

STAR WARS EDGE OF THE EMPIRE

BEYOND THE RIM™



Adventure Module

STAR WARS
ROLEPLAYING

STAR WARS
EDGE OF THE
EMPIRE
ROLEPLAYING GAME

BEYOND THE RIM

Amid a backdrop of galactic civil war, a huge space station known as the WHEEL is one of the few places still beyond the Emperor's reach, attracting low-lives, fortune-seekers, and refugees alike.

Meanwhile, a derelict message pod discovered by an illicit tech company on the Wheel gives new life to old smugglers' stories about a long-lost Separatist treasury ship, the SA NALAOR. The wreck lies at the edge of WILD SPACE, waiting to be found by those brave or crazy enough to look....

CREDITS

LEAD PRODUCERS

Katrina Ostrander with Tim Huckelbery

WRITING AND DEVELOPMENT

Sterling Hershey
with additional work by Mark Warren

EDITING AND PROOFREADING

Christine Crabb, Dave Johnson, and Alex Stragey

MANAGING RPG PRODUCER

Chris Gerber

GAME LINE GRAPHIC DESIGN

EDGE Studio, David Ardila, and Chris Beck

EXPANSION GRAPHIC DESIGN

Chris Beck with Shaun Boyke

GRAPHIC DESIGN MANAGER

Brian Schomburg

COVER ART

David Kegg and Imaginary FS Pte Ltd

INTERIOR ART

Cristi Balanescu, Tiziano Baracchi, Yoann Boissonnet, Matt Bradbury, Christopher Bradley, Christopher Burdett, Sidharth Chaturvedi, Alexandre Dainche, Christina Davis, Tony Foti, Mariusz Gandzel, Leonid Kozienco, David Kegg, Adam Lane, Mark Molnar, Jacob Murray, David Nash, RJ Palmer, Mike Sass, Francisco Rico Torres, Charles Urbach, Donovan Valdes, Magali Villeneuve, Matthew Zeilinger, Timothy Ben Zweifel, and the Lucasfilm art archives

MANAGING ART DIRECTOR

Andrew Navaro

ART DIRECTION

Zoë Robinson

PRODUCTION MANAGEMENT

Eric Knight

LICENSING & DEVELOPMENT COORDINATOR

Deb Beck

EXECUTIVE GAME DESIGNER

Corey Konieczka

EXECUTIVE PRODUCER

Michael Hurley

PUBLISHER

Christian T. Petersen

PLAYTESTERS

Playtest Coordinator Ron DeVaik; "Unrepentent" Lachlan "Raith" Conley with Jordan Dixon, Rhys Fischer, Nicole Gillies and Aaron Wong; "Iron Ring" Mark Warren with Dan DeFigio, Charlie Pate, Matt Grimm, Patrick Mullen; "The Librarians" Pim Mauve with Gerlof Woudstra, Keesjan Kleef, Jan-Cees Voogd, Joris Voogd; Trevor Stamper with John Olszewski, David Burouch, Dave Wolf, Evan Miller; Sterling Hershey with Mary R. Hershey, Michael Liebhart, Sam Orlando, Robert Quillen, William Vaughan; Katrina Ostrander with Sam Bailey, Ariel Dominelli, Ryan Lee, Tom Murray, Matt Newman

LUCAS LICENSING

DIRECTOR OF PUBLISHING

Carol Roeder

SENIOR EDITOR

Jennifer Heddle

CONTINUITY DATABASE ADMINISTRATOR

Leland Chee



FANTASY
FLIGHT
GAMES

Fantasy Flight Games
1995 West County Road B2
Roseville, MN 55113
USA

© 2013 Lucasfilm Ltd. & ® or TM where indicated. All rights reserved. Used under authorization. Fantasy Flight Games and the FFG Logo are registered trademarks of Fantasy Flight Publishing, Inc.

ISBN: 978-1-61661-689-2

Product Code: SWE05

Print ID: 1773SEP13

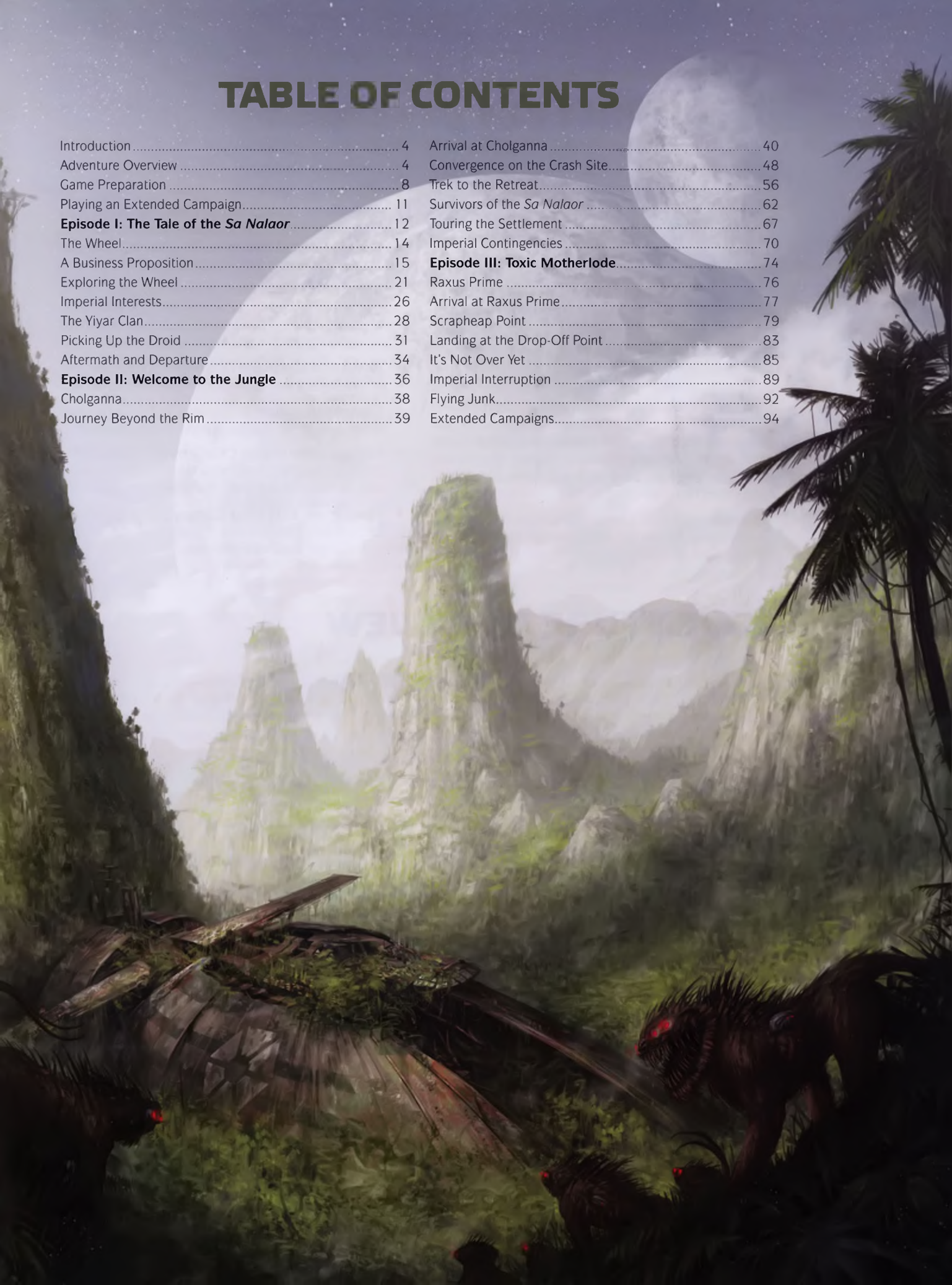
For more information about the *Star Wars*: **EDGE OF THE EMPIRE** line, free downloads, answers to rule queries, or just to pass on greetings, visit us online at

www.FantasyFlightGames.com



TABLE OF CONTENTS

Introduction.....	4	Arrival at Cholganna.....	40
Adventure Overview.....	4	Convergence on the Crash Site.....	48
Game Preparation.....	8	Trek to the Retreat.....	56
Playing an Extended Campaign.....	11	Survivors of the <i>Sa Nalaor</i>	62
Episode I: The Tale of the <i>Sa Nalaor</i>	12	Touring the Settlement.....	67
The Wheel.....	14	Imperial Contingencies.....	70
A Business Proposition.....	15	Episode III: Toxic Motherlode	74
Exploring the Wheel.....	21	Raxus Prime.....	76
Imperial Interests.....	26	Arrival at Raxus Prime.....	77
The Yiyar Clan.....	28	Scrapheap Point.....	79
Picking Up the Droid.....	31	Landing at the Drop-Off Point.....	83
Aftermath and Departure.....	34	It's Not Over Yet.....	85
Episode II: Welcome to the Jungle	36	Imperial Interruption.....	89
Cholganna.....	38	Flying Junk.....	92
Journey Beyond the Rim.....	39	Extended Campaigns.....	94



INTRODUCTION

BEYOND THE RIM is a full-length adventure in the *Star Wars: EDGE OF THE EMPIRE* Roleplaying Game line and is designed for starting Player Characters and can be scaled upwards. At the heart of the story is the long-lost Separatist treasury ship, the *Sa Nalaor*, which lies wrecked on the frontier of Wild Space. The PCs will need to harness every skill in their arsenal to evade Imperial forces, thwart their competition, and finally explore—and survive—an uncharted world.

Game Masters may use **Beyond the Rim** as a jumping-off point for a brand-new campaign or to continue their group's ongoing adventures. Additionally, this book can be used as a sourcebook for three new locations described at length: the Wheel, Cholganna, and Raxus Prime. Game Masters may also use the all-new adversaries and starship profiles—including Imperial scout troopers, the *Skywatcher*-class deep space scout ship, amphibious reevos, and fearsome nexu—in their own campaigns.

In this chapter the Game Master can find the following information to help prepare for the campaign:

- **Adventure Overview:** A big-picture guide to the plot progression of the adventure.
- **Adventure Background:** Detailing the events surrounding the *Sa Nalaor* from the year 22 BBY to the present, this section sets the stage for the action and puts the characters into context.
- **Important Characters:** A quick run-down of the major Non-Player Characters and their motivations and roles in the adventure, as well as where more information can be found in the text.
- **Adventure Summary:** Detailed outlines of the general course of events in each of the three episodes.
- **Game Preparation:** Instructions for the Game Master on how to use this book and run this adventure.
- **Engaging the Player Characters:** Guidelines for incorporating Player Characters' Obligation and Motivation into the main story arc and subplots.
- **Playing an Extended Campaign:** Suggestions for how to tie up loose ends and continue adventures at the **EDGE OF THE EMPIRE**.

ADVENTURE OVERVIEW

BEYOND THE RIM is an exciting tale of exploration divided into three parts. In **Episode I**, the players are offered a job that takes them to the farthest reaches of the Outer Rim in search of the wreck of a treasury ship. The PCs gather supplies and investigate clues to aid them on their expedition while dodging a rival salvage crew and the Imperial Security Bureau. In **Episode II** they must blaze a new hyperspace route to the planet Cholganna and explore the surface's deadly jungles to locate the crash site and search for any survivors. In **Episode III** the PCs bring their discoveries to the junkyard planet, Raxus Prime, where they must survive a desperate, final raid by their rivals and escape to hyperspace before Imperial stormtroopers overrun their hideout.

ADVENTURE BACKGROUND

At the end of the Clone Wars, Captain Rel Harsol, of the Confederacy of Independent Systems (CIS) Banking Clan frigate *Sa Nalaor*, fled the newly-declared Galactic Empire for the fringes of space. During the preceding months, Harsol had commanded a small fleet protecting a CIS cybernetics development deep space station just off the Perlemian Trade Route, near the Salvara system.

When Republic—now Imperial—ships overwhelmed the station, Harsol escaped with the lead cybertech designer, an Arkanian named Cratala, along with her core staff and many of their working prototypes. With no government to defend them and the Imperials unlikely to leave them alone, the pair's initial plan was to set up a small base far beyond Imperial control. Cratala would develop the technology while Harsol would provide protection and use underworld contacts to find markets—legitimate or otherwise. One of those contacts would be the Twi'lek Ropok, the original president of the illicit tech company IsoTech.

The plan didn't survive their escape attempt. As Harsol and Cratala prepared to make their last hyperspace jump from the end of the Perlemian Trade Route toward the remote world of Cholganna, pursuing Imperial cruisers severely damaged their ship in a barrage of turbolaser fire. The *Sa Nalaor* barely escaped by making the jump. However, on arrival at Cholganna, the ship dropped out of hyperspace far too close to the planet's gravity well. The main sublight engines failed, and the ship crashed on Cholganna's overgrown surface.

In the moments before dropping into the atmosphere, the captain managed to launch a jury-rigged hyperspace message pod to his associates at the



Wheel. A few crew members took to the escape pods, but most remained on board. Some stayed out of necessity, tending damaged consoles and scrambling for repairs, while others believed it improved their chances for survival. Stripped, ripped, and burned by atmospheric friction, the *Sa Nalaor* plunged to Cholganna's surface. For hundreds of kilometers along its path of descent, it shed crumbling chunks of its hull, strewing a burning rain of metal and cinder across the green planet's surface. Most of the ship crashed in a deep jungle valley, cutting a path several kilometers from one end to the other.

Despite the terrible crash, Harsol, Cratala, and much of the crew survived, but Cholganna proved to be a brutal and dangerous place to live. It was the homeworld of the fearsome nexu, as well as a myriad of equally lethal creatures. Those who landed in escape pods didn't live long on their own. With a small army of battle droids, those at the *Sa Nalaor* wreck fared much better. Using materials scavenged from the wreckage, the survivors built a small but relatively safe settlement, though their grander plans seemed out of reach while they remained marooned and isolated from the rest of the galaxy.

Meanwhile, the patched-up hyperspace message pod arrived near the Wheel, but thousands of kilometers off target. The pod's power system failed soon after reverting to normal space, and the pod drifted dead, dark, and unnoticed for two decades.

A few months after the crash, tales of the *Sa Nalaor* emerged in smuggling circles, particularly regarding its cargo. Wild stories spread of a CIS treasury ship that disappeared at the end of the Perlemian Trade Route.

The ship was reportedly filled with credits, precious metals, technology, and even a Separatist admiral or general. Smugglers and explorers periodically searched for the ship. Most found nothing, but a significant percentage were simply never heard from again.

The crash survivors proceeded with what plans they could by focusing on survival first and research second. They had no desire to return to Imperial space without some means to escape the Empire. Periodically, a treasure seeker would find their settlement, only to be met by battle droids and cybernetically enhanced creatures. The tales of the Empire brought to the survivors by these unfortunate explorers only made the crew of the *Sa Nalaor* more determined to conceal themselves, and also to prepare for the Empire's eventual return.

Twenty years after the message pod's arrival near the Wheel, a luxury cruise ship approaching the space station struck it. The ship's captain turned the pod over to the Wheel's administrators, who dutifully handed it over to an underworld tech expert named Reom, heir to the pod's original intended recipient.

However, word soon spread that a hyperspace pod from the now-legendary *Sa Nalaor* had been found. Unscrupulous salvage merchants, opportunists, and thieves quickly made plans to acquire the pod and take the ship's treasures for themselves. This tale of discovery piqued the Empire's interest, inspiring the Imperial Security Bureau (ISB) agents to recover its contents and survey any claims that might lead them to the long-lost starship.

Now, Reom has contacted the PCs to find the ship for him and report back—if they survive.

0025 3320 ●●●●

GRINNER'S TALES OF TREASURE HUNTING

The *Sa Nalaor*? Well, now that's going back a bit. There was a time when every treasure hunter in the Outer Rim was out there looking for that long-lost Separatist flying vault. While the truth and the *Sa Nalaor* rarely seem to go together, one thing's for sure: the *Sa Nalaor*'s infamous for disappearing.

Here's one version of the story, and it might even be true: at the end of the Clone Wars, a Separatist captain loaded up his ship with every credit and ingot he could fit. When the Separatist movement collapsed, off he went. He made a mad dash up the Perlemian Trade Route and took along the best cybertechs in the galaxy.

Well, the new Imperials wouldn't have any of that. Maybe they feared a new cyber war or Outer Rim warlord, but it's more likely they thought they were just hunting down yet another fleeing Separatist commander. In any case, the Imperials chased them up the Perlemian Trade Route.

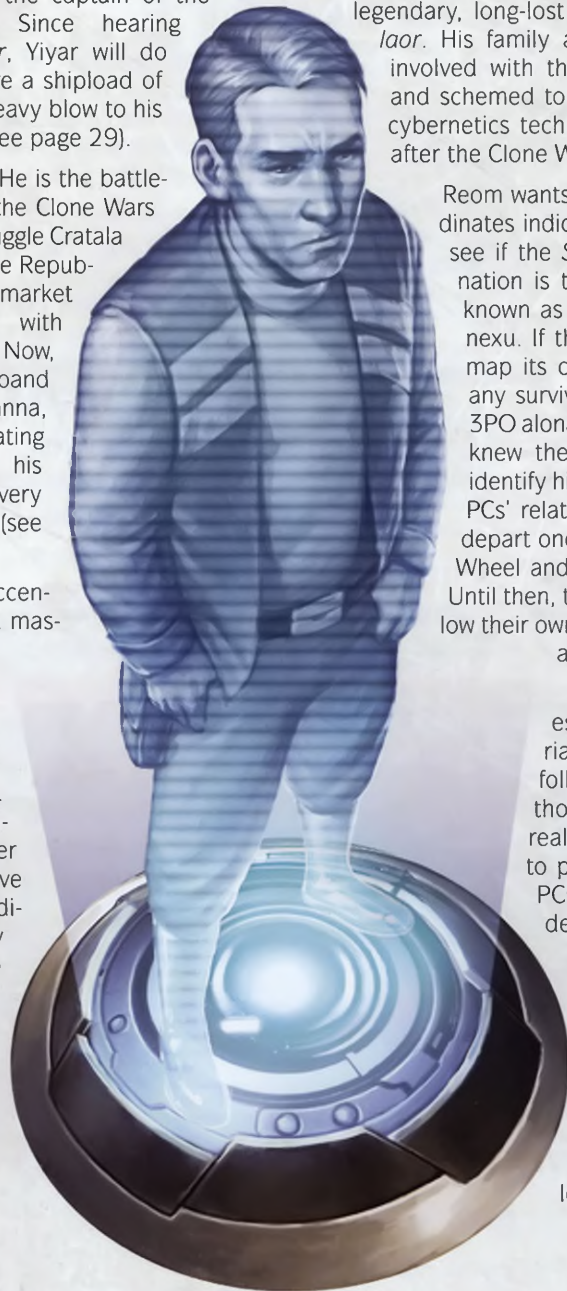
The *Sa Nalaor* must have had a jittery hyperdrive, because we've got tales of skirmishes all the way to the Outer Rim. Right when the Imperials were about to blow the ship to pieces—*bam!* The ship disappeared in one last hyperspace jump. That was it. No one's seen it since.

Some say the ship simply disappeared in a hyperspace mishap. Others report sightings out in deep space, believing the ship might be lost between the stars. Every so often, someone reports debris on a remote Outer Rim planet. Problem is, there were so many Separatist ships fighting during the war—and scattering afterwards—that there's a lot of lost ships to find. So, you might find something if you want to look hard enough. Just not the *Sa Nalaor*. At least, not yet.

