the magnitude of the success. During a combat check, each uncanceled success generates one extra damage. **Each Success is canceled by one Failure.**

TRIUMPH

A Triumph counts as one Success symbol. In addition, it indicates a spectacularly positive consequence or side effect that occurs regardless of the task's success or failure, such as a Critical Injury with a successful combat check.

THREAT

Threat indicates negative consequences or side effects that occur regardless of a task's success or failure, e.g., taking longer than usual to slice a computer terminal or leaving an opening in a firefight that allows an enemy to duck into cover. The GM decides how to spend Threat generated by the PCs. **Each Threat is canceled by one Advantage.**

FAILURE

Each Failure cancels one Success. Multiple net Failure symbols do not influence the magnitude of the failure.

UPGRADING DICE

Some game effects call for specific dice in a dice pool to be **upgraded**. When an Ability die is upgraded, it is replaced by a Proficiency die. When a Difficulty die is upgraded, it is replaced by a Challenge die. First, the player determines how many dice are to be upgraded; then, the player removes that number of Ability dice or Difficulty dice from the pool and replaces them with an equal number of Proficiency dice or Challenge dice.

If there are more upgrades to be made than Ability dice or Difficulty dice available in the dice pool, additional upgrades are applied in this order:

1. Another Ability die or Difficulty die is added to the dice pool. If there are still additional upgrades, proceed to Step 2.
2. That Ability die or Difficulty die is removed, then replaced with a Proficiency die or Challenge die, respectively. If there are still additional upgrades, repeat Step 1.

DOWNGRADING DICE

Other game effects decrease the difficulty of, or **downgrade**, a skill check. When a Proficiency die is downgraded, it is replaced by an Ability die. When a Challenge die is downgraded, it becomes a Difficulty die. First, the player determines how many dice are to be downgraded; then the player removes that number of Proficiency dice or Challenge dice from the pool and replaces them with an equal number of Ability dice or Difficulty dice. Once all downgradeable dice are in their downgraded form, any excess downgrades are ignored.

DESPAIR

Despair counts as one Failure symbol, in addition to a spectacularly negative consequence that occurs regardless of the task's success or failure.

BUILDING THE DICE POOL FOR A SKILL CHECK

To determine a skill check's dice pool, the player first compares the character's relevant skill rank and characteristic rating. The higher of the two values determines how many Ability dice ◆ are added to the skill check's dice pool. Then, the player upgrades a number of those Ability dice ◆ into Proficiency dice ⬢ based on the lower of the two values. For instance, a character with Intellect 3 and Medicine 1 would have a dice pool of ⬢◆◆. A character with Brawn 2 and Brawl 3 would have a dice pool of ⬢⬢◆. If a character has no ranks in a skill, the player simply rolls a number of Ability dice ◆ equal to the related characteristic (found in parentheses after each skill).

Next, the GM adds to the dice pool a number of Difficulty dice ◇ equal to the difficulty of the task being attempted (see **Difficulty**, below). GMs can also upgrade Difficulty dice ◇ into Challenge dice ⬣ to denote skilled opponents or when Despair ▽ should be a possibility (see **Upgrading Dice**, on page 5).

Finally, GMs should remember to add Boost dice ■ and Setback dice ■ for additional bonuses and complications arising from the environment or circumstances.

DIFFICULTY

The inherent difficulty of a task is represented by adding a number of Difficulty dice ◆ to a skill check (see **Building the Dice Pool for a Skill Check**. There are six basic difficulty levels.

SIMPLE TASKS (–)

Routine tasks for which the outcome is rarely in question. Usually not rolled unless the GM wishes to determine Initiative (see page 9), know the possible magnitude of success, or indicate the possibility of complications.

EASY TASKS (◆)

Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, interacting with minions or other nameless NPCs, shooting a target at short range.

AVERAGE TASKS (◆◆)

Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, interacting with rivals and typical NPCs, shooting a target at medium range or trying to strike a target at engaged range.

HARD TASKS (◆◆◆)

Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, interacting with charismatic or important NPCs, shooting a target at long range.

DAUNTING TASKS (◆◆◆◆)

Picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, interacting with NPC movers and shakers or nemeses, shooting a target at extreme range.

FORMIDABLE TASKS (◆◆◆◆◆)

Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without an atmosphere, interacting with heroes and faction leaders.

CHARACTERISTICS

In **Age of Rebellion**, a character's intrinsic abilities are defined by six **characteristics**.

AGILITY

The Agility characteristic measures a character's manual dexterity, hand-eye coordination, and body control.

BRAWN

A character's Brawn represents a blend of brute power, strength, and overall toughness.

CUNNING

Cunning reflects how crafty, devious, subtle, and creative a character can be.

INTELLECT

The Intellect characteristic measures a character's intelligence, education, and ability to reason and rationalize.

PRESENCE

A character's Presence characteristic is a measure of moxie, charisma, confidence, and force of personality.

WILLPOWER

The Willpower characteristic reflects a character's discipline, self-control, mental fortitude, and faith.

SKILLS

Skills represent a character's training or experience in performing specific tasks.

ATHLETICS (BRAWN)

Athletics serves as a measure of the character's overall fitness. This skill governs climbing, swimming, jumping, pushing, and pulling for an extended period of time.

BRAWL (BRAWN)

Unarmed combat is governed by the Brawl skill and deals damage equal to the character's Brawn characteristic.

CHARM (PRESENCE)

Charm measures the character's knack for saying the right thing at the right time, as long as the statement is genuine. This skill is used for persuasion, appeals to a target's better nature, and sincere seduction attempts.

COERCION (WILLPOWER)

A character who attempts to instill obedience in a target through the use of threats or acts of physical intimidation, including interrogation, utilizes Coercion.

COMPUTERS (INTELLECT)

This skill indicates a character's understanding of computer hardware and software. Attempts to bypass security systems, search encrypted records, alter a droid's programming, or recover data from a corrupted system are all under the purview of the Computers skill.

COOL (PRESENCE)

The ability to stay calm and think as one's life hangs in the balance is represented by the Cool skill. A player can use Cool to determine Initiative during encounters for which the PC has calmly prepared to take action, such as when setting up an ambush.

COORDINATION (AGILITY)

This skill measures flexibility and sense of balance. To traverse narrow or unstable surfaces, slip free from restraints, or tumble down from a dangerous height, a character uses Coordination.

DECEPTION (CUNNING)

Being able to lie believably is represented by the Deception skill. It governs such actions as misrepresenting an object's value, cheating during gambling, distracting an opponent through guile, feigning romantic interest, and leaving a false trail for pursuers.

TABLE 1-1: MEDICINE CHECK DIFFICULTY

State of Health	Difficulty
Current wounds equal half or less of wound threshold	**Easy (◆)**
Current wounds equal more than half of wound threshold	**Average (◆◆)**
Current wounds exceed wound threshold	**Hard (◆◆◆)**
Recover Critical Injury	See Severity (**Table 1–4**)

DISCIPLINE (WILLPOWER)

The ability to maintain one's composure and react in an effective manner is governed by this skill. Discipline allows a character to sense another's motive, act normally under duress, ignore fear effects, and resist temptations.

LEADERSHIP (PRESENCE)

Leadership means being able to make smart decisions, to remain firm and decisive when doing so, and to instill loyalty and respect. The skill can also be used to sway a crowd to take action, rally allies in the face of virtually insurmountable odds, and reassert authority over a wayward underling.

MECHANICS (INTELLECT)

This skill indicates a character's familiarity with the inner workings of planetary and atmospheric craft, droids, weapons, and gadgets. Attempting repairs, modifications, and even new construction all fall under Mechanics.

MEDICINE (INTELLECT)

The Medicine skill encompasses the ability to recall anatomical and pathological knowledge, perform routine first aid or triage, treat poison, and conduct surgery (see **Table 1–1: Medicine Check Difficulty**). When making a Medicine check to treat wounds, each uncanceled Success ✲ heals a single wound, up to the maximum number of wounds the target is currently suffering. Each uncanceled Advantage ✪ recovers one strain in the same way. Each character may only benefit from one Medicine check each encounter.

MELEE (BRAWN)

The training to use melee weapons to deadly effect while engaged with an enemy is reflected by the Melee skill.

NEGOTIATION (PRESENCE)

The skill of Negotiation deals with buying, selling, and trading for goods and services, with the goal of receiving the best possible price.

PERCEPTION (CUNNING)

Perception encompasses all of a character's natural senses, which usually number five in humans, but may comprise more in some cybernetically enhanced beings and alien species. This skill governs the ability to notice traps or ambushes, pickpockets or sneaks, and subtle clues or faraway objects.

RANGED (HEAVY) (AGILITY)

Ranged weapons requiring two hands to wield or aim, including blaster rifles and large thrown weapons such as spears and throwing axes, rely on this skill.

RANGED (LIGHT) (AGILITY)

Ranged weapons requiring one hand to wield or aim, including blaster pistols and small thrown weapons such as grenades, rely on this skill.

RESILIENCE (BRAWN)

This skill reflects the body's ability to push itself beyond reasonable limits. Make a Resilience check when trying to stay awake, resist toxins, endure hostile environments, or stave off the effects of starvation.

SKULDUGGERY (CUNNING)

Skulduggery encompasses a range of skills that are crucial to performing criminal actions. These include picking pockets and locks, breaking into and out of secure facilities, sleight of hand, disguise, setting traps, and other mischief.

STEALTH (AGILITY)

This skill reflects the ability to avoid notice by an opponent, eluding any or all of its senses. Stealth allows a character to follow targets without being detected, use camouflage, and conceal other people and objects.

STREETWISE (CUNNING)

This skill represents a character's ability to navigate the criminal underworld, be that finding a fence or info-chant, picking up on subtle references, or knowing the right way to approach a person or group and to open a conversation without coming across as a threat.

SURVIVAL (CUNNING)

Recognizing the dangers of the natural environment, handling domesticated animals, finding food and shelter, and tracking a subject—whether game or bounty—are all determined using this skill.

VIGILANCE (WILLPOWER)

In combat situations for which the characters are unprepared, use this skill to determine Initiative. Additionally, a Vigilance check can be made to see how well a character anticipated the situation and to determine whether a piece of gear or an environmental advantage might be available.

COMBAT

Age of Rebellion strives to capture the pure cinematic thrill found in the *Star Wars* universe. Combat is frequent, fast-moving, and meant to showcase the talents and abilities of the Player Characters. When running a **combat encounter** in **Age of Rebellion**, follow the steps detailed below.

STEP 1: DETERMINE INITIATIVE

Each Player Character and Non-Player Character (NPC) makes a **Simple (–) Cool** or **Vigilance check** depending on whether he was planning the attack or surprised. Rank the results in order from highest number of Successes ✡ to lowest number. Each result creates a **slot** for a character action. Resolve ties by comparing the number of Advantages ✪, with PCs acting first if the number is still tied.

STEP 2: RESOLVE TURNS

Each **round** begins at the top of the **Initiative order**. The players and GM fill each Initiative slot one at a time with a character **turn**. If the Initiative slot was rolled by a Player Character, then the players agree on one Player Character to fill the slot from among the PCs who have not yet acted that round. That Player Character then takes his turn.

If the Initiative slot was rolled by an NPC, then the GM chooses one NPC to fill the slot from among the NPCs who have not yet acted that round. That NPC then takes his turn.

During a turn, the character has the option of undertaking one or more **incidentals**, one **maneuver**, and one **action**.

INCIDENTALS

Incidentals are minor activities that require very little time or effort. There is no hard limit to the number of incidentals a character can perform during his turn, but the GM may veto excessive numbers of them or actions constituting more complex maneuvers. Examples of incidentals include:

- Speaking to another character.
- Dropping an item held in one's hands.
- Releasing someone the character is holding.
- Minor movements such as shifting position, peeking around a corner, or looking behind oneself.

TABLE 1-2: ATTACK DIFFICULTY

Range Band	Difficulty
Engaged	Melee or Brawl: **Average (◆◆)**
	Ranged (Light): **Average (◆◆)**
	Ranged (Heavy): **Hard (◆◆◆)**
Short	Ranged (Light, Heavy): **Easy (◆)**
Medium	Ranged (Light, Heavy): **Average (◆◆)**
Long	Ranged (Light, Heavy): **Hard (◆◆◆)**
Extreme	Ranged (Light, Heavy): **Daunting (◆◆◆◆)**

MANEUVERS

Maneuvers are activities that are not complex enough to warrant a skill check, but do involve time and effort on the part of a character. Characters are allowed one free maneuver during their turn and may elect to suffer 2 strain in order to perform up to one more. Maneuvers may be repeated this way (e.g., aiming twice). Examples of maneuvers include:

- Drawing, holstering, readying, or loading a weapon.
- Drawing an item from storage or putting it away.
- Aiming a weapon to gain one Boost die □ on the next combat check.
- Moving one range band closer to or farther away from an enemy.
- Opening a door, diving behind cover, dropping prone, or standing up.

ACTIONS

Actions are any activities complex enough to warrant a skill check and can range from slicing a computer system to shooting a blaster. A character may only perform one action in a turn. He may exchange his action for a maneuver instead but may not perform more than two maneuvers per turn. Examples of actions include:

- Slicing a computer or opening a locked door.
- Firing a weapon or slashing with a vibroknife.
- Punching or grappling an opponent.
- Performing first aid on an ally with Medicine or using Leadership to bark a series of orders.
- Sneaking up on a vigilant foe or climbing a cliff.

PERFORMING A SKILL CHECK

What a character can do with a skill outside of an encounter is the same as what he can do with it inside of an encounter. However, actions that would take more than about ten seconds in game time may require more than one action to perform.

TABLE 1-3: SPENDING ⊙, ⊕, ⊙, AND ▽ IN COMBAT

Cost	Result Options
⊙ or ⊕	Recover 1 strain (this option may be selected more than once). Add □ to the next allied active character's skill check. Notice a single important point in the ongoing conflict, such as the location of a blast door's control panel. Inflict a Critical Injury with a successful attack that deals damage past soak (⊙ cost may vary).
⊙ ⊙ or ⊕	Perform an immediate free maneuver. Do not exceed the two maneuver per turn limit. Add ■ to the targeted character's next skill check. Add □ to any allied character's next skill check, including that of the active character.
⊙ ⊙ ⊙ or ⊕	Ignore penalizing environmental effects, such as inclement weather or zero gravity, until the end of your next turn. Add ■ to melee or ranged attacks targeting you until the end of your next turn. Force the target to drop a melee or ranged weapon he is wielding.
⊕	Upgrade the difficulty of the targeted character's next skill check. Upgrade any allied character's next skill check, including that of the current active character. Turn the tide of battle by doing something such as shooting the controls to the nearby blast doors to seal them shut.
⊙ or ▽	The active character suffers 1 strain (this option may be selected more than once).
⊙ ⊙ or ▽	An opponent may immediately perform one free maneuver in response to the active character's skill check. Add □ to the targeted character's next skill check. The active character or an allied character suffers ■ on his next action.
⊙ ⊙ ⊙ or ▽	The active character falls prone (add ■ to all ranged attacks and □ to all melee attacks targeting him). The active character grants the enemy a significant advantage in the ongoing encounter, such as accidentally blasting the controls to a bridge over which he was planning to escape.
▽	The character's ranged weapon immediately runs out of ammunition and may not be used for the remainder of the encounter. Upgrade the difficulty of an allied character's next skill check, including that of the current active character. The tool or melee weapon the character is using becomes damaged until repaired. The number of Difficulty dice ◆ added to the **Mechanics check** to repair it is equal to the number of times this effect was triggered.

Note: This is an abridged version of the Spending Advantage, Triumph, Threat, and Despair tables from the Core Rulebook.

PERFORMING A COMBAT CHECK

A player makes a **combat check** when he uses a combat skill to attack a target. This is also referred to as an **attack**. Resolve a combat check by completing the following steps:

1. Declare an attack and select targets.
2. Roll the appropriate dice pool for the related combat skill. Add Difficulty dice ◆ based on the range and type of attack, and add dice for situational factors (see **Table 1–2: Attack Difficulty** on page 9).
3. Determine success and deal **damage**. In combat, each uncanceled Success ✲ adds +1 damage to a successful attack, affecting each of the targets if there are more than one.
4. Resolve any uncanceled Advantage ⊙ and Triumph ⊕. See **Table 1–3** for details.
5. Resolve any uncanceled Threat ⊙ and Despair ▽. See **Table 1–3** for details.
6. Subtract the target's **soak value** from the damage inflicted. Apply any remaining damage to the target's **current wounds** or **strain**. Finally, apply any **Critical Injuries** by rolling a d100 and locating the corresponding effect on **Table 1–4** on page 12.

STEP 3: ROUND ENDS

Once all the PCs and NPCs have taken their turns, the round ends and a new one begins, starting from Step 2.

STEP 4: COMBAT ENDS

Once the fighting has been resolved, the GM ends the encounter. Each Player Character has a chance to catch his breath and recover strain (see **Strain and Strain Threshold** on page 11), and may take steps to help heal any wounded Player Characters (see **Table 1–1** on page 7).

RANGE BANDS

Rather than have a player's attention focused on a grid, counting squares, **Age of Rebellion** uses more abstract means to represent position, distance, and range, allowing players to focus on the action and adventure.

ENGAGED

If two or more targets are close enough to interact directly with each other, they are considered to be **engaged**. Engaged also indicates that a person is close enough to an item to use it. Moving to engage with or disengage from an enemy within short range requires one maneuver.

SHORT RANGE

Short range indicates a distance of up to several meters between targets. Moving to another spot within short range is usually easy to do and generally requires one maneuver. Many thrown weapons and small firearms are most accurate at this range.

MEDIUM RANGE

Medium range can be up to several dozen meters away. More reliable pistols can reach to medium range, but few thrown weapons can reach this far. Moving from short to medium range generally requires one maneuver.

LONG RANGE

Long range is farther than a few dozen meters. Blaster rifles can reliably reach this far without too much trouble. However, moving from medium range to long range requires two maneuvers.

EXTREME RANGE

Extreme range is the farthest range at which two targets can interact. High-tech sniper weaponry and some vehicle-mounted armaments may cover this range. Moving between long and extreme range requires two maneuvers.

WOUNDS, STRAIN, AND CRITICAL INJURIES

In **Age of Rebellion**, characters track their health physically and mentally using **wounds** and **strain**, respectively.

WOUNDS AND WOUND THRESHOLD

During adventures, a PC may suffer physical damage, or wounds. When a PC suffers wounds greater than his wound threshold, he is incapacitated until his wounds are reduced so they no longer exceed his wound threshold (likely through healing). **He also immediately suffers one Critical Injury**. While incapacitated, the PC is unconscious, unaware of his surroundings, or unable to interact with them.

To heal a character's wounds, see the entry on **Medicine** (page 7).

CRITICAL INJURIES

A particularly dangerous type of wound is a Critical Injury. These injuries continue to affect the character until he receives the proper medical treatment to recover from the injury, even if the short-term effect has expired. The difficulty of the **Medicine check** to recover a Critical Injury is determined by severity of the injury (see **Table 1–4** on page 12).

When a character suffers a Critical Injury, the player rolls a d100 and locates the corresponding result on **Table 1–4** on page 12. Each Critical Injury a character suffers from adds +10 to any subsequent Critical Injury check.

STRAIN AND STRAIN THRESHOLD

While wounds represent physical damage, strain represents mental and emotional stress. **Players may suffer strain voluntarily** to help accomplish tasks, but involuntary or external stressors such as fear or environmental exposure also inflict strain, as do weapons with a Stun setting. When a character suffers strain greater than his strain threshold, he becomes incapacitated until his strain is reduced so that it no longer exceeds his strain threshold.

To recover from strain, the character need only catch his breath, eat a good meal, or spend time relaxing with friends by rolling a **Simple (–) Discipline** or **Cool check** (player's choice). Each Success ✡ recovers 1 strain.

When NPCs suffer strain damage, they apply it as wounds (after subtracting their soak value) unless they have been given a strain threshold.

SHOOT TO STUN

Most blasters can be set to Stun, overloading the victim's nervous system so that he is essentially paralyzed. In this case, the weapon deals damage as strain instead of wounds. This damage is still reduced by a target's soak value.

All blasters in **Rescue at Glare Peak** are considered to have a Stun setting. However, stun beams may only be used at short range, no matter what the weapon's normal range is. Switching between Stun and Kill on such a weapon is relatively simple and requires an incidental.

TABLE 1-4: CRITICAL INJURY RESULT

d100	Severity	Result
01–10	Easy (◆)	**Slowed Down:** During the next round, the target can act only during the last allied Initiative slot.
11–20	Easy (◆)	**Sudden Jolt:** The target must drop whatever he is holding.
21–30	Easy (◆)	**Distracted:** The target cannot perform a free maneuver during his next turn.
31–40	Easy (◆)	**Discouraging Wound:** Flip one light side Destiny Point to the dark side (or vice versa for NPCs).
41–50	Easy (◆)	**Stinger:** Increase difficulty of next skill check by one.
51–60	Average (◆◆)	**Bowled Over:** The target is knocked prone and suffers 1 strain.
61–70	Average (◆◆)	**Hamstrung:** The target loses his free maneuver until the end of the encounter.
71–80	Average (◆◆)	**Winded:** Until the end of the encounter, the target cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers.
81–90	Average (◆◆)	**Compromised:** Increase difficulty of all skill checks by one until the end of the encounter.
91–100	Hard (◆◆◆)	**At the Brink:** The target suffers 1 strain each time he performs an action.
101–110	Hard (◆◆◆)	**Crippled:** A limb is crippled until healed or replaced. Increase difficulty of all skill checks that require use of that limb by one.
111–120	Hard (◆◆◆)	**Horrific Injury:** Randomly select one of the target's characteristics. Until this Critical Injury is healed, treat that characteristic as one point lower.
121–135	Daunting (◆◆◆◆)	**Bleeding Out:** Every round, the target suffers 1 wound and 1 strain at the beginning of his turn. For every 5 wounds he suffers beyond his wound threshold, he suffers 1 additional Critical Injury. Roll on the chart and suffer the additional injury (if he suffers this result a second time due to this, roll again).
136–150	Daunting (◆◆◆◆)	**The End Is Nigh:** The target will die after the last Initiative slot during the next round.
151+	–	**Dead:** Complete, obliterated death.