IMPORTANT CHARACTERS

The GM should familiarize himself with each of the following Non-Player Characters, as they play prominent roles in the adventure.

- **Reom:** The shady Twi'lek president of the black-market tech operation, IsoTech. He has promised the PCs a cut if they can discover the wreck of the *Sa Nalaor* and bring back whatever they can find to his base on Raxus Prime (see page 16).
- **IT-3PO:** Originally owned by Capt. Harsol, the protocol droid is an expert negotiator who works for IsoTech while his master is missing (see page 33).
- **Yav Yiyar:** The Rodian helps lead the Yiyar Salvage Corporation as the captain of the starship *Nightflyer*. Since hearing about the *Sa Nalaor*, Yiyar will do anything to both score a shipload of treasure and deal a heavy blow to his competitor, IsoTech (see page 29).
- **Captain Rel Harsol:** He is the battle-hardened veteran of the Clone Wars who attempted to smuggle Cratala and her crew out of the Republic and set up a black-market cybertech operation with Ropok, Reom's father. Now, he leads the meager band of survivors on Cholganna, but their deteriorating situation has turned his fear of Imperial discovery into outright paranoia (see page 63).
- **Cratala:** Aloof and eccentric, the Arkanian is a master cybertech who blends her own genius with forgotten, Old Republic technology to create unsurpassed cybertech. When Chancellor Palpatine abducted her colleagues to serve as his personal medical staff, Cratala only narrowly escaped to the CIS and was later rescued once again by Capt. Harsol (see page 63).



ADVENTURE SUMMARY

This section describes the anticipated main plot line of the adventure in greater detail. However, events may turn out differently, depending on the players' actions and the inclusion of possible subplots introduced by the GM or the PCs. See **Game Preparation** on page 8 for more information.

EPISODE I: THE TALE OF THE *SA NALAOR*

At the start of the adventure, the PCs receive an invitation to go to the Wheel space station and meet with Reom, the Twi'lek boss of a semi-legitimate tech company called IsoTech. Reom has just received an old hyperspace message pod purportedly from the legendary, long-lost treasury frigate, the *Sa Nalaor*. His family and his company were once involved with the ship's captain, Rel Harsol, and schemed to smuggle Separatist-designed cybernetics technology into the black market after the Clone Wars.

Reom wants the PCs to travel to the coordinates indicated in the message pod and see if the *Sa Nalaor* is there. The destination is the remote planet Cholganna, known as the homeworld of the vicious nexu. If they find anything, they are to map its current condition and look for any survivors. Reom sends his droid IT-3PO along with them since Eyetee-Three knew the missing Captain Harsol, can identify him, and can prove to Harsol the PCs' relationship to Reom. They are to depart once Eyetee-Three arrives on the Wheel and is delivered to their starship. Until then, they prepare their ship and follow their own leads to investigate the world and the *Sa Nalaor*.

They are not the only interested party, however. The Imperial Security Bureau is actively following the *Sa Nalaor* reports, though the PCs are unlikely to realize this until the Imperials try to place a tracking device on the PCs' ship and follow them to their destination.

The Rodian Yiyar clan has also taken an interest in the wreck. The group is comprised of aggressive and often violent starship salvagers and scavengers, and they become the PCs' primary rivals in the search for the long-lost frigate. After failing

THE SA NALAOR

The *Sa Nalaor* is a *Munificent*-class star frigate (better known as the Banking Clan frigate). The ship is named after Sa Nalaor, former president of the Hyperbank Conglomerate. He was notorious for using financial or legal finagling for military or tactical gain at the start of the Clone Wars. He was infamous for his tactics, such as repossessing the defense fleet of a remote mining station several weeks into the Clone Wars. A month later, the CIS used exactly the same fleet to invade and take control of the station.

to obtain the message pod data, the Rodians try to steal IT-3PO while it is being delivered to the PCs. If the Player Characters stop them, they gain the advantage by arriving at Cholganna first. If they fail, the Yiyar clan escapes with the droid and gets the jump on them instead.

EPISODE II: WELCOME TO THE JUNGLE

Once the PCs arrive at Cholganna, they carry out an extensive search operation to locate the ship. Along the way, they discover wreckage debris, abandoned escape pods, and eventually the ship itself. The PCs must also fend off the planet's supremely dangerous and violent predators, including the infamous nexu.

At last they discover the main hull, but time and the savage planet have taken their toll. Before the PCs get too far, they're attacked by cybernetically enhanced nexu, who appear to be guarding the wreckage. Afterwards, IT-3PO secretly activates a homing beacon that draws the attention of Captain Harsol, who turns out to be the droid's former master.

The next morning, the Yiyar clan catches up with the PCs and attacks them. Not long afterward, Captain Harsol discovers both groups thanks to IT-3PO's homing beacon, and he takes the groups back to the survivors' secret fortified settlement called the Retreat.

There, the PCs must deal with the survivors and answer questions about the state of the galaxy before attempting to negotiate any sort of deal with Captain Harsol. Camp politics come into play, and the PCs must handle a rift between the survivors and the captain. Harsol has been hiding from the Empire for so long that his paranoia has a chokehold over the camp: any who try to leave the planet mysteriously disappear. Meanwhile, the Yiyar clan stirs up trouble, giving the PCs the opportunity to earn the Retreat's inhabitants' trust. Just when things are about to escalate, an Imperial scout ship roars over the Retreat, sending the survivors into a desperate panic.

The Imperial arrival causes different personal crises for Captain Harsol and the Arkanian master cyberneticist, Cratala. The PCs must take sides or take control while Imperial probe droids buzz overhead. Finally, the PCs must help the Retreat defeat the Imperial scout troopers and ISB agent who are determined to take them, Captain Harsol, and Cratala back to the Empire.

EPISODE III: TOXIC MOTHERLODE

The Player Characters deliver their findings and any survivors back to Scrapheap Point, IsoTech's base of operations on Raxus Prime, a junkyard planet long under Imperial control. The PCs must avoid TIE fighters while descending to the planet, losing them amid canyons of junk and other obstacles to avoid leading them directly to their boss. When they land, the PCs are met by Norta, leader of IsoTech operations on Raxus Prime. He takes their report, deals with any unexpected repercussions of their trip, and asks them to stay until the next day when Reom arrives. They have the opportunity to explore Scrapheap Point and make some extra credits.

The Yiyar clan launches a surprise attack using Trandoshan mercenaries and their own personnel. Their revenge entails stealing anything the PCs may have brought back with them from Cholganna and damaging IsoTech as much as possible. During the battle, Reom and his reinforcements appear from a hidden location within the secret base to help turn the tide. Afterward, Reom reveals that one of the junked starships, a Corellian CR90 corvette, isn't as derelict as they led everyone to believe.

After the rivals are repelled for good, Reom and the PCs have a chance to catch their breath. However, before they leave, IsoTech sensors detect incoming Imperial fighters. Reom is willing to cut another deal to secure the PCs' help: IsoTech's corvette needs emergency repair work before the ship can attempt to take off through the junk pile. It's a race against time as the dreaded Imperial stormtroopers converge on the smuggler's base.

When IsoTech can't wait any longer, they launch the ship. Some PCs may remain on board to help fly the ship, man the guns, or carry out emergency repairs and damage control. The rest of the PCs have to fly their own ship out of there, coming face to face with more TIE fighters and two heavily-armed Imperial system patrol craft. They must fend off their attackers long enough to escape the planet's gravity well and make the jump into hyperspace.

With the treasure found and their debts to Reom paid, the PCs can pursue any remaining leads they have, join IsoTech as business partners, or continue on their adventures at the **EDGE OF THE EMPIRE**.



STAR WARS CANON

For those GMs who wish to remain consistent with current *Star Wars* lore, there are a few items in this adventure to note. Events in **BEYOND THE RIM** are not large enough to affect the operations of the Wheel; even the discovery of the hyperspace pod is only a brief ripple of news in the station. It is an interesting twist to the *Sa Nalaor* tales, but most people soon go about their business. If the PCs are from the Wheel, they might have been around when the *Millennium Falcon* and the heroes of the Battle of Yavin eventually disrupted the station's leadership while the Empire pursued them. Cholganna is remote and primarily known for the nexu. Raxus Prime appears periodically in games and other stories, but the characters are unlikely to significantly affect it or its Imperial control. The major characters, ships, and events are generally introduced for the first time in this adventure, leaving the GM open to use them as desired in the course of the game or campaign.

GAME PREPARATION

Prior to play, the Game Master should read the adventure and plan how to integrate the Player Characters into the expected storyline. This adventure allows the narrative dice results to guide aspects of the story and alter specific scenes. It also includes built-in story connections and suggestions for specific Obligation and Motivation types. The GM may use as many of these connections as he is comfortable with to customize the experience for the players and their specific characters.

THE PRIMARY PLOT

BEYOND THE RIM is organized around a series of major encounters that form the main storyline. These include meeting the PCs' employer, dealing with rival explorers, traveling to Cholganna, finding the *Sa Nalaor*, handling the survivors, and moving on to Raxus Prime. As exploration is a central theme to the adventure, these encounters need not play out in the exact order presented. Each scene may have many roleplaying paths to a similar result. The main plotline should be tied directly to at least one of the PCs' Obligations.

THE SUBPLOTS

The subplots arise from the PCs' backgrounds, Motivations, and Obligations, and from the players' goals for the game. Certain subplots may be tied directly to specific Non-Player Characters in the adventure and may be noted as such in the text. Some subplots are strictly situational and temporary, but others may

be used beyond the adventure in an extended campaign. Through interpretation of the narrative dice, GMs should develop subplots that take the story in unexpected and exciting directions. See **Table 1-1: Subplots** on the following page for suggested connections between Motivations, Obligations, and subplots.

LAYERS OF INTERACTION

Using the primary plot and subplots allows the GM to customize the campaign and create layers of interaction in the adventure.

The GM might keep strict control over the main plot while allowing player choices to focus on the subplots. This is useful if the PCs' personal stories are radically different than the adventure and may not mesh well with the plot, or if this adventure takes place during a much longer campaign and the GM wants to keep the adventure details relatively separate from a larger story arc.

The GM may allow the players to affect the plot and subplots equally. This method is good for GMs who like to give their players a lot of freedom during play and are willing to adapt the main plot itself when they go in unexpected directions.

Finally, the GM may ignore or only lightly incorporate the subplot options. This is useful when the players are less interested in extensive roleplaying or character development and are more interested in playing through the story as written.

SCALING ADVENTURE DIFFICULTY

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

AWARDING EXPERIENCE

Guidelines for awarding experience points based on which parts of the main plot and subplots the players completed are at the ends of **Episodes I, II, and III**. However, the Game Master is encouraged to distribute XP during or immediately after each session in which the PCs complete any of the objectives for their current episode. At each session, the GM also should grant whatever baseline experience reward he deems appropriate (typically 15 XP per player per session). Waiting until the end of each episode to award dozens of experience points will likely frustrate **EDGE OF THE EMPIRE** players because the game's point-buy system allows for incremental advancement. Player Characters



steadily become more proficient at their particular strengths and specialties in light of their day-to-day adventures, making progression feel more natural.

ENGAGING THE PLAYER CHARACTERS

Adjusting this adventure to suit the Player Characters' goals and backgrounds is highly encouraged. The characters should be personally affected by the journey or results of the trip. The GM can personalize the adventure through a character's Obligation and Motivation, as well as through other aspects of the character's background. **Subplots, Obligation, and Motivation**, below, suggests subplots compatible with the various Obligation and Motivation types available to the Player Characters. These subplots can also help to adapt the adventure to different play styles and highlight or downplay intrigue, action, or roleplaying. The GM is free to alter these or provide his own ideas consistent with the specific PCs in the adventure.

OBLIGATION AND THE MAIN PLOT

The strongest connections between the Player Characters and the main plot should be through their Obligations. Ideally, if they succeed in the overall adventure goals, they should get the opportunity to reduce the Obligation of one or more PCs. To achieve this using the main plotline, the Game Master should tie one or more PCs either to their main employer, Reom, an underworld tech dealer, or to someone else who owes the Twi'lek a favor.

OBLIGATION OWED DIRECTLY TO REOM

The PCs may already know Reom. He might have previously provided them with a ship or other goods in exchange for Obligation. This option works well with

brand new characters; the adventure becomes the first opportunity to pay him back.

OBLIGATION OWED TO AN ASSOCIATE OF REOM

A patron, crime lord, or other individual to whom the PCs owe Obligation demands (orders, blackmails, manipulates, etc.) that the PCs meet with Reom and undertake his mission to the Outer Rim. If Reom is happy with the results, the PCs' Obligation to the original patron or contact is reduced. This option is good for established characters without their own connections to the Wheel or Reom.

ULTERIOR MOTIVES

The PCs can also use the mission as cover for visiting Cholganna or Raxus Prime for other reasons. This method works best if one of the subplots becomes more important (or fun or interesting) to the PCs than the *Sa Nalaor* mission. The PCs might be looking to capture a nexu themselves or chase the bounty on a big game hunter known to be visiting the planet. They might be Rebel sympathizers looking for a new safe world or wanting to spy on the Imperial facilities around Raxus Prime. If an ulterior motive is the prime motivator, the GM should grant rewards comparable to those for completing the main plotline, assuming the PCs are successful.

SUBPLOTS, OBLIGATION, AND MOTIVATION

Table 1–1: Subplots associates specific subplot concepts with selected Obligation and Motivation types. Since it is impossible to anticipate what combinations of Obligation and Motivation the PCs may have, it is up to the GM to build and customize these ideas for the Player Characters. The **Subplot Descriptions** section on the following page offers additional story suggestions.

TABLE 1–1: SUBPLOTS

Subplot	Suggested Obligation and Motivation
Blackmailed	Obligation: Blackmail, Criminal Motivation: Crime, Greed, Power, Status
Bounty Hunters	Obligation: Betrayal, Bounty, Criminal, Debt Motivation: Crime, Overthrow the Empire
The Distant Relative	Obligation: Family, Responsibility Motivation: Place of Origin, Extended Family/Clan, Wanderlust/Novelty
The Favor	Obligation: Blackmail, Debt, Dutybound, Favor, Oath Motivation: Crime, Greed, Mentor, Power
The Imperial Informant	Obligation: Addiction, Betrayal, Blackmail, Dutybound, Oath, Responsibility Motivation: Power, Support the Empire, Place of Origin, Comrades, Parents
The Missing Treasure Hunters	Obligation: Dutybound, Family, Obsession, Responsibility Motivation: Childhood Friend, Comrades, Former Nemesis, Friendship, Mentor, Love



SUBPLOT DESCRIPTIONS

The following are descriptions of the various subplots in **BEYOND THE RIM** that the GM can use to integrate Player Characters into the adventure:

BLACKMAILED

An NPC is blackmailing one or more PCs in an attempt to force them to hand over whatever they find on Cholganna to him instead of to Reom. The blackmailer may be located on the Wheel or at another location the PCs frequent regularly. The blackmailer threatens to reveal part of the blackmailed PCs' criminal past (or other damaging secret) to the rest of the party, to send bounty hunters after them, or to turn them over to the Imperials if they fail. The blackmailed PCs may hide the fact from the other PCs, forcing them to steal or copy the findings from the party if possible. Cooperative PCs might instead reveal the blackmail effort and have the party tackle the problem as a group.

BOUNTY HUNTERS

A group of bounty hunters at the Wheel become aware that one or more of the PCs have a sizable bounty on their heads. They ambush the PCs in their hangar bay and try to turn anyone they seize over to local authorities or, if the PCs' source of Obligation is elsewhere in the galaxy, haul them back to their ship. If the PCs evade or turn back the attack, the hunters might succeed in discovering their destination and follow them to Cholganna. They might even make attempts to capture them after the adventure by keeping tabs on Reom's activities.

THE DISTANT RELATIVE

One or more of the PCs are related to a member of the *Sa Nalaor's* crew. The PC has a compelling reason to find out what happened to the ship and his relative. The GM is free to develop the relative's history, his reason for being on the ship, and in what role he now serves if he survived the crash. The GM may also develop one of the minor characters mentioned in the Retreat area descriptions in **Episode II**. The GM should play up the mystery if the relative is found

alive. Perhaps he wants to return to his family, but he is hiding old secrets from the Clone Wars that could cause problems. This connection could be the beginning of a larger story arc of the GM's own devising for the PC involved. This idea similarly works for an old, close family friend.

THE FAVOR

One of the entities to whom the PCs owe Obligation demands that a special favor be carried out while they are at Cholganna or Raxus Prime. As in **Blackmailed**, above, the lender might demand part of the findings. Alternatively, the lender might want a survey of Imperial operations or details about Reom's secret tech operations on Raxus Prime. The PCs' Obligations, or possibly their Motivations, should compel them to follow through on the request.

THE IMPERIAL INFORMANT

If the PCs have an Imperial connection or are under direct personal pressure from an Imperial agent, a noble, or a family member, they might be compelled to report the Cholganna findings to their contact. This situation might be tied directly to Imperial activities and ISB agents in the main plot, or it could be for a rival Imperial agent, officer, or organization of the GM's or PCs' devising. Finding the *Sa Nalaor* would be significant news and would provide a political boost to any Imperial involved in its confirmed discovery. As in **Blackmailed**, the PC might be operating in secret and under duress (see **Episode I**).

THE MISSING TREASURE HUNTERS

The PCs are following up on a treasure hunter or explorer who went missing seeking the *Sa Nalaor*. Perhaps the PCs know members of his crew, or one side owes the other money. Those missing could be friends or rivals. The missing hunters might be found alive on Cholganna imprisoned by the survivors. The PCs might find their ship crashed in the jungle, their bodies dragged through the undergrowth, victims of a nexu attack. Finally, the missing hunters might have fallen victim to Captain Harsol's paranoia (see **Episode II**).



NEW OR REPLACEMENT CHARACTERS

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

- Additions at the Wheel include most character types, since it is a major hub of commerce and travel as well as both legal and illegal activity.
- Additions on Cholganna may be disillusioned crash survivors looking for a way out, a long-imprisoned treasure seeker held for his knowledge on a specific subject (such as a medic, doctor, or mechanic), a stranded explorer, or a nexu hunter looking for a way home.
- Additions at Raxus Prime could include a scrap pile scavenger or worker, a member of IsoTech, a civilian Imperial worker looking to leave, or even a member of another ship's crew looking for a new opportunity.

PLAYING AN EXTENDED CAMPAIGN

BEYOND THE RIM is intended to be useful beyond the adventure presented here. Included in this book are adventure hooks, NPCs, and additional setting material suitable for an extended campaign centered on the Wheel, Cholganna, or Raxus Prime. The PCs might become heavily involved in Reom's future plans, making regular trips to these or other destinations.

Even if the PCs decide future trips are too dangerous or remote, circumstances might force them to return someday. The Wheel is a popular destination and a good base of operations, and its connections provide ample means for PCs and NPCs alike to track each other down.

Extended campaign ideas and suggestions are located in sidebars and other sections throughout the adventure. Some are naturally integrated into the adventure. Others may require an active effort by the GM to introduce a specific character or plot point he may build up on in the future.

Below is a list of potential plot hooks for expanding the scenario past its conclusion in this book.

FRIENDS AND ENEMIES

- **Imperial Intrigues:** If they best Agents Alsen and Ossnan, the PCs may make a name for themselves in the ISB database as troublemakers or targets (see page 27).
- **Shira:** Reom's business-savvy sister could become a great ally or a dangerous enemy, depending on the PCs' actions (see page 16).
- **Yav's Ire:** Yav belongs to the Rodian clan Yiyar, whose salvaging arm is the main rival of IsoTech. In addition to being the main adversary in the adventure, his other siblings may take a personal interest in hunting down the PCs (see page 29).

TYING UP LOOSE ENDS

- **Big Game Hunting:** If the PCs are looking to earn some credits or prove their hunting prowess by capturing live nexu, they may seek out the Wookiee Captain Shorwarr (see page 94).
- **Cash Grab:** While exploring the *Sa Nalaor* wreck and the Retreat, the PCs might have gotten a taste of the treasure waiting for them at the bottom of the Tethyrr River, provided they can get to it (see page 95).
- **Dealing with the Survivors:** Depending on how the PCs managed the survivor politics and Imperial attack, they may need to return and help rescue the rest of the settlement (see page 95).

NEW HORIZONS

- **IsoTech and the *Iso-One*:** Reom could invite the PCs to continue working for him at his new base of operations. He may need enterprising individuals like them to dish out additional payback to the rest of the Yiyar clan or to handle the reappearance of the *Blockade Bandit's* former owners. If they successfully rescued Cratala or her designs, the PCs might take on new burdens as they support a burgeoning black-market cybertech scheme or receiving training in cybernetics themselves, with all the complications and competition that entails (see page 96).





THE TALE OF THE *SA NALAOR*

*"The Sa Nalaor is infamous for disappearing.
Well, and the way it disappeared."*

—Grinner, ex-smuggler and infóchant

In **Episode I**, the Player Characters learn about the legend of the lost CIS Banking Clan frigate, the *Sa Nalaor*, and prepare themselves before departing for the treasury ship's last known coordinates: Cholganna, a planet on the frontier of Wild Space. However, the PCs quickly discover that they are not the only ones interested in locating the shipwreck. This chapter includes:

- **A Business Proposition:** The PCs are introduced to their employer, Reom, president of IsoTech.
- **Exploring the Wheel:** The hangar levels are perfect places for investigation and gearing up.
- **Imperial Interests:** The Imperial Security Bureau is also following up on the recent rumors.
- **The Yiyar Clan:** The primary antagonists, who are racing against the PCs to find the shipwreck.
- **Picking Up the Droid:** Yav Yiyar and company try to kidnap IT-3PO and gain a crucial advantage.
- **Aftermath and Departure:** The PCs escape security and the Yiyar clan to jump to hyperspace.

The adventure begins at the Wheel, a space station located on the Perlemian Trade Route. The Player Characters might already be familiar with the location, or they could be newcomers passing through like so many others who need to lie low after a run-in with Imperials.

The PCs begin play in possession of an invitation or order to seek out Reom of IsoTech for a special opportunity that could help pay off some of their debts or other Obligations. He's looking for someone to investigate the area indicated by the coordinates in the *Sa Nalaor's* recently rediscovered hyperspace message pod. Reom might contact the Player Characters directly or come to hear about them from one of his other contacts. The PCs' situation affects the type of invitation they receive.

The adventure assumes that the PCs dock their own ship at one of the Wheel's many landing facilities (see the **Hangar Level Map** on page 22). Hangar space at the Wheel comes at a premium due to the popularity of the station and the costly bribes the Administrator pays to keep the Imperials at bay.

THE WHEEL

Astronavigation Data: Besh Gorgon system, Mid Rim region

Orbital Metrics: 302 days per year / 24 hours per day

Government: administrator

Population: 300,000 (Humans 70%, Other 30%)

Languages: Basic

Major Terrain: space station

Major Cities: The Wheel

Areas of Interest: hangar levels, hotels, casinos

Major Exports: entertainment, information

Major Imports: food, water, high technology, information

Trade Routes: Perlemian Trade Route

Special Conditions: neutral

Background: The Wheel is an enormous, circular hub-and-spoke style space station located on the Perlemian Trade Route near the outer edge of the Mid Rim. It is the center of an "immunity sphere," making its status under the Empire unique. Nominally, Imperial ships are not allowed at the station, and there is no formal Imperial presence. This makes the Wheel a popular destination for anyone avoiding the gaze of the Empire. It is a hub of economic activity, aboveboard and below. It is also a major tourist destination, with popular casinos and entertainment zones:

Reality is more complicated. While publicly the station maintains a reputation of independence, the Wheel secretly pays the Empire a great deal in taxes in exchange for its apparent autonomy. Relatively recent events even saw a violation of the immunity sphere with the temporary deployment of Imperial stormtroopers in pursuit of some of the most wanted rebels in the galaxy: Luke Skywalker, Princess Leia, Han Solo, and Chewbacca. Their presence proved highly disruptive, resulting in the death of the Wheel's administrator, Senator Greyscale. Currently, a committee of station section chiefs is running the Wheel until a new administrator takes control. In spite of these events, the Wheel still functions normally thanks to its central computer system, called Master-Com.

With the Rebels gone, Imperial troops have withdrawn from the Wheel. The incursion has tarnished the station's reputation as Empire-free, but it is recovering. However, the Empire has taken advantage of the incident to secretly increase the presence of Imperial Security Bureau agents and informants on board.



The lack of Imperial customs agents and traditional starport controls draws visitors from across the galaxy. Smugglers, merchants, traders, and brokers of all types exchange wares outside of the normal tax and transportation laws. Illicit deals are as common as legitimate transactions. The station even serves as a neutral site for diplomatic negotiations between parties ranging from feuding planets and interstellar corporations to powerful criminal syndicates and individuals of all backgrounds.

MASTER-COM

Master-Com is the Wheel's master-control computer system. It functions much like a droid due to the myriad sensory inputs and databanks throughout the station. Thanks to the late Senator Greyscale, Master-Com has a number of humanoid droid bodies, which allow it to walk the decks and interact directly with the crew and visitors. However, its main function is to run virtually everything on board, from environmental controls, to turbolifts, to cargo distribution, and more.

Master-Com is unlikely to take much of a direct interest in the events of the adventure. The PCs are most likely to interact with Master-Com at a less personal level via the computer system or when using one of the station's information kiosks or cargo distribution systems. If things really get out of hand, the GM might have one of Master-Com's protocol droid-like bodies arrive to deal with the situation personally.

A BUSINESS PROPOSITION

The circumstances surrounding the Player Characters' introductions to Reom can vary. The PCs might have a personal invitation, a direct order, or ulterior motives.

A PERSONAL INVITATION

If the Player Characters owe Obligation directly to Reom, they receive a message inviting them to take part in a scheme to alleviate some of their debt. The invitation's wording should be spun such that PCs expect mutual profit as well as the opportunity to repay some kind of debt. The meeting is expected to be cordial. Read or paraphrase the following aloud:

You receive the following private message addressed to the captain of your ship:

"I've just received a fantastic delivery that might just change our fortunes. Ever visited the far reaches of the Outer Rim? Well, today's the day. Get here as soon as possible. Don't make me give this opportunity to a lesser crew—and you owe me. Get to the IsoTech offices on the Wheel, and park that crate of yours at a nearby hangar."

—Reom, President, IsoTech

A DIRECT ORDER

If the PCs have no prior connection to any of the Non-Player Characters, they receive from one of the individuals to whom they owe significant Obligation a summons to go to the Wheel and meet Reom. The individual already has a working relationship with Reom and needs the PCs to keep up his end of a much larger deal. The individual and the PCs should have a cool or adversarial relationship. The GM can adjust the message's tone to meet the circumstances. Read or paraphrase the following aloud:

"Remember my little favor to you a while back? It's time to pay up. Make this deal happen and I'll be happy to forgive or forget about some of that stuff. Just get over to the Wheel space station and find a Twi'lek named Reom at IsoTech. He needs a ship and crew ready for a far Outer Rim run as soon as possible. I'm sure you're just crazy enough to make it work."

ULTERIOR MOTIVES

If the PCs are using the trip as a cover for an altogether different operation, they hear about Reom and IsoTech while searching the underworld or asking another information source for a way out to Raxus Prime. A third party infochant (like Grinner) acts as the initial go-between and arranges for the PCs to meet with Reom. Read or paraphrase the following aloud:

"Good news! I've contacted Reom at IsoTech and he can absolutely set you up with a way into Raxus Prime, but you'll need to help him with a job of his own. You'll have to arrange the details in person, so you should head out for the Wheel immediately. Meet him in the IsoTech offices. Please transfer the remainder of my finder's fee to my account before you go."

ISOTECH

IsoTech is a seemingly legitimate front company used to cover for Reom and his sister Shira's black-market tech operations. Their father, Ropok, started the company during the Clone Wars. He had originally planned to expand using custom and advanced cybernetics tech from Captain Harsol and Cratala, but their disappearance forced him to find other means. IsoTech grew over the years despite Ropok's subsequent arrest and death in the hands of the Empire.

IsoTech has its main office on the Wheel, with operations on several other worlds and stations of questionable repute. They have secret technical labs, workshops, and even deep space operations. Most locations are quite small; they have few large-scale facilities.

IsoTech is located deep in the Wheel's cargo levels in the outer ring. The rented office is well-worn and well-used. It consists of several small rooms, including separate offices for Reom and Shira. The office suite is attached directly to the company's two enormous cargo bays, one managed by Reom, the other by Shira. A double-door cargo turbolift connects the two bays with one of the larger hangar bays several levels below.

Visitors to the office are greeted by the droid receptionist, CZ-13. "Cees" is friendly and efficient, but spends several minutes verifying the PCs' identities. The droid also pointedly closes and locks all of the doors until finished. If questioned, it mentions that security protocols have been increased due to recent events, but doesn't elaborate. Once the identity checks are completed, CZ leads the PCs into Reom's office.

REOM [NEMESIS]

Reom is a blue-skinned Twi'lek male who uses his supremely average, nondescript appearance to blend in perfectly with almost any starport crowd. He camouflages himself with dark grey cloaks and jumpsuits which are common in most of the stations and cultures he visits.

Reom is president of IsoTech. He is a talented smuggler, crafty entrepreneur, and superb negotiator. He has contacts throughout the galaxy, including powerful figures in the underworld. Reom handles IsoTech's Outer Rim operations, particularly new acquisitions and allies.



Skills: Astrogation 1, Charm 2, Coercion 4, Cool 2, Deception 2, Discipline 3, Knowledge (Underworld) 2, Mechanics 5, Medicine 1, Melee 2, Negotiation 3, Piloting (Space) 2, Ranged (Light) 3, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Convincing Demeanor 2 (remove ■■ from Deception or Skulduggery checks), Gearhead 2 (remove ■■ from Mechanics checks), Nobody's Fool 1 (upgrade difficulty of all Charm, Coercion, and Deception checks targeting Reom by 1).

Abilities: Technical Master (all subordinates within medium range add one □ die to all Mechanics checks).

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), vibroknife (Melee; Damage 3; Critical 3; Range [Engaged]); Pierce 2, Vicious 1), heavy clothing (+ 1 soak), utility belt, datapad, tool kit, pet bogwing ("Mordekai").

EXTENDED CAMPAIGN—SHIRA

Shira handles IsoTech's deals in the Mid Rim and Coreward, and she isn't a major NPC in this adventure. Should the PCs continue operating with IsoTech, she could become a great ally—or a great enemy, depending on their actions. If the PCs treat her brother badly, get him killed, or otherwise double-cross him, Shira seeks payback or revenge. If the trip is successful, Shira can open a lot of doors for them to new smuggling rings, bounty hunters, and even Hutt crime lords.

Shira is tough and handy with a blaster. She bristles at the notion that Twi'lek females are little more than dancing girls and is quick to correct any misguided individuals on that point. She is blue-skinned, with gold and silver tattoo patterns on her arms and lekku.

MEETING REOM

Reom is glad to see the Player Characters and dives straight into business after Cees's polite introduction. Read or paraphrase the below text aloud. The Game Master should feel free to break up the text and allow the PCs to interject or ask questions to make it a more natural conversation.

Good of you to show up. Please, take a seat. Have you ever heard of the Sa Nalaor? It's a ship of legend out here, especially among smugglers, salvagers, and treasure seekers. Some say it's a Separatist treasury ship filled with cash or precious metals or secret technology, but it disappeared while fleeing Imperial pursuit to the edge of the Outer Rim at the end of the Clone Wars. Treasure hunters chase rumors occasionally, but no one has found it. Some never return.

As it happens, one of the Sa Nalaor's hyperspace message pods was recently found long dead near the Wheel and delivered to me. I'll understand if you think this is some kind of con game, but I want you to find the ship for me.



Here's the deal. This pod appears to have the last known location of the Sa Nalaor and limited information as to its condition. The ship is at the outer fringe of the Outer Rim. At a minimum, I want you to find the ship, assess its condition, and bring back all the information you can to our secret salvaging base on Raxus Prime. However, I also believe there's some special technology aboard that would really boost IsoTech. If you find that and bring as much as you can back with you, I'll double your reward. Maybe triple it if it's really good.

You're to take IT-3PO with you; he'll arrive shortly. I'll pay 10,000 credits and reduce your debt to me [or their patron] significantly. If you skip out on me, and there was something to find, I've got the connections to make your life very difficult out here. Plus you'll still owe me [or their patron].

Remember to purchase equipment and supplies for yourself and possible survivors before you leave. The Wheel has plenty of shops, so you should find most everything you need. I'd also recommend asking around for more information, but be careful who you ask and how loudly. You never know who's listening...

Allow the characters to ask questions. Reom is an excellent source of information and can provide a lot of detail if asked. He should make it clear that they can call with more questions before they leave but that their best bet is to ask around the Wheel while keeping a low profile.

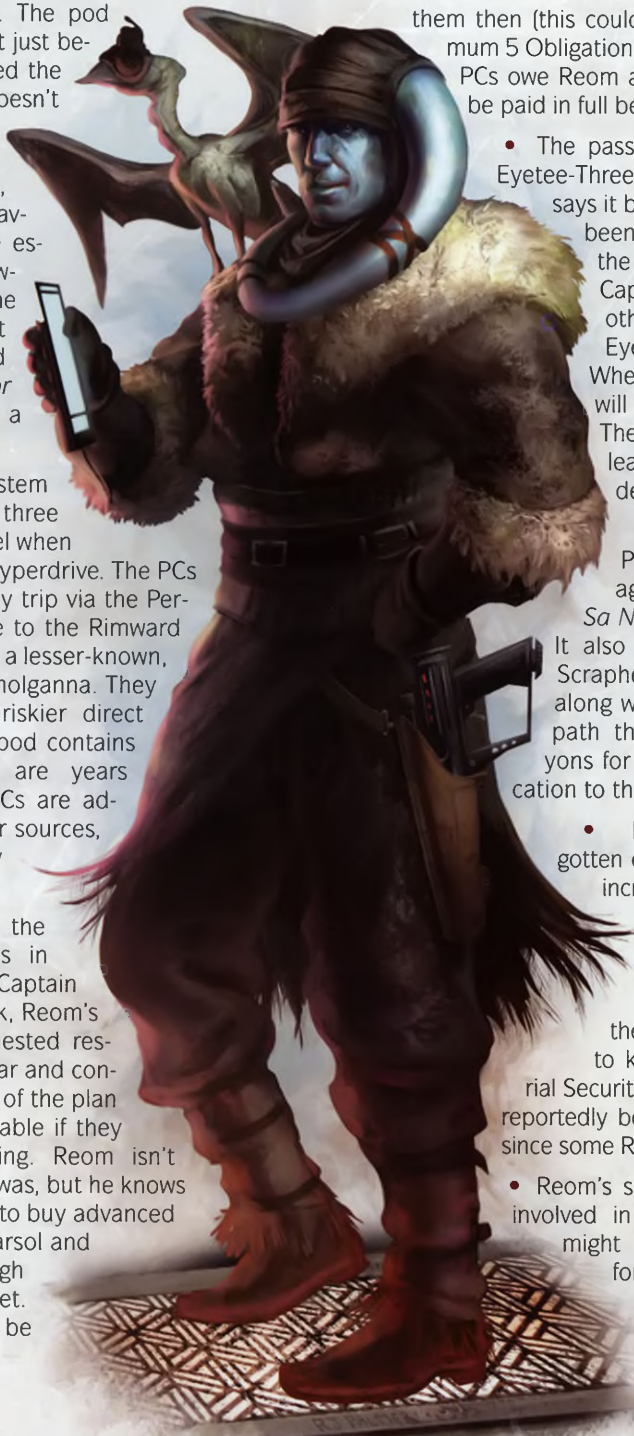
NEGOTIATION AND QUESTIONS

The GM should adjust the reward to something appropriate for the selected PC's Obligation. The PCs may negotiate with Reom for a bigger payout. He adds 1,000 credits for each  on a successful **Negotiation check**, up to 15,000 credits. Otherwise, Reom agrees to pay up to 10% up front, if they ask. If they generate  he agrees to 25% up front.

- According to the hyperspace pod, the ship crashed on Cholganna, a primitive, unsettled world and home to the nexu. The pod was apparently sent just before the ship entered the atmosphere, so it doesn't have much information as to the frigate's condition, only that it was heavily damaged in the escape attempt. However, this is not the first time the planet has been connected to the *Sa Nalaor* rumors regarding a massive shipwreck.
- The Cholganna system is approximately three days from the Wheel when using a Class One hyperdrive. The PCs must take a two-day trip via the Perlemian Trade Route to the Rimward end and then follow a lesser-known, 24-hour route to Cholganna. They might also try a riskier direct jump. Though the pod contains coordinates, they are years out of date; the PCs are advised to seek better sources, even though they are hard to find.
- The pod contains the system coordinates in a message from Captain Rel Harsol to Ropok, Reom's father. Harsol requested rescue and survival gear and confirmed that his end of the plan would still be workable if they survived the landing. Reom isn't sure what the plan was, but he knows his father intended to buy advanced technology from Harsol and distribute it through the black market. Reom believes it to be

cybernetics technology, possibly from a brilliant engineer. He's even heard rumors some of it is based on forgotten Old Republic methods. If the technology is there, he wants it more than any of the supposed treasure the ship carries, and he isn't shy about saying so.

- If there is money or other treasure aboard, Reom wants to split it fifty-fifty, realizing he has no way of knowing how much might be found other than what his droid confirmed was on the ship's manifest. If he ever discovers the PCs lied, he'll deal with them then (this could account for a PC's minimum 5 Obligation if the rest is paid off). If the PCs owe Reom actual credits, he wants to be paid in full before splitting the loot.
 - The passenger droid is IT-3PO, or Eyetee-Three, as Reom calls it. Reom says it belonged to Ropok and has been functioning since before the Clone Wars. It once knew Captain Harsol and possibly others aboard the *Sa Nalaor*. Eyetee-Three isn't on the Wheel yet. It is en route and will arrive later this evening. The PCs should be ready to leave when Reom's guards deliver it to the PCs' ship.
 - Reom gives the PCs a data chip with images and holograms of the *Sa Nalaor* and Captain Harsol. It also includes the location of Scrapheap Point on Raxus Prime, along with a recommended flight path through the junkyard canyons for avoiding revealing the location to the Imperials.
 - Reom knows that word has gotten out about the pod. He has increased security at the office and believes that others might be interested in stealing the information or the pod itself. He tells the players to be careful and to keep an eye out for Imperial Security Bureau agents, who have reportedly been spotted on the Wheel since some Rebels stopped over briefly.
 - Reom's sister, Shira, is not heavily involved in this operation, but she might have future opportunities for them if this current job works out well for IsoTech.