Note: This table is an abridged version of the Critical Injury Result Table from the Core Rulebook.

ADVERSARIES

There are three types of adversaries that PCs may encounter: **Minions**, **Rivals**, and **Nemeses**.

MINIONS

Minions are inferior to PCs, and thus operate in groups. They rely on strength in numbers to compensate for their deficiencies. This is represented in three ways:

- Anything that would normally inflict strain on a minion inflicts wounds instead. Minions cannot voluntarily suffer strain.
- When operating as a group, minions are treated as a single adversary. The group uses one Initiative slot, combines its members' wound thresholds into a single pool, and performs one action and one maneuver on its turn. Anyone attacking a minion group attacks the group as a whole, and the minion group applies soak equal to an individual minion's soak value once against any successful attacks. When the minion group sustains wounds in excess of an individual minion's wound threshold, one minion is defeated, and the group's size decreases by one. Critical Injuries dealt to a minion group deal damage equal to one individual minion's wound threshold.
- Individual minions do not have ranks in skills. They instead possess "group only" skill ranks. A minion group counts the number of additional minions after the first as the number of ranks in any of its listed skills (so a group of four minions making a Ranged [Light] check would count as having three ranks in Ranged [Light]). However, the minions may only do this with skills listed in their profile as "group only." Any other skill checks they make are untrained and use only the base characteristic.

RIVALS

Rivals operate under the same rules as PCs, except they have no strain threshold. Whenever they are dealt strain, they suffer an equal number of wounds instead. Exceeding their wound threshold may kill or incapacitate them, as the narrative requires.

NEMESES

Nemeses follow the same rules as PCs do, including the ability to suffer strain.

DESTINY POINTS

Destiny is one way the Force guides and surrounds the characters. The concept of destiny and the Player Characters' ability to tap into and influence this resource is represented by **Destiny Points**. Destiny is interwoven with the Force, which pervades the galaxy. Light side Destiny Points favor the PCs and can be used to aid them in their actions. Dark side Destiny Points impede the PCs and are used by the GM to imperil them and complicate their actions.

However, the light side and dark side are two sides of the same coin, struggling for balance, each enduring the other side's strengths and exploiting the other side's weaknesses. As the pool of light side Destiny Points ebbs, the dark side's Destiny Point pool grows, and vice versa. **Whenever the players or GM activate a Destiny Point, its token should be flipped over to represent the reaction in the Force.** The GM should encourage frequent use of the Destiny Points to illustrate the fluid exchange of light and dark.

The character whose turn it is has the option to spend a Destiny Point first, after which the GM or the affected player has the opportunity to respond with another Destiny Point (though both effects still take place). Destiny Points are not flipped over until the roll in question has resolved, so they cannot be immediately reused.

In **Rescue at Glare Peak**, generate a pool of Destiny Points by adding two light and two dark side Destiny Points to represent the initial balance of the Force.

LIGHT SIDE DESTINY POINTS

A Helping Hand: A player may spend one light side Destiny Point to upgrade his starting dice pool for a skill or combat check once.

Raising the Stakes: A player may spend one light side Destiny Point to upgrade the difficulty of an NPC's skill or combat check once.

Luck and *Deus Ex Machina*: Destiny may also be used by players to introduce "facts" and additional context directly into the narrative. For instance, the PCs just happen to have breathing masks for the atmosphere they've encountered, find a spare stimpack while quickly scavenging through a medical facility, or notice a (previously non-existent) terrain feature they can duck behind for cover.

DARK SIDE DESTINY POINTS

A Stumbling Block: The Game Master may spend one dark side Destiny Point to upgrade the difficulty of a Player Character's skill or combat check once.

Disturbance in the Force: The Game Master may spend one dark side Destiny Point to upgrade the starting dice pool for an NPC's skill or combat check once.

DUTY

As a part of the Rebellion, each Player Character has a commitment to a specific kind of **Duty**. This is the PC's main focus, not just on a single mission, but in everything he does for the Alliance. It might be one of the driving factors behind his joining the Rebellion, or it could be the area of focus for which he has particular talent. Whatever the reason for adopting this expression of Duty, it determines how he is judged for his contributions to the effort to overthrow the Empire.

In **Rescue at Glare Peak**, each Player Character starts with 10 points in a specific Duty. Players may spend some or all of this Duty before play begins to become more talented or better equipped, illustrating the experience or material gain that comes from their connections.

However, spending this Duty uses up some of the good will the character has with the Rebellion. The GM should take note of each character's Duty value before starting the adventure. If the Player Characters have not spent all of their starting Duty on gear and upgrades, they can use their standing in the Alliance to help sway a Rebel sympathizer to their cause during **Episode II** (see **Encounter 2: Equipment Run** on page 30 for more details).

In the **Age of Rebellion** Core Rulebook, Duty plays a larger mechanical and narrative role in campaigns and individual sessions.

CHARACTER SHEET

CHARACTER NAME : LELSK (AKA "GO SILENT")

SPECIES BOTHAN DUTY 10 5 0

CAREER SPY (INFILTRATOR)

STAR WARS AGE OF REBELLION ROLEPLAYING GAME

BRAWN	AGILITY	INTELLECT
3	2	2

CUNNING	WILLPOWER	PRESENCE
3	3	2

SOAK VALUE	WOUNDS THRESHOLD	WOUNDS CURRENT	STRAIN THRESHOLD	STRAIN CURRENT	CRITICAL INJURIES
4	13		14		

CHARACTER BACKGROUND

Duty: Intelligence (10)

Go Silent, more often called just Silent, is the code name for a one-time, low-level Bothan Spynet agent. She operated for a few years before her enthusiasm for the Rebel cause caught up with her. She forwarded intelligence on Imperial fleet movements to her Rebel contacts, risking Bothan assets in the process. The Bothans kicked her out, but she was quickly recruited into the Alliance. A few weeks ago, she was assigned to Lt. Brand's recruitment mission to turn more Rebel sympathizers into Rebels. While she does that, she also spies on anything interesting in town, for use by either her cell or the Alliance in general.

Silent starts with a Duty value of 10, but can spend up to this value to add an additional talent and/or piece of equipment. The Rebellion recognized Silent for the data she provided in her previous position. She may benefit from this respect by requesting additional equipment or training. However, as she uses Alliance resources, she must prove that her assignments don't waste equipment or training time if she expects to advance or gain access to gear in the future.

Playing Silent

- A few weeks ago, as "Sernai Lesk," you temporarily served as an aide to Assistant City Director Pirilian specifically to tag along on a government tour of the detention center. You were able to map it out and observe the staff's routines and activities from afar.
- While observing underworld denizens at the Blasted Asteroid Cantina, you realized there is a secret tunnel between one of the back rooms and the general store across the street.

SKILLS

GENERAL SKILLS	RANK	DICE POOL
Coercion (Will)	1	⬡◆◆
Cool (Pr)	1	⬡◆
Deception (Cun)	2	⬡⬡◆
Skulduggery (Cun)	1	⬡◆◆
Stealth (Ag)	1	⬡◆
Streetwise (Cun)	1	⬡◆◆
COMBAT SKILLS	**RANK**	**DICE POOL**
Melee (Br)	1	⬡◆◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Vibroknife	Melee	4	Engaged	⬡◆◆
• You deal 4 damage on a hit + 1 damage per Success ✲ symbol rolled. • Inflict a Critical Injury on a hit for ⬡⬡. • Ignore 2 points of the target's soak.				
Stun Grenades	Ranged (Light)	8 Stun	Short	◆◆
• You deal 8 Stun damage on a hit + 1 damage per Success ✲ symbol rolled. This damage is suffered as strain rather than wounds. • Spend ⬡⬡ for Blast 8: characters engaged with target suffer 8 Stun damage. • You have 3 stun grenades. Each grenade can be used once.				
Fists	Brawl	3	Engaged	◆◆◆
• You deal 3 damage on a hit + 1 damage per Success ✲ symbol rolled. • Inflict a Critical Injury on a hit for ⬡⬡⬡⬡⬡.				

OPTIONAL: SPEND 5 DUTY TO UNLOCK

☐ **Mono-Molecular Edge**	Sharpens Go Silent's vibroknife to a molecular thickness and changes its critical rating to 1: Inflict a Critical Injury on a hit for ⬡.

GEAR, EQUIPMENT & OTHER ITEMS

2 Stimpacks	Use a maneuver to heal 5 wounds on a living creature. Consumed on use.
Comlink	Allows communication between other characters with comlinks.
Heavy Clothing	Soak 1; already included in soak value.
Scanner Goggles	Allows the wearer to see normally in dark conditions.
50 Credits	Money with which to buy equipment, information, or cooperation.

TALENTS & ABILITIES

NAME	ABILITY SUMMARY
Dodge	When targeted by a combat check, may suffer 1 strain to upgrade the difficulty of the combat check once.
Frenzied Attack	May upgrade the ability of a Melee or Brawl check once by suffering 1 strain.
Convincing Demeanor	Remove one Setback die ■ from Deception or Skulduggery checks.

OPTIONAL: SPEND 5 DUTY TO UNLOCK

☐ Soft Spot	Spend 1 Destiny Point to add 3 damage to one hit of a successful attack.

SYMBOLS & DICE

Success, Triumph, Advantage, Failure, Despair, Threat

Ability Die ◆, Proficiency Die ⬡, Difficulty Die ◆, Challenge Die ⬢, Boost Die □, Setback Die ■, Force Die ⬡

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CHARACTER SHEET

CHARACTER NAME : LT. JAXON BRAND

SPECIES HUMAN DUTY 10 5 0

CAREER COMMANDER (TACTICIAN)

STAR WARS AGE OF REBELLION ROLEPLAYING GAME

BRAWN	AGILITY	INTELLECT
3	3	2

CUNNING	WILLPOWER	PRESENCE
2	2	3

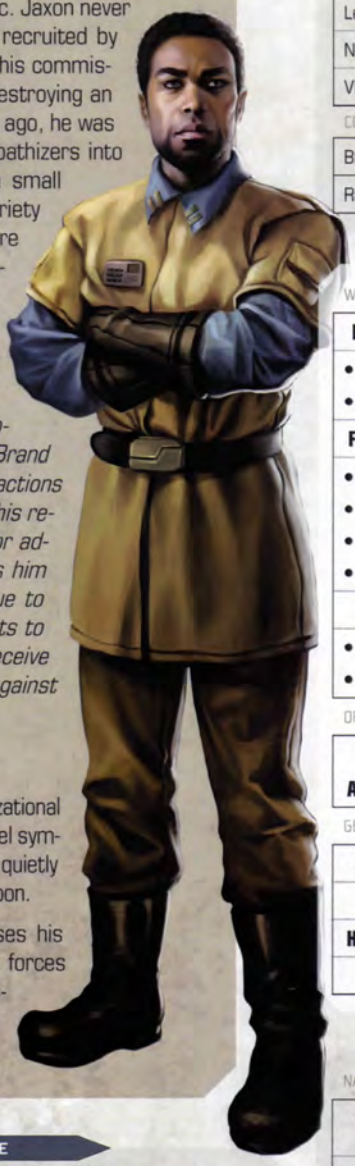
SOAK VALUE	WOUNDS THRESHOLD	WOUNDS CURRENT	STRAIN THRESHOLD	STRAIN CURRENT	CRITICAL INJURIES
4	13		12		

CHARACTER BACKGROUND

Duty: Recruiting (10)

Jaxon Brand abandoned his bright future in the Imperial Army after witnessing Imperial corruption and unjust actions he had naively thought were relics of the Old Republic. Jaxon never graduated from officer training, but was recruited by an undercover Rebel agent. Jaxon earned his commission for single-handedly discovering and destroying an Imperial surveillance outpost. A few weeks ago, he was ordered to Glare Peak to turn Rebel sympathizers into Rebels. Lt. Brand successfully formed a small Rebel cell with agents possessing a variety of skills. Fren and Doleth are local to Glare Peak. Silent has been assigned by the Alliance for now. Lt. Brand expected to have several more weeks of preparations.

Lt. Brand starts with a Duty value of 10, but can spend up to this value to add an additional talent and/or piece of equipment. Though new to the Rebellion, Lt. Brand has already been recognized for his actions against the Empire. He can use some of this respect to request an additional item and/or additional training. However, doing so costs him some of his stature, so he must continue to prove his value to the Rebellion if he wants to maintain and improve his position and receive opportunities to lead greater missions against the Empire.



Playing Lt. Brand

- You have tactical and Imperial organizational experience. You keep a mental list of Rebel sympathizers around town whom you are quietly recruiting and who might help if called upon.
- You know that the city governor abuses his authority over local Imperial military forces to intimidate the city. Officers who dislike him seem to delay or limit their responses.

SKILLS

GENERAL SKILLS	RANK	DICE POOL
Charm (Pr)	1	◯◆◆
Cool (Pr)	1	◯◆◆
Leadership (Pr)	2	◯◯◆
Negotiation (Pr)	1	◯◆◆
Vigilance (Will)	1	◯◆
COMBAT SKILLS	**RANK**	**DICE POOL**
Brawl (Br)	1	◯◆◆
Ranged (Light) (Ag)	2	◯◯◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Blaster Pistol	Ranged (Light)	6	Medium	◯◯◆
• You deal 6 damage on a hit + 1 damage per Success symbol rolled.				
• Inflict a Critical Injury on a hit for ◯◯◯.				
Frag Grenades	Ranged (Light)	8	Short	◯◯◆
• You deal 8 damage on a hit + 1 damage per Success symbol rolled.				
• Inflict a Critical Injury on a hit for ◯◯◯◯.				
• Spend ◯◯ for Blast 6: all characters engaged with target suffer 6 damage.				
• You have 3 frag grenades. Each grenade can be used once.				
Fists	Brawl	3	Engaged	◯◆◆
• You deal 3 damage on a hit + 1 damage per Success symbol rolled.				
• Inflict a Critical Injury on a hit for ◯◯◯◯◯.				

OPTIONAL: SPEND 5 DUTY TO UNLOCK

☐ **Custom Actuating Mod**	Modifies Lt. Brand's blaster pistol, changing its damage to 7 and inflicting a Critical Injury on a hit for only ◯◯.

GEAR, EQUIPMENT & OTHER ITEMS

2 Stimpacks	Use a maneuver to heal 5 wounds on a living creature. Consumed on use.
Comlink	Allows communication between other characters with comlinks.
Heavy Clothing	Soak 1; already included in soak value.
50 Credits	Money with which to buy equipment, information, or cooperation.

TALENTS & ABILITIES

NAME	ABILITY SUMMARY
Commanding Presence	Remove ■ from all of Lt. Brand's Leadership and Cool checks.
Side Step	Once per round on Lt. Brand's turn, suffer 1 strain to upgrade the difficulty of all ranged combat checks targeting him. This effect lasts until the start of Lt. Brand's next turn.

OPTIONAL: SPEND 5 DUTY TO UNLOCK

☐ Field Commander	By successfully passing an **Average (◆◆) Leadership check** as an action, three of Lt. Brand's allies may immediately suffer 1 strain to perform one maneuver. This does not count against the number of maneuvers they may perform during their turn.

SYMBOLS & DICE

Success, Triumph, Advantage, Failure, Despair, Threat

Ability Die ◆, Proficiency Die ◯, Difficulty Die ◆, Challenge Die ⬢, Boost Die ▢, Setback Die ■, Force Die ⬡

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CHARACTER SHEET

CHARACTER NAME : DOLETH ARNOKO

SPECIES DUROS DUTY 10 5 0

CAREER SOLDIER (SHARPSHOOTER)

STAR WARS AGE OF REBELLION ROLEPLAYING GAME

BRAWN	AGILITY	INTELLECT
2	4	3

CUNNING	WILLPOWER	PRESENCE
2	2	2

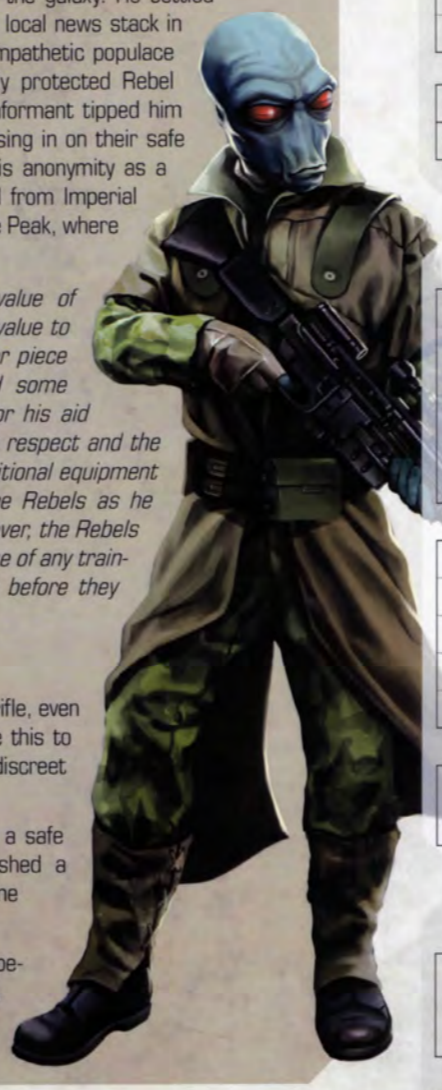
SOAK VALUE	WOUNDS		STRAIN		CRITICAL INJURIES
3/4	13		12		
	THRESHOLD	CURRENT	THRESHOLD	CURRENT	

CHARACTER BACKGROUND

Duty: Counter-Intelligence (10)

Doleth worked as a mercenary for a few years, but gave it up because the pay didn't match the risk. However, he saw Imperial crimes and abuses across the galaxy. He settled down in Dawnlight and joined a local news stack in hopes of pushing the Rebel-sympathetic populace into action. Doleth successfully protected Rebel agents from arrest when an informant tipped him off that the Imperials were closing in on their safe house. His actions cost him his anonymity as a Rebel sympathizer, and he fled from Imperial Security Bureau agents to Glare Peak, where he was recruited by Lt. Brand.

Doleth starts with a Duty value of 10, but can spend up to this value to add an additional talent and/or piece of equipment. Doleth earned some recognition in the Rebellion for his aid and sacrifice. He may use his respect and the circumstances to request additional equipment or increased training from the Rebels as he settles into his new role. However, the Rebels expect Doleth to make good use of any training or equipment he receives before they risk future resources on him.



Playing Doleth

- You are a good shot with a rifle, even at range. You intend to use this to cover operations from a discreet distance.
- The group has established a safe house, and you have stashed a spare blaster rifle and some explosives inside.
- You have a list of likely Imperial informants and possible agents you keep tabs on.

SKILLS

GENERAL SKILLS	RANK	DICE POOL
Athletics (Br)	1	◆
Cool (Pr)	1	◆
Medicine (Int)	1	◆◆
Perception (Cun)	1	◆
COMBAT SKILLS	**RANK**	**DICE POOL**
Ranged (Light) (Ag)	1	◆◆◆
Ranged (Heavy) (Ag)	2	◆◆◆◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Blaster Rifle	Ranged (Heavy)	9	Long	◆◆◆◆
• You deal 9 damage on a hit + 1 damage per Success ✲ symbol rolled. • Inflict a Critical Injury on a hit for ⚙⚙⚙.				
Fists	Brawl	2	Engaged	◆◆
• You deal 2 damage on a hit + 1 damage per Success ✲ symbol rolled. • Inflict a Critical Injury on a hit for ⚙⚙⚙⚙⚙.				

GEAR, EQUIPMENT & OTHER ITEMS

2 Stimpacks	Use a maneuver to heal 5 wounds on a living creature. Consumed on use.
Comlink	Allows communication between other characters with comlinks.
Heavy Clothing	Soak 1; already included in soak value.
Macrobinoculars	Magnifies far-off objects.
50 Credits	Money with which to buy equipment, information, or cooperation.

OPTIONAL: SPEND 5 DUTY TO UNLOCK

☐ **Upgraded Armor and Rifle**	Upgrades your armor to padded armor, which grants soak 2. Also adds an optical scope to your blaster rifle, which reduces the difficulty of your combat checks at long or extreme range by one.

TALENTS & ABILITIES

NAME	ABILITY SUMMARY
Sniper Shot	Once per round, before making a non-thrown ranged attack, Doleth may perform a Sniper Shot maneuver to increase the maximum range of his ranged weapon by one range band. This upgrades the difficulty of the check by one.

OPTIONAL: SPEND 5 DUTY TO UNLOCK

☐ True Aim	Once per round, before making a ranged attack, Doleth may perform a True Aim maneuver to gain the benefit of aiming (add one Boost die ☐ to the combat check) and also upgrades the ability of his combat check once.