Once he and the PCs agree to terms, Reom tells them he wants them to depart tonight, after they've bought everything they need and his droid, IT-3PO, has arrived.

THE SNITCH

Word travels fast on the Wheel, and IsoTech's competitors are curious to see what Reom's new recruits are doing. The Yiyar clan posts a snitch at the door to eavesdrop on the conversation and report back any details about the rumored message pod.

As the PCs leave Reom's offices, the snitch makes an **opposed Stealth check** with a dice pool of (◆◆◆) using the PC with the highest ranks in **Perception** for the difficulty. If he fails, the Player Characters notice a Rodian sneaking away after their meeting. They can try to chase him down, but he quickly vanishes into the crowds and storefronts of the station. If stats are needed, use the Yiyar clan Member profile on page 29.



THE HYPERSPACE MESSAGE POD

A hyperspace message pod is an automated, unmanned vehicle that transports messages and data through hyperspace to specific destinations. This pod was very old, very damaged, and completely dead. It was just floating in space when a luxury liner en route to the Wheel collided with it. They gave it to the Wheel administrators, who turned it over to the addressee, which turned out to be IsoTech.

The PCs may attempt to recover additional information from the pod that might have been damaged over time or from the latest impact. A quick diagnostic **Easy (◆) Computers check** reveals that the pod is in need of mechanical repairs. Without the tools found at a droid repair shop or a slicer's workbench, (■) are added to the already **Hard (◆◆◆) Computers check** to repair it. On a success, the PCs recover the *Sa Nalaor's* vector for their final hyperspace jump, reducing one (■) per ✨ result to future Astrogration checks to travel to Cholganna. With any (🌀) they are able to add (■) to that check, or they may spend a (🌀) to add (■).

PREPARATIONS AND RUMORS

The Player Characters have 8 hours to attend to personal matters and prepare the ship for departure (see also the **Timeline to Departure** sidebar on page 31). They should purchase last-minute items and supplies while gathering additional information about Cholganna, Raxus Prime, Reom, and IsoTech. The GM should remind the PCs that given the remoteness of their destination, this may be the only opportunity to learn more about it. This is also a great time for PCs adept in investigation and negotiation to shine during this adventure.

While making preparations, the PCs might increase the security around their ship and set a guard, so the GM should provide events to keep PC sentries engaged in the game if the action moves elsewhere. See **Imperial Interests** on page 26. However, if the GM wants to keep the group together, Reom might provide a guard who is completely trustworthy, to keep the story moving.

As the PCs go about their business, they may make occasional **Average (◆◆) Perception checks** to notice that their movements and questions attract attention. As rumors about the pod spread, news of the PCs' IsoTech connection circulates as well. The PCs might decide to take preventative or other unexpected actions against their rivals as they learn of them, and the GM is encouraged to run with their ideas.

RUNNING A FREE-FORM INVESTIGATION

This section of the adventure allows the PCs to investigate items, people, or places in whatever order they desire. New GMs might find this challenging, especially if they are not used to creating characters, locations, and situations on the fly. To help, this section is broken into two sections designed to be used together.

The section **Knowledge and Related Checks** includes tables of skill checks outlining what the characters learn from generating various knowledge-related skill check results. These tables are relevant not just in **Episode I**, but throughout the adventure. **Hangar Deck Locations** and the **Wheel Hangar Map** (both on page 22) detail locations near the PCs' hangar. Each entry includes the establishment's description along with roleplaying notes for the main proprietor or contact. The GM or PC picks a location to investigate when the PC makes a specific check—some NPCs grant an additional bonus to certain skills. The GM may also substitute other characters or locations if needed.

As the PCs investigate, they may learn of other groups interested in the *Sa Nalaor*. See **Imperial Interests** and **The Yiyar Clan** sections later in this chapter for more information on these groups and how they operate.

KNOWLEDGE AND RELATED CHECKS

PCs may make **Knowledge (Lore)**, **Knowledge (Outer Rim)**, or **Knowledge (Xenology)** checks to determine what they already know about Cholganna and Raxus Prime. Successes give the players information from the planetary overviews on pages 38 and 76. Give characters who regularly travel to the Wheel, the Perlemian Trade Route, or this portion of the Outer Rim a on these checks to represent their prior knowledge.

To search out additional information, the PCs can go looking for clues around the Wheel. They may make an **Average (◆◆) Computers, Streetwise, or Knowledge (Underworld) check**, plus or minus situational bonuses or penalties. See **Table 2-1** through **Table 2-3** on the following pages for guidelines on what to reveal on a successful check. The GM might also allow multiple ✨ to be used in place of the 🕒. If the PCs fail, they do not learn anything new. If a check results in 🕒 🕒 🕒 or more, word starts to get around that they are especially interested in Cholganna, the *Sa Nalaor*, or Raxus Prime. Reputable characters start to noticeably avoid them or dismiss them as fools for pursuing the *Sa Nalaor*. If a check results in one or more 🕒 symbols, the PCs attract the immediate attention of an undercover ISB agent. See **Imperial Interests** on page 26.

TABLE 2-1: COMPUTERS CHECK RESULTS

Topic	Cost & Result Options
Cholganna	✨: The PC learns basic statistical or general information about the topic (see page 38).
	🕒: A few big game hunters occasionally make a trip to capture nexu. No record of any recent trips.
	🕒 🕒: The check reveals a file with a detailed route to Cholganna. The astrogation data is a year old, but adds <input type="checkbox"/> to Astrogation checks to navigate to the planet.
	🕒: Cholganna's orbit currently has it passing through a nebula, which will impair sight and sensor readouts significantly for those traveling through the stellar cloud. Extreme caution is advised.
IsoTech/Reom	✨: The PC learns basic statistical or general information about the topic (see page 15).
	🕒: This is one of the best illegal tech companies for custom installations and creations.
	🕒 🕒: IsoTech is a heavy dealer in prime weapons tech, ship upgrades, and exotic cyberware.
	🕒: Reom's father was a CIS sympathizer who died in an Imperial prison for aiding fugitive CIS officers after the war.
Raxus Prime	✨: The PC learns basic statistical or general information about the topic (see page 76).
	🕒: Raxus Prime is a junk world and home to an Imperial shipyard.
	🕒 🕒: The Imperials regularly fly atmospheric patrols but only deploy ground forces where needed. They are very protective of the shipyard in orbit.
	🕒: The search identifies the permits and methods for officially bypassing Imperial in-flight inspections when approaching Raxus Prime.
The <i>Sa Nalaor</i>	✨: The PC learns Grinner's smugglers tale as well as the history behind the ship's name on pages 5 and 7.
	🕒: The Banking Clan frigate carried thousands of battle droids but only a small crew of fifty living beings.
	🕒 🕒: Captain Harsol was once a Republic naval officer before he defected to the Separatists at the start of the Clone Wars. He is rumored to have served with General Grievous on the CIS flagship the <i>Invisible Hand</i> .
	🕒: The search reveals full schematics for a typical <i>Munificent</i> -class frigate.

TABLE 2-2: KNOWLEDGE (UNDERWORLD) CHECK RESULTS

Topic	Cost & Result Options
Cholganna	✦ The nexu trade is highly profitable for those who can pull it off. Cubs and black nexu fetch the highest prices.
	👤: Nexu hunting has lost favor among big game hunters because it's so far away and dangerous, even for them.
	👤👤: An infochant has a collection of purported maps to the crash site. All are thought or proven to be fakes.
	🔗: The PC knows of a local technician who might be able to "borrow" some astrogation data for the PCs, at a price. For 250 credits, the contact sells them data sliced from the Imperial databases themselves. Add to Astrogation checks to navigate to Cholganna.
IsoTech/Reom	✦ IsoTech is among the best underground tech sources, and the most expensive.
	👤: The Yiyar Clan's salvaging operation has taken a recent interest in IsoTech's Raxus Prime facility.
	👤👤: Yiyar Salvage and IsoTech mechanics have been seen shooting at each other over customers and suppliers.
	🔗: Reom and Shira hate the Empire for the death of their father and have actively worked against it for years. They have no known formal Rebel connections that can be exploited by rivals.
Raxus Prime	✦ Raxus Prime is a junk planet with extensive underworld activity hidden from the Empire.
	👤: Rival black-market tech operations compete for the best scavenged items. Armed confrontations are common.
	👤👤: If trading good-quality tech to them, Jawas can be good sources of information about rival scavengers.
	🔗: Scavengers often escape major Imperial crackdowns by fleeing through the junkyards—both above and below the surface. Some below-surface tunnels are big enough for a ship or speeder, but are very dangerous.
The <i>Sa Nalaor</i>	✦ It is a legendary treasure ship from the Clone Wars commonly used in cons for selling bogus info to naïve seekers.
	👤: Rumored sightings range from Cholganna to other nearby systems such as Troika, Tooma, and Drongar.
	👤👤: The Imperials once put such a high bounty on the ship that a half-dozen scout services pursued it for two years before giving up. The Imperials dropped the bounty when a new ISB agent took over the case.
	🔗: The character knows an infochant who has a collection of maps of old CIS starships.

TABLE 2-3: STREETWISE CHECK RESULTS

Topic	Cost & Result Options
Cholganna	✦ A number of beings have been asking around for anyone who has astrogation paths to the planet, but none have turned up as of yet.
	👤: Everyone is wondering whether those tales that linked the <i>Sa Nalaor</i> to Cholganna might have been true.
IsoTech/Reom	✦ Everyone is talking about IsoTech and the hyperspace pod. Speculation is rampant, and anyone associated with IsoTech is of interest to their rivals, the Yiyar Clan.
	👤: Yav Yiyar of the Yiyar Clan and Reom have a history.. of animosity. They are constantly taking swipes at each other's businesses and anything the other covets (until they get it).
	👤👤: The Wheel has beefed up security around IsoTech due to attempted break-ins.
Raxus Prime	✦: The Imperials are cracking down on Raxus Prime scavengers, including the Jawas. Valid permits are required to land.
	👤: "Too-Low" Talo, who works for Yiyar Salvage, has been asking around about IsoTech facilities and about the PCs' plans.
	👤👤: Imperial activity has forced Reom to tone down IsoTech's operations on Raxus, including salvage operations and work modifying patrons' starships on-site.
The <i>Sa Nalaor</i>	✦: The Yiyar Clan has also been asking about the ship since the hyperspace pod was discovered.
	👤: The Yiyar Clan is threatening and warning away anyone who even mentions the hyperspace pod.
	👤👤: The Imperials are more than a little interested in the old ship and have an operation underway that might involve it. They haven't seized the pod outright because of the Wheel's unique status.

EXPLORING THE WHEEL

During their preparations and investigations, the PCs are able to visit as many or as few locations as they please. The Wheel is an expansive space station, with many hotels and casinos catering to an upscale clientele. The GM might choose to improvise additional locations according to the needs of his group.

CITIZENRY AND SECURITY

The Wheel's inhabitants and visitors are diverse in origin and occupation, but it is dominated by humans. Despite its separation from the Empire, it still retains attitudes toward the Empire, and particularly non-humans, as might be seen on Imperial Core World planets. Non-humans are allowed on board, but are often made to feel less than welcome by administrators, crew, security, and human visitors.

The Wheel has its own

skilled security officers who are quick to quell any disruption. Fighting is frowned upon, quickly reported to Master-Com, and halted as soon as possible.

HANGAR LEVELS

The hangar levels contain docking bays, landing platforms, berths, and docking clamps suitable for every type of starship from one-man craft to enormous capital ships. Most of these facilities are found on the station's ring. While there is no Imperial Customs office to deal with, administrators from the station still meet incoming craft, arrange for starship services, and inform the crew of station policies and rules.

The station understands its unique status and prices its services and wares accordingly. Docking fees are often ten times the going rate for similar stations and only marginally negotiable. All manner of starship services and repair facilities are available for craft of almost any size.

Included on the hangar levels are the hangar decks (detailed on the following page) where everything from equipment to information can be found—for the right price.



HANGAR DECK LOCATIONS

The hangar decks contain a variety of different stores and other facilities commonly sought out by short-term visitors. However, the Wheel hosts almost any establishment that can be found in a modern, major city. GMs are free to elaborate on other locations as needed. Below is a short list of establishments around the PCs' hangar, along with their primary owner or contact. GMs may also use these places elsewhere in the galaxy as needed.

BLASTED ASTEROID CANTINA

The Blasted Asteroid is a cantina chain located in starports and space stations throughout the galaxy. The Blasted Asteroid is a favorite for regular travelers to the Wheel. It never closes and is nearly always crowded with the newly-arrived, the nearly-departed, and all manner of patrons in between. The cantina is dingy, though a small army of droids helps to keep the place running and relatively clean. Fights are discouraged, and the staff will quickly call Wheel Security at the first sign of trouble.

Bartender: Ceoloe is the cantina's leading bartender and bouncer. The human is a large mass of muscle, more than capable of handling bar fights quickly and easily, often through simple intimidation. Ceoloe is talk-

ative and indiscreet. He'll say the wrong thing or make a revealing comment a bit too loud for comfort. People think this is accidental, but it is his way of alerting Waroon Dak of potential secrets to pursue. PCs gain a ■ die to **Streetwise checks** when speaking with him.

Infochant: Waroon Dak, a rotund Corellian, is a talented and savvy infochant. He sits in a large, round booth near the bar, selling or trading information to anyone looking for someone or something on the Wheel. Ceoloe keeps an eye on him and quickly pulls him out at the first sign of trouble. Waroon pays Ceoloe a finder's fee as rent for using the table space. Waroon is intensely inquisitive, asking lots of questions even while providing the answers that his patrons purchase.

Before he gives them any information, the PCs must first negotiate a flat fee applied to each question answered. The PC starts off making an **Average** (◆ ◆) **Charm** or **Coercion check**, depending on their approach to the infochant. Success grants him

USING GRINNER

The GM may adapt and use Grinner's tales at the start of each episode when revealing information the PCs discover through successful skill checks or clever questioning. A datapad describing the *Sa Nalaor* can be found on page 5, the Wheel on page 23, Cholganna on page 40, and Raxus Prime on page 78.



GAME MASTER'S NOTE

If the PCs start to monopolize the infochant or try to get all of the information they seek from him, other customers or Ceoloe eventually demand Waroon's attention. If Waroon catches on to what the PCs are really after, he becomes extremely interested and might even offer to buy information from them, at 50 to 300 credits per question. However, their rivals and perhaps the Imperials could even-

tually learn whatever they reveal. If the rivals use the information later on, they should gloat over the PCs and brag about how they learned it. If the PCs try to sell the infochant false information, they must make a **Hard** (◆◆◆) **Deception check**. If they fail, Waroon gets angry and demands any money he paid them back. Ceoloe rushes over and demands they leave, throwing them out if needed.

a □ die on all subsequent skill checks with Waroon. Failure adds a ■ die instead. To set Waroon's per-question fee, the PC makes a **Hard** (◆◆◆) **Negotiation check**. A success sets the fee at 10 credits per question; failure starts at 15 credits per question. ☹ and ☺ may indicate how Waroon is reacting to the PCs and vice versa. With each question or set of related questions, have the PCs make the appropriate skill check according to the tables on page 19 and page 20, then add a □ or ■ die as indicated by the initial **Charm** or **Coercion check**. Talking to Waroon counts as an automatic success, while the check is used to determine how many ☹ are generated.

CARGO STORAGE

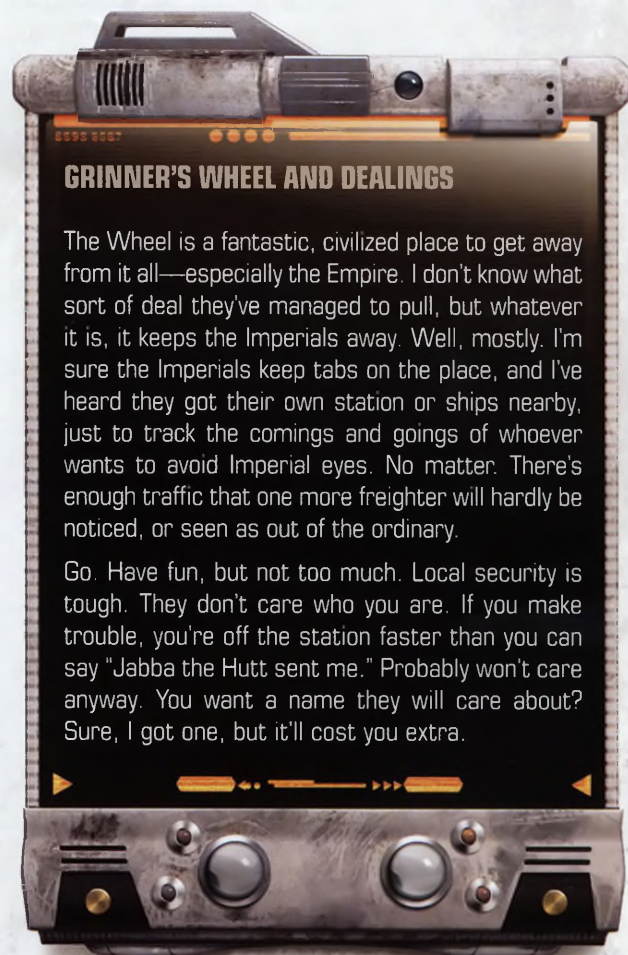
The Wheel has numerous cargo bays that act as distribution centers for cargo transfer between ships and merchants. Incoming craft can purchase hauling and storage services for almost any length of time, and at various security levels. Although all facilities are guarded by alarms, droids, and security officers, higher-security bays can include vault-like protection. Costs range from a few hundred credits to several thousand, depending on the amount of space and the security level selected.

Cargo Administrator: Cargo administrators are common throughout the hangar decks. They oversee the transfers between warehouses and ships. While ships might use their own crews or droids for cargo hauling and delivery, it is often safer and cheaper to use the Wheel's services. The administrators are not customs officers, but they report illegal activity if they see it. Most are reasonably honest, but some can be bribed or bought off, though they risk losing their jobs if caught.



CLOTHING STORE

Sonou's Apparel carries a complete line of starship-ready clothing for many common species. Jumpsuits, environment-specific wear, and even spacesuits are available, as well as a limited supply of formal wear. The clothes are surprisingly and suspiciously cheap, running at about two-thirds of the common market value (as shown on the **EDGE OF THE EMPIRE** Core Rulebook's **Gear and Equipment** table on pages 182-3).

Owner: Sonou, the Twi'lek proprietor, makes a good living replacing spacers' and traders' worn-out clothing. Her clothing is admittedly cheap, often wearing out in about half the time of a comparable garment. She readily admits this if asked. Sonou relentlessly orders around her staff of Twi'leks and droids, though she is civil enough to her customers. PCs speaking with Sonou gain a □ to **Streetwise** and **Knowledge (Outer Rim) checks** thanks to her familiarity with the Wheel and those who pass through it. If the PCs purchase a garment, it may fail unexpectedly on a ☹ during an appropriate check (Athletics or Resilience, for example).



ACQUIRING GEAR

The PCs might want to purchase gear suitable for exploration and survival purposes. Standard items can be found at Farlander's and similar stores. More exotic requests might be granted by Reom as part of their deal. Vehicles are more difficult to obtain, but used speeder bikes and small airspeeders can be found for sale from individuals around the station. None of them are military-grade, though some might be very lightly armed. Used vehicles are temperamental, requiring unexpected repairs when  occurs on Piloting checks.  indicates a major malfunction; the GM may call for a roll on the vehicle **Critical Hit Result** table (see page 244 in the **EDGE OF THE EMPIRE** Core Rulebook).

The GM should work with the players if they want something they cannot afford but come up with clever ways to add to their gear. Taking on additional Obligation is an option. Gambling at one of the casinos might also rake in several hundred or thousand credits to a good player.

DECK CORRIDORS

As the Player Characters make their way about the hangar deck, they should get a sense for the cosmopolitan nature of the Wheel. Humans, aliens, and droids all do business with one another. Occasionally, even noble or well-to-do individuals can be seen passing through on their way to the station's high-class hotels and casinos, replete with complements of bodyguards and airs of superiority.

DROID REPAIR





The Dented Droid is one of a chain of droid repair stores found in major space stations, starports, and cities around the galaxy. It is small, grimy, and filled with semi-functioning droids in addition to an impressive array of random parts scattered on shelves and in half-open boxes. The entire place seems filled with beeps, whirs, and the hum of ratcheting gears.



Mechanic: Jilaa San is the Sullustan mechanic who keeps the shop running. Her work is competent but barely organized and not terribly fast. She always says she's ready to take on new work, but the truth is she is perpetually exhausted and over-promises on delivery times.irate customers must pick up partially-repaired droids or constantly prod her to finish the job when she inevitably falls behind schedule.

GEAR STORE

Farlander's Outfitting and Supply is part-showroom and part-pawn shop. The store carries new and used

gear ranging from shipboard tools to survival gear to maintenance equipment. Farlander's also carries a limited selection of non-military-grade weapons, such as average blaster pistols and hunting rifles. If it's not in the store, Nols and his inventory droid, CZ-332, can probably dig up something comparable from elsewhere on the station. Nols also buys used gear, as long as it is in working condition. He's a slick salesman and, while not totally honest, he avoids becoming a willing fence in order to steer clear of trouble with Wheel Security. New gear in the store runs at prices comparable to those listed in the **EDGE OF THE EMPIRE** Core Rulebook (page 182), while used gear is half off.

Manager: Nols is a young human who grew up on the Wheel. He has worked at the store for most of his life and has an intimate knowledge of everything about it. However, he is fascinated by his customers and is always trying to learn new things about where they came from and what they've seen. He is easily impressed by exotic items, bizarre stories, and distant worlds. PCs speaking with Nols gain a  to any **Knowledge (Lore)** or **Knowledge (Xenology)** check. He negotiates all prices with a **Hard** (  ) **Negotiation** check.

The droid CZ-332 sits behind the counter and is plugged into the store security system. It keeps close watch on everything in the store and can instantly call security at the first sign of shoplifting or other trouble. Characters trying to steal items or coerce Nols must add   to any related skill checks (**Coercion**, **Deception**, **Skullduggery**, **Stealth**, etc.).



HIGH STAKES AND HYPERSPACE

The luxury level of the Wheel sports the main drag of casinos and hotels, but small gambling dens and gaming arcades can be found throughout the hangar decks as well. Inside, the dark parlor is illuminated only by the glow of vidscreens holocasting ronto races and gladiatorial matches from other planets. Patrons may seat themselves at any of the dejarik, sabacc, or chance cube tables, where small holographic projections of Togrutan waitresses take drink orders and set up games. There is always someone playing, though business is markedly brisker at night. Droids and obvious slicers are not allowed, given their ability to cheat.

Bookmaker: Jokol, the Duros bookie, collects wagers, serves drinks, and makes small talk with gamblers at his bar. He will ignore visitors who aren't betting and is gruff even to those who are. He's a long way from home and refuses to talk about Duro or the Core worlds if asked. He has, however, done his fair share of traveling and is a talented pilot. Talking with him about astrogation and the hyperlanes yields a on related checks if the PCs are willing to divulge their intended destination.

INFORMATION KIOSK

An automated information center covered in view-screens and holograms advertises the Wheel, its services, and its shops. The kiosk is run by a Master-Com subsystem that greets users in an overly-polite manner, and answers questions as best it can. It also serves as an emergency notification and security observation station when the need arises.

Computers checks using the kiosk gain a . Slicing attempts that result in any  automatically shut down the connection, and a  result sets off a loud alarm and immediately alerts security, which arrives in about 30 seconds (see the Wheel Security adversary profile on page 34).

PARTS STORE

Also known as Hal's, the parts store is a one-stop shop for picking up common parts for ships, vehicles, and related equipment. Basic items can be found in the store, while other parts can be ordered from warehouses elsewhere on the station. The store typically has a line of people waiting to reach the front counter. The store can also deliver equipment to the PCs' ship, but payment is required up front. Repair services are also available.

Owner: Hal Lars is the owner and lives in a small apartment behind the store. The elderly human relies on cybernetic hearing and eyes. He has an extensive knowledge of the common starships that pass through the station and an uncanny memory for previous customers and their problem equipment. He is helpful, but expects to be paid for his parts and advice. Hal is highly knowledgeable in local happenings. PCs speaking with Hal gain one to any **Knowledge (Underworld)** or **Streetwise checks** made while speaking with him.

TASIA'S TAPCAFÉ

Tasia's is a quaint restaurant catering to travelers tired of shipboard meals. Alderaanian dishes are its specialty. With the Death Star's recent destruction of Alderaan, Tasia's Tapcafé has become a rallying point for refugees and anti-Imperial sentiment. Messages and holos form an impromptu memorial to the planet on the back wall, which is now covered in both open and cryptic messages to the dead, the survivors, and the defiant. Brun Brux, the Alderaanian proprietor, is aware that his place is likely drawing the attention of the ISB, so he discourages open talk of the Rebellion. Instead, he publicly focuses his efforts on saving Alderaan's culture and spirit. Privately, he may one day join the Rebellion, but he doesn't know who to trust yet. In the meantime, he takes advantage of the Wheel's immunity sphere to keep his bit of Alderaan alive.

Proprietor: Brun Brux is a thin, bearded restaurateur who used to be more concerned with his tapcafé than galactic politics. Now, he is alternatively saddened and angry at the recent events. He meets new Alderaanians regularly and commiserates with them as they pass through the station. Every day is an emotional one at the tapcafé. PCs with an Alderaanian background are greeted warmly, if sadly. Brun does what he can to help them with any task, short of open rebellion. He trusts them only so far.

IMPERIAL INTERESTS


The Imperial Security Bureau continues to investigate the *Sa Nalaor*, even after all these years. The Chancellor's office originally ordered the seizure of every cybertech in Cratala's department; Cratala and her staff only narrowly escaped being drafted into Palpatine's personal medical research staff. When Cratala resurfaced at the end of the war aboard the *Sa Nalaor*, the newly dubbed Imperial forces gave chase.

Though the ship escaped, Imperial intelligence services continued tracking the various tales and reported sightings. Most believed it had escaped into Wild Space. After a few years, the case was transferred to the Imperial Security Bureau, where interest waxed or waned depending on the agent in charge. Since the orders originated with the man who is now Emperor, the case could not be closed without his approval. No one dared to ask, and more than a few agents and administrators viewed a break in the case as a probable career boost. However, after Ropok's arrest and subsequent death, the Imperials failed to discover IT-3PO. Ropok's children had neither interest nor special knowledge. The case went cold. *Sa Nalaor* rumors seemed to be the only remaining leads, on which few agents wasted time.

News of the pod soon reached ISB agents aboard the Wheel, and they've been tracking the best lead in years. Due to the Wheel's unique political status, agents led by Supervisor Cal Alsen are undercover and unable to take direct action. His superiors are unwilling to cause an interstellar incident over a rumor about a long-lost ship considered irrelevant to modern galactic politics.

For now, the Imperials are content to watch and wait.

Agent Alsen uses commandeered maintenance droids (see right) to spy on Iso-Tech's access ways and cargo bays, but the Imperial Security Bureau has not gained access to the offices yet.

Once ISB becomes aware of the PCs' involvement, such as through a  result over the course of the PCs' investigations, they implement background checks. The agents also use a WED Treadwell repair droid to try to place a tracking device on the ship (see **Placing the Tracking Device**, right). If one or more PCs are left to guard the ship, this is a good encounter to keep them involved in the game.

ISB AGENT [RIVAL]

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

Skills: Coercion 1, Deception 1, Discipline 1, Melee 1, Ranged (Light) 1, Streetwise 1, Vigilance 1.

Talents: None.

Abilities: None.

Equipment: TT24 Holdout Blaster (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), comlink.

ISB SUPERVISOR CAL ALSEN [RIVAL]

2	3	2	3	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 3		W THRESHOLD 16		M/R DEFENSE 0 0	

Skills: Charm 1, Coercion 2, Deception 2, Ranged (Light) 2, Streetwise 1, Vigilance 2.

Talents: None.

Abilities: None.

Equipment: TT24 Holdout Blaster (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), hand scanner, comlink, heavy trench coat (+ 1 soak).

WED TREADWELL REPAIR DROID [RIVAL]

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

Skills: Computers 1, Mechanics 2.

Talents: None.

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

Equipment: Auxiliary mechanics' equipment.




If the GM wishes to use the **Imperial Informant** subplot (detailed on page 10) to tie in a Player Characters' Obligation, he should take the opportunity to have an agent make contact with the character in question while the group is exploring the Wheel. Depending on whether the group prefers open or closed secrets, the GM can pass a note, take the player into another room, or roleplay out the scene in front of the rest of the party (to their horror).

TO BE CONTINUED

Regardless of how the players handle the maintenance droid or agents, the ISB obtains a complete copy of the message pod data from an informant on the Wheel's security staff who copied it before handing it over to Reom. The ISB does not receive the data until after the PCs depart the station. Agent Alsen or his next-in-command relays the information back to the sector bureau, where the report makes its way to the desk of Supervisor Liers Ossnan, the agent currently tasked with the case. If the droid managed to successfully attach a tracking device to the PCs' ship, Ossnan requisitions two lances of scout troopers to pursue them onto Cholganna's surface. Otherwise he begins a search of his own for the wreckage (giving the PCs a greater head start).

PLACING THE TRACKING DEVICE

When the Imperials decide to place a tracking device on the ship, they use a commandeered Wheel basic repair droid to sneak it aboard under the guise of routine maintenance. The droid is a treaded unit,



about 1 meter tall and a common sight in the galaxy. It has numerous arms sporting various tools, including a fusion cutter, spot sprayer, foam sealant, torque wrench, and power calibrator, among others. It uses the appropriate arm to attach the device to the outside of the ship, preferably within a compartment or otherwise out of view.

Using stealth to approach, the droid makes an **opposed Stealth check** vs. the **Perception** of any guards or PCs in the vicinity. If the droid detects its discovery, it discards the homing beacon at the first opportunity, then flees toward the nearest open door or ventilation duct. If the guards capture it, they find that it looks like one of the station's many droids, with no obvious indications of Imperial-specific tampering or control.

EXTENDED CAMPAIGN—IMPERIAL INTRIGUES

Once the Player Characters make their way onto ISB radar, getting off of it again proves to be a perilously difficult task. The GM should emphasize how being cavalier about the Imperials is a bad idea at best, and suicidal at worst. The PCs should tread lightly as far as the ISB agents go, and if they don't, it's up to the Game Master to bring the fear and oppression of the Empire to life. Exceedingly few individuals are able to escape Imperial detention blocks once captured, and planning a breakout could be an entire story arc in its own right.

By the end of the adventure, it's possible that the party might have crossed or even murdered two Imperial Security Bureau supervisors: Cal Alsen and Liers Ossnan. This could result in the accumulation of an additional 5 or 10 Criminal Obligation by each culpable character (including those guilty by association). In addition to making it hard to operate by legal means, the Imperials might chase the PCs increasingly Rimward, cutting off their opportunities in the Core and Mid Rim regions and forcing the PCs deeper into the spheres of the Hutt Cartels and crime syndicates like Black Sun.

THE YIYAR CLAN

Aside from the Imperials, there is one other major rival of the Player Characters. The Yiyar clan desperately wants to find the *Sa Nalaor*, and the Yiyar Salvage corporation is leading the search. Not only would the fame and fortune boost its reputation, it appears it would deal a severe blow to IsoTech. The PCs might learn of other groups who start chasing the latest leads, only to drop out under Yiyar threats and pressure.

Yav Yiyar and his Rodian crew press every advantage and aggressively deter others from pursuing their salvage targets. They try every underhanded means possible to scare off the competition, including intimidation and threats. The Yiyar have searched for the *Sa Nalaor* off and on over the years and feel they have a right to first crack at the ship. Jealous of Reom, they're planning to steal the message pod information and otherwise interfere with the PCs' operations.

BACKGROUND

The Yiyar are a small Rodian clan whose members moved offworld from Rodia decades ago. Among the clan's operations is Yiyar Salvage. Comprised of salvage crews and support craft, the corporation moves between salvage sites, stripping metal and parts from any wreck it can find and selling them to buyers and scrap yards.

With millennia of warfare waged throughout the galaxy, there is no shortage of battlefields and shipwrecks holding valuable goods and technology to find and sell. Scavenging in the isolation of space is dangerous, due both to the poor condition of the craft and to competitors. The Yiyar are highly aggressive by nature, and that extends to pursuit of their targets. Their extended isolation on long trips, combined with Yiyar clan traditions, make them among the most difficult Rodians to deal with in civilized settings. Either the rules don't seem to apply to them, or they're altogether unaware of them. Other Rodians, including hardened bounty hunters, find them embarrassing. The Yiyar generally avoid the bounty hunter profession, which most Rodians hold in very high regard.

At the Wheel, Yiyar Salvage rents and operates a cargo bay that they use as a distribution center for equipment and parts shipped elsewhere in the galaxy. They are aggressively expanding their sales operations beyond the scrap yards. They recently started holding auctions at the cargo bay as well as selling items directly to merchants and mechanics at

the Wheel. Their own patrons generally dislike them, but remain paying customers thanks to low prices.

Yiyar Salvage is owned and dominated by the Yiyar clan, but the company incorporates non-Rodian crew, associates, and allies as well. Yav Yiyar oversees the Wheel operations and advance scouting missions.

To improve their return on salvaged technical parts, Yav extended operations into custom and black-market technology sales a few years ago. Yiyar's belligerent and threatening style, combined with his company's cut-rate prices, ignited a feud between Yiyar Salvage and the long-established tech operation, IsoTech. Confrontations between the two are always heated, and they often turn violent in deep space or otherwise out of sight of the authorities.



YAV YIYAR [RIVAL]

Yav Yiyar is number three in the Yiyar clan hierarchy, and number two in Yiyar Salvage. He captains the *Nightflyer* and is an excellent advance salvage scout. He leads by example, and his approach to any given situation is mirrored by those Yiyar clan members with him.

Unfortunately, Yav is rude, crude, and generally horrible to his allies and everyone else. Yav is very excited about the *Sa Nalaor*, and he takes every advantage and opportunity he thinks he can get away with to find the ship first. Successfully locating and securing the *Sa Nalaor* could promote Yav to number two in the Yiyar clan hierarchy and give him command of Yiyar Salvage. He also dreams of depriving the hated IsoTech of its prize.



Skills: Cool 1, Deception 2, Melee 2, Piloting (Space) 3, Ranged (Light) 3, Stealth 2, Streetwise 2, Vigilance 2.
Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice).

Abilities: None.

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), vibroknife (Melee; Damage 4; Critical 3; Range [Engaged]; Pierce 2, Vicious 1), armored clothing (+1 soak, +1 defense), comlink.

"TOO LOW" TALO [RIVAL]

"Too Low" Talo is the Sullustan second-in-command of Yiyar Salvage's Wheel cargo bay. Publicly, he was hired to help expand Yiyar's operations at the station and smooth over relations with customers. He secretly disrupts their competitors' operations, from orchestrating minor diversions to bribing officials to hinder them to sabotaging them outright. After the

kidnapping attempt at the Wheel, Talo is sent to lead a revenge attack against IsoTech at Scrapheap Point (see **It's Not Over Yet** on page 85).

Talo is heavily scarred about the head and hands, having suffered injuries in numerous illegal operations and a fair number of fights with Imperials and lowlifes alike. He is loud and overbearing, surprising many larger species with his quick temper and toughness. Rumor has it he's stared down Wookiees and won arguments with Hutts out of sheer tenacity. Talo's nickname comes from an unfortunate accident in which he overestimated a speeder truck's total capacity during a fast getaway. He plowed a load of illicit goods into a canyon rim instead of into the open cargo bay of the waiting smuggler's ship parked above it.



Skills: Athletics 2, Cool 1, Deception 1, Leadership 1, Melee 2, Negotiation 2, Piloting (Planet) 2, Ranged (Light) 2, Vigilance 2.

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

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), vibroknife (Melee; Damage 3; Critical 3; Range [Engaged]; Pierce 2, Vicious 1), padded armor (+2 soak), utility belt, comlink.

YIYAR CLAN MEMBERS [MINION]

Most Yiyar clan members are self-centered or, at best, focused on internal politics and power struggles. Yav's associates are loyal to him and see the *Sa Nalaor* as a huge opportunity to raise their status. Four serve aboard the *Nightflyer*, and a dozen more live on the Wheel and operate the Yiyar Salvage cargo bay, auctions, and sales. The GM can expand the four personalities on the following page if he wants or needs to increase their interaction with the PCs.



Skills (group only): Athletics, Discipline, Melee, Piloting (Planetary), Ranged (Light), Stealth.

Talents: None.

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), vibroknife (Melee; Damage 3; Critical 3; Range [Engaged]; Pierce 2, Vicious 1), padded armor (+2 soak), comlink.

EXTENDED CAMPAIGN—YAV'S IRE

The Yiyar clan members are infamous for being mean, hostile, and awful to be around. Yav is arrogant, which could be mistaken for bluster if he and his crew didn't back up their threats. If threats don't work, they have no problem with outright violence to make their point. They restrain themselves somewhat aboard the Wheel to avoid expulsion, but in the wilds of Cholganna or deep space, they only back down in the face of greater force or leverage against them.

The vengeful Yiyar clan also makes a good long-term adversary for an extended campaign or for inclusion in a subplot.

OTOL NAL

The first mate of the *Nightflyer*. She is tough and greedy, which is alternately encouraged and checked by Yav. She hated it when Yav brought Talo into the company, and especially hates that he brought his Trandoshan crew with him (see page 87).

APOTO

The mechanic and salvage expert. He keeps the ship operational and appraises shipwrecks' salvage value and complexity of retrieval. He and Lasan have long secretly purloined small, expensive salvage items for their own use and sale for quite some time now. If their side scheme were ever to be discovered, Yav and Otol would throw the pair out as thieves.

LASAN

An accomplished scout. Lasan takes the lead in scouting wreckage and salvage sites. He operates without close supervision, enabling him to claim items before Yav and the others arrive. Though he is arrogant about his skills, his abilities are only average, and he takes offense at any suggestion that he doesn't live up to his billing. Yav puts up with the charade, but Otol goads Lasan about it.

ESHON

Guard and general crew member. He provides protection at the ship and keeps watch over others while they survey a salvage site. He's paid to guard his coworkers from outside threats, but he doesn't act as internal security unless expressly ordered to do so by Yav.

NIGHTFLYER

The *Nightflyer* is Yav's upgraded YT-2400 freighter, which he uses for his advance scout work. He upgraded the ship's sensor range to better survey debris fields. He augmented the shields after multiple pirate attacks, and he improved the handling to better traverse asteroids and deep space battle sites. The ship is currently parked in a landing bay on the hangar levels (see page 22).