Success · Triumph · Advantage · Failure · Despair · Threat

Ability Die ◆ · Proficiency Die ◆ · Difficulty Die ◆ · Challenge Die ◆ · Boost Die ☐ · Setback Die ■ · Force Die ○

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CHARACTER SHEET

CHARACTER NAME : FREN NUROOK

SPECIES ITHORIAN DUTY 10 5 0

CAREER ENGINEER (SCIENTIST)

STAR WARS AGE OF REBELLION ROLEPLAYING GAME

BRAWN	AGILITY	INTELLECT
2	2	3

CUNNING	WILLPOWER	PRESENCE
2	3	2

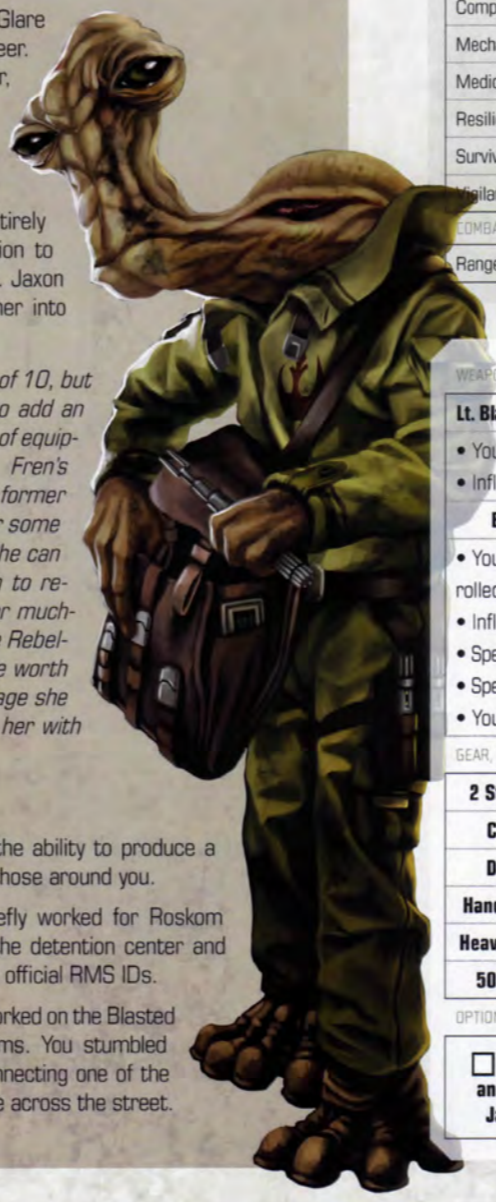
SOAK VALUE	WOUNDS		STRAIN		CRITICAL INJURIES
3	11		15		
	THRESHOLD	CURRENT	THRESHOLD	CURRENT	

CHARACTER BACKGROUND

Duty: Support (10)

Fren has lived and worked in Glare Peak for five years as an Engineer. About a year ago, her employer, Olom Roskom, suspected her of selling industrial secrets from the places they worked. He feared Imperial suspicion, so he fired her. He wasn't entirely wrong. Fren passed information to secret Rebel contacts until Lt. Jaxon Brand arrived and recruited her into the Alliance proper.

Fren starts with a Duty value of 10, but can spend up to this value to add an additional talent and/or piece of equipment. Recently recruited, Fren's covert aid and actions as a former Rebel sympathizer earned her some respect within the Alliance. She can use some of this recognition to request additional equipment or much-needed training. However, the Rebellion expects Fren to prove the worth and usefulness of any advantage she receives before they entrust her with more.



Playing Fren

- As an Ithorian, you have the ability to produce a loud bellow that can stun those around you.
- Three years ago, you briefly worked for Roskom Mechanized Systems on the detention center and managed to "procure" four official RMS IDs.
- Several months ago, you worked on the Blasted Asteroid's electrical systems. You stumbled across a secret tunnel connecting one of the bar's back rooms to a store across the street.

SKILLS

GENERAL SKILLS	RANK	DICE POOL
Computers (Int)	2	◯◯◆
Mechanics (Int)	2	◯◯◆
Medicine (Int)	1	◯◆◆
Resilience (Br)	1	◯◆
Survival (Cun)	1	◯◆
Vigilance (Will)	1	◯◆◆
COMBAT SKILLS	**RANK**	**DICE POOL**
Ranged (Light) (Ag)	1	◯◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Lt. Blaster Pistol	Ranged (Light)	5	Medium	◯◆
• You deal 5 damage on a hit + 1 damage per Success symbol rolled. • Inflict a Critical Injury on a hit for ◯◯◯◯.				
Bellow	Resilience	6 Stun	Short	◯◆
• You deal 6 Stun damage on a hit + 1 damage per Success symbol rolled. This damage is suffered as strain rather than wounds. • Inflict a Critical Injury on a hit for ◯◯◯◯. • Spend ◯◯ for Blast 3: characters engaged with target suffer 3 Stun damage. • Spend ◯◯ for Concussive 1: target cannot perform actions for 1 round. • You must wait two rounds after using Bellow before using it again.				

GEAR, EQUIPMENT & OTHER ITEMS

2 Stimpacks	Use a maneuver to heal 5 wounds on a living creature. Consumed on use.
Comlink	Allows communication between other characters with comlinks.
Datapad	Used to record, store, display, and organize almost any kind of data.
Hand Scanner	Life-form tracking and motion sensing to a range of 0.5km.
Heavy Clothing	Soak 1; already included in soak value.
50 Credits	Money with which to buy equipment, information, or cooperation.

OPTIONAL: SPEND 5 DUTY TO UNLOCK

☐ **Medpac and Comm Jammer**	Medpac: Add ☐ to all Medicine checks. In addition, the internal stim storage grants the user the equivalent of one stimpack per scene. Comm Jammer: Block standard comlink communication within 0.25km. Requires an **Average (◆◆) Computers check** to cut through.

TALENTS & ABILITIES

NAME	ABILITY SUMMARY
Speaks Binary	Fren grants ☐ to any tasks she directs an NPC droid to perform.
Hidden Storage	Once per session, Fren may hide a small object or objects (about the size of a blaster) in a droid, vehicle, or piece of equipment. Any checks to detect the object have a **Formidable (◆◆◆◆◆)** difficulty.

OPTIONAL: SPEND 5 DUTY TO UNLOCK

☐ Intense Focus	Fren may perform an Intense Focus maneuver. Fren suffers 1 strain and upgrades the ability of her next skill check once.

Success Triumph Advantage Failure Despair Threat

Ability Die ◆ Proficiency Die ◯ Difficulty Die ◆ Challenge Die ● Boost Die ☐ Setback Die ■ Force Die ⬡

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RESCUE AT GLARE PEAK

It is a time of civil war. The Rebel Alliance has scored its first major victory against the Galactic Empire by destroying the fearsome Death Star. Chased from their once-secret base on Yavin 4, the top Rebel commanders are on the move, one step ahead of Imperial pursuers.

On the planet Trivar II, a new Rebel resistance group must save agents of the main Alliance Fleet from Imperial forces before DARTH VADER arrives. Capture and interrogation could reveal the secret movements of the Fleet and Rebel High Command, endangering the Rebellion itself...

"Join the Rebellion today.
Save the galaxy tomorrow."

–Rebel propaganda

The Empire has tightened its grip on the Outer Rim planets in the Salin Corridor hyperroute in the wake of the Battle of Yavin. The Trivar II Imperial Detention Center houses an increasing number of dissidents and suspected Rebels, many of whom were arrested in the nearby snowy mountain city, Glare Peak. When two Rebel pilots crash-land in the city, it falls to a sleeper cell of Rebel Alliance agents to rescue them before they can betray the location of Alliance High Command and the Rebel Fleet to Darth Vader himself.

This one-shot adventure introduces players to the *Star Wars*: **Age of Rebellion** game line, and includes a series of encounters in Glare Peak and its bleak detention center. Players may use the pre-generated characters provided on pages 14 through 17 of this booklet, or they may create their own starting characters.

In **Episode I**, the PCs witness the crash of a Rebel Y-wing starfighter in town. Their encrypted comlinks light up with a Mayday transmission from the pilots, pleading for help. The Imperial planetary governor swiftly locks down the city and orders his snowtroopers to secure the crashed ship. In order to fulfill their Duty to the Alliance, the PCs must sneak through town to the crash site while avoiding Imperial patrols and security droids. By the time they reach their destination, the crew has been captured and taken to the Trivar II Imperial Detention Center, but the PCs can still destroy the starfighter's sensitive astronavigational data in the astromech droid and cockpit.

In **Episode II**, the PCs devise a way to break into the mountainside facility using their skills, ingenuity, and local connections. The PCs must execute their plan and locate the prisoners during **Episode III** and finally escape from the prison complex before Darth Vader arrives.

If possible, Game Masters should read through the adventure ahead of time, but **Rescue at Glare Peak** can also be run on the fly. If the GM wants to run a quicker game, such as a shorter demonstration session, here are some alternatives:

- Run only **Episode I** (approximately one hour). See the sidebar on page 25 for details on how to condense the adventure and wrap up early.
- Run only **Episodes II** and **III** (approximately three hours). See the sidebar on page 26 for details on how to start the adventure from a later point and dive straight into the high-stakes jailbreak.

Before starting, the Game Master should instruct the players to look over their character sheets and purchase gear and talent upgrades using Duty if they so desire. (**GM Note:** Jot down how many collective Duty points they have remaining. This number affects their preparation choices in **Episode II**.) As their backgrounds suggest, they are familiar with the city of Glare Peak and even the nearby detention center, to a degree. When everyone is ready to begin, the GM should read the opening crawl, then proceed to **Episode I: Crash Course** (below) or **Picking Up in Episode II** (on page 26), depending on how the GM has decided to run the adventure.

EPISODE I: CRASH COURSE

Rescue at Glare Peak starts as the Player Characters finish rigging a sensor array meant to record and send video and passive sensor data to their datapads on command, which will considerably improve their surveillance of Imperial activity in and around the mountain city of Glare Peak. The array's installation site is atop the upscale, twenty-story Viewpointe Residential Tower. The building overlooks much of the city, including the Trivar II Imperial Detention Center. Everything changes when a Y-wing starfighter drops through the overcast sky above them, chased by TIE fighters and laser fire.

ENCOUNTER 1: WAKE-UP CALL

The PCs are nearly finished wiring their salvaged sensor array to a battered transmitter when a starfighter roars over them and the rest of their Rebel sleeper cell. Read or paraphrase the following aloud:

The scream of ion engines splits the sky as a Y-wing plunges down overhead, one wing trailing heavy smoke. Lancing green laser fire tracks the ship as two TIE fighters clear the cloud deck in hot pursuit of the Rebel starfighter. The Y-wing's turret opens up with a volley of red ion cannon fire and one of the enemy fighters spins out of control. The second TIE retaliates and blasts the Y-wing's remaining engine, sending it into a tailspin toward the western section of the city.

"Mayday, Mayday!" crackle your comms on a secured Rebel frequency. "Come in, anyone. We're hit! Requesting immediate assistance, please help—"

The transmission is abruptly silenced as the starfighter disappears into the city skyline, a plume of dark smoke erupting in its last hurrah. There's only a slim chance the pilots survived, but you can't risk them or the ship's astrogation data falling into the hands of the Imperials. The time to activate the sleeper cell has come.

The PCs have a few moments to form a plan. In the distance, the remaining TIE fighter circles the crash site then leaves the area. They'll need to hurry if they want to save the pilots.

First, the Player Characters must get to street level and make their way to the crash site, several kilometers away. There are three ways off the roof, and the PCs must choose between speed, stealth, or a combination of the two. They know that from the top floor to the ground floor, the passenger lift is by far the fastest, followed by the freight lift, and finally the emergency stairway.

TAKING THE PASSENGER LIFT

The stairs from the roof lead to the top floor's main corridor, at the end of which lies the passenger lift. Using the main lift is the quickest way down, but risks detection by residents. If the PCs choose this route, a resident is on the lift when it opens. The Sullustan female explains she meant to get off two floors down, and tries to ride back down with the PCs—unless they are brandishing weapons, in which case she does whatever they tell her to do. If they have given her cause for concern, she calls security at the front desk after the PCs are out of sight (see **Unauthorized Visitors** on page 20).

On the ground floor, the lift opens into the spacious and elaborate main lobby. The PCs have to succeed at an **Average (◆ ◆) Cool check** to remain inconspicuous while crossing the lobby. If they fail, the desk security staff intercepts them before they can reach the doors (see **Unauthorized Visitors**, below). If they succeed, the extra time gained awards the PCs two Boost dice □□ on their Stealth checks in **Encounter 2**.

DESCENDING THE FREIGHT LIFT

In addition to the rooftop stairwell, the PCs can climb back down the ladder they originally used. It leads to a maintenance room with a freight lift and is out of public view. Since the PCs arrived, a maintenance droid has entered the room, surprising them when they first return. The PCs are not listed in its employee database, so it questions their presence and demands to see a work order. Additionally, when the freight lift doors open as they try to descend, they are met by the chief superintendent (a human male) who demands some kind of identification.

Talking their way out of these situations requires a successful **Easy (◆) Charm, Coercion**, or **Deception check** for the maintenance droid and an **Average (◆◆) check** for the superintendent. Failure ▼ causes their opponent to attempt to call security on the first floor (see **Unauthorized Visitors**, right). If the PCs succeed with Threat ⊛ indicated, building maintenance eventually finds the array and security puts out a building alert on the PCs. Should they attempt to return for any reason, the PCs will be immediately detained and questioned.

The freight lift opens into a grimy service area and loading dock at the back of the building. The time they saved grants the PCs a Boost die □ on their first Stealth check when they proceed to **Encounter 2**, on the following page.

GENERAL MAINTENANCE DROID [MINION]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	1	1	1	1

SOAK VALUE	W THRESHOLD
3	3

Skills (group only): Mechanics.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins).
Equipment: Built-in repair tools (counts as tool kit as well as emergency repair kit that can be used once per session).

CHIEF SUPERINTENDENT LOMEER [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

SOAK VALUE	W THRESHOLD
2	5

Skills: Computers 1, Mechanics 1.
Talents: None.
Abilities: None.
Equipment: Tool kit, employee ID, general datapad, comlink, maintenance coveralls.

TAKING THE EMERGENCY EXIT STAIRS

To find the emergency exit stairs, the PCs must first take the rooftop stairs to the top floor main corridor. The emergency stairwell is on the opposite end of the corridor from the lifts. Each PC must succeed at an **Average (◆ ◆) Athletics check** or suffer 2 strain for the strenuous task of descending twenty flights of stairs. They descend uninterrupted and are able to exit to the side alley without incident, but they do not have an edge while trying to sneak around during the lockdown in **Encounter 2**.

UNAUTHORIZED VISITORS

If any suspicious residents alerted apartment security or if the PCs attacked anyone, failed their Cool check to walk past the front desk receptionist, or failed to convince the maintenance droid or superintendent of their legitimacy, two security guards confront them before they leave the complex. With a convincing cover story (or Fren Nurook's Roskom Mechanized Systems IDs) one of the PCs can make an **Average (● ◆) Deception check** to avoid a physical confrontation. Otherwise, the security guards attempt to take the PCs into custody and roll a **Simple (–) Cool check** for Initiative; the PCs should roll a **Simple (–) Vigilance check**.

VIEWPOINTE RESIDENTIAL TOWER SECURITY [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	1

SOAK VALUE	W THRESHOLD
4	4

Skills: Athletics 1, Coercion 2, Discipline 1, Brawl 2.
Talents: None.
Abilities: None.
Equipment: Shock gloves (Brawl; Damage 3; Critical 5; Range [Engaged]; Stun 3 [on a successful hit, spend two Advantage ⊛ ⊛ to deal 3 strain to the target]), security guard uniform (+1 soak).

ENCOUNTER 2: LOCKDOWN ALERT

As the Player Characters exit the building, they discover the city is under lockdown. The governor is purposely overreacting to the starfighter crash, playing up the Rebel threat and using it to intimidate the citizens with a show of Imperial strength and control. A report on a nearby viewscreen displays the following announcement. Read or paraphrase the following aloud:

> *"We repeat: the Glare Peak Imperial Governor has declared a state of emergency and ordered a citywide lockdown until the Rebel threat has passed. City security is establishing checkpoints throughout the city. All non-official vehicle travel is prohibited until further notice. Stay indoors for your own safety. Citizens found outside will be subject to search and possible detention."*

The PCs see Imperials patrolling the streets and the sky above. It is clear that they won't get far using a vehicle. If the PCs check, the landspeeder they used to get here is now parked next to dozens of troops and security squads setting up what appears to be a major Imperial checkpoint. However, the PCs know the city well, and sneaking to the crash site is possible. Show the players the **Glare Peak Map**, on page 22, to help them plan their route. It takes about twenty minutes on foot to get there. Smoke rises from the crash site and nearby damaged buildings, giving the PCs an easy guide to their target.

The PCs can use back alleys, service corridors through buildings, skybridges between buildings, and the city's haphazard tunnel system to try to stay out of sight. Their heavy clothing marks them as civilians, who are not permitted to be out during the state of emergency. The GM should keep the action moving and emphasize the pressure of possible detection. Remaining unseen requires one of the PCs to make an **Average (◆ ◆) Stealth check** for the whole group, modified by their actions in **Encounter 1**. If Fren thinks to use her scanner, she can substitute her Computers skill for the check instead, illustrating her ability to use the device to track the movement of patrols. On a Failure ▼, the group is spotted by a pair of Imperial security droids at short range.

IMPERIAL SECURITY DROID [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

SOAK VALUE	W. THRESHOLD
2	5

Skills: Perception 2, Ranged [Light] 2, Vigilance 2.
Talents: None.
Abilities: Hoverer (these security droids have repulsorlift generators that allow them to hover up to one meter above the ground).
Equipment: Built-in auto-blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Auto-fire [add a Difficulty die ◆ to the combat check; on a successful hit, spend two Advantage ⚙ ⚙ or a Triumph ⊛ to score an additional hit on the original target or another target within short range, dealing the same damage as the original hit]).

Note: Imperial security droids can be repaired with a Mechanics check using the same rules as Medicine, on page 7. Once the security droid is repaired, a successful **Hard (◆◆◆) Computers check** reprograms it to obey the PC's commands sent remotely via datapad.

As the PCs get within a few blocks of the crash site, the concentrated number of Imperials requires one of the PCs to succeed at a **Hard (◆◆◆) Stealth check** (or **Computers check** if Fren is using her scanner), again modified by their actions in **Encounter 1**. If they fail, they encounter (at short range) a number of Glare Peak security officers equal to the number of players (the GM should divide the officers into two minion groups). If the PCs succeed, they spot the security personnel first (at medium range) and has the option to set an ambush in an attempt to acquire disguises before they reach the crash site. The Glare Peak security force is comprised of both humans and aliens.

GLARE PEAK SECURITY PERSONNEL [MINION]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	2	1

SOAK VALUE	W. THRESHOLD
3	4

Skills (group only): Coercion, Discipline, Ranged (Light), Vigilance.
Talents: Intimidating 1 (suffer 1 strain to downgrade difficulty of Coercion checks once or to upgrade difficulty when targeted by Coercion checks once).
Abilities: None.
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), Glare Peak guard uniform (+1 soak), Glare Peak guard badge.

ENCOUNTER 3: TOO LATE!

Approximately twenty minutes since the original Mayday call, the PCs' comlinks light up again on a secure Rebel channel. As soon as they are in a safe position, they can answer the transmission. Their comlink beeps and projects a small figure. Instead of the group's normal commanding officer, a Rebel general appears.

- He explains that he has lost contact with a special courier ship in the space above Trivar II, and their group is the closest known Rebel cell. The PCs can share their information with the general, which confirms his fears.
- He explains that the Y-wing's crew can reveal Rebel fleet and command movements should they be captured. If that happens, the PCs must use all of their resources to get them back. Additionally, the PCs need to recover or destroy the astrogation data in the droid and ship.
- He gives the PCs the agents' code names: Tracer and Deflector. He doesn't know their real names or the astromech's designation, other than the droid is an orange-accented R2 unit.
- After the mission—successful or not—the PCs are to disappear into their safe house until a Rebel extraction team arrives to secretly evacuate them (see the **Glare Peak City Map**, left, for more details).

The PCs can ask only a few questions before the general orders them to get moving. The GM should keep the pressure on the PCs by having the general speak quickly and impatiently. Lt. Brand (or another PC) recognizes the general and can vouch for his authenticity.

After sneaking through the Glare Peak streets, you hear a high-pitched whine from the direction of the crash site. An armored Imperial military speeder rises up next to the column of smoke and zips toward the distant detention center. It takes a few minutes, but you can see it land on one of the facility's upper platforms, far up the mountainside above the city.

The speeder isn't in range of the PCs' weapons. They can correctly assume that any survivors of the crash are aboard. However, the starfighter is still at the site and must be dealt with.

The PCs know the general area and have been to the nearby franchise of the Blasted Asteroid Cantina, a large restaurant and drinking establishment, several times before this adventure. The neighborhood is a bit run down, and the Asteroid is the liveliest establishment around. The clientele is mostly local, and the cantina is central to regional underworld activities.

When they get close enough, show the players the Crash Site map on the following page. There are several approaches to the site. The PCs might use any of the streets, though they have to slip through the Imperial patrols to do so (see below). They may also use the secret tunnels to the Blasted Asteroid (see the following page). The stores are closed and locked, requiring an **Easy (◆) Skulduggery check** to break in. Two of the pre-generated PCs know about the tunnels. If they ask, other PCs may make a **Hard (◆◆◆) Streetwise check** to have learned about the tunnels in previous visits or through their contacts.

When the PCs can see the crash site, read or paraphrase the following aloud:

The crash site is chaotic. Several buildings are burning, struck by the fighter's engines as it fell apart. The rest of the Y-wing slammed into the Blasted Asteroid Cantina, and the wall has collapsed onto the ship's midsection, where the astromech socket should be. The cockpit itself must be inside the cantina.

Emergency workers battle the fires while snowtroopers guard the wreckage and the main entrance. You spot an Imperial Security Bureau technical team carrying tools and electronic equipment inside.