4	3	+1	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	2 - - 1	4
			HIT THRESHOLD	SS THRESHOLD
			25	18

Hull Type/Class: Freighter/YT-2400 (modified).

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: One pilot, one co-pilot/engineer.

Encumbrance Capacity: 95.

Passenger Capacity: 6.

Consumables: Two months.

Cost/Rarity: 160,000 credits/5.

Weapons: Dorsal and Ventral Turret-Mounted Twin Medium Laser Cannons (Fire Arc All; Damage 6; Critical 3; Range [Close]; Linked 1).

CUSTOMIZATIONS

Electronic Countermeasures Suite: Blocks sensors within range, counting the ship or vehicle's silhouette as one step smaller when being fired at. Immediately notifies all ships in a star system, or within 100 kilometers if planet-side, of the attacking ship or vehicle's existence.



TIMELINE TO DEPARTURE

Below is the expected timeline of events prior to the PCs' departure from the Wheel. The GM might also use it to determine where certain NPCs are at any given time if the PCs initiate disruption plans of their own. If the PCs interfere with or monitor their rivals' activities, the GM should alter the events and timing accordingly.

- **0-hour (T):** The PCs finish meeting with Reom at IsoTech, then begin their investigation and preparations for departure.
- **T + 1 hour:** Rumors spread that the Yiyar Clan is threatening and warning off anyone they think may be pursuing the *Sa Nalaor*.
- **T + 5 hours:** Reom hides the pod and its data in a secret compartment in his cargo bay. An Imperial-commandeered maintenance droid observes Reom's actions in the cargo bay but doesn't see the pod itself. ISB continues surveillance.
- **T + 6 hours:** Apoto and Lasan break into the IsoTech offices, but are forced to flee when Reom confronts them. (The pair injure him in the process.) The Rodians fail to find the message pod, but discover that Reom is having IT-3PO delivered to the PCs' hangar. They regroup with Yav Yiyar and decide to intercept the droid outside of the hangar when it arrives.
- **T + 6.5 hours:** Shortly thereafter, the Yiyar Clan relocates their ship to a hangar closer to the PCs' ship (see the **Hangar Level Map** on page 22 for location).
- **T + 7.5 hours:** Shira arrives on the Wheel with IT-3PO and messages the PCs to alert them that a pair of armed Rodians broke into her brother's offices not long ago. They should be careful, as word has gotten out about the message pod.
- **T + 8 hours:** During Eyetee-Three's delivery, Yav and his crew ambush the droid's escort just outside of the PCs' hangar bay (or in IsoTech's hangar). See **Kidnapping IT-3PO**, below.

PICKING UP THE DROID

After the PCs finish their information gathering and supply runs and deal with any immediate effects from success or failure, they should prepare to receive their delivery and passenger. Shira contacts the PCs and tells them Eyetee-Three should arrive within 5 minutes.

KIDNAPPING IT-3PO

Ten minutes pass, and still no droid arrives. There are two options based on which scenario seems more plausible and dramatic for the group.

If the PCs are proactive, they might call Reom or pay him a visit to check on the droid's status. The GM can ratchet up the tension by having any attempted transmissions to Reom go unanswered. If the Player Characters return to the IsoTech offices, they find the doors open and the insides ransacked from the Yiyar clan's attempts to locate the message pod. In this case, the Yiyar have intercepted IT-3PO in one of the IsoTech hangars, and the PCs walk in on the kidnapping.

Otherwise, the Yiyar ambush the droid in the hall adjacent to the PCs' hangar, overwhelming the mercenary guard escorts. When the PCs return from the hangar decks or decide to investigate what's taking so long, read or paraphrase the following aloud:

You open the door to find two unconscious human guards on the deck. They wear paramilitary uniforms, but are not Wheel Security. A few meters away, you see five Rodians tossing a disabled protocol droid matching Eyetee-Three's description onto a small cargo gravsled.

The Rodians wave blaster pistols in your direction as they start swerving through the crowded concourse, driving the gravsled at unsafe speeds. They yell at people to get out of the way, but forcefully shove more than a few out of the sled's path.

The Rodians include Yav and his crew, who have split up into two groups of two. They start at medium range and quickly try to extend their lead to long range. The PCs must dodge people, cargo, and droids while chasing down the Rodians. The characters should make **Average** (◆ ◆) **Athletics** or **Coordination checks** while making maneuvers, and all ranged combat adds at least one ■ for the congested conditions. ☠ symbols represent damage to the surroundings, and a ☠ result indicates the PCs hit a bystander. Apoto pilots while the rest fire at the PCs using their blasters' stun settings.

The following are suggested obstacles and impediments to the chase (listed in order). They might affect just a single PC, an NPC, or multiple characters. The GM can put obstacles in the Rodians' way to keep the chase close, or let them successfully clear the path if the PCs advance on them too rapidly. Refer to the **Hangar Level Map** on page 22. If the PCs succeed in grabbing the droid, the Rodians pursue them back to the PCs' hangar. The Rodians flee once security arrives.

- An R2 unit suddenly emerges from the Dented Droid, causing one or more targets to make an **Average (◆◆) Coordination check** to avoid knocking over the droid and falling prone.
- A group of about twenty beings of various species are congregating outside Tasia's Tapcafé. They impede the Rodians, who force the crowd to scatter and become even greater obstacles for the PCs. Each PC must make a **Hard (◆◆◆) Coordination check** to avoid colliding with the crowd. If a failed check also generates ☹, the PC falls to the floor, entangled with one of the crowd. Failure with ☹ means the

PC remains upright, but must spend an extra maneuver getting through the crowd. Success avoids the collision completely.

- A Rodian uses the information kiosk for cover to fire a few shots at the PCs. He starts with a couple of stun bolts to startle the crowd, then switches to the normal setting and fires a couple of warning shots into the walls. If the PCs take cover, he keeps firing. If they keep advancing, he quickly gives it up, and runs to catch up with his companions. The automated kiosk immediately starts flashing bright red lights. Master-Com issues a warning that security is on its way and demands all parties halt their fighting.
- As the Rodians approach their hangar bay, several massive cargo containers on low-floating repulsor sleds block their way. The ASP-7 labor droids maneuvering the containers slowly move out of the way. The containers are 2 meters wide, 5 meters long, and 2 meters high. The Rodians cut between the containers. One grabs the sled controls and sends four containers down the concourse toward the PCs. The containers are not terribly fast, but take up a lot of space and have considerable momentum. Any PC trying to stop a container using brute force must make a **Hard (◆◆◆) Athletics check**. PCs dodging out of the way must make an **Average (◆◆) Coordination check**.



- The PCs might call out for help from security or shout to the crowds that any assistance in apprehending the thieves will be rewarded. On a successful **Hard (◆◆◆) Charm** or **Leadership check** the party catches the attention of a few individuals who are willing to help them cut short the chase.
- With an **Easy (◆) Perception check**, the PCs spot another V5 medium cargo floater parked in front of Hal's Parts Store, half-loaded with what must be a customer order waiting to go out for delivery. The PCs may decide to commandeer the vehicle in order to pursue the fleeing Rodians, but they have to contend with the owner after the chase scene ends. Hal accuses them of theft and demands reimbursement for any items damaged by stray blaster fire or PC negligence, plus the cost of any repairs needed to the gravsled itself.

Once inside their hangar, the Rodians readily open fire, unless security is on the scene. Wheel Security (a collection of various humans and droids) arrives when the GM wants them to, depending on how he wants to affect the story or intervene if the fight is lopsided. If Yav is severely injured, or if security shows up before the Rodians reach their ship, they flee without the droid.

V5 MEDIUM CARGO FLOATER

These cheap but reliable gravsleds are ubiquitous on space stations and in starports throughout the galaxy. They are used for transporting smaller cargoes (and sometimes droids) from one hangar to another. They can reach maximum speeds of up to 30km per hour but are ill-suited for sharp turns and are not designed to be able to stop quickly.



Hull Type/Class: V5-series.
Manufacturer: TaggeCo.
Maximum Altitude: 1 meter.
Sensor Range: None.
Crew: One pilot.
Encumbrance Capacity: 55.
Passenger Capacity: 6 (without cargo).
Cost/Rarity: 1,225 credits/2.
Customization Hard Points: 0.
Weapons: None.

IT-3PO (EYETEE-THREE) [RIVAL]

IT-3PO is a protocol droid in operation for almost forty years without a memory wipe. It purports to be the property of Ropok, Reom's father, through whom it was introduced and exposed to a wide array of government, underworld, and Separatist beings. In reality, "Eyeteer-Three" is owned by Captain Harsol and was working with Ropok to set up Harsol's scheme. After the *Sa Nalaor* went missing, Eyeteer-Three remained with IsoTech, and his primary task became translating trade deals for Ropok's operations. This quickly expanded, with Eyeteer-Three becoming a near-equal partner in the operation, as the droid expressed unexpected creativity in the art of crafting a deal.

Since Reom and Shira took over the business, Eyeteer-Three has become a valuable link to past customers and contacts, but is not highly regarded in developing new deals. Eyeteer-Three took a very logical and mechanical approach to this development—it is a droid dedicated to aiding its masters however possible. If they don't understand the opportunities that he continues to point out, that is their loss. Reom and Shira don't know that Eyeteer-Three really belongs to Harsol.

While the PCs are not Eyeteer-Three's master either, the droid still offers advice when it sees the opportunity to make a few credits or gain the advantage over an opponent. It even prefaces

comments with such lines as, "My masters rarely agree with me, but I see a great opportunity for you to gain the advantage here." Eyeteer-Three's aloofness and thinly disguised arrogance are similar to those of other protocol droids.

Eyeteer-Three is still loyal to Harsol and intends to rejoin the captain. The droid's inclusion in this trip was its own idea. It has been gathering a wealth of information useful to both Harsol and Cratala, should they wish to return to civilized space.



Skills: Charm 2, Deception 1, Knowledge (Education) 3, Knowledge (Xenology) 3, Negotiation 2, Perception 1.

Talents: Convincing Demeanor 2 (Remove from any Deception or Skullduggery checks).

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater. Immune to poisons or toxins); etiquette and protocol (protocol droids allow allies to add a to any Negotiation checks or other checks made to negotiate or mediate).

Equipment: None.

WHEEL SECURITY [MINION]

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

Skills (group only): Brawl, Coercion, Melee, Ranged (Light), Vigilance.

Talents: None.

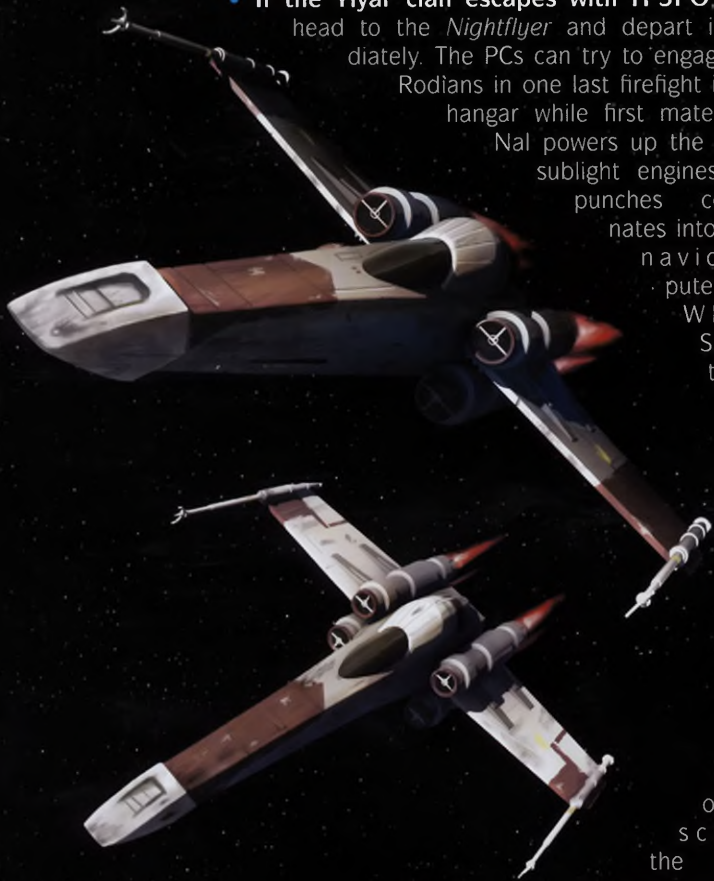
Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 4; Range [Medium]; Stun setting); truncheon (Melee; Damage 3; Critical 5; Range [Engaged]; Disorient 2), riot armor (+2 soak), datapad, comlink.

AFTERMATH AND DEPARTURE

The chase may end in a variety of different ways, each with different consequences:

- **If the Yiyar clan escapes with IT-3PO,** they head to the *Nightflyer* and depart immediately. The PCs can try to engage the Rodians in one last firefight in the hangar while first mate Otol Nal powers up the ship's sublight engines and punches coordinates into their navicomputer. If Wheel Security was



on the scene, the Yiyar are pursued by Wheel starfighters but escape into hyperspace (in full view of the PCs for maximum dramatic effect). The Rodians are able to arrive at Cholganna before the Player Characters.

- **If the PCs recapture IT-3PO and blast off before security or the Yiyar clan can stop them,** the ship takes off without clearance and the pilot

must make a **Hard (◆◆◆) Piloting (Space) check** to avoid colliding with an incoming light freighter. The Wheel demands the ship return to the hangar, but it does not pursue them with fighters or turbolaser fire unless the PCs are suspected of causing major damage, injuries, or fatalities. The PCs can quickly jump to hyperspace. The Yiyar clan is delayed a day dealing with or avoiding security and running down the rumors on the *Sa Nalaor's* location.

- **If security arrives before the PCs escape (whether or not the PCs recapture IT-3PO),** it demands to know what is going on and puts a stop to any ongoing fighting. If bystanders were hurt, security tries to arrest and detain the PCs until Master-Com's recordings can be consulted to assess damages and determine whether trial is required. The PCs might work with security to clear the charges, or they can make a break for it.

Working with security and Master-Com delays their departure by several days, and anyone responsible for seriously injuring or killing bystanders is incarcerated for an extended time. The Wheel fines the PCs for any damages due to the fighting (perhaps causing some to incur Obligation toward the Wheel or Master-Com). Making a break for it makes it difficult for the PCs to return to the Wheel in the future and harms IsoTech's reputation as well. After launching, they are also pursued by Wheel Security fighters and turbolaser fire.

WHEEL SECURITY PILOTS [RIVAL]

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

Skills: Gunnery 1, Piloting (Space) 2.

Talents: None.

Abilities: None.

Equipment: Flight suit.

WHEEL SECURITY STARFIGHTERS

STAR MAPS, STARLINES

The Wheel has a collection of commonly available starfighters for their patrols and police actions. The most common patrol consists of a pair of Z-95 headhunters.



Hull Type/Class: Starfighter/Z-95-AF4 Headhunter.

Manufacturer: Incom/Subpro.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 8.

Passenger Capacity: 0.

Consumables: One day.

Cost/Rarity: 85,000 credits (R)/4.

Customization Hard Points: 2.

Weapons: Wingtip Mounted Light Laser Cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1), Forward Mounted Concussion Missile Launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Breach 4, Blast 4, Guided 3, Limited Ammo 6, Linked 1, Slow-firing 1).

Below is a heavily abstracted map of the locations featured in **BEYOND THE RIM**. After the Wheel, the PCs' next step is to explore Cholganna in the Chol system. The planets Chol, Be'ekk, and Ryien are all uninhabited and barren, desert, and coreless planets, respectively. The crimson Chol Nebula dominates the system.

Finally, the PCs continue onwards to the Empire-controlled junkyard planet Raxus Prime, located in the Raxus system. Raxus the planet can sustain life, but Raxus II is a desolate iceball planet.

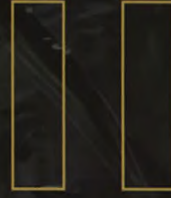
EPISODE I XP REWARDS

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

- Investigating the *Sa Nalaor* and Cholganna clues around the hangar decks: 5–10 XP
- Saving IT-3PO from the Yiyar clan: 10 XP
- Disabling or removing the homing beacon: 5 XP
- Additional encounters: 1–5 XP
- Plus Motivation and roleplaying bonuses as granted by the GM.







WELCOME TO THE JUNGLE

*"On Cholganna, the dinner bell is
always ringing somewhere."*

—Joma Dehn, veteran nexu hunter

Episode II spans the search, discovery, and potential rescue of the *Sa Nalaor's* remaining crew. In this chapter the GM can find the following sections:

- **Journey Beyond the Rim:** Simply navigating to Cholganna is arduous, with several hazards en route.
- **Arrival at Cholganna:** The PCs search the planet's surface and come face to face with its dangers.
- **Convergence on the Crash Site:** After finding the first traces of the wreck, the players explore the escape pod, engine section, and main hull of the ship.
- **Trek to the Retreat:** Captain Rel Harsol closes in on IT-3PO's homing beacon, then takes the PCs and their rivals back to the survivors' settlement.
- **Survivors of the *Sa Nalaor*:** Detailed descriptions of Capt. Harsol, Cratala, and their shipmates.
- **Touring the Settlement:** Cratala shows the PCs around the different locations in the Retreat.
- **Imperial Contingencies:** The ISB and Imperial scout troopers catch up with the Player Characters and threaten to take over the encampment.

Depending on how the end of **Episode I** resolved, the Player Characters might have the advantage, or might need to try to catch up to their new rivals, the Yiyar clan. The adventure assumes that the PCs arrive at Cholganna first, but the sidebars titled **One Step Behind**, interspersed throughout the chapter, afford for the possibility that the PCs arrive second.

If the GM wants to heighten the drama, the two groups might accidentally encounter one another in space directly above Cholganna and start a dogfight during their descent. Alternatively, the *Nightflyer* could spot the PCs' ship during their search pattern and either engage to scare them off or follow them to the surface.

The Imperial Security Bureau also scrambles to get a small exploratory force out to Cholganna, but it is significantly delayed by matters of logistics and internal approvals. Supervisor Liers Ossnan, who is spearheading the mission, arrives later than the party's starship and the *Nightflyer* at a suitably tense moment.

The Game Master should proceed to the following page and determine how long and by what route the party travels to **Journey Beyond the Rim**.