"Hurry up," shouts one of the snowtroopers. "We just got word that Lord Vader himself is coming to question the pilots, and he'll want to know what data was on that ship."

The PCs may formulate a plan to get into the cantina or exterior crash site, but it should be clear that everything they were ordered to recover or destroy is in the bar. Sneaking past snowtroopers or security droids requires the PCs to succeed at **Hard (◆◆◆) Stealth checks**. The adversary profile for snowtroopers can be found on page 25.

- The easiest way into the cantina is through the underground tunnels, which aren't protected, as the Imperials don't know about them. Patrols of two Imperial security droids each (see page 21) pass by the buildings housing the tunnel exits at regular intervals. The doors to these shops are locked but can be opened with an **Easy (◆) Skulduggery check**.
- Another way into the cantina is to cross footbridges to the covered platforms to the south, or stealthily climb down the slope and back up to the bridges (requiring a **Hard [◆◆◆] Athletics check**; Failure ▼ means the PCs are discovered).
- Slipping by the snowtroopers into the crash site is very difficult. However, the PCs may try to bluff their way in by claiming to be part of the emergency services or ISB technical team (a **Hard**

[◆◆◆] **Deception check**). They automatically succeed if they are wearing Glare Peak guard uniforms. (The Glare Peak security force is comprised of both humans and aliens, so anyone is capable of wearing the disguises.) If the snowtroopers don't believe the PCs, the snowtroopers question the PCs' motives and attempt to arrest them if they are still unconvinced.

- The PCs can also stage a distraction (perhaps using reprogrammed security droids), allowing the remainder of the group to slip past the guards undetected. Depending on the nature of the distraction or the number of Threat or Despair generated on related checks, the perpetrator could be arrested and sent to the detention center (see the **Prisoner Processing Building**, on page 35).
- If the PCs try to shoot their way through, a squad of nine snowtroopers divided into three minion groups defends the area, and another minion group of three arrives from the surrounding streets after five rounds. The PCs are quickly heavily outnumbered. A chase ensues if they retreat.

Characters openly carrying weapons other than a blaster pistol in a holster may be confronted and questioned. The snowtroopers detain anyone with a military-style weapon, as citizens are generally prohibited from carrying such weapons in the city.

INSIDE THE CANTINA

The Blasted Asteroid cantina's interior has a rugged, industrial decor, though the bar itself is an ornate, polished large ring of stone, representative of better days. The cantina's storerooms are filled with kegs and supplies and are at medium range from the crashed Y-wing.

WRAPPING UP IN EPISODE I

If the GM is only running **Episode I** in an hour-long demo, he can modify this encounter slightly to provide a sense of "Mission Complete" for the players. In addition to digging out the astromech droid, the Imperial technicians are also trying to free the surviving Rebel agent (Tracer) from the wreckage when the PCs arrive. The Rebel pilot (Deflector) was killed in the crash. The PCs are successful if they get the agent to their safe house. Vader's shuttle lands directly at the crash site as they flee the scene (or when the demo runs out of time, in which case they have failed their mission).

Inside is a contigent of snowtroopers (one per PC) and four ISB technicians. The snowtroopers are in a broad semicircle around the cockpit, facing away from the wreck, which is several meters behind them. The technicians are engrossed in their work behind the troopers. Read or paraphrase the following aloud:

The Blasted Asteroid Cantina is dark inside, though bright portable floodlights shine on the badly damaged Y-wing cockpit. The unmoving astromech droid is partly buried in rubble.

Several snowtroopers stand guard along the perimeter of the floodlights. Behind them, four ISB technicians are crawling frantically over the ship. One works at a portable analyzer with wires running into the cockpit. The head of another technician peeks out from behind it. The other two are trying to free the astromech from its socket. There is no sign of the crew, though two damaged Rebel pilot helmets sit atop an equipment case.

The technicians can't see anything beyond the bright lights aimed at them and the cockpit. The snowtroopers can see into the darkness better, and are alert. If they see anyone not wearing an Imperial uniform, they aim their rifles and demand that they halt. Other Imperials are still questioned, but not at the end of a gun. The troopers are backlit by the lights behind them, but anyone coming from the south end of the building is backlit by the large windows.

IMPERIAL SECURITY BUREAU (ISB) TECHNICIAN [MINION]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	3	2	2

SOAK VALUE	W. THRESHOLD
2	5

Skills (group only): Computers, Discipline, Mechanics, Melee, Ranged (Light), Vigilance.
Talents: None.
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6, Critical 3; Range [Medium]; Stun setting), tool kit, specialized electronics gear, ISB uniform, ISB ID.

IMPERIAL SNOWTROOPER [MINION]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	3	1

SOAK VALUE	W. THRESHOLD
5	5

Skills (group only): Athletics, Discipline, Gunnery, Melee, Ranged (Heavy), Resilience, Survival.
Talents: None.
Abilities: None.
Equipment: Multi-optic sighted blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting, remove up to ■■ on any checks to use this weapon due to smoke, darkness, or other environmental conditions that obstruct vision), snowtrooper armor (+2 soak; when making skill checks, snowtroopers may remove ■■ imposed due to cold or icy environmental conditions).

Fighting within the bar attracts less immediate attention than fighting outside; when it is noticed depends on the type of skirmish that erupts. Fighting inside draws the attention of the two door guards, who arrive after two rounds. If the combat is quiet, the snowtroopers or agents inside use comlinks to call for help, and the guards arrive in three rounds instead.

Additional snowtroopers arrive two at a time every other round thereafter, to a maximum of six more. Half come through the front doors, the other half via the footbridges (and therefore may be seen through the windows as they approach). The technicians take cover before drawing their blasters to defend themselves.

Either before or during combat—for dramatic or comic purposes—one of the technicians accidentally sets off the droid ejection system. Read or paraphrase the following aloud:

There is a loud bang from the starfighter, and the astromech droid shoots from a cloud of dust and rubble around the droid socket, flying in a high arc over the technicians. It smashes headfirst into the polished stone bar and noisily cartwheels through stacks of kegs and containers in the center, spilling beverages everywhere. The technicians stare at the droid, dumbfounded.

If this occurs before fighting breaks out, the technicians run over to inspect the droid, arguing about who set off the ejection system. The droid is virtually destroyed, and cannot be activated without extensive repairs. The PCs can finish the job by doing 3 points of damage to it. If they want to recover its memory banks, they can do so with a successful **Average (◆ ◆) Mechanics check**; Failure ▼ means the memory banks are destroyed in the process. If the PCs succeed, they are each awarded one additional Duty point at the end of the adventure.

Destroying the ship's computer system also requires minimal destructive force—8 points of damage to the forward control panel. For good measure, the PCs should destroy the ISB analyzer as well, which requires 3 points of damage. If this doesn't occur to them, the GM may ask one or more PCs to make an **Average (◆ ◆) Computers** or **Vigilance check** to realize that the techs might have copied the data already.

After destroying the technical evidence, the PCs should make their escape. Their best bet is the tunnels, but they might make a run for it through the city streets. If so, a short chase ensues. The chase should be brief—no more than three or four rounds—before the PCs get an opportunity to disappear into a building, tunnel, or other structure. If any are captured, they are taken to the detention center. However, the other PCs should get an opportunity to spring their friend before the Imperials depart in a speeder. If they fail, the captured PC is sent through prisoner processing (see **Prisoner Processing Building**, on page 35). The PC should be held near Tracer and allowed to learn more about the detention center through prisoners in order to keep the player engaged in the game.

The PCs' ultimate destination should be the safe house, located a few blocks northeast of the cantina. The safe house is a one-story rented office building with a small, private interior courtyard. The offices have been converted to a small workshop and sleeping quarters. The space also houses an old 2-1B medical droid (see the profile on page 43) in a makeshift clinic. However, the Rebels are in the midst of refurbishing it, and it is not currently operational or mobile. If one of the Rebels requires serious medical attention, the PCs can try to get the droid working (though not ambulatory) with a **Hard (◆ ◆ ◆) Mechanics check**. The salvaged droid is patched together and a bit creepy. Its jerky movements are worrisome to patients. The GM should add a Setback die ■ to each Medicine check it makes (possibly two if there are three or more uncanceled Threat ⊛ on the Mechanics check).

PICKING UP IN EPISODE II

If the GM is cutting out **Episode I** in order to fit the scenario into a play session of three hours or less, the PCs start in the safe house and receive orders from the Rebel general at the start of the session. After reading the opening crawl on page 18, read or paraphrase the following aloud:

Upon activation, the comlink projects a small figure, but instead of your normal commander, a Rebel general appears. "Team, I know you were expecting to have more time, but you're our only agents in Glare Peak. We're activating your sleeper cell right now. A Y-wing starfighter crashed in your vicinity, and it is imperative that you rescue the two-person crew. Chances are, they have already been captured by Imperial forces and brought to the Trivar II Imperial Detention Center. You're their only hope.

Deflector, the pilot, and Tracer, our agent, can each reveal the location of the Rebel Fleet should they be interrogated. The fate of the Alliance itself depends on your rescuing them—Darth Vader's Star Destroyer is reported to be en route to Trivar II. I doubt it is a coincidence."

The PCs can ask only a couple of questions before the general orders them to get moving. The GM should keep the pressure on the PCs by having the general speak quickly and impatiently. Don't let them linger or interrogate the general. Lt. Brand or another PC recognizes the general and can vouch for his authenticity.

- The downed ship is a special courier between the Fleet and the roving Alliance High Command. He doesn't know exactly how or why it got to Trivar II, just that it was part of the Yavin 4 evacuation a few weeks ago.
- The PCs have at most a few hours before Vader's ship arrives.
- After the mission—successful or not—the PCs are to return to this safe house until a Rebel extraction team arrives to secretly evacuate them.

Once the players are ready, proceed to **Encounter 1**, on page 27 and begin. The adventure ends normally.

EPISODE II: SPIES AND SYMPATHIZERS

Once the PCs reach the safe house they can plot their next move. They probably realize the Imperials took the starfighter crew to the detention center. If the PCs don't, or need further confirmation, they can find out by listening to local news services. Reports indicate two Rebels were captured, condition unknown. The news might also report elements of the PCs actions at the crash site, but details from inside the Blasted Asteroid are sketchy at best. If the PCs did something spectacular in public, the news should mention or feature it, vilifying the Rebels at the same time.

The detention center should clearly be the PCs' next objective. If they don't realize it, or are reluctant to try, the Game Master may have their superior officer contact them via the Lt. Brand's holographic comlink and order them to break out the Rebels. If the PCs attracted undue attention in **Episode I**, the Rebel general calls them regardless. He berates them, congratulates them, or possibly both, depending on how much their specific actions endangered the mission and the Alliance. If the PCs mention Lord Vader's impending arrival, the general guesses they have a few hours at the most remaining, and time is of the essence.

THE NEXT STEPS

The GM may fill in some details to answer PC questions, but the characters need a plan before attempting to enter the detention center. They need:

1. A way to circumvent the Imperial lockdown on the streets.
2. A way to enter the facility without being detected. They don't have the firepower for a direct assault.
3. A way to move around relatively freely once inside the facility. This is made more difficult as very few non-humans work at the detention center.
4. A way to find the Rebels inside and free them.
5. An escape plan to return the PCs to their safe house and lose any Imperial pursuers.

ENCOUNTER 1: PLANNING

The PCs already know a fair amount about the detention center. Fren and Silent have actually been inside before (see their backgrounds on pages 17 and 14, respectively). If those characters are not used, the GM may transfer their bits of knowledge or backgrounds to one of the other PCs, or allow the PCs to make **Average (◆ ◆) Computers** or **Streetwise checks** to uncover similar information. The players need to know what their characters know about the place before they arrive. Silent has a map of the facility, so the GM can show the players the **Trivar II Imperial Detention Center Map** on page 38. The GM should relay the following information to the PCs as they ask questions about the facility or the map:

- The detention center became fully operational two years ago and holds dangerous criminals as well as Imperial political prisoners from across the sector.
- The city lockdown is a major hindrance to getting to the detention center because it is located in a separate part of town below the actual Glare Peak and requires a trip across guarded bridges.
- The complex is perched on the mountainside, with nine separate structures linked together by enclosed bridges. Each building except the deliveries and warehouse building sits atop stout columns, keeping the floors level while the mountainside slopes sharply down under them. The farther north the building, the higher up it is.
- The deliveries building is on ground level, and a road leads through an enclosed loading zone. It handles most non-prisoner deliveries.
- The complex has some stormtroopers, but most workers are Imperial Security Bureau staff, and the center is guarded by Imperial Army personnel.
- Automated turrets fire at speeders and ships if they try landing on the detention center's landing platform without authorization.
- Most prisoners are transported via airspeeder to the landing platform, then taken through the prisoner processing building for questioning and preparation for incarceration.

EXPLOSIVE ACTION

The explosives Doleth hid in the safe house are enough to be helpful, but not enough to do major structural damage to the facility overall. They can blow open doors (even reinforced security doors), blast through walls, or destroy a room or vehicle if strategically placed. There are six charges total.

Setting the charges requires succeeding at an **Average (◇◇) Mechanics check**. Failure ▼ indicates the charges will not go off. Two or more Threat ⊛ mean the charges are ruined and cannot be set again. A Despair ⊛ results in the explosives going off immediately, injuring any caught in the blast.

Game Master Note: The explosives are meant to be used in a primarily narrative fashion, but if bystanders are caught in the blast, the following stats can be used: light explosives (Mechanics; Damage 12; Critical 2; Range [Engaged]; Blast 10 [on a successful check, spend Advantage ⊛⊛ to ensure the blast hits everyone within short range of the original target, dealing 10 damage to each]).

If Fren Nurook is in play, she is familiar with the detention center's electrical and mechanical systems. Three years ago, she worked for several weeks inside the administration and maintenance buildings.

As the players ask questions and plan, the GM should use the **Connections and Contacts** section to introduce each PC's contacts as needed, or as an idea if the players get stuck. The PCs may use as much or as little of the information as they like. If they settle on a plan after just one contact, that is fine. If they want to create a more complex plan by using elements from several connections, they may do so.

The PCs might work solely from their safe house, but might also decide they need other equipment or supplies. If so, Fren (or Lt. Brand or another PC) knows that Hal Hull, the owner of Hal's Goods and Services, is a sympathizer likely willing to donate to the Rebel cause. See **Encounter 2**, on page 30, for possible options. Once the PCs decide to head for the detention center, move on to **Encounter 3**, also on page 30.

CONNECTIONS AND CONTACTS

The pre-generated character backgrounds included in this adventure contain clues to a number of contacts a character might call upon around Glare Peak, but list few actual names. When the PCs start asking questions about details, the GM should introduce a contact whenever possible. This is an opportunity for the players and the GM to roleplay their interactions, using social skill checks such as **Charm**, **Coercion**, **Deception**, and **Negotiation**. The difficulties for social checks are listed under **Difficulty**, on page 6, and vary based on how important the character is to the plot. If the pre-generated characters are not used, the GM should assign each pre-gen's contacts to a PC with a similar Duty or career.

Each entry below has an introductory section the GM may read aloud to convey what the PC knows about the connection. This is followed by a short description of what the contact knows, how he or she can help, and the dangers involved. The GM is free to add details, personalities, and adaptations, and to roleplay them without worrying about disrupting later encounters.

DOLETH ARNOKO:

"You know an up-and-coming ISB agent named Agent Ferlan, who has been so eager to catch Rebels that you've managed to convince her you're an Imperial informant code-named Lars, passing false tips via comlink or blind drop. Feeding the right story to her could create a distraction elsewhere in the city while you infiltrate the detention center and escape. You know that she drives an ISB speeder and has ISB agents and snowtroopers at her command."

Agent Ferlan is a young human woman who gained her position through family politics and favors. She is a dedicated Imperial who is trying hard to prove that her abilities match her position.

She is prone to overreaction and mistakes. The PCs might use Ferlan to create a distraction that could cover the PCs and inhibit pursuers during an escape from the detention center or while traveling on the way in. Creating a believable tip requires succeeding at an **Average (◆ ◆) Deception check**. How this affects the PCs' getaway depends in part on what story they've used, but some guidelines are provided in **Episode III**, **Encounter 6**, on page 46.

If the PCs fail to convince Hal Hull or Aered Argyris to help them through the city, they might ambush Ferlan to grab her speeder or IDs. This would lend credence to their cover story if the PCs decide to pretend to be bringing in a prisoner for questioning.

ISB AGENT FERLAN [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	3	2	2

SOAK VALUE	W. THRESHOLD
2	12

Skills: Coercion 1, Deception 1, Discipline 1, Melee 1, Ranged (Light) 1, Vigilance 1.
Talents: None.
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 4; Range [Medium]; Stun setting), ISB uniform, ISB ID, comlink.

LELSK (AKA "GO SILENT"):

"While serving as Assistant City Director Pirilian's aide, you were permitted to ride in his droid-piloted, city-issued touring airspeeder on official business. You managed to slap a tracking beacon on it and secretly installed a secondary droid brain that you can activate and program using a datapad."

The PCs might use the speeder to land on one of the detention center platforms or call on it to rescue them when they emerge from the detention center. It is fast and agile, but not military. It has no manual controls. The PCs might also pose as city officials to access the detention center.

The PCs won't know if anyone is aboard until the speeder arrives. Inevitably, it shows up with Pirilian and his protocol droid aides. Pirilian is very confused as to the change in destination, and quickly assumes it was a malfunction or kidnapping. When the PCs call the speeder, see the **Pirilian's Airspeeder** sidebar, on page 32. After they deal with Pirilian, proceed to **Flying in Style**, on page 32.

LT. JAXON BRAND:

"You remember that a Glare Peak security officer named Aered Argyris is an immigrant from Alderaan and has shown some sympathy toward the Rebel cause. He knows you, but doesn't realize you are a Rebel agent. You have his comlink code—perhaps now is the time to recruit him."

Lt. Argyris is an up-and-coming officer in the Glare Peak civilian guard who is disillusioned with the amount of meddling the Imperials have done in the business of policing the city. He is currently in the eastern section of the city, awaiting his next beat. Aered is angry about the recent destruction of Alderaan, but so far has been scared to join the Rebellion. If Lt. Brand successfully convinces him to join with a **Hard (◆ ◆ ◆) Charm** or **Leadership check**, Aered is willing to help by moving them about, even taking them to the detention center deliveries and warehouse building. That is as far as he goes, however, as he doesn't have jurisdiction over the detention center.

His demands for helping are safe passage from the city to a Rebel holding, plus a safe place to hide until they escape the city. He cannot simply turn his speeder over to them, because only he has the proper IDs to navigate the checkpoints through the city. See **Special Delivery**, on page 31, if he helps the PCs. If the PCs fail to convince him, he either suspects an Imperial trap or decides it is too risky to help.

FREN NUROOK:

"Your old employer Olom Roskom, the owner of Roskom Mechanized Systems, is still the detention center's main maintenance contractor. Olom is a terrible boss, and the high staff turnover means his teams rarely arrive with the same faces twice. You grabbed sets of RMS IDs and managed to befriend Olom's long-suffering supplier, Hal Hull of Hal's Goods and Services. He's quite the Rebel sympathizer and could be talked into contributing to the current cause, if you can reach his nearby general store and warehouse."

Olom is a grouchy, mean, and hateful Twi'lek, but he employs as many aliens as he does humans. His business success is purely due to his bribery of Imperial, city, and corporate officials. Anything that disrupts that relationship is a danger to him. Olom isn't available if the PCs try to contact him (see **The Old Boss Appears**, on page 42, for Olom's whereabouts).

See **Encounter 2**, on page 30, if the PCs decide to make a trip to Hal's, or if they just want to get mundane equipment as part of their plan. Hal also owns repulsorvans that frequently deliver supplies to Roskom's projects on-site.

ENCOUNTER 2: EQUIPMENT RUN

The GM should use this encounter if the PCs decide they need to leave their safe house to obtain specific supplies, or go to Hal's Goods and Services before heading toward the detention center. Having the correct tools for a job can grant one or more Boost die ☐ to applicable checks, but otherwise the GM should not worry about the particulars of a given item's mechanics. Given the Imperial lockdown, weapons are virtually impossible to locate.

HAL'S GOODS AND SERVICES

Hal's Goods and Services is a massive general store containing gear, equipment, food, and clothing of all kinds. It does not sell weapons. When the PCs arrive at the store, it is open and the doors are unlocked. Roughly fifty customers and employees are hanging out, as the lockdown has kept them inside for many hours. A few employees still work the floor, straightening up and restocking. Hal, keeping watch at security, recognizes Fren (or another PC if needed) on her way in, and meets them at whatever door they enter. The short human is obviously nervous to have Rebels in the building with troops patrolling the streets. He hustles them into the warehouse, where he kicks out the staff.

At this point, Fren and the rest of her team can request assistance or any supplies for infiltrating the detention center, such as climbing gear, toolboxes and storage containers, or even a vehicle. Hal is reluctant to throw in his lot with the Rebel Alliance, even if he knows it's the right thing to do. He needs role models to look up to—dedicated agents of the Rebellion who exemplify that for which it stands.

The difficulty to persuade him depends on the Player Characters' Duty score: if they have less than the specified threshold, the PCs must succeed at a **Hard (◆◆◆) Charm** or **Leadership check**. If there are one or two PCs, they must have at least 5 Duty between them. If there are three or four PCs, they need a collective 10 Duty. If the PCs meet or exceed the minimum threshold, the difficulty is **Easy (◆)**.

On a Success ✡, Hal supplies them with whatever they need and is willing to drive them in his repulsorvan to the detention center. He frequently makes trips there to deliver large components to Roskom Mechanized Systems, and he has the proper IDs to do so.

ENCOUNTER 3: TO THE DETENTION CENTER

The PCs should now be ready to head to the detention center. There are three main entry points: the

deliveries and warehouse building (see **Special Delivery**, below), the landing platform (using Pirilian's airspeeder: see **Flying in Style**, on page 32), or by climbing up the mountain itself (see **Up and Around,** on page 33). Adapt the specifics of this encounter to the PCs' plan if they use a different approach.

SPECIAL DELIVERY

If the PCs successfully convinced Hal Hull to help them, he loads them into his vehicle along with any of their supplies from his store and drives them to the detention center warehouse building. If the PCs have contacted Aered Argyris instead, Aered picks them up from a location of their choosing.

The PCs should decide whether they want to try to conceal themselves within the vehicle, pose as RMS maintenance workers, or masquerade as other individuals who would be allowed into the facility. Whether they use Hal's or Aered's vehicle, it is a large, enclosed landspeeder truck. It has fold-down seats for passengers in a large cargo area behind the pilot's seat.

The driver must pass through three security checkpoints in Glare Peak on the way to the facility. The GM should play up the suspense as they pass through each one, describing how the snowtroopers treat the driver and vehicle. The first waves him through without difficulty. The second stops him to check his ID and licenses. Despite the fact that Hal (or Aered) is clearly very nervous when talking with them, they pay only cursory attention to cargo or passengers unless the PCs do something to draw undue attention or look threatening.

A BOTHAN, A DUROS, AND AN ITHORIAN WALK INTO AN IMPERIAL DETENTION FACILITY...

Just because three of the four Player Characters are non-human doesn't mean that using disguises is impossible in the detention center, but it does limit them slightly. If they are planning to dress up in Imperial Security Bureau uniforms or stormtrooper armor, Fren and Doleth have a hard time fitting into the human-sized outfits. However, Glare Peak itself has a mixed population of humans and aliens, meaning that its government officials and security personnel are similarly diverse. Roskom's Mechanized Services is headed by a Twi'lek and employs anyone willing to subject themselves to the boss's foul temper. If the PCs want to avoid blasting their way through the detention center, they should be able to don certain disguises regardless of their species.

The last checkpoint is closest to the detention center and is the most thorough. As the driver stops his speeder, read or paraphrase the following aloud (substituting Hal's name with Aered's as needed):

Hal leans back and says, "Last stop before we go in. There's an Imperial officer with a pair of snowtroopers up ahead. They're searching the speeder in front of us inside and out. What do you want to do?"

The PCs have a moment to react and consider their options. Before fully planning anything, however, the speeder in front of them leaves, and the officer orders the speeder forward. The way is blocked by a death fence, an electrified perimeter fence, controlled with a remote in the Imperial officer's hand. Though it is obscured by rocks and buildings, and no other road leads to it, the warehouse and deliveries building is just around the next bend. Read or paraphrase the following, depending on how much the PCs can actually see:

The speeder finally stops, and the officer in charge begins to quiz Hal, then demands he step out of the truck. Hal's voice quakes, and his shaking hands drop his ID. He scrambles to pick it up while the officer berates him for his clumsiness. One of the snowtroopers stays with the officer while the second one starts to inspect the vehicle.

If the PCs are posing as workers or Imperials, the officer demands that they get out of the vehicle, stand along the road, and present their IDs. One snowtrooper stands guard next to him, while the second opens the speeder's back cargo hatch to look around. If there are obvious weapons or explosives, he immediately alerts the others and attempts to arrest the passengers. If there are crates and containers, he pushes them around and opens a couple. If he catches anyone hiding in or around the cargo, he calls for help and draws his weapon.

It is possible for the PCs to talk their way through this checkpoint with a **Hard (◆◆◆) Deception check** or another social skill that makes sense given their explanation (adding □□ if they have official RMS, Imperial, or Glare Peak IDs). If the check is a Failure ▼, the snowtroopers begin searching the vehicle and passengers. The Perception check's difficulty depends on how well the PCs thought to hide their weapons and any explosives (if Fren or another PC used the Hidden Storage talent, see her character sheet for the difficulty).

If the snowtroopers discover nothing unusual, the officer eventually lets the PCs through. If the guards discover any weapons, explosives, or suspicious equipment they immediately attempt to arrest the PCs.

If a fight breaks out, the PCs have four rounds to defeat the two snowtroopers and the officer before they call for help (their adversary profiles can be found on page 25 and page 39). Hull (or Aered) should be treated as a noncombatant. He hides as best he can, and surrenders if the fight is going badly. If they are quick, the PCs will be long gone before anyone notices the trouble. It is also possible that the PCs might take the Imperials' uniforms and identification for later use. Once the PCs are through the checkpoint, move on to **Encounter 1A**, on page 39.

FLYING IN STYLE

If the PCs opt to "borrow" Pirilian's airspeeder, they may be in for a few surprises. Use this encounter the first time they call in the speeder. It can be used to enter the detention center, get around town, or escape in **Episode III**. See the **Pirilian's Airspeeder** sidebar, right, for the vehicle's details.

It only takes a few minutes for the speeder to arrive, albeit with some unexpected cargo, after Silent (or another PC who assumes her role) calls it in. Pirilian himself is aboard, with his protocol droids N3-3PO (metallic green) and N4-3PO (glossy blue). The droids and Silent are unacquainted. The two droids have an unsettling habit of acting like they share a processor, often mirroring each other's actions and acting in tandem. They also tend to talk to each other in obscure (and occasionally annoying-sounding) languages from among their six million forms of communications. Despite their quirks, they are regular protocol droids and take most orders from any living beings, though Pirilian's commands have priority.

Read or paraphrase the following aloud when the airspeeder arrives:

Gullwing doors pop open on either side of the speeder with a faint hiss. A gaudily dressed human stomps toward the doors, leaving two protocol droids to shuffle along behind him. It's Assistant City Director Pirilian, one of Glare Peak's top political leaders. He straightens his official robes, looks around, and demands in a bombastic voice, "Who dares hijack me in my personal speeder? You fools! I'll have you arrested for hijacking, kidnapping, interfering with a city official..."

Pirilian keeps ranting until he notices Silent, or until someone interrupts him. When he sees Silent, he cuts himself off to address her with a bitter sneer. "Sernai Lelsk? I should've known never to let a Bothan on my personal staff."

Pirilian's grandiloquent anger is partly a front to cover the fact that he is afraid for his life. The PCs may interact as much as they like, or leave him behind (with or without the droids), annoyed and confused. How Pirilian reacts depends on the situation and whether the PCs drew attention to themselves in **Episode I**. He is the overseer of city utilities but spends much of his time in city meetings, attempting to counter the governor's power grabs.

Despite appearances, Pirilian is on the fence about the Rebellion. After today's events, he is realizing that the Imperials have a stranglehold on the city and may not release it when their so-called "Rebel crisis" is over. Pirilian could be convinced to help the Rebels with a **Hard (◆◆) Charm check**. If the PCs fail the check or appear blatantly criminal, he continues to side with the Imperials for the time being and is less open to Rebel overtures in the future.

Pirilian is blustery, pompous, and prone to overacting and pretending he is more knowledgeable than he really is. He can be persuaded, coerced, or deceived as long as the dice results are in the PCs' favor (most social skill checks targeting him are only **Average [◆◆]** difficulty). The detention center is separate from the utility grid, but he could be persuaded to create a distraction or inhibit the Imperials during a PC escape attempt.

Creative PCs may craft parts of their plans around the speeder, Pirilian, and his droids. When ready to go to the detention center, proceed to **Episode III**.

PIRILIAN'S AIRSPEEDER

Pirilian's airspeeder is actually a city vehicle issued for both his official and personal use. It sports a Glare Peak logo on the front and lower sides. It holds up to twelve passengers, with six luxurious swivel chairs in a line on each side of the speeder and an aisle down the middle. The main cabin resembles an observation deck, with glass wrapping around the sides and roof, making for great views of the mountain city outside.

The speeder is fast and maneuverable, but the pilot droid body at the front is mostly for show, with a false dashboard and controls. The pilot droid can follow basic commands without difficulty, but it has to compete with Silent's secondary droid brain if she has it activated. Overly complex instructions require an **Average (◇◇) Computers check**. Failure ▼ means it doesn't understand the orders. Threat ⚙ indicates misunderstandings, or conflicts between the droids, resulting in erratic flight behavior or shifts in control between the droid processors.

Finally, the speeder has a comm system that automatically accesses city and some Imperial frequencies, allowing the PCs to monitor communications to a degree, including updates regarding Darth Vader's progress.

ASSISTANT CITY ADMINISTRATOR TOL PIRILIAN [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	3	2	3

SOAK VALUE	W. THRESHOLD
2	10

Skills: Charm 3, Cool 1, Deception 3.
Talents: None.
Abilities: None.
Equipment: City government datapad (encrypted) containing current city energy and utility grid status and reports, city government ID, Imperial ID, city-issued luxury airspeeder, two personal 3PO protocol droids.

3PO PROTOCOL DROID [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	3	1	1	2

SOAK VALUE	W. THRESHOLD
3	10

Skills: Charm 2, Negotiation 2, Perception 1.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), etiquette and protocol (protocol droids allow allies to add a Boost die ☐ to any Negotiation checks or other checks made to negotiate or mediate).
Equipment: None.

UP AND AROUND

Sneaking to the base of the buildings' supports, climbing up, and cutting a way in through mechanical access spaces under the floor is not very easy, as the center is protected by turrets and sensors, and the ascent requires specialized climbing gear. The PCs must succeed at **Hard (◆ ◆ ◆) Athletics checks** to climb up, a **Hard (◆ ◆ ◆) Mechanics check** to access garbage chutes or other ventilation shafts, and **Average (◆ ◆) Coordination checks** to squeeze through the passageways. The GM should use any die results of Failure ▼, Threat ⊛, or Despair ⊛ to help narrate challenges encountered along the way.

EPISODE III: PRISON BREAK

Chief Warden Lina Naras would normally consider an attack or breakout attempt highly unlikely due to the tight security at the Imperial facility. Unfortunately for the PCs, the destruction of the Death Star has at least temporarily dampened her typical arrogance, particularly in regards to Rebel abilities. During the alert, the Imperials check IDs regularly. Stormtroopers are stationed with the regular detention center guards in sensitive areas. Suspicious activity is immediately reported, and most of the staff is on edge due to Vader's imminent visit.

When the PCs head for the detention center, there are two approaches they are most likely to take. Start with **Encounter 1A**, on page 39, for those entering via the warehouse and deliveries building, and continue to **Encounter 2A**. Start with **Encounter 1B**, on page 40, for those entering via the landing platform, and continue to **Encounter 2B** or **Encounter 3**, depending on the PCs' plan. If the PCs have come up with an approach of their own, the GM can use the following detailed guide to the layout of the detention center in conjunction with the map on page 38 to figure out what obstacles the PCs face as they move through the facility. This section also includes commonly encountered adversaries, including stormtroopers, prison guards, and staff. Specific Non-Player Characters are detailed in the sections where they are most likely to be found.

DARTH VADER'S APPROACH

Lord Vader's arrival looms even larger over the PCs during this episode. If they're still in the detention center when he lands with his troops, the adventure is essentially over for the PCs—discovery is certain doom. Keeping up the suspense is key, so the suggested timing of the various announcements or overheard discussions of Vader's approach are listed in a sidebar in each encounter. The GM can alter these as needed, add a few more, or skip some. As an alternative, if the gaming session itself has a time limit, the GM can use the ending time for Vader's arrival. If the PCs aren't finished by then, they are out of luck. To make matters worse, the Imperials are intimidated by Vader's legendary wrath, so they are highly motivated to finish off any disruptions before he arrives.

THE DETENTION CENTER

This section covers the rooms and personnel in each building of the facility in the order the PCs are likely to encounter them if they approach through the warehouse and deliveries building; if they land via airspeeder, the PCs can choose the order in which they encounter them. If the PCs have devised a third plan, the Game Master can use this section to help improvise the encounters.

Each location is assigned a letter that corresponds to a building on the **Detention Center Map** on page 38. Additional details for some areas are included in the encounters themselves. Holocams are set up at regular intervals throughout the building to monitor activity. Their images are fed to the closest **guard posts** in each building as well as to the **security control room** in the **Administration Building (A)** (see page 35). Holocams can be destroyed with a single successful combat check.

The bridges connecting the buildings are enclosed in transparisteel, providing a clear view of the rocky landscape and steep drops below.

WAREHOUSE AND DELIVERIES BUILDING (W)

The **delivery drop-off area (W1)** is completely enclosed, with large sliding doors at each end of the building. The doors are closed before deliveries are unloaded. Two stormtrooper guards (total) plus one staff member (per vehicle) oversee all loading and unloading. Their adversary profiles can be found on page 39. Several vehicles can unload at a time.

The **warehouse (W2)** holds packaged food, supplies, parts, and almost anything else needed for operating and repairing the detention center. A few labor droids cart items about, organizing and retrieving things as needed. Anything removed from the warehouse is noted and inventoried by a pair of service droids and a human staff member in the **transfer room**. Short **hallways** connect the **offices** in the warehouse and lead to the bridge extending to the **maintenance building (M)**. Everyone traversing the bridge between the warehouse and maintenance building must present their IDs at the small **check-in station**. There are typically two detention center guards stationed there.

The warehouse and deliveries building is the setting for **Encounter 1A**.

MAINTENANCE BUILDING (M)

A **guard post** is adjacent to each entry to the **maintenance building**. The post typically has two detention center guards. They have access to cameras and sensors around the detention center, prisoner and staff records, and doors and security system controls for this building.

The **main corridor** provides access to all rooms and exits from the building. Cameras and sensors data provide additional information to the guard posts. The **office (M1)** handles maintenance personnel matters and administration duties. The office's computers have access to the same systems as the control room. The two staff members stationed in the **maintenance control room** oversee all maintenance and repair work at the detention center. Three detention center staff members and one officer (see page 39) handle the day to day operations and repairs. Their computer system has access to maintenance records and building schematics, but it is isolated from the cellblock buildings' security systems.

All maintenance and staff uniforms (but no armor) are stored in the **uniform distribution room (M2)**. Workers are issued coveralls to wear over their normal clothing (providing the same amount of protection as heavy clothing [+1 soak], but it does not stack). A staff member and service droid issue and launder the uniforms.

Security and service droid maintenance (M3) is performed in a combination workshop, charging station, and programming center. Two techs actively repair the droids (see the **ISB Technician** profile, on page 25). There are a half-dozen rolling maintenance droids of various types in the charging stations. Three similar droids are disabled and partially disassembled at the work benches. Four repulsorlift-powered, floating security droids the size of a large ball hover in their charging tubes (see the profile on page 21). The shop's computers contain maintenance records for the droids, their typical work orders and schedules, and their current status. A separate unit held in a security enclosure contains complete programming information. The system is heavily encrypted and secured, requiring a code cylinder and a **Hard (◆◆◆) Computers check** to access.

Across the building is the **parts storage and repair room (M4)**, containing maintenance supplies and workbenches. An inventory service droid tracks all requests. One staff member is usually stationed at the electronics workbench, repairing control panels and security equipment.

A **double-sided lift (M5)** provides access between the **maintenance building's main level** and its **basement**. Valid RMS or Imperial IDs are required to use the lift.

Below the maintenance building is the electrical room, where the **backup generator** is located. The facility draws power from the main Glare Peak city grid but can last for a week without power on its backup generator. If both systems are disrupted, the facility will go dark except for battery-operated emergency lights; all vision-based checks suffer a Setback die ■ from the dim light unless the character is wearing scanner goggles or a stormtrooper helmet. The electronic portions of locks are disabled if the power goes out, requiring only an **Average (◆ ◆) Skulduggery check** to open blast or cell doors. The ray shields (see page 37) are also disabled.

The maintenance building is the setting for **Encounter 2A**.

ADMINISTRATION BUILDING (A)

The upper and lower levels of the administration building are accessible via the **double-sided lift (A1)**; the lower level can also be accessed by enclosed bridges between it and the **maintenance building (M)**, the **prisoner processing building (P)**, and the **landing platform**. The corridors lead to the **central hub**, which provides access to most rooms and corridors on the main level of the administration building.

Detention center guards (see page 39) watch over the **central hub** and the rest of the detention center from the **security control room (A2)**. This room controls communications and all security functions in the detention center, including remote control of most doors and security systems and the holocam feeds. Accessing the higher functions requires the use of a high-ranking code cylinder. The staff also activates and controls the automated turrets outside. The main weapons lockers are in this room. Two stormtroopers routinely patrol this building.

The **administration offices** contain the open and private offices of the detention center daily staff, as well as their conference rooms and training areas. Five to ten staff members may be working, meeting, or training in these rooms at any given time.

The room layout of the **upper level of the administration building** is the same as that of the lower level, except that the north and northeast corridors are part of the adjoining offices. This level holds offices and meeting rooms for the executive administration staff, including **Chief Warden Lina Naras's office** and her assistants' offices (see Nara's profile, on page 38). There is no guard post on this level, but the **central hub** and most rooms other than the warden's office contain security cameras and sensors.

The administration building is the setting for **Encounter 3**.

PRISONER PROCESSING BUILDING (P)

New prisoners are escorted from the **landing platform** through all stages until they reach the interrogation rooms. The first stage of prisoner processing takes place in the **entry port (P1)**: intake, ID verification, weapons scan, and personal item removal. Each entry port is overseen from a **guard post**, where two stormtroopers have joined the usual two detention center guards and three processing staff members (see page 39 for profiles). The computer systems in these interrogation rooms have access to prisoner records, staff IDs, and security observation of the landing platform and prisoner processing building.

Prisoners wait with their guards for further processing in bare metal **holding cells (P2)** with a few benches until the guards hand them off to interrogation. The

interrogation room (P3) has a central metal table and stools secured to the floor. Everything that occurs in this room is recorded. After questioning, the prisoners are escorted to pick up their prisoner uniforms.

Prisoner uniforms are issued via pass-through windows. Prisoners change in their cells, and their personal clothing is held for safekeeping. Armor and helmets are stored for the guards to use, along with riot armor and shields; no weapons other than stun batons are kept in this area. Uniforms are also laundered here. Detainees' personal items, clothes, weapons (without power packs or ammunition), and valuables are stored in the adjacent room, used only for the **prisoner belongings (P4)**. If, for some reason, the prisoners have not yet been relieved of their items, it occurs here. When the prisoners are released, they receive most of their items (other than weapons) here as well. An inventory service droid tracks all items. Two staff members deal with guards and prisoners. Incoming prisoners are taken on to the infirmary next.

All prisoners receive basic medical scans and checkups in the **infirmary (P5)** before entering the actual detention buildings. Sick and wounded prisoners are treated here. There are five beds and a small operating room. The infirmary also has a small morgue that can store up to five bodies. Several 2-1B medical droids and similar models tend to the prisoners (see the profile on page 43), overseen by a duty staff of two doctors and two nurses.

The final **guard post** stations two stormtroopers and detention center guards (see page 39). Here, they oversee the **prisoner corridor**, where prisoners are transferred from their cells to the infirmary or release. Their computer system can access prisoner records, staff IDs, and security systems within the processing building and cellblocks.

THE REBEL PRISONERS

The PCs can learn of the Rebel prisoners' status and location from the detention center computer systems in a variety of locations. Alternatively, they may overhear rumors about the prisoners or discover their location by questioning a guard or staff member. Deflector was critically wounded in the crash and arrived too late at the infirmary for any medical aid to be effective. His body is now located in the infirmary morgue (see more on page 43). The Imperials are keeping it in case Darth Vader needs to see it for proof of death and for whatever information he can glean from Deflector's orange flight suit and belongings.

Tracer is now held in the high-security cellblock (**Encounter 5** on page 45). Tracer can be found in one of the cells or the interrogation room, at the GM's discretion. If she is in an interrogation room, an Imperial officer is questioning her to no avail. The officer does nothing to endanger the high-value prisoner, especially with Darth Vader en route—he does not want to be responsible for displeasing the Dark Lord of the Sith.

Guards, staff, and administrators use the **service hallway** to bypass prisoner areas and access guard posts, the uniform room, and prisoner belongings room. The hallway connects to the lower level of the **administration building (A)** via bridge.

The prisoner processing building is the setting for **Encounter 2B**.

GUARD TOWER (G)

As the tallest building in the prison (and the one at the highest elevation), the **guard tower** watches over the entire facility. Imperial IDs or code cylinders are required to enter from either side passage. Heavily secured **corridors** allow prisoners to be transferred from the prisoner processing building to the eastern cellblock. The guard tower also houses the largest concentration of guards, officers, and stormtroopers, to be deployed around the prison as needed. The lower levels also have **break rooms** for off-duty guards.

DETENTION CELLBLOCKS (D)

The **perimeter guard rooms** each have a single guard, who regulates access to the cellblock from out-

side bridges. The guard's computer system can access the prisoner records, staff IDs, maintenance schedules, and corridor security, including blast doors.

The **corridor** between cells is a matte black color bathed in red light. Two guards patrol through the corridor, checking on each prisoner as they go. The corridors can be divided into sections separated using **blast doors** and are used to allow prisoner movement between the communal areas and cells.

Each **prison cell** has a pair of metal bunks and a tamper-proof refresher unit, suited for two individuals. The cell doors slide up when they open, and each has a large, heavy-duty transparent panel that allows guards to see most of the interior from the corridor. The room side of the panel has a one-way mirrored finish to keep the prisoners from seeing out. There is a door control panel to the right of each opening on the corridor side, requiring a guard's or officer's code cylinder to operate.