CHOLGANNA

Astrogation Data: Chol system, Outer Rim Territories

Orbital Metrics: 323 local days in a year / 20 standard hours in a day

Government: none (local)

Population: unknown/transient

Languages: unknown

Major Terrain: temperate forests, tropical jungles, mountains, ocean

Areas of Interest: the I dona Forest, Tethyrr River Valley

Major Exports: exotic flora and fauna

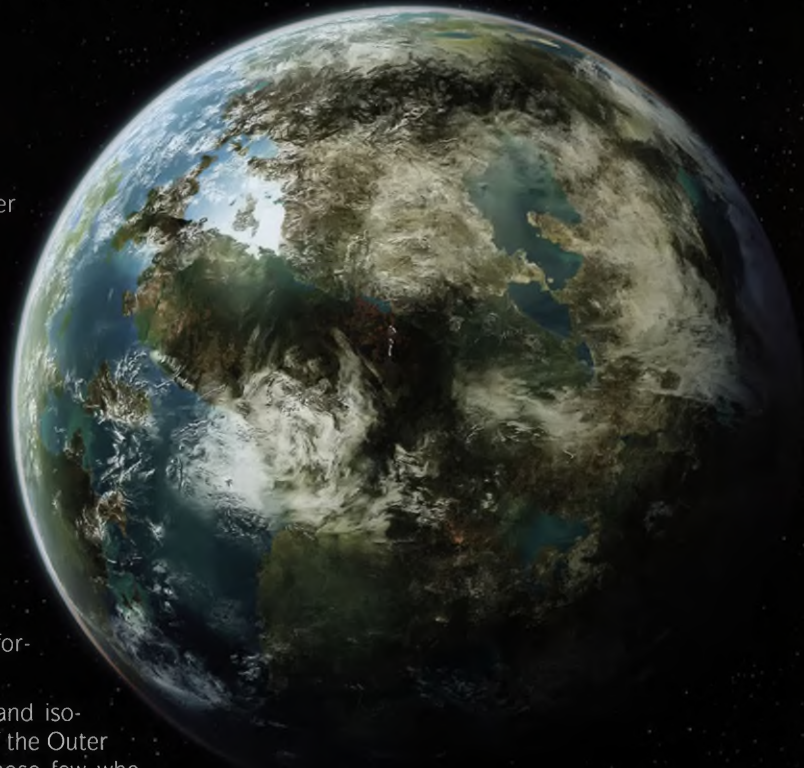
Major Imports: high technology, information, medicines

Background: Cholganna is a remote and isolated world located at the outer edge of the Outer Rim, with only Wild Space beyond. Those few who have heard of the world usually know it as the home-world of the nexu. The nexu is a fast, fearsome, four-legged beast with a mouth full of razor-sharp teeth and a violent disposition. With effort, nexu can be trained, or even domesticated if young enough (domesticated being a relative term). They are popular as opponents in arena fighting (illegal on most worlds) and in some circles as a natural guard. Big game hunters make the occasional trip to Cholganna to capture nexu for sale or hunt them to prove their skills.

Much of Cholganna's terrain is ragged or irregular, and it is covered in deep jungle or forest depending on the latitude. In the north, temperate forests extend from cliff shores to mountain ranges. In the south, dense rainforests thrive amid near-perpetual precipitation. Countless rivers and streams feed into the Tethyrr River Valley. Much of the planet's life is concentrated at its shores, while even more species lurk in its watery depths—including the amphibious reevos. At its mouth, the Tethyrr spreads out across an enormous delta before finally emptying out into the planet's westerly ocean.

Thanks to the array of foliage types, innumerable types of violent and dangerous creatures are native to the world. Each possesses its own particular adaptations to suit its surrounding climate and environs, resulting in many different variants of the same species. There are no known sapient species native to Cholganna.

Its wildlife is not the only threat, however. Torrential cyclones, explosive volcanoes, cavernous sinkholes, and even quicksand have allegedly claimed the lives of many who have tried to traverse its surface. Previous colonization attempts failed or were quickly abandoned.



There are few settlements on the planet, and those are extremely small and rarely visited by offworlders. Nexu hunters stake out search areas and set up temporary fortified encampments around their starships. Most settlements simply don't want to be found. Sometimes their inhabitants are criminals hiding out from law enforcement or the Imperials.

Cholganna lies far out of the way of the Perlemian Trade Route. With only poor or obsolete astrogation data available, the planet is practically worthless to smugglers and other fringers even as a hiding spot, never mind the fact that most are unable or unwilling to constantly fend off the planet's man-eating wildlife.

CHOL NEBULA

The system surrounding the star Chol is partially engulfed by a massive nebula of swirling dust and gases that glows crimson in the dark of deep space. Sensor arrays and transmitters cannot penetrate the dense cloud of particles, making the nebula a dangerous prospect for even the most experienced and talented starship pilots.

Cholganna passes through the nebula for approximately two-thirds of its orbit around Chol. As a result, would-be visitors to the planet are more likely than not to encounter the "star-fog" and all the dangers it entails.

JOURNEY BEYOND THE RIM

Once the characters leave (or escape) the Wheel, they'll need to begin inputting coordinates into their navicomputer to plot their course to Cholganna.

JUMP TO HYPERSPACE

The characters have two paths of travel to Cholganna. The safer, and likely slower, option is to divide the trip into two jumps by first following the Perlemian Trade Route (detailed on page 326 of the **EDGE OF THE EMPIRE** Core Rulebook). The riskier but likely faster option is to plot a direct course from the Wheel to Cholganna.

OPTION 1: FOLLOWING THE SA NALAOR'S FLIGHT PLAN

This option follows the *Sa Nalaor's* original flight path by traveling to the end of the Perlemian Trade Route, stopping in deep space, and making a second, more difficult jump to Cholganna itself. Making the initial jump along the Perlemian requires an **Average (◆◆)** **Astrogration check**, as the hyperspace data is regularly updated. With a Class One hyperdrive, this first leg of the trip takes about 48 hours, adjusted per **Astrogration Results**, below.

The difficulty of the second jump starts as a **Hard (◆◆◆)** **Astrogration check** with ■ ■ representing the decades-old data. Depending on their success in restoring the corrupted navigation data from the message pod, the PCs will have had the opportunity to decrease the number of ■ dice as well as the possibility of adding □ dice (see pages 18-20 for details). The second leg of the trip takes about 24 hours, adjusted per the **Astrogration Results**, below.

OPTION 2: DIRECT JUMP TO CHOLGANNA

This option involves a direct jump to Cholganna, initially following the Perlemian Trade Route for a brief time, then breaking directly for Cholganna instead of flying to the end of the route first. As the exact route is uncharted, the jump difficulty begins as a **Daunting (◆◆◆◆)** **Astrogration check**. The pod data neither helps nor hinders this check, as the PCs are relying entirely on current data. Updated data for hyperspace routes to Cholganna obtained at the Wheel may add □ (see pages 19-20 and 25). The trip takes about 55 hours with a Class One hyperdrive, adjusted per **Astrogration Results**, below.

ASTROGRATION RESULTS

The narrative dice symbols can be used to describe in more detail the trip ahead, depending on which

the option and leg of the trip. Regardless of which leg the PCs are on, each ☉ result adds 4 hours to that portion of the trip. Otherwise, negative dice symbols resolve as follows:

OPTION 1, 1ST LEG

☉ ☉ or more means the PCs arrive far out of position and must upgrade the difficulty on the next **Astrogration check** once.

A ☹ means the PCs emerge unexpectedly in an asteroid field, and their ship immediately takes 5 points of system strain. They must succeed at a **Hard (◆◆◆)** **Piloting (Space) checks** to avoid collisions and get clear of the field. On each subsequent failed check they take 1 more point of system strain.

OPTION 1, 2ND LEG OR OPTION 2

☉ ☉ or more means the ship takes 5 points of system strain immediately and its sensors are damaged by the effects of the Chol Nebula (see **Arrival at Cholganna** on page 40). The sensors are offline until a successful **Hard (◆◆◆)** **Mechanics check** repairs them. If the PCs are lucky enough to own an astromech droid, add □ □.

A ☹ brings the ship out too close to the planet's atmosphere, forcing the pilot to make a **Hard (◆◆◆)** **Piloting (Space) check** to avoid damaging the ship as it skims the atmosphere. If this occurs, ignore the comet encounter in **Arrival at Cholganna** on page 40. On the Piloting check, failure results in 5 points of damage, and each ☉ results in 3 points of system strain. A ☹ results in a Critical Hit.

A FEW DAYS IN HYPERSPACE

The time in hyperspace gives the characters the opportunity to prepare their gear and plans for searching the planet. They should repair any damaged vehicles or gear during the flight. If the Player Characters aren't familiar with each other, they can also use the time to get acquainted. The trip is also the first opportunity for the PCs to quiz Eyetee-Three, if they successfully retrieved the droid. The droid is willing to share part of its history with the crew, including the fact it knew Captain Harsol, but doesn't reveal its true ownership. If pressed, it claims it has no knowledge of Ropok's plans. It has some programming locks that prevent it from speaking about too many details. PCs trying to force the truth out of him must access his programming directly, via a **Daunting (◆◆◆◆)** **Computers check**. Once the PCs are ready, the story should move ahead to their **Arrival at Cholganna** on page 40.

ARRIVAL AT CHOLGANNA

The Cholganna system lies at the edge of the colorful, but relatively minor, Chol Nebula. Roughly half of the planet's orbit runs through the nebula's gases. As the nebula slowly expands over time, it covers more of the orbit. The nebula is mostly gas, but it also has pockets of dense dust clouds. While these clouds are not dense enough to appreciably affect the planet, they can cause problems for starships.

When the PCs arrive, the planet is within the edge of the nebula and will be for several months yet to come. Read the following aloud:

As the starlines fade to realspace, the sensor system immediately goes haywire, flashing lights and sounding a malfunction alarm. A quick glance shows the system is jammed or overwhelmed. Looking outside, you see what you assume to be the Chol system's star as a dim, hazy disk. You can't make out any stars, and you don't immediately see Cholganna... or much of anything else.

When the PCs drop out of hyperspace, two things occur. First, the nebula's gases interfere with the ship's sensors, blinding it until the crew makes a **Hard (◆◆◆) Computers check** to make the necessary adjustments. The adjustments take 5 minutes to make, though each additional ✨ decreases the time by a minute (minimum 3 minutes). The sensors are useless until successfully adjusted. Success with ✨ ✨ means that the attempt partially succeeded. ✨ adds ■ to subsequent sensor-related checks and to all combat checks the ship may make while in the area. Success with 🌀 🌀 or 🌀 not only compensates for the effects,

but the system is set to use them to its advantage; add □ to sensor use and attacks against other ships.

Second, the dust cloud interferes with all visual sightings. Anyone trying to pierce the haze must add ■■ to each **Perception check**. Cholganna is not immediately visible, and cannot be detected on sensors until they are repaired. The dust cloud is small enough that the PCs fly out of it in about 30 minutes (or much less at maximum sublight speeds). However, they may hesitate to push it. About 30 seconds after emerging from hyperspace, the ship shudders with the boom of something bouncing off the hull. It is followed by a trio of hits.

The ship is passing through a cluster of boulder-sized meteoroids, but the PCs may fear that they've emerged in a full-sized asteroid field. The GM should play on those concerns. The PCs may avoid major hits by making a **Hard (◆◆◆) Piloting (Space) check**, adding ■ for the dust. Smaller hits still occur but harmlessly bounce off. The ship's particle shields deflect much of the damage but each hit should cause 3 points of damage, plus one additional point per 🌀. 🌀 indicates a Critical Hit. The difficulty may be reduced once if the ship slows down and similarly increased if it speeds up. All of the ■ may be removed once the sensors are back online. It should take no more than three **Piloting (Space) checks** to clear the meteoroid cluster. Once the PCs clear the dust cloud, Cholganna is easy to spot. Unless there are extenuating circumstances due to actions at the Wheel, there are no ships in the area when the PCs emerge. They may make **Average (◆◆) Computers checks** to scan the area. Any ✨ results could signify that they have misread the sensors and think there might be a ship near the planet or passing behind the world.

GRINNER ON THE FRINGES OF SPACE

Sure, there are still frontiers in the galaxy. They're out there where Known Space runs out and the unsettled and uncivilized fringe of Wild Space begins. This is the realm of the brave, the opportunistic, the foolish, and the desperate. There's no telling what you'll find on a world ignored by or left off of most official star charts. Don't forget, a planet is still a big place. Even a large city can be overlooked by an incoming ship if it's not doing a proper survey. A lot of those fringe worlds have uncharted settlements, illegal operations, and unofficial colonies. They're often barely civilized places, forgotten by the galaxy, and they like it that way. Of course, your first problem might be the unfriendly, violent, and aggressive wildlife that wants to have you for lunch. If you're real unlucky, it might try to save half of you for dinner. Watch yourself out there, and carry a big blaster.

SEARCHING CHOLGANNA

The message pod data pinpoints the *Sa Nalaor's* last known position over the planet, but not its final resting place. Using the data, however, searchers can zero in on a likely area to begin the search. Since the ship still had some maneuvering capability when it came down, simply working out an expected descent path isn't enough to locate it. Treasure hunters have searched in vain for years; the ship is neither visible from space nor easily picked out on a sensors scan.

SEARCH PATTERN

Identifying the correct quarter of the planet's correct hemisphere using the pod's data requires an **Average (◆◆) Computers check** while in orbit. Chol Nebula interference affects the check if the ship's sensors have not been properly adjusted (resulting in ■■ added to the check). Success identifies the correct hemisphere, while failure returns no result. A ☹️ sends the characters chasing a false reading in the wrong hemisphere. ☹️ and ☹️ add □ while ☹️ add a ■ to subsequent sensor checks. The check takes about 25 minutes, but each uncanceled ✨ after the first reduces the check by 5 minutes each (checks take a minimum of 10 minutes).

Scanning the quarter hemisphere takes much longer, requiring another **Average (◆◆) Computers check**. The task takes about 5 hours from low orbit, and it is also subject to the nebula effects. The check is reduced by 1 hour for each additional ✨ (minimum 3 hours) or increased by an hour for each ☹️ (no maximum time). Possible results for the check are as follows:

- A success identifies half a dozen areas that might be the debris field of a large capital ship spread over a distance of 100 kilometers. See **Major Debris Field** on page 43.
- Multiple successes help to pinpoint the crash site, decreasing the range they need to explore by 10km for each ✨.
- On ☹️ or ☹️☹️, the players are able to pinpoint what might be an escape pod. See **Escape Pod 34 Besh** on page 43.
- ☹️ or ☹️☹️☹️☹️ reveals a possible hit for the main crash site itself. See **Discovering the Engine Section** on page 50.
- ☹️ gives the PCs a tempting false positive, possibly even the wreckage of a completely different ship.
- Failure produces no concrete results, which on closer inspection are identifiable as other shipwrecks, long-abandoned encampments, or natural features. The search may be repeated as necessary, or the PCs may elect to move on.
- Additional ☹️ or ☹️ add □ or ■ respectively to subsequent **Computers checks**.

ONE STEP BEHIND

Throughout this episode, it is assumed that the PCs arrive in the Cholganna system first. However, since it is possible that their rivals may arrive first, the **One Step Behind** sidebars present possible alternatives, usually one for each of the rivals—Yiyar Salvage and the Imperials.

If the Yiyar clan arrived before the PCs, they are already searching the correct region for the ship but haven't found it yet. The Imperials are unlikely to have arrived unless the PCs are several days late. If the Imperials are in the system, they have hidden a specialized probe droid in the nebula to observe incoming ships, and they have started their own search on the planet below. In either case, the PCs should have the opportunity to detect the rivals and be given the option to proceed with stealth and caution.

The ship must descend into the atmosphere for a closer look. The GM should decide how far apart locations are and how much flying is required in between. Depending on the jungle foliage and terrain, scans take from 10 to 30 minutes. PCs may make an **Average (◆◆) Survival check** to analyze the data and identify interference caused by terrain and foliage, removing a ■ for each ✨ from the subsequent **Computers check**. The **Computers check** is **Average (◆◆)**, with ■■ for terrain modifications and an additional ■ if the PCs try to scan beyond their sensors' limits. Equipment such as 3D terrain mappers and ground-penetrating radar can add □ at the GM's discretion.

If the Player Characters haven't encountered the *Nightflyer* yet, the GM can both break up the number of checks being made and foreshadow the Yiyar clan's appearance later by having the two groups run into each other in Cholganna's atmosphere.

As each site is discovered, the PCs may investigate on the ground, or move on. The PCs must make fear checks once they finally disembark from their ship (see the **Fearsome Cholganna** sidebar on page 43).

ON CLOSER INSPECTION

Each crash site is covered in full over the next few pages. See the **Convergence on the Crash Site** section (page 48) for the main hull and bridge wreckage. The GM should elaborate as needed if the PCs take a greater interest in any particular location. Vicious creatures may attack the PCs at any or all of these sites; these encounters are detailed in the **Deadly Cholganna** section (page 45) and can be applied to whichever location the GM wishes to use. This is particularly useful if the PCs want to skip ahead without visiting all of the locations, and the GM wants to include some combat.



Main Hull of the *Sa Nalaor*

The Retreat

Engine Section of the *Sa Nalaor*

FEARSOME CHOLGANNA

A key part of exploration is overcoming fear of the unknown. Even the most adventuresome hero is not without fear. Fear is also a common *Star Wars* theme, and one the GM should take advantage of. See the **Fear** rules, **Fear Guidelines** table, and **Effects of Fear** in the **EDGE OF THE EMPIRE** Core Rulebook, pages 298–300, for specifics.

There is a good chance most of the PCs involved are not used to dealing with a true wilderness setting. Some may never have been off of a civilized world. They likely haven't encountered a truly wild creature face to face, trying to eat them. To account for these conditions, use the following difficulties and guidelines when the PCs first exit their craft and when they are attacked for the first time. Depending on the outcome, the GM may continue to call for fear checks as seems appropriate per character. PCs who don't respond well to initial checks may incur additional checks, incur strain, or have **1** added to their checks. These penalties could affect them even when there is no immediate danger. PCs who shrug off danger or have previous experience might gain a **1** or may not need to make an additional check. Fear shouldn't dominate every encounter, but it can play a role.

In structured gameplay, PCs should make the check after determining initiative but before they act for the first time in the encounter. These checks are typically made using the Discipline skill.

SAMPLE FEAR CHECK DIFFICULTIES

- When first entering the wilderness: **Average** (◆◆).
- Modifications when the PC is isolated or alone: add one **1** or upgrade one ◆.
- Modification for encounters at night or in the dark: upgrade the difficulty twice.
- When suspicious that a wild animal is hunting or stalking the PC: **Hard** (◆◆◆).
- When first attacked by a dangerous creature: **Hard** (◆◆◆).
- Subsequent creature attacks, or if PC was wounded in earlier attacks: upgrade one or more Difficulty dice.

MAJOR DEBRIS FIELD

The major debris field is the most obvious area within a 30km by 10km wide zone in which most of the debris fell during the ship's descent. Hull plating, spars, and an engine pod are hidden by the foliage and terrain. A few rusty pieces of plating that came to rest on bare rock might be detected on a low fly-over. The ship itself came to rest at the main crash site at the northern end of the field. With a **Hard** (◆◆◆) **Survival check**, the PCs might learn enough to detect the trail of debris and follow it to the correct destination. The debris field lies about 25 kilometers from the engine section.

ESCAPE POD 34 BESH

The PCs detect a hunk of metal half-buried near the bottom of a steep, overgrown crevasse. Sensors indicate it is the size of a very small shuttle or large escape pod. Lowering someone into or landing in the crevasse is made impossible by an interlocking canopy of limbs and leaves. The nearest clear landing zone is alongside the crevasse about half a kilometer away.

When the characters emerge from their ship, they may make an **Average** (◆◆) **Perception check**. Success reveals a number of wild animals and possibly a few aggressive creatures in the area. Ⓢ indicates

that creatures scared off by the ship's landing may be returning, drawn by the prospect of a new meal.

The journey from the ship to the pod is difficult. The terrain is rough at the clearing. Climbing into and along the crevasse requires a **Hard** (◆◆◆) **Athletics check** (see **Falling** on page 215 of the Core Rulebook; short range). Ⓢ inflict **1**, strain, or both as the characters get entangled in and scratched up by the vegetation.