Each **central guard post (D1)** has two detention center guards and one officer (see page 39). The guards have direct views into adjoining spaces and the corridor through one-way window panels. The room has camera and security feeds from around the cellblock, including the corridors and major spaces. Their computers have access to prisoner records, staff IDs, maintenance schedules, and cell door operation.

Communal prisoner **dining areas** are adjacent to the **exercise rooms** and **central guard posts**. Metal stools and tables are affixed to the floor. Meals are served by specialized meal service droids that act as both food delivery and food storage units. The droids bring packaged food and drinks from the warehouse kitchen for each meal.

Communal **exercise rooms** are open areas with running tracks and heavy-duty, tamper-resistant exercise equipment. The central guard posts oversee these spaces, watching for trouble between prisoners or evidence of planning or unrest.

RAY SHIELDS

The ray shields in the high-security cellblock are concentrated versions of the deflector shields found on starfighters and capital ships. They can let droids and blaster fire in, but passing through the shields damages living tissues.

If any characters are caught in a ray shield, breaking free will require them to succeed at a **Hard (◇ ◇ ◇) Resilience check**. Success ✡ means they are able to withstand the pain and escape but receive a Critical Injury regardless. Each Advantage ⚙ subtracts ten from the d100 roll on the Critical Injury table, while each Threat ⚙ adds ten to it. Failure ▼ means the character is still trapped inside.

Either detention cellblock can be the setting for **Encounter 4**.

HIGH-SECURITY CELLBLOCK (H)

Each **high-security cell** has a single metal bunk and tamper-proof refresher unit. The guards can use an integrated **ray shield** to provide a barrier between themselves and the prisoner or to surround and hold a prisoner in a specific location. Each cell has a reinforced metal door with a large transparent panel with a mirror finish on the inside. All high-security cell doors are controlled from the central guard post. The cell corridor wraps around the central guard station and is lined with heavy-duty transparent panels with a one-way mirrored finish, allowing the guards to watch without being watched. Reflected by these tinted panes are the reinforced metal walls, punctuated by individual cell doors. These corridors have both dividing doors and ray shields for maximum security.

This **high-security central guard post** has a central desk with two detention center guards, one officer, and a pair of stormtroopers (see page 39) to monitor prisoner actions. They can see the entire corridor and directly into each cell, as well as the cellblock entrances from the adjoining blocks. They control all security functions in their particular cellblock. Their computer has access to prisoner records, cellblock security, ray shield deployment, staff IDs, and maintenance schedules.

The limited **exercise area** on the east side of the northern passageway has a few exercise machines and a small open space to move around. High-security prisoners are typically taken here individually, if at all.

To the west of the central guard post is another prisoner **interrogation room**, similar in structure and function to the one in the **prisoner processing building (P)**. Here, prisoners can be questioned about their past activities, or they may be brought here to discuss issues regarding their time spent in the detention center. The room is not normally occupied when not in use, and its door is operated from the central guard post.

The high-security cellblock is the setting for **Encounter 5**.

ADVERSARIES LIST

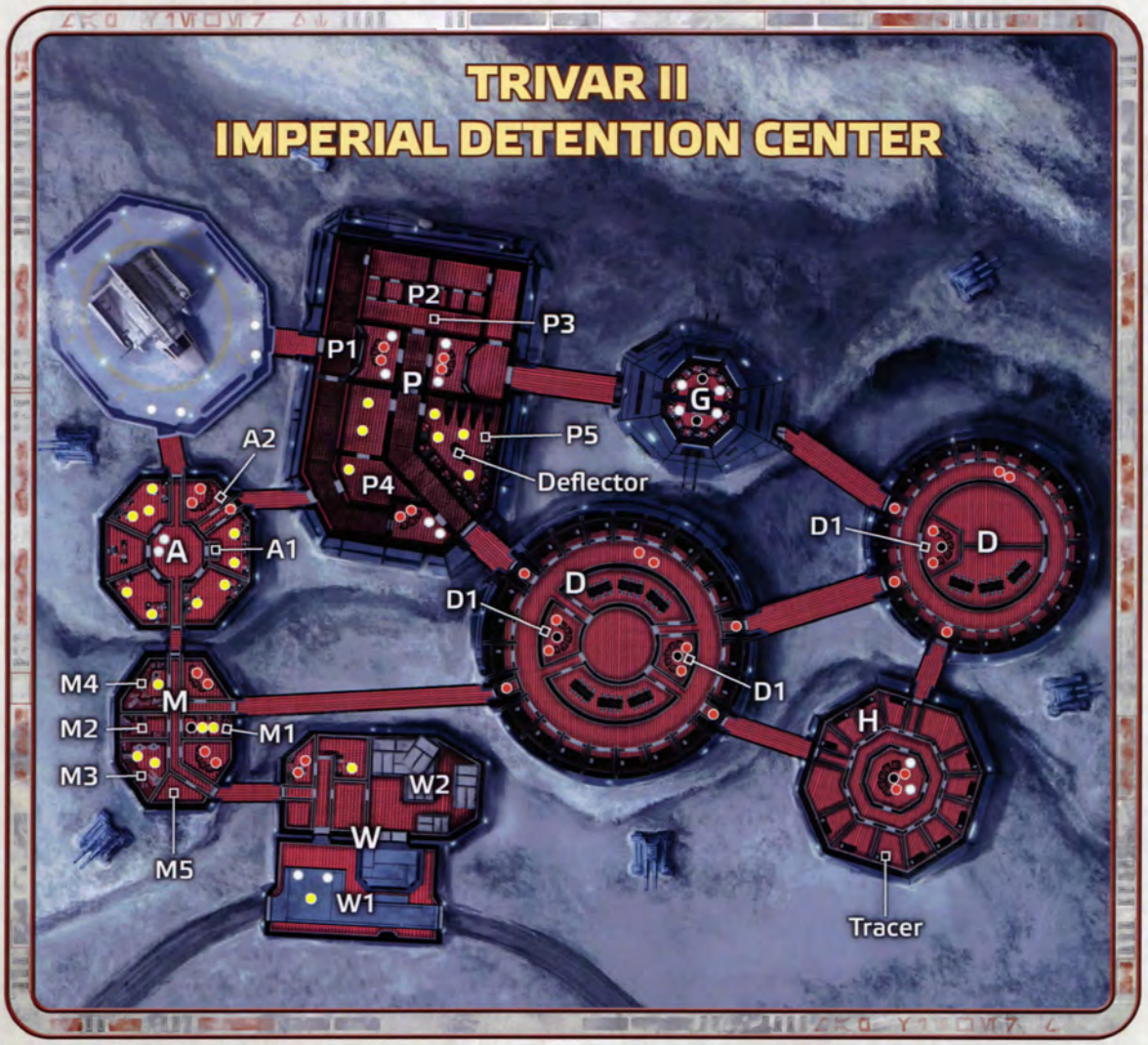
Common detention center NPC profiles are provided on the following pages for easy reference. The map indicates the guard positions according to Silent's intelligence, but that intelligence is only as accurate as the Game Master wants it to be. Adversaries calling for reinforcements requires a maneuver to ready a comlink and an incidental to call for help. It takes approximately two rounds for reinforcements to arrive.

CHIEF WARDEN LINA NARAS [NEMESIS]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	4	2	3	4

SOAK VALUE	W. THRESHOLD	S. THRESHOLD
2	14	12

Skills: Charm 2, Coercion 4, Computers 1, Cool 2, Deception 3, Melee 2, Perception 2, Vigilance 3.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Improved Scathing Tirade (as an action, may make an **Average [◆ ◆] Coercion check**; each Success ✡ inflicts 1 strain on a target in short range; spend Advantage ⦿ to inflict 1 additional strain on one affected target; all affected targets suffer a Setback die ■ to all checks for four rounds).
Abilities: None.
Equipment: Stun baton (Melee; Damage 4, Critical 2; Range [Engaged]; Stun setting), Imperial ID, code cylinder, comlink, datapad (with detention center reports), detention center administrator's uniform.



TRIVAR II IMPERIAL DETENTION CENTER MAP KEY

The map above depicts the rooms and personnel within the facility. Descriptions of each area can be found starting on page 34. The guard tower houses a large concentration of guards, officers, and stormtroopers that can be deployed around the prison if reinforcements are needed.

- Detention Center Guard
- Detention Center Officer
- Imperial Stormtrooper
- Detention Center Staff

DETENTION CENTER STAFF [MINION]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

SOAK VALUE	W. THRESHOLD
2	5

Skills (group only): Computers, Mechanics, Perception.
Talents: None.
Abilities: None.
Equipment: Imperial ID, general datapad, detention center uniform or maintenance coveralls.

DETENTION CENTER GUARD [MINION]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

SOAK VALUE	W. THRESHOLD
3	5

Skills (group only): Coercion, Discipline, Melee, Ranged (Light), Vigilance.
Talents: None.
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), stun baton (Melee; Damage 4, Critical 2; Range [Engaged]; Stun setting), guard uniform and helmet (+1 soak), Imperial ID.

DETENTION CENTER OFFICER [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	2	2

SOAK VALUE	W. THRESHOLD
4	15

Skills: Discipline 3, Ranged (Light) 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 detention center guard minion group within medium range; the group may perform an immediate free maneuver or add a Boost die ☐ to its next check), Overwhelming Fire (may perform a maneuver to direct one detention center guard minion group within medium range; the group may perform an immediate free combat check action).
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), officer uniform (+1 soak), Imperial ID, code cylinder, comlink.

IMPERIAL STORMTROOPER [MINION]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	3	1

SOAK VALUE	W. THRESHOLD
5	5

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 [reduce the target's soak by 2]), stormtrooper armor (+2 soak), Imperial ID, code cylinder, utility belt.

ENCOUNTER 1A: BACK-DOOR SUBTERFUGE

If the PCs used Hull's repulsorvan or have acquired another landspeeder (such as Agent Ferlan's), use or adapt this encounter to their plans. This encounter assumes that the PCs are trying to sneak in as workers, officials, or Imperials. This encounter takes place in the **Warehouse and Deliveries Building (W)** (for more information, see page 34). When the players are ready to begin, read or paraphrase the following:

As the speeder follows the road up, the clouds begin to part, and a wash of sunlight illuminates the mountaintop, striking the eye with the famous blinding glare for which it and the city below are named.

The geometric, matte gray forms of the detention center sit on massive piers on the steep slope, looming over the warehouse building. Gun turrets swivel to track your speeder as it arrives at the deliveries port. This may not be an Imperial military base, but with its officers come Imperial firepower and defense.

A large blast door opens just enough to let your speeder into the delivery dock, and it slams behind you with a loud metallic clang that echoes through the dock. There are two other speeder trucks inside, their crews unloading cargo while a pair of stormtroopers stand guard.

Once inside the delivery drop-off area, a detention center staff member approaches the speeder's pilot, datapad in hand, while two stormtroopers stand guard nearby. He asks to see the driver's ID, which he waves over the datapad. If the ID is valid and belongs to someone who works at or delivers to the detention center, the staff member allows passengers and cargo to be dropped off. If Hull is there, he knows the staff member and nervously tries to pal around with the guy. If the ID isn't valid or the driver doesn't have one, the staff member berates the pilot and orders the PCs to get out of the speeder before he arrests all of them.

If their IDs check out, they're allowed to unload any cargo and take it inside the warehouse. If they are posing as workers or others, they are directed through a set of doors to the check-in desk. Once they are successfully inside, Hull leaves. No matter how the PCs get into the building, they must deal with the guards at the check-in desk, as they control access to the maintenance building (**M**), which connects with the rest of the facility. When the PCs reach the check-in desk, read or paraphrase the following aloud:

A pair of guards decked out in Imperial Army-style grey helmets and breastplates sit behind reinforced transparent panels. One waves at you to pass the ID over a reader plate and says, "IDs and reason for visit, please."

If the IDs belong to a stormtrooper, detention center guard, or maintenance worker, the characters may pass to the next building. If not, the guards ask more questions about their intent. Given the high security, it is extremely difficult for the characters to talk their way past the guards. However, if they are posing as Imperial troops, agents, or some sort of officials, the guards might suggest escorting them up to administration for verification.

If this occurs, a pair of guards comes down from the maintenance building to escort the PCs through to the administration building. Describe the trip through the maintenance building and move on to **Encounter 3** on page 43, assuming the PCs don't try to pull something else along the way.

In the event the check-in guards call for backup or if a fight breaks out, the two stormtroopers in the deliveries area immediately come inside. A few rounds later, two more detention center guards arrive from their post in the maintenance building. Any other staff members remain in their offices or leave the area. The alarm is activated, making getting through the building much harder as it goes into lockdown.

DARTH VADER'S APPROACH

After the PCs complete either **Encounter 1A** or **1B** but before they proceed to the next building, read or paraphrase the following announcement aloud:

A metallic voice rings out over the intercom, echoing slightly off the corridor's walls: "Lord Vader's Star Destroyer has arrived in-system. Please finish your currently assigned duties and begin preparations for his arrival."

ENCOUNTER 1B: LANDING WITH GRACE

If the PCs arrive at the detention center via the landing platform, use or adapt this encounter to their plans. They might use Pirilian's speeder (with or without his help) to improve their cover story, posing as city officials trying to learn more about the "Rebel crisis." They might even pose as Imperial agents or troopers with prisoners for detention.

As the speeder flies toward Glare Peak itself, the clouds begin to part, and a wash of sunlight illuminates the mountaintop, striking the eye with the famous blinding glare for which it and the city below are named. The geometric, matte gray forms of the detention center sit on massive piers on the steep slope, looming over the warehouse building. Gun turrets swivel to track your speeder as it arrives at the deliveries port; this may not be an Imperial military base, but with its officers come Imperial firepower and defense.

As you approach the landing platform, detention center security calls to inquire about your destination and purpose of visit. You see that the platform has no vehicles parked on it, but a pair of stormtroopers stands guard at each bridge leading to one of the adjacent buildings. A strong wind whips across the platform.

As long as the PCs have a plausible explanation and their vehicle and mannerisms are non-threatening, the detention center guards allow them to land. Security wastes no time interrogating the PCs.

When they land, the PCs are met by the pair of stormtrooper guards from the prisoner processing building, as well as a detention center staff member ready to assist the PCs or ask further questions regarding their visit. The latter also checks their IDs with a handheld verification unit. If the PCs don't have IDs from Glare Peak security personnel, Roskom Mechanized Systems employees, or another plausible source, the staff member orders them to leave the center or the stormtroopers attempt to arrest them.

The PCs' next steps depend on their plans:

- If the PCs are posing as guards and prisoners, they are directed to the prisoner processing building. Proceed to **Encounter 2B**, on page 42.
- If the PCs are posing as city officials or other Imperials, they are directed to the administration building. Proceed to **Encounter 3**, on page 43.

The PCs are allowed to leave their vehicle on the platform for the duration of their stay but are advised

to park far to the side to allow space for Vader's personal shuttle. If they make trouble, a squad of four stormtroopers are assigned to guard the vessel until the PCs are captured.

ENCOUNTER 2A: "MAINTENANCE HERE"

The bridge connecting the warehouse and deliveries building to the maintenance building slopes upward. Once the PCs are through the doors to the **maintenance building (M)** (for more information, see page 34), the guards at the adjacent guard post direct them through the next door if they appear to be officials or Imperials. If the PCs carry worker IDs, the guards point the party over to the uniform distribution window across the hall.

If these guards left to reinforce the check-in guards when the PCs arrived in the speeder, no one is at this post, and the PCs are stuck at a locked door for a few minutes before another guard arrives from the north post. The guard may recognize them from security footage as they fought their way through the check-in desk, and if so he raises the alarm again. However, the PCs do have time to fabricate a new story and try to disguise themselves with items from the uniform room.

The worker issues the PCs maintenance coveralls unless their cover story requires something different. The PCs can see additional types of staff uniforms (other than security) stacked behind the desk.

The PCs' next destination depends on their plans. They can enter any of the maintenance building rooms without difficulty, except the guard posts, which are locked and require a code cylinder to open. If they enter maintenance control, Maintenance Chief Gronil demands a reason for the intrusion, and she threatens them with dismissal if they are dressed as workers. The PCs might be able to talk their way out of trouble (use the profile for detention center officer on page 39 if needed). Any staff members in the other rooms are fooled by almost any plausible story.

If the PCs travel to the administration building, they can access either floor. Proceed to **Encounter 3**, on page 43. If the PCs head for the cellblock, proceed to **Encounter 4**, on page 44.

GENERATING CHAOS

If the Player Characters decide to plant their explosives in the electrical room in the maintenance building basement, they encounter Olom Roskom in the lift on their way down. (See **The Old Boss Appears**, on page 42.) After they have evaded or dealt with him, they can attempt to set the charges on the backup generator and power systems. Hiding the explosives from obvious detection is an **Easy (◆) Stealth check**; for each Success ✲ generated, guards and staff must succeed at a Perception check with that many Difficulty dice ◆. (For example, if Go Silent generated three Successes ✲ on her Stealth check, any guards checking on the generator must succeed at a **Hard (◆ ◆ ◆) Perception check** to discover the explosives). Setting the charges is an **Average (◆ ◆) Mechanics check** (see also **Explosive Action**, on page 28).

DARTH VADER'S APPROACH

After completing **Encounter 2A** or **2B**, read or paraphrase the following aloud:

The familiar metallic voice floods the hallways again. "Lord Vader's Star Destroyer has entered Trivar II's orbit. Please proceed to your staging stations."

Lord Vader's visit can actually serve as a boon to the PCs if they play their cards right. Most stormtroopers are heading toward the landing platform to greet Darth Vader with the proper ceremonies. Only the guards are left to watch over the prisoners, and the stress of the task at hand adds a Setback die ■ to all Perception and Vigilance checks made by Imperials until the end of the episode.

THE OLD BOSS APPEARS

This optional encounter can be dropped into the story when the GM wants to provide a roleplaying opportunity, increase the tension or suspense, or if the PCs are being unusually successful with their plan. Fren Nurook's old boss, Olom Roskom, is at the detention center today. He is personally overseeing any work done by his teams during the "Rebel crisis" to make sure nothing occurs that would cost him his lucrative contract. The PCs could run into him working in virtually any area in the detention center, with or without his maintenance team (a human and a Sullustan). Because Roskom could blow the PCs' cover, this shouldn't be used too early in the operation.

Fren should be given the chance to see Roskom before he sees her. She can make an **Average (◆ ◇) Cool check** with two Boost dice ■■ to sneak past without drawing attention to herself. The GM may opt to spend a Destiny Point to upgrade the difficulty of the check. If Fren succeeds, Roskom doesn't notice her and continues with his work. The GM could have him appear multiple times if the PCs keep operating in the same area.

Roskom immediately makes a scene if he recognizes Fren. If she is wearing RMS gear or ID, he becomes upset, loudly reminds everyone that she was fired a year ago, and demands to know what she's doing. His voice increases in volume in order to prove he is unaffiliated with Fren and whatever she is up to now. Despite his outburst, the PCs still have a chance to talk their way out of a difficult spot, though calming Roskom down is very difficult (a **Hard [◆ ◆ ◆] Coercion** or **Deception check** or a **Hard [◆ ◇ ◇] Charm check**). If the argument goes on for more than a couple of minutes, guards or stormtroopers arrive to investigate the problem. If Roskom sees any PC with weapons or explosives or realizes Fren is clearly causing trouble, he immediately calls security.

The PCs can deal with the troublesome boss in any way they like. If they are quick, they might be able to knock him out or shove him into a more private area and out of view while they argue, bribe, or coerce him into keeping quiet. They might even lock him up somewhere to get him out of their way entirely.

OLOM ROSKOM [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	3	3

SOAK VALUE	W. THRESHOLD
2	8

Skills: Charm 2, Cool 1, Discipline 3, Mechanics 3, Melee 1, Negotiation 3, Perception 1.
Talents: None.
Abilities: None.
Equipment: RMS ID, Imperial ID, RMS executive coverall, tool kit, datapad (contains current job orders and crew assignments), comlink.

ENCOUNTER 2B: WELCOME TO THE PEN

If the Player Characters are posing as prisoners and guards, they are directed to follow the regular check-in procedure (see **Processing Procedure**, below). For more information on the **Prisoner Processing Building (P)**, see page 35.

The PCs might also try to break into the service hallway, but to do so, they'll need to deal with the guards at the entry port and successfully bypass the security system. A second way to get into the service hall is to bluff their way through the administration building and then cross into the prisoner processing building. Proceed to **Encounter 3**, on page 43.

PROCESSING PROCEDURE

Standard processing begins with check-in at the entry port and guard post. The prisoners are escorted to prisoner holding until an interrogation room is open. After the prisoners are handed over for a thorough questioning and interrogation, the interrogating officer or a security guard directs each prisoner to hand over any personal effects that have not already been confiscated, then takes them for a medical check in the infirmary. Each prisoner is given any necessary medical attention and might be held in the infirmary for a short time for recuperation, if needed. After the prisoners are cleared, they pick up their prisoner uniforms and are escorted to their assigned cells.

Sneaking through under the prisoner-and-guard guise is difficult, especially since the guard must be able to talk his way through the normal prisoner handoff at the interrogation room. It doesn't help that the detention center staff are unfamiliar with the particular guard, even if that guard appears to be a normal stormtrooper. However, the only ID check occurs at the entry port, so if the PCs look like they belong, they aren't asked to produce an ID again except when they try to enter the high-security cellblock.

Interrogation is intense, and questions focus on whether the character is a Rebel, criminal, or political dissident. The GM can call for the PC to make **Hard**

(◆ ◆ ◆) **Discipline** or **Deception checks** with two Setback dice ■ ■ (from the bleak situation) to resist intimidation or deflect questions, suffering 2 strain for each failed check. If they manage to talk their way through the interrogation room, any remaining PC guards are asked to turn over their prisoner or prisoners at every guard post until they either comply, or they finally reach the prisoners' assigned cells (see **Encounter 4**, on page 44). If they make it to a cell, the cellblock guards take possession of any prisoners and order the PC guards out of the cellblock, and potentially off the premises.

THE INFIRMARY AND THE MORGUE

If the PCs make it to the infirmary and morgue (see page 36 for staff and details), they must succeed at an **Average (◆ ◆) social skill check** of their choice when speaking to the medical staff to learn of Deflector's fate. Once they discover he is in the morgue, the PCs must decide whether and how to remove his body. Technically, their mission does not require them to do so, as the unfortunate Rebel pilot can no longer reveal any secrets. They may decide to skip the morgue altogether if they learn this information early enough.

Transporting the body is difficult at best. The staff is under strict orders to make sure it remains here, and they fear Darth Vader's reaction if they fail. If the PCs manage to get it out, they have to make multiple excuses to get it past the guards and staff members and into a vehicle.

2-1B MEDICAL DROID [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	2	1	1	1

SOAK VALUE	W. THRESHOLD
2	6

Skills: Discipline 1, Medicine 3, Perception 2.

Talents: None.

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

Equipment: Built-in diagnostic and surgical tools (adds a Boost die □ to Medicine checks and counts as a stimpack that can be used once per session).

ENCOUNTER 3: WARDEN'S WARRENS

Characters who enter the **Administration Building (A)** (for more information, see page 35) are stopped by the guards in the main security control and guard room and asked to produce their IDs. Once satisfied with their authenticity, the guards ask about their destination and intent, and eventually let them into the central hub. From there, the PCs can enter any of the administrative staff offices (each covering various departments) or head to the upper level and attempt to talk with higher authorities. If the PCs want to meet with the chief warden, they need to talk their way into it. Otherwise, the warden has more to worry about than city officials or self-serving Imperial agents. The rest of the administration staff can be talked or coerced into listening to and helping the PCs.

If the PCs manage to gain access to one of the computer terminals in the administration building, they can plant false orders in the systems with a code cylinder and a **Hard (◆ ◆ ◆) Computers check**. The orders can range from orders to retrieve Tracer to looping security camera feeds or even falsifying an emergency (such as a fire).

If the PCs head for the **Maintenance Building (M)**, proceed to **Encounter 2A**, on page 41. If the PCs head for the **Prisoner Processing Building (P)**, they must obtain permission from security or be able to show orders allowing them entry; go to **Encounter 2B**, on page 42.

ENCOUNTER 4: CELLBLOCK PROMENADE

Though the east and west cellblocks differ in layout, they each have similar spaces (see **Detention Cellblock (D)** on page 36 for more details). The PCs are likely passing through on their way to or from the high-security cellblock. If one of the PCs was previously captured, he is held in one of the standard cells. However, if the GM had the captured PC meet or see Tracer, the PC is most likely in the high-security cellblock.

Moving through the standard cellblocks requires passing through multiple guard checkpoints and encountering the scrutiny of one or two patrolling guards and security droids (see their profiles on pages 39 and 21, respectively). PCs using disguises must succeed at an **Average (◆◆) Deception check** with two Boost dice □□, and the GM should try to play up the suspense for those characters even if the guards remain oblivious. If the PCs are trying to sneak around, they must succeed at an **Average (◆◆) Stealth check** to slip past each guard patrol.

SCALING DIFFICULTY

If the GM notices that the Player Characters are mowing down enemies in one round or less and are not being provided a suitable challenge, he can add a detention center officer (see page 39) to each guard post and replace the corridor guard patrols with stormtroopers (see page 39).

If the detention center alarm is raised, the GM can have two security droids (see page 21) automatically deploy in each of the bridges unless the power has been disrupted.

BREAKING INTO A CELL OR INTERROGATION ROOM

There are several ways into a cell or interrogation room (including Tracer's in the high-security cellblock). Below are some possibilities and requirements for success.

- **Average (◆◆) Coercion check:** Threatening captured stormtroopers gets the PCs nowhere. However, the detention center guards (page 39) are less capable. A successful check against a captured guard reveals the security code to open the cell. The GM should add a Setback die ■ to the check to represent the guard's fear of Vader.
- **Hard (◆◆◆) Computers check:** Breaking into the computer system in the central guard post is challenging unless the PC uses an administrator's or guard's code cylinder (the difficulty becomes Average [◆◆] instead). Once in, the PC can open any of the doors in the cellblocks and disable all the ray shields (high-security cellblock only).
- **Average (◆◆) Mechanics check:** Setting explosives on a door is one way to bypass the door mechanisms. ⊛ deals one point of damage to Tracer per ⊛. A ▽ results in a Critical Injury. Upon detonation, the PCs must make a **Hard (◆◆◆) Athletics check** to raise the door enough for Tracer to crawl out (or for them to crawl in).
- **Hard (◆◆◆) Perception** or **Skulduggery check:** A Success ✲ locates the door's power system and opens the cell door.

LOCKDOWN

If the PCs allow a guard to sound the alarm, the detention cellblock enters a lockdown that closes and locks every door, including blast doors within the corridors. The guards congregate at the bridges to ensure no one escapes. If the PCs get caught within an area blocked by blast doors, they must either figure out a way to open them (a **Hard [◆◆◆] Computers** or **Mechanics check**) or destroy them with explosives. If the PCs cannot find their own way out, the Imperials eventually arrive with two stormtroopers, four guards, and one officer to try to capture the PCs.

When the PCs are ready to enter the high-security cellblock, move to **Encounter 5**, on page 45.

DARTH VADER'S APPROACH

Before the PCs proceed to **Encounter 5**, read or paraphrase the following aloud:

"Lord Vader's shuttle and TIE escort squadron have begun their descent. All non-essential staff must report to the landing platform for pre-visit inspection."

If the PCs are wearing Imperial uniforms, they must succeed at an **Average (◇ ◇) Cool** or **Stealth check** or be heckled to follow other guards or staff members to meet Vader's shuttle. They'll need to come up with a good cover story in order to deflect suspicion, succeeding at an **Average (◇ ◇) Deception** or other applicable **social skill check**.

ENCOUNTER 5: HIGH-SECURITY SHOWDOWN

When the PCs attempt to enter the **high security cellblock (H)** (for more information, see page 37), the last guard post in the adjacent cellblock requires them to show their IDs and hand over any orders they may be operating under. If the PCs mention removing Tracer from the facility, the guards immediately call their superiors for verification and won't let the PCs pass without concrete proof of orders. Read or paraphrase the following aloud when the PCs cross from one of the bridges into the high-security cellblock:

As the heavy security door rises into the ceiling, you see a long gray metal hallway, brightly lit from above. At the end of the hall are three doors, one to each side and one directly ahead. The door ahead has a large mirrored panel, reflecting the hall and your party at the far end. Security cameras watch the corridor. As you step into the hall, the door to the bridge closes behind you. A voice booms overhead: "Advance to the end of the hall and await further instructions."

The high-security cellblock central guard post has direct line of sight to the doors at both bridges through reinforced transparent panels. From outside the room, the panels are mirrored one-way glass, meaning the guards can see out, but the PCs can't see in from any of the corridors. There is nowhere to hide in the corridors to the cells, since the continuous mirrored glass between the post and corridor lets the guards see everything that is going on. Once in the corridor, the PCs can easily see into each cell and interrogation room.

Though the PCs can't see the guards, they are under constant watch. There are only half a dozen prisoners held in this cellblock. Any move toward Tracer's room is immediately ordered to a halt unless the PCs can prove they are authorized to enter.

The guards' further instructions depend on the PCs' cover story and how they intend to rescue Tracer. If the PCs claim to have orders or maintenance duties that passed muster at the previous checkpoint, the guards verify their authenticity again. If they somehow check out, the PCs are allowed to proceed to Tracer's cell. If they do not, the guards use the doors and ray shields to contain the PCs until reinforcements arrive to arrest and take them away.

The guards do not leave the guard post (or let anyone in) unless the PCs get to Tracer's cell without authorization. If that happens, the two stormtroopers and two detention center guards try to pin the PCs between them from each direction if they can. Unlike most of the guards in the rest of the detention center, these guards carry blaster rifles and blaster pistols.

BATTLE IN THE CELLBLOCK

It is highly likely that combat breaks out somewhere before or during the PCs' arrival in the high-security cellblock, unless the PCs have managed to insert ironclad forged orders into the computer system that the guards can't help but obey (see **Encounter 3** on page 43). Even then, if the guards become suspicious, they call their superiors for final verification.

Once fighting starts, the PCs have twelve rounds before reinforcements start to arrive to block off both bridges with more firepower than the PCs can likely handle. If the PCs gain access to the guard post and successfully slice its computer system with a **Hard (◆ ◆ ◆) Computers check**, they gain a great deal of control over their immediate surroundings, including all of the internal defensive systems, doors, ray shields, and even lighting and power. Once the PCs free Tracer, proceed to **Encounter 6: Escape**, on the following page.

TRACER [NEMESIS]

Tracer is a human Rebel agent among those searching for a new Rebel base location. She is a good fighter and a determined, dedicated agent. Although she is a bit tired and sustained minor injuries in the crash, she's willing and able to provide the PCs with help during her own rescue. She's a good shot and knows a thing or two about mechanics and Imperial procedure. The GM can use her to bail the PCs out of a tough spot during their escape. If the PCs have things under control, she follows their lead. If they lose their way, she jumps in to keep them moving.

THE DARK LORD'S WRATH

If things go extremely poorly for the PCs, the adventure may end with their arrest or deaths. Among the possible bad outcomes are:

- The PCs become trapped within part of the prison, or take too long getting out. At some point, they should hear reports of Darth Vader's arrival at the detention center. Once Vader lands, he spends two move maneuvers each round until he catches up with the PCs. He travels with a squad of nine stormtroopers. The GM controls Vader's path based on whether the Dark Lord knows where the PCs are or not (such as if there is no power or the PCs have blasted all the holocams). It takes characters two maneuvers to cross a bridge and four maneuvers to traverse a building if the scenario devolves into a chase. If Vader catches up with the group and ends his turn within one maneuver of the PCs, they fail their mission. The PCs are hopelessly outmatched by the Dark Lord of the Sith. Should they be foolish enough to attack him, describe the ensuing slaughter narratively. Vader only needs Tracer alive and violently ends the lives of any other rebels quickly and effortlessly with only a few arcs of his lightsaber and throat-crushing applications of the Force.
- Tracer is killed in the fight. Surviving PCs can still try to escape. Although technically they accomplished their mission to keep the agent away from Vader, it isn't a victory anyone celebrates.
- The PCs become trapped in a cell or between shields and are unable to free themselves. Tracer remains in her cell. They remain there until Darth Vader comes to take personal custody of all the Rebels for questioning.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	4	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD
2	16	14

Skills: Coercion 2, Deception 3, Discipline 2, Leadership 1, Perception 3, Ranged (Light) 3, Vigilance 2.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).
Abilities: None.
Equipment: Detention center prisoner uniform.

DARTH VADER'S APPROACH

As the PCs get closer to freeing Tracer and are crossing one of the transparisteel-enclosed bridges, read or paraphrase the following aloud:

Outside, you can make out a Lambda-class shuttle with a TIE interceptor escort squadron flying toward the base. You have a bad feeling that you know who is inside. There's not much time left; it's time to grab Tracer and make a run for it.

ENCOUNTER 6: ESCAPE

By now, whatever plans the PCs had for escaping the prison are likely altered or completely broken. Below are several escape paths they might attempt and the obstacles they might face.

Regardless of which route they choose, they must still navigate the city-wide lockdown, which has only intensified since the raid on the detention center. If the PCs did not plan for a distraction during their getaway, they must succeed at a **Hard (◆◆◆) Stealth** or **Computers check** (if Fren is using her sensor) to evade a patrol of six stormtroopers (divided into two minion groups of three). If the PCs planned to have a distraction during their getaway, such as feeding Agent Ferlan a false lead, they automatically evade the above encounter.

Once the PCs reach buildings outside the detention center with tunnel or skyway access, they disappear into the maze and eventually return to the safe house to await retrieval.

HAL HULL'S REPULSORVAN

The PCs can call for Hull to pick them up, but he can only get as far as the deliveries building, or possibly the mountainside under the detention center. Once the Imperials realize what the speeder is up to, the turrets open fire. If the PCs board, he takes them back into the city and loses any pursuers by diving into a secret tunnel. The PCs escape.

PIRILIAN'S AIRSPEEDER

The PCs can recall Pirilian's airspeeder at any time. If they haven't called it yet during the adventure, it arrives within a few rounds with the terrified assistant city director aboard (see **Flying in Style**, on page 32). It can meet them virtually anywhere outdoors, including the landing platforms, the ground, or even the side of a bridge or building on which the PCs may have employed their smuggled explosives. The detention center turrets may fire at it as it comes in; it takes a few hits, but arrives intact.

DOWN THE MOUNTAINSIDE

If the PCs escape the detention center on foot, they must succeed at a **Hard (◆◆◆) Athletics check** to descend the mountain toward the city. On a Failure ▼, they suffer 6 wounds, but if they succeed on an **Average (◆◆) Coordination check** they can reduce the number of wounds suffered by one for each uncanceled Success ✡. The ground-level turrets turn to fire at them, but the PCs can find rocky crevices to hide in and move along. They eventually return to the city, but they must pass an **Average (◆◆) Resilience check** or suffer 2 strain from exposure to the cold.

EPILOGUE

After the PCs escape, they are clandestinely picked up by Rebel agents and transported to the Rebel Fleet. They are congratulated and debriefed by the Rebel general who issued their orders earlier in the adventure. The PCs' Duty scores increase by 5 points each (and the GM may award additional points for exceptional actions). If the players want to continue using their characters in future campaigns, the GM should award each PC 5 XP for each hour of playtime.

What comes next for the PCs is up to the GM. Some possible ways to continue their adventures in **Age of Rebellion** include:

- **Return to Trivar II:** The PCs return to the planet after things calm down to restart their Rebel recruiting in Glare Peak or a new city. They might start with (or rescue) NPCs who helped them out in this adventure. ISB agents or other Imperials they encountered could become recurring villains.
- **A New Assignment:** The PCs may ask for a new assignment that allows the GM to send them on new adventures in other areas of the galaxy. Perhaps they are assigned to the Rebel Fleet, or sent with Tracer to scout possible base locations.
- **Adapting Starting Adventures:** The GM may continue the game by using and adapting starting adventures from the **Age of Rebellion** Core Rulebook (**Perlemian Haul**) and/or the **Game Master's Kit** (**Dead in the Water**).

STAR WARS AGE OF REBELLION

ROLEPLAYING GAME

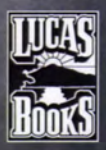
A long time ago in a galaxy far, far away....

It is a time of civil war. The Rebel Alliance has scored its first major victory against the Galactic Empire by destroying the fearsome Death Star. Chased from their once-secret base on Yavin 4, the forces of the Rebel Alliance are now on the run. Staying one step ahead of Imperial pursuers, they continue the struggle to restore freedom to the galaxy, one desperate act at a time.

Embark on your own adventures in the *Star Wars* galaxy with the introductory adventure, **Rescue at Glare Peak**. On the planet Trivar II, a new Rebel resistance group must save agents of the main Alliance Fleet from a high-security Imperial detention facility before Darth Vader arrives to personally interrogate them.

This Rebellion Day booklet also includes:

- Quick-start rules for *Star Wars*: Age of Rebellion.
- Three full-color adventure maps.
- Four pre-generated characters. Play as a human commander, a Bothan spy, an Ithorian engineer, or a Duros soldier.



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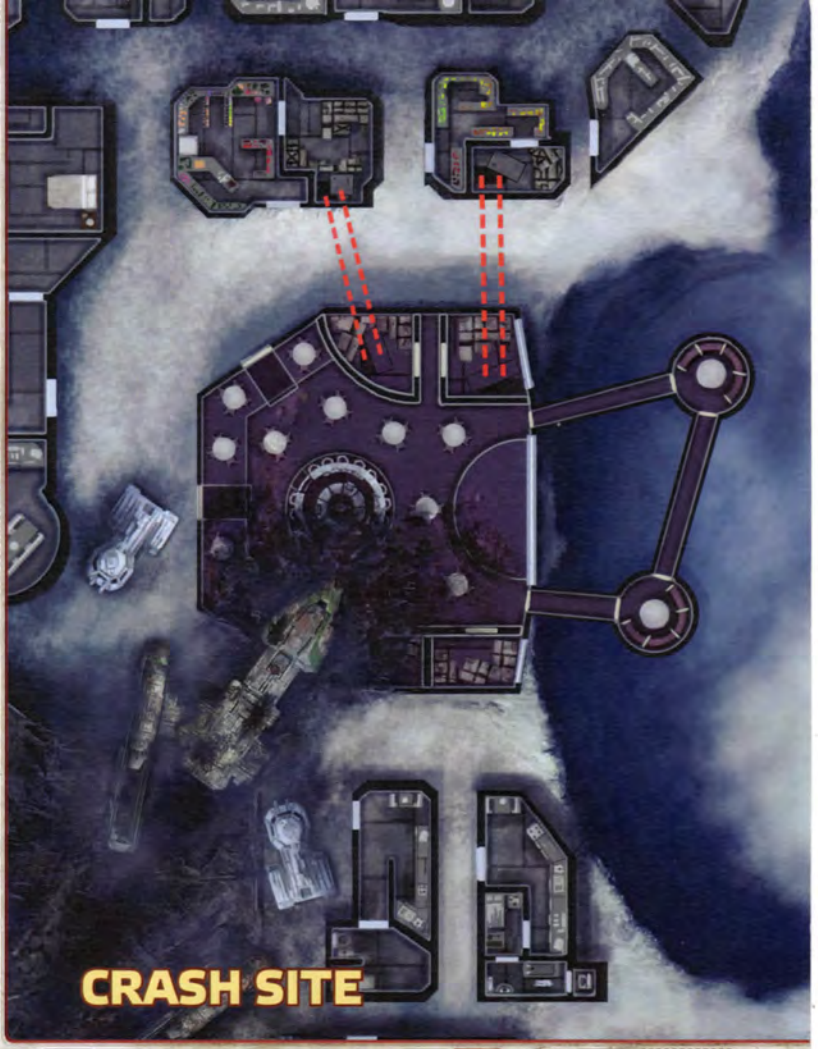
GLARE PEAK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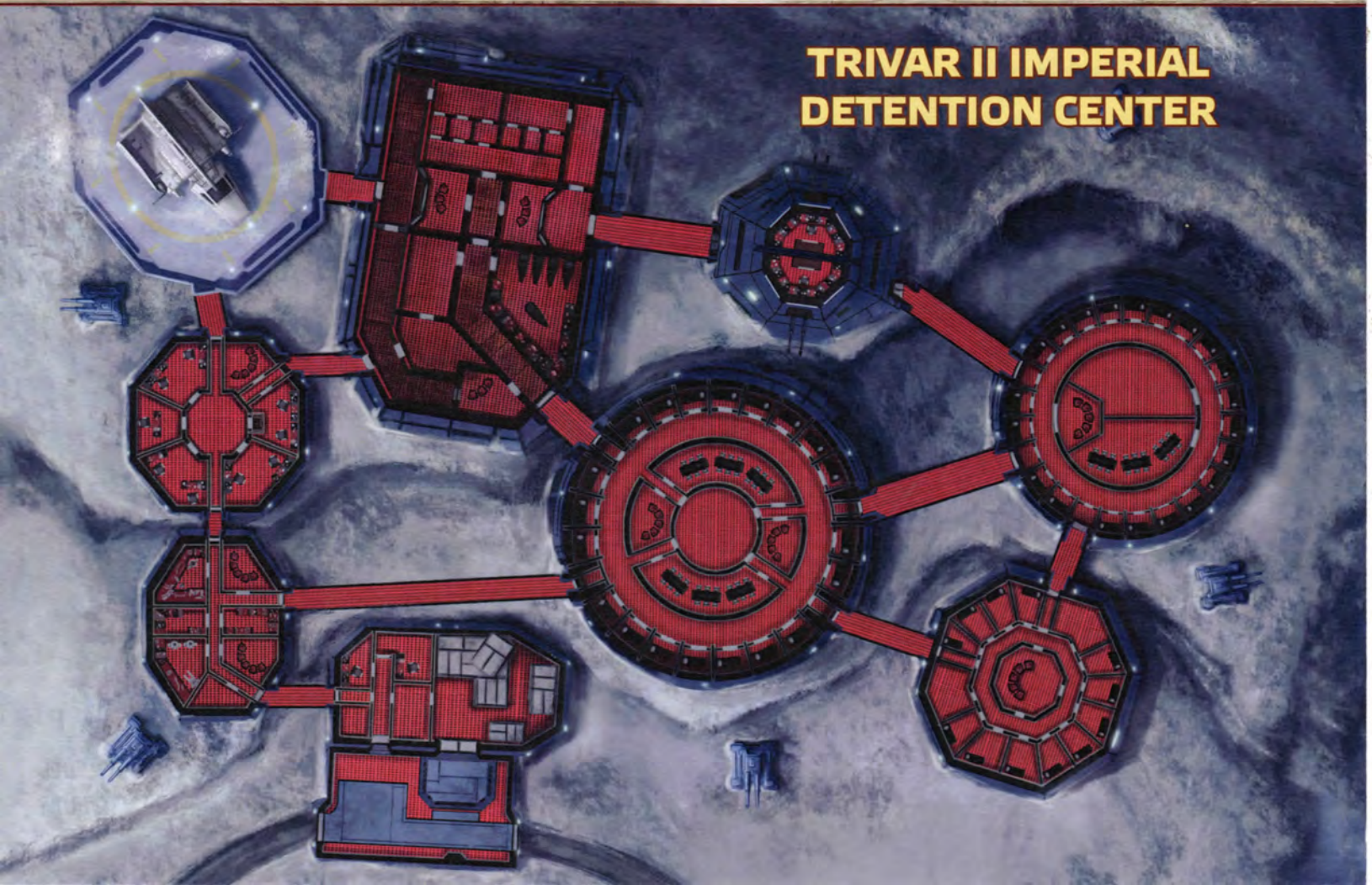
TRIVAR II IMPERIAL
DETENTION CENTER

CHARACTER SHEET

CHARACTER NAME : LELSK (AKA "GO SILENT")

SPECIES BOTHAN DUTY 10 5 0

CAREER SPY (INFILTRATOR)

STAR WARS AGE OF REBELLION ROLEPLAYING GAME

BRAWN	AGILITY	INTELLECT
3	2	2

CUNNING	WILLPOWER	PRESENCE
3	3	2

SOAK VALUE	WOUNDS		STRAIN		CRITICAL INJURIES
4	13		14		
	THRESHOLD	CURRENT	THRESHOLD	CURRENT	

CHARACTER BACKGROUND

Duty: Intelligence (10)

Go Silent, more often called just Silent, is the code name for a one-time, low-level Bothan Spynet agent. She operated for a few years before her enthusiasm for the Rebel cause caught up with her. She forwarded intelligence on Imperial fleet movements to her Rebel contacts, risking Bothan assets in the process. The Bothans kicked her out, but she was quickly recruited into the Alliance. A few weeks ago, she was assigned to Lt. Brand's recruitment mission to turn more Rebel sympathizers into Rebels. While she does that, she also spies on anything interesting in town, for use by either her cell or the Alliance in general.

Silent starts with a Duty value of 10, but can spend up to this value to add an additional talent and/or piece of equipment. The Rebellion recognized Silent for the data she provided in her previous position. She may benefit from this respect by requesting additional equipment or training. However, as she uses Alliance resources, she must prove that her assignments don't waste equipment or training time if she expects to advance or gain access to gear in the future.

Playing Silent

- A few weeks ago, as "Sernai Lesk," you temporarily served as an aide to Assistant City Director Pirilian specifically to tag along on a government tour of the detention center. You were able to map it out and observe the staff's routines and activities from afar.
- While observing underworld denizens at the Blasted Asteroid Cantina, you realized there is a secret tunnel between one of the back rooms and the general store across the street.

SKILLS

GENERAL SKILLS	RANK	DICE POOL
Coercion (Will)	1	◯◆◆
Cool (Pr)	1	◯◆
Deception (Cun)	2	◯◯◆
Skulduggery (Cun)	1	◯◆◆
Stealth (Ag)	1	◯◆
Streetwise (Cun)	1	◯◆◆
COMBAT SKILLS	**RANK**	**DICE POOL**
Melee (Br)	1	◯◆◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Vibroknife	Melee	4	Engaged	◯◆◆
• You deal 4 damage on a hit + 1 damage per Success ✡ symbol rolled. • Inflict a Critical Injury on a hit for ◯◯. • Ignore 2 points of the target's soak.				
Stun Grenades	Ranged (Light)	8 Stun	Short	◆◆
• You deal 8 Stun damage on a hit + 1 damage per Success ✡ symbol rolled. This damage is suffered as strain rather than wounds. • Spend ◯◯ for Blast 8: characters engaged with target suffer 8 Stun damage. • You have 3 stun grenades. Each grenade can be used once.				
Fists	Brawl	3	Engaged	◆◆◆
• You deal 3 damage on a hit + 1 damage per Success ✡ symbol rolled. • Inflict a Critical Injury on a hit for ◯◯◯◯◯.				

OPTIONAL: SPEND 5 DUTY TO UNLOCK

☐ **Mono-Molecular Edge**	Sharpens Go Silent's vibroknife to a molecular thickness and changes its critical rating to 1: Inflict a Critical Injury on a hit for ◯.

GEAR, EQUIPMENT & OTHER ITEMS

2 Stimpacks	Use a maneuver to heal 5 wounds on a living creature. Consumed on use.
Comlink	Allows communication between other characters with comlinks.
Heavy Clothing	Soak 1; already included in soak value.
Scanner Goggles	Allows the wearer to see normally in dark conditions.
50 Credits	Money with which to buy equipment, information, or cooperation.

TALENTS & ABILITIES

NAME	ABILITY SUMMARY
Dodge	When targeted by a combat check, may suffer 1 strain to upgrade the difficulty of the combat check once.
Frenzied Attack	May upgrade the ability of a Melee or Brawl check once by suffering 1 strain.
Convincing Demeanor	Remove one Setback die ■ from Deception or Skulduggery checks.

OPTIONAL: SPEND 5 DUTY TO UNLOCK

☐ Soft Spot	Spend 1 Destiny Point to add 3 damage to one hit of a successful attack.

SYMBOLS & DICE

Success, Triumph, Advantage, Failure, Despair, Threat

Ability Die ◆, Proficiency Die ◯, Difficulty Die ◆, Challenge Die ●, Boost Die □, Setback Die ■, Force Die ⬡

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Character sheet also available for download at www.FantasyFlightGames.com

CHARACTER SHEET

CHARACTER NAME : LT. JAXON BRAND

SPECIES HUMAN DUTY 10 5 0

CAREER COMMANDER (TACTICIAN)

STAR WARS AGE OF REBELLION ROLEPLAYING GAME

BRAWN	AGILITY	INTELLECT
3	3	2

CUNNING	WILLPOWER	PRESENCE
2	2	3

SOAK VALUE	WOUNDS		STRAIN		CRITICAL INJURIES
4	13 THRESHOLD	CURRENT	12 THRESHOLD	CURRENT	

CHARACTER BACKGROUND

Duty: Recruiting (10)

Jaxon Brand abandoned his bright future in the Imperial Army after witnessing Imperial corruption and unjust actions he had naively thought were relics of the Old Republic. Jaxon never graduated from officer training, but was recruited by an undercover Rebel agent. Jaxon earned his commission for single-handedly discovering and destroying an Imperial surveillance outpost. A few weeks ago, he was ordered to Glare Peak to turn Rebel sympathizers into Rebels. Lt. Brand successfully formed a small Rebel cell with agents possessing a variety of skills. Fren and Doleth are local to Glare Peak. Silent has been assigned by the Alliance for now. Lt. Brand expected to have several more weeks of preparations.

Lt. Brand starts with a Duty value of 10, but can spend up to this value to add an additional talent and/or piece of equipment. Though new to the Rebellion, Lt. Brand has already been recognized for his actions against the Empire. He can use some of this respect to request an additional item and/or additional training. However, doing so costs him some of his stature, so he must continue to prove his value to the Rebellion if he wants to maintain and improve his position and receive opportunities to lead greater missions against the Empire.

Playing Lt. Brand

- You have tactical and Imperial organizational experience. You keep a mental list of Rebel sympathizers around town whom you are quietly recruiting and who might help if called upon.
- You know that the city governor abuses his authority over local Imperial military forces to intimidate the city. Officers who dislike him seem to delay or limit their responses.

SKILLS

GENERAL SKILLS	RANK	DICE POOL
Charm (Pr)	1	◯◆◆
Cool (Pr)	1	◯◆◆
Leadership (Pr)	2	◯◯◆
Negotiation (Pr)	1	◯◆◆
Vigilance (Will)	1	◯◆

COMBAT SKILLS	RANK	DICE POOL
Brawl (Br)	1	◯◆◆
Ranged (Light) (Ag)	2	◯◯◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Blaster Pistol	Ranged (Light)	6	Medium	◯◯◆
• You deal 6 damage on a hit + 1 damage per Success symbol rolled. • Inflict a Critical Injury on a hit for ◯◯◯.				
Frag Grenades	Ranged (Light)	8	Short	◯◯◆
• You deal 8 damage on a hit + 1 damage per Success symbol rolled. • Inflict a Critical Injury on a hit for ◯◯◯◯. • Spend ◯◯ for Blast 6: all characters engaged with target suffer 6 damage. • You have 3 frag grenades. Each grenade can be used once.				
Fists	Brawl	3	Engaged	◯◆◆
• You deal 3 damage on a hit + 1 damage per Success symbol rolled. • Inflict a Critical Injury on a hit for ◯◯◯◯◯.				

OPTIONAL: SPEND 5 DUTY TO UNLOCK

☐ **Custom Actuating Mod**	Modifies Lt. Brand's blaster pistol, changing its damage to 7 and inflicting a Critical Injury on a hit for only ◯◯.

GEAR, EQUIPMENT & OTHER ITEMS

2 Stimpacks	Use a maneuver to heal 5 wounds on a living creature. Consumed on use.
Comlink	Allows communication between other characters with comlinks.
Heavy Clothing	Soak 1; already included in soak value.
50 Credits	Money with which to buy equipment, information, or cooperation.

TALENTS & ABILITIES

NAME	ABILITY SUMMARY
Commanding Presence	Remove ■ from all of Lt. Brand's Leadership and Cool checks.
Side Step	Once per round on Lt. Brand's turn, suffer 1 strain to upgrade the difficulty of all ranged combat checks targeting him. This effect lasts until the start of Lt. Brand's next turn.

OPTIONAL: SPEND 5 DUTY TO UNLOCK

☐ Field Commander	By successfully passing an **Average (◆◆) Leadership check** as an action, three of Lt. Brand's allies may immediately suffer 1 strain to perform one maneuver. This does not count against the number of maneuvers they may perform during their turn.

SYMBOLS & DICE

Success, Triumph, Advantage, Failure, Despair, Threat

Ability Die ◆, Proficiency Die ◯, Difficulty Die ◆, Challenge Die ●, Boost Die □, Setback Die ■, Force Die ◯

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CHARACTER SHEET

CHARACTER NAME : DOLETH ARNOKO

SPECIES DUROS DUTY 10 5 0

CAREER SOLDIER (SHARPSHOOTER)

STAR WARS AGE OF REBELLION ROLEPLAYING GAME

BRAWN	AGILITY	INTELLECT
2	4	3

CUNNING	WILLPOWER	PRESENCE
2	2	2

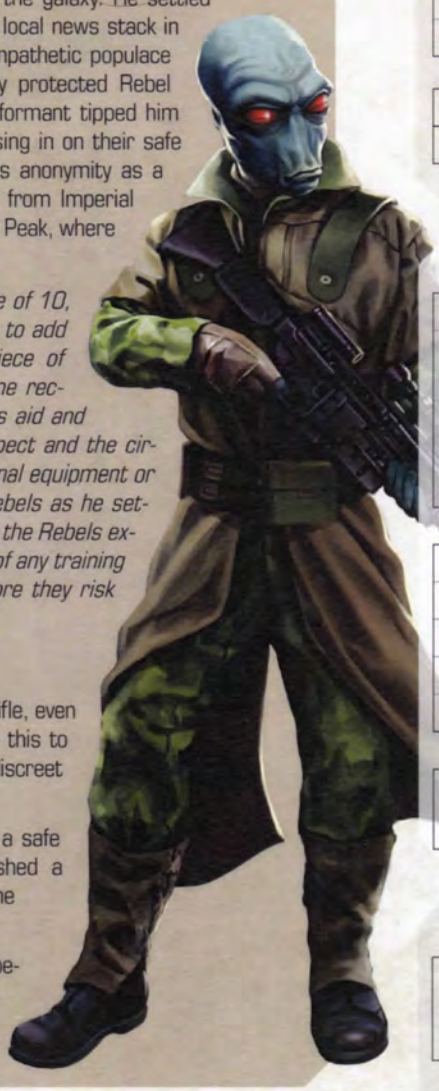
SOAK VALUE	WOUNDS		STRAIN		CRITICAL INJURIES
3/4	13 THRESHOLD	CURRENT	12 THRESHOLD	CURRENT	

CHARACTER BACKGROUND

Duty: Counter-Intelligence (10)

Doleth worked as a mercenary for a few years, but gave it up because the pay didn't match the risk. However, he saw Imperial crimes and abuses across the galaxy. He settled down in Dawnlight and joined a local news stack in hopes of pushing the Rebel-sympathetic populace into action. Doleth successfully protected Rebel agents from arrest when an informant tipped him off that the Imperials were closing in on their safe house. His actions cost him his anonymity as a Rebel sympathizer, and he fled from Imperial Security Bureau agents to Glare Peak, where he was recruited by Lt. Brand.

Doleth starts with a Duty value of 10, but can spend up to this value to add an additional talent and/or piece of equipment. Doleth earned some recognition in the Rebellion for his aid and sacrifice. He may use his respect and the circumstances to request additional equipment or increased training from the Rebels as he settles into his new role. However, the Rebels expect Doleth to make good use of any training or equipment he receives before they risk future resources on him.



Playing Doleth

- You are a good shot with a rifle, even at range. You intend to use this to cover operations from a discreet distance.
- The group has established a safe house, and you have stashed a spare blaster rifle and some explosives inside.
- You have a list of likely Imperial informants and possible agents you keep tabs on.

SKILLS

GENERAL SKILLS	RANK	DICE POOL
Athletics (Br)	1	◯◆
Cool (Pr)	1	◯◆
Medicine (Int)	1	◯◆◆
Perception (Cun)	1	◯◆
COMBAT SKILLS	**RANK**	**DICE POOL**
Ranged (Light) (Ag)	1	◯◆◆◆
Ranged (Heavy) (Ag)	2	◯◯◆◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Blaster Rifle	Ranged (Heavy)	9	Long	◯◯◆◆
• You deal 9 damage on a hit + 1 damage per Success ✡ symbol rolled. • Inflict a Critical Injury on a hit for ◯◯◯.				
Fists	Brawl	2	Engaged	◆◆
• You deal 2 damage on a hit + 1 damage per Success ✡ symbol rolled. • Inflict a Critical Injury on a hit for ◯◯◯◯◯.				

GEAR, EQUIPMENT & OTHER ITEMS

2 Stimpacks	Use a maneuver to heal 5 wounds on a living creature. Consumed on use.
Comlink	Allows communication between other characters with comlinks.
Heavy Clothing	Soak 1; already included in soak value.
Macrobinoculars	Magnifies far-off objects.
50 Credits	Money with which to buy equipment, information, or cooperation.

OPTIONAL: SPEND 5 DUTY TO UNLOCK

☐ **Upgraded Armor and Rifle**	Upgrades your armor to padded armor, which grants soak 2. Also adds an optical scope to your blaster rifle, which reduces the difficulty of your combat checks at long or extreme range by one.

TALENTS & ABILITIES

NAME	ABILITY SUMMARY
Sniper Shot	Once per round, before making a non-thrown ranged attack, Doleth may perform a Sniper Shot maneuver to increase the maximum range of his ranged weapon by one range band. This upgrades the difficulty of the check by one.

OPTIONAL: SPEND 5 DUTY TO UNLOCK

☐ True Aim	Once per round, before making a ranged attack, Doleth may perform a True Aim maneuver to gain the benefit of aiming (add one Boost die ☐ to the combat check) and also upgrades the ability of his combat check once.

Success Triumph Advantage Failure Despair Threat

Ability Die ◆ Proficiency Die ◯ Difficulty Die ◆ Challenge Die ⬢ Boost Die ☐ Setback Die ■ Force Die ⬡

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CHARACTER SHEET

CHARACTER NAME : FREN NUROOK

SPECIES ITHORIAN DUTY 10 5 0

CAREER ENGINEER (SCIENTIST)

STAR WARS AGE OF REBELLION ROLEPLAYING GAME

BRAWN	AGILITY	INTELLECT
2	2	3

CUNNING	WILLPOWER	PRESENCE
2	3	2

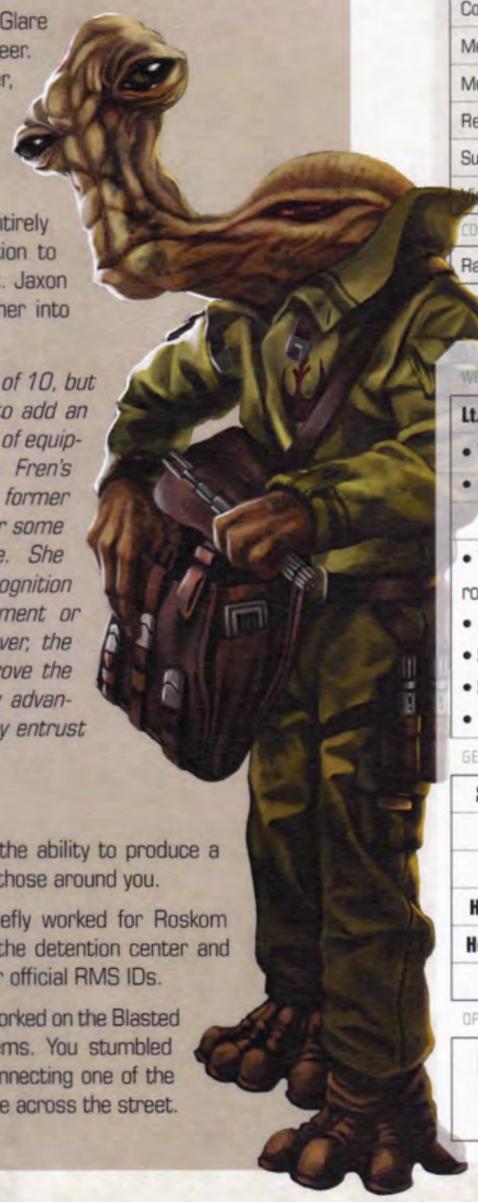
SOAK VALUE	WOUNDS		STRAIN		CRITICAL INJURIES
3	11		15		
	THRESHOLD	CURRENT	THRESHOLD	CURRENT	

CHARACTER BACKGROUND

Duty: Support (10)

Fren has lived and worked in Glare Peak for five years as an Engineer. About a year ago, her employer, Olom Roskom, suspected her of selling industrial secrets from the places they worked. He feared Imperial suspicion, so he fired her. He wasn't entirely wrong. Fren passed information to secret Rebel contacts until Lt. Jaxon Brand arrived and recruited her into the Alliance proper.

Fren starts with a Duty value of 10, but can spend up to this value to add an additional talent and/or piece of equipment. Recently recruited, Fren's covert aid and actions as a former Rebel sympathizer earned her some respect within the Alliance. She can use some of this recognition to request additional equipment or much-needed training. However, the Rebellion expects Fren to prove the worth and usefulness of any advantage she receives before they entrust her with more.



Playing Fren

- As an Ithorian, you have the ability to produce a loud bellow that can stun those around you.
- Three years ago, you briefly worked for Roskom Mechanized Systems on the detention center and managed to "procure" four official RMS IDs.
- Several months ago, you worked on the Blasted Asteroid's electrical systems. You stumbled across a secret tunnel connecting one of the bar's back rooms to a store across the street.

SKILLS

GENERAL SKILLS	RANK	DICE POOL
Computers (Int)	2	◆◆◆
Mechanics (Int)	2	◆◆◆
Medicine (Int)	1	◆◆◆
Resilience (Br)	1	◆◆
Survival (Cun)	1	◆◆
Vigilance (Will)	1	◆◆◆
COMBAT SKILLS	**RANK**	**DICE POOL**
Ranged (Light) (Ag)	1	◆◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Lt. Blaster Pistol	Ranged (Light)	5	Medium	◆◆
• You deal 5 damage on a hit + 1 damage per Success ✲ symbol rolled. • Inflict a Critical Injury on a hit for ⚙⚙⚙⚙.				
Bellow	Resilience	6 Stun	Short	◆◆
• You deal 6 Stun damage on a hit + 1 damage per Success ✲ symbol rolled. This damage is suffered as strain rather than wounds. • Inflict a Critical Injury on a hit for ⚙⚙⚙⚙. • Spend ⚙⚙ for Blast 3: characters engaged with target suffer 3 Stun damage. • Spend ⚙⚙ for Concussive 1: target cannot perform actions for 1 round. • You must wait two rounds after using Bellow before using it again.				

GEAR, EQUIPMENT & OTHER ITEMS

2 Stimpacks	Use a maneuver to heal 5 wounds on a living creature. Consumed on use.
Comlink	Allows communication between other characters with comlinks.
Datapad	Used to record, store, display, and organize almost any kind of data.
Hand Scanner	Life-form tracking and motion sensing to a range of 0.5km.
Heavy Clothing	Soak 1; already included in soak value.
50 Credits	Money with which to buy equipment, information, or cooperation.

OPTIONAL: SPEND 5 DUTY TO UNLOCK

☐ **Medpac and Comm Jammer**	Medpac: Add ■ to all Medicine checks. In addition, the internal stim storage grants the user the equivalent of one stimpack per scene. Comm Jammer: Block standard comlink communication within 0.25km. Requires an **Average (◆◆) Computers check** to cut through.

TALENTS & ABILITIES

NAME	ABILITY SUMMARY
Speaks Binary	Fren grants ■ to any tasks she directs an NPC droid to perform.
Hidden Storage	Once per session, Fren may hide a small object or objects (about the size of a blaster) in a droid, vehicle, or piece of equipment. Any checks to detect the object have a **Formidable (◆◆◆◆◆)** difficulty.

OPTIONAL: SPEND 5 DUTY TO UNLOCK

☐ Intense Focus	Fren may perform an Intense Focus maneuver. Fren suffers 1 strain and upgrades the ability of her next skill check once.

Success · Triumph · Advantage · Failure · Despair · Threat

Ability Die ◆ · Proficiency Die ◆ · Difficulty Die ◆ · Challenge Die ◆ · Boost Die ■ · Setback Die ■ · Force Die ◆

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