Once the characters near the pod, read or paraphrase the following aloud:

Laboriously picking your way through the steep, overgrown crevasse, you see a rusted metal hulk half-buried in the dirt. It is relatively large and about 5 meters above the surface of a small brackish pond in the bottom of the crevasse. The object is draped with reddish, thorny vines, but you can just make out the faded words "34 Besh" peeling from the metal to the left of a gaping opening. Dozens of thumb-sized, green-bodied flying insects buzz around the opening. It takes you a moment to realize the round hole is actually the wide-open hatch of a tiny ship or large escape pod. You suddenly notice the door itself stands half submerged in the pond, where it fell directly below the opening.

ONE STEP BEHIND

The PCs might detect their rivals flying their own search patterns, who use similar methods to the PCs'. The PCs might detect the Yiyar clan's *Nightflyer* in orbit but are more likely to see it scanning for possible crash sites or investigating an abandoned escape pod. The Yiyar will go out of their way to engage the PCs (who they have already beaten once before), determined to scare the PCs away if they venture too close to the prospective crash sites. If the Imperials are already in orbit searching the planet, they've started a regimented search pattern around one of the *Sa Nalaor's* far flung escape pods, which came down nearly half a world away. It takes them a day or so to discover their mistake.

An **Average** (◆◆) **Knowledge (Lore)** or **Perception check** reveals the hulk to be an escape pod. An **Average** (◆◆) **Knowledge (Xenology)** or **Survival check** reveals the insects are likely living in the pod and are probably dangerous in a swarm due to their stingers.

A **Hard** (◆◆◆) **Perception check** reveals the occasional skeletal limb or damaged blaster scattered about the area, along with some shreds of what must have been CIS Navy spacesuits. A few bloodstains remain that haven't been washed or faded away. There is also an old, picked-clean skeleton of some kind of clawed, razor-toothed quadruped half submerged in the pond. The skull of the creature shows clear blaster damage.

The pod's interior is home to a nest of hundreds of the green bugs. They swarm around anyone coming close to the pod. Add a ■ to anyone climbing into or working on the pod. The bugs immediately swarm and attack anyone entering the pod. Those venturing in must either endure the stings, wear fully enclosed protective gear (such as an environmental

suit) or devise a way to kill or drive out most of the bugs (such as by smoking them out). There are too many bugs to kill individually with blaster fire or melee weapons.

One of the pod's human users clearly never made it out alive and remains crushed in the last seat furthest from the hatch. The pod's systems are completely dead and heavily corroded. The flight logs and recording memory system may be physically removed with a **Hard** (◆◆◆) **Mechanics check**. ☹ accidentally destroys the fragile system. ☹ degrades the recorded files.

A successful **Average** (◆◆) **Computers check** allows the retrieved memory to be copied and viewed on another system. The files contain the position of the *Sa Nalaor* when the pod was launched and a recording of the pod's descent to the planet. Recordings of voice traffic between the pod and the ship reveal Captain Harsol's condemnation of those who abandoned ship without orders. A holographic recording of the pod's interior shows three humans and two Neimoidians angrily cursing their luck for being forced to the edge of the galaxy due to "Captain Harsol's greedy scheme" and "Cratala's political treachery against the Chancellor." The recording stops when the pod crash-lands.

GREEN BUG SWARM [RIVAL]

1	4	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
1		20		0 0	

Skills: Coordination 2, Melee 2.

Talents: None.

Abilities: Swarm (halve the damage dealt to the swarm before applying soak unless the weapon has the Blast or Burn quality [regardless of whether or not that quality is activated]), Venomous Stinger (on a successful hit the target must pass an **Average** (◆◆) **Resilience check** or be disoriented for 3 rounds), Knockout Poison (if the Green Bug Swarm scores a Critical Hit or exceeds a target's strain threshold, the target must make a successful **Hard** (◆◆◆) **Resilience check** or fall unconscious for 5 minutes, or until a successful **Average** (◆◆) **Medicine check** revives him).

Equipment: Stinger (Melee; Damage 1; Critical 5; Range [Engaged]; the GM may spend ☹☹ to deal 3 strain).



DEADLY CHOLGANNA

Dangerous, aggressive, and lethal creatures make Cholganna a terrifying place for most visitors. The following encounters may be adjusted and dropped into any scene in the Cholganna jungles, as desired by the GM. See **Fearsome Cholganna** on page 43 for details on fear checks.

ARBOREAL OCTOPUS [RIVAL]

The arboreal octopus is a multi-tentacled horror that lives in the upper canopy of the forest. It descends to the lower branches to ambush its prey from above. Pack hunters that rely on stealth and agility, the octopi wrap themselves around large tree trunks or solid tree limbs and ensnare unwitting prey as it passes below. Once an arboreal octopus has grabbed its victim, it tries to haul it up to a higher perch to eat its meal.

The arboreal octopus is a mottled brown-green color, ideally suited for concealing itself among the tree trunks and branches. Its skin is flexible but difficult to pierce. Its central body is round and less flexible and covered in heavy fur and thick hairs. The octopus is difficult to sneak up on, as it has four eyes distributed evenly around the center of its body and a pair of eyes at the top of its head. Its mouth, centered on its ventral side, sports pointed, razor-sharp teeth.

Four of its tentacles are used primarily for climbing and moving about. These possess spikes and short claws along their lengths, enabling the creature to latch on and keep an impossibly tight hold on its perch. The other three tentacles are used mainly for hunting. Each ends in a triple-pronged talon for injuring its prey as it captures it. The tentacle also secretes a sticky substance along its length that helps hold prey while the octopus moves from limb to limb.

ARBOREAL OCTOPUS AMBUSH

A pack of three arboreal octopi lie in wait before the PCs arrive at a given location. The octopi are wrapped around low-hanging tree limbs and trunks above an area of interest to the PCs (the escape pod, for example). The PCs may make an **opposed Perception**

vs. Stealth check to detect the octopi (add ■■ to account for the unfavorable terrain). If the GM does not wish to tip the players off with such a difficult check, the GM may instead have the octopi make an **opposed Stealth vs. Perception check**, adding □□ to the check and using the best Perception skill among the PCs.

If the octopi go undetected, they do not strike immediately, instead waiting until all three might get a chance to grab their prey. Preferably, the PCs carry out much of their given task in the area before the GM surprises them in the midst of the operation. When an octopus successfully grabs a PC, it begins to climb

higher into the trees. If the octopus sustains a Critical Hit or takes damage exceeding half of its wound threshold, it flees at maximum speed, swinging from branch to branch away from the area.

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

Skills: Athletics 2, Brawl 2, Cool 3, Perception 1, Stealth 2, Vigilance 2.

Talents: None.

Abilities: None.

Equipment: Four climbing tentacles (Brawl; Damage 3; Critical 4; Range [Engaged]; Ensnare 1), three hunting tentacles (Brawl; Damage 5; Critical 3; Range [Engaged]; Ensnare 2, Linked 3).

BARK RAT [MINION]

The bark rat is a tree-living rodent-like creature found throughout the forests and jungles of Cholganna. They often fall prey to the planet's fearsome predators, many of which can strip a bark rat tree-nest bare within minutes. The bark rat is no easy meal, however, thanks to its thick hide, quick bursts of speed, and prehensile, whip-like tail.

The creature is covered in a thick, leathery hide that mimics the rough texture and appearance of Cholganna's roughest tree bark. It also has a chameleon-like color adaptation quality, making it difficult to spot when still. The bark rat is an omnivore with small ears, a flat nose, and teeth equally suited to vegetation or flesh.

Bark rats typically live within dead tree trunks or large branches, which they hollow out. They are not particularly perceptive; it is not uncommon for them to inadvertently remove too much material, causing a dead limb or a tree to fall, especially if a heavy predator lands on the tree. A fallen tree-nest is instantly abandoned, sending bark-rats scurrying about the wilderness, eventually to regroup at a new tree. If a tree falls due to a predator, a dozen rats swarm the attacker while the others flee. Their battle tactics combine their speed and numbers. They keep on the move while their tails whip and lacerate attackers' legs and soft underbellies. If a target falls to the ground or is wrapped around a tree limb or trunk, they swarm over it, biting and clawing at it from all sides.

BARK RAT BURST

The PCs inadvertently collide with or accidentally blast a bark rat tree-nest (perhaps due to a result during combat). It might be a single limb with a few rats or a whole tree with two or three minion groups of five rats suddenly bursting forth and swarming their perceived attackers.

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

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

Talents: None.

Abilities: Toughened Hide (+1 soak, +1 defense), prehensile tail. Color-shifting hide (add to Stealth checks).

Equipment: Teeth and claws (Brawl; Damage 3; Critical 5; Range [Engaged]), tail (Brawl; Damage 4; Critical 4; Range [Engaged]; Knockdown).

NEXU [RIVAL]

Nexu are fearsome, agile quadrupeds that stalk the forests and jungles of Cholganna. Since their discovery, and the realization that they could be domesticated, nexu have become popular guardian creatures and arena combatants. They can now be found throughout the galaxy, often as the apex predator on any planet to which they've been transplanted.

The nexu have a triangular mouth and an intimidating, sharp-toothed grin. Their spine is lined with sharp quills, and they have a forked, semi-prehensile tail. Most of the nexu species have two eyes, though the forest dwellers have a second set that allows them to see in infrared. They have two sets of claws: a primary set of claws for hunting and combat, and a secondary set for climbing Cholganna's massive trees.

The nexu use their extreme agility to their advantage. They can jump very high and from branch to branch in large trees. They pounce on their victims, seeking to grab their prey in their vice-like jaws and shake them to death.

In their natural habitat, nexu tend to be solitary hunters. However, those domesticated or bred for the arena are trained to work with other creatures, or

USING THE NEXU IN COMBAT

In order to replicate the cinematic feel of *Star Wars*, GMs are encouraged to vary the attacks the nexu make to fit with the PCs' actions and maneuvers. For instance, if a Player Character tries to get behind a nexu, it uses its tail whip attack. If the PC tries to flee, the nexu swipes at him. Use and liberally to spice up your descriptions and bring the encounter to life. Nexu will scamper back into the trees if they sustain a direct, powerful blow, and prefer hit-and-run tactics against single targets to direct confrontations with large groups of enemies.



learn to tolerate their presence. Such nexu must be captured very young and separated from their mothers before they learn to hunt, usually within three months of birth.

NEXU STALKING

While the PCs are working in a particular area, they attract the attention of a solitary nexu. The creature begins stalking one of the PCs, probably the one who appears to be the weakest or smallest. The nexu keeps to the trees, slithering along branches and leaping from one to another when absolutely necessary. The nexu prefers to pounce from the branches above, but it stalks its prey along the ground if it must due to foliage and terrain.

If the PCs are keeping an active watch or are alerted to the nexu's presence, they may make an **opposed Perception vs. Stealth check**. If the PCs are distracted by other events, the nexu instead makes an **opposed Stealth vs. Perception check**. Add ■ ■ if watchful PCs might notice the nexu. The beast prefers to strike when one PC is isolated from others, but it will risk attacking when others are around if the PCs appear to be leaving the area, or if they detect the nexu.

The attacking nexu springs from the trees or ground, leaping directly at its target. It tries to latch on to the target and drag it away into the forest. Once away from the rest of the PCs, it tries to climb into the trees with its prey. However, if it sustains wounds exceeding half its wound threshold, it instead drops its meal and flees the area.

3	4	1	3	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
3		20		0 0	

Skills: Athletics 3, Brawl 1, Cool 2, Stealth 2, Vigilance 3.
Talents: None.

Abilities: Fierce pounce (If the nexu uses the aim maneuver, it also gains Knockdown on its next attack).

Equipment: Claws (Brawl; Damage 5; Critical 4; Range [Engaged]), bite (Brawl; Damage 7; Critical 3; Range [Engaged]; Ensnare 1, Pierce 1), tail whip (Brawl; Damage 4; Critical 4; Range [Engaged]).





CONVERGENCE ON THE CRASH SITE

The *Sa Nalaor* crash site lies in the bottom of a long, narrow valley. In just a few short months after the impact, the dense jungle canopy overgrew the crash site, hiding it from casual view. A detailed, relatively close-range scan would reveal the debris, but the valley is surrounded by several hundred similar landforms. Even the treasure hunters have rarely seen a need to sift through so much jungle.

The majority of the *Sa Nalaor* came to rest in two sections. Most of the aft engine section wedged itself in the narrowest portion of the valley between two rocky outcroppings. It blocked the valley's small river, creating a lake that extends for several kilometers north from the wreckage. Most of the ship's forward section and its bridge dropped into the valley on the east bank of the river.

The crash set fire to the valley. Some scars are still apparent if the area is examined closely. The trees are enormous, but not quite as big or old as those in

the adjoining hills and valleys. The rocks around some of the wreckage are still charred from the inferno left in the *Sa Nalaor's* wake. However, this is difficult to discern from the air.

Not only has the jungle naturally overgrown the debris, but the survivors have actively planted and arranged vegetation to obscure the craft. Fear of the Empire has driven them to conceal their presence, even from potential rescuers. The camouflage is not completely successful—some areas of the ship are too big or, in the case of the engine section, too far from the foliage for such tactics to work.

While the crash survivors have moved on, stripping much of the ship in the process, they keep long-distance surveillance on the site, ever worried about its detection. A hidden, two-person outpost at the top of a tall hill near their settlement keeps watch over the valley, scanning for incoming ships.



DISCOVERING THE ENGINE SECTION

When the PCs arrive at the valley, they should approach from the south. Unless they make an effort to arrive at a specific time of day, it should be around midday local time. Read or paraphrase the following aloud:

Ahead, you see a narrow, winding valley, one of many cutting through the rugged and overgrown terrain. A small river is visible through the trees. A rocky dam at the southern end creates a long, oblong lake filling much of the valley floor behind it.

After a moment, you realize that the dam is actually the rusted hulk of a ship, jammed between the rocky outcroppings of the opposing bluffs. The color is similar to that of the surrounding rocks. Water pours through huge holes in the hull, flowing through the decks and out through engines, among other exit points, until it plunges down a series of natural falls and continues south.

Allow the PCs to make an **Average (◆◆) Perception check** or, if they have a portable scanner, an **Easy (◆) Computers check** (add one ■ for the ship's deteriorated condition). If successful, they identify the hulk as the aft engine section of a Banking Clan frigate. The lake is clear enough to see additional debris underwater, suggesting more of the ship is in the lake.

LANDING AREA

On the east bank of the lake is a clearing big enough for a starship to land upon. At the lakeshore, the remains of a makeshift metal-and-wood boat lie half-buried in the mud. The boat appears to be made of crash debris and looks relatively new. A successful **Average (◆◆) Survival check** reveals it is perhaps a few months old. The boat is a clue that, even now, the site gets periodic visitors.

EXPLORING THE WRECKAGE

The PCs are free to explore the hulk as they wish. Scanning the southern end of the lake takes about 15 minutes and requires a **Hard (◆◆◆) Computers check**. Success reveals there is not enough debris immediately nearby to account for the entire ship. However, there are clear indications that the debris stretches toward the north.

To get to the engine section, the PCs must make their way along the steep, rocky outcropping and climb

onto the ship. The climb is not easy, requiring several successful **Hard (◆◆◆)** or **Daunting (◆◆◆◆)** **Athletics checks**, with one or more ■ due to wet or crumbling conditions. With a successful **Hard (◆◆◆) Perception check** the PCs turn up a series of rotting wooden ladders on the east side. Though they are missing rungs, they appear usable, if dangerous. ☹ reveals the ladders are rotten and useless.

If a Player Character uses a ladder, it holds for a short time, and then collapses under his weight. He must then make an **Average (◆◆) Coordination check** in order to tumble to safety. If the PC fails, he takes a hard fall and sustains 3 wounds on impact.

The upper hull plating of the ship is in very poor condition and cannot sustain the weight of a starship, or even a small vehicle, landing on its surface. Individuals may climb on it, but if a ☹ result is generated on any **Athletics check**, a portion of the hull plating gives way underneath them, sending them tumbling into the darkened hulk.

Depending on their proximity above the water's surface, they may fall into a dry interior chamber or into a torrent of rushing water. Recovering from a fall into the treacherous water requires a **Hard (◆◆◆) Athletics check**, with one ■ added if near the hull, or ■■ if within the hull.

Success indicates the character grabs something solid by which to haul himself out of the water. Failure results in being swept to another chamber or out of the ship and down the falls. Add ■■ to all **Perception checks** within the hull due to the noise and darkness. The GM should give any character in the water several opportunities (via **Athletics, Coordination, and Survival checks**) to escape, or avoid plunging over the falls or becoming trapped by the current. Rescuing such a character should be possible but difficult and dangerous.

Completely searching the engine section would take several days and require special equipment, safety harnesses, portable sensors, and underwater gear. The survivors picked clean most of the accessible sections above water long ago. There are no visible bodies, and the only droid remains are those trapped in the wreckage. However, internal signs declare it to be the *Sa Nalaor*.

Searches with a ☹ turn up a piece of gear or untouched room. There is no sign of any great treasure or mysterious equipment. The ship's systems didn't survive the crash or fell apart long ago and are useless. A search with ☹ exposes the character to dangerous conditions such as a leaking corrosive liquid, or fragile superstructure that may collapse at any time if the PCs linger.



MAIN HULL MADNESS

The forward section of the main hull rests several kilometers north of the engine section. If the PCs arrive after searching the engine, it should be late in the afternoon or early evening. The bridge prow is still attached; much of the hull is obscured by trees and purposely-placed camouflage. As the PCs approach the area, they may make a **Hard (◆◆◆) Perception** check with □□ or an **Average (◆◆) Computers** check for a sensor scan. Success reveals the main hull, while ☹ reveals additional debris half-buried under the trees and submerged in the lake. When the PCs see the bridge, read or paraphrase the following aloud:

On the lake's eastern shore, you see what at first appears to be a large, irregularly shaped hill randomly covered in vines and scraggly vegetation, partially concealed by the jungle canopy. Perched on the hill at a prominent but odd angle appears to be the ruins of a large building with most of the transparisteel windows broken out. You suddenly realize you're looking at the forward, sloped section of the Sa Nalaor and its bridge. It is facing northwest, toward the lake. Its forward, shell-like hull is splayed, with the lower decks buried and crushed into the old river bank.

LANDING AREA

There are several suitable landing locations along the lakeshore. Pilots willing to try to fly beneath the forest canopy can land directly in front of the bridge with a successful **Average (◆◆) Piloting (Space)** or **Piloting (Planetary)** check. Failure means that the pilot strikes a tree. A ☹ results in a Critical hit and Collision with a large tree, the branches of which become jammed in the spacecraft, making it challenging to disentangle the ship without further damage.

EXPLORING THE WRECKAGE

As the characters approach the ship, they may make a **Hard (◆◆◆) Perception check** to discern details of the wreck. A ✨ shows that someone has obviously tried to camouflage the ship with a makeshift netting of leaves and vines. Additional ✨ indicate that portions of the ship have been stripped for salvage by a small-time operation. 🗑️ reveals the old remains of

a large encampment barely visible through the foliage. A 📍 tips off the character that there might be something alive hiding in the darkened wreckage.



The old encampment lies under the jungle canopy, directly north of the ship and away from the shore. It encompasses the heavily overgrown ruins of a collection of shacks, rock-encircled fire pits, and similar structures. A **Hard (◆◆◆) Survival check** reveals some details. ✨ indicates it could have held between thirty and fifty people. ✨ ✨ turns up a nearby burial site with about twenty graves; some have makeshift

markers: crew names scratched onto the surface of ruined metal plating. A PC with a background connection to the crew might find the grave of a relative or other known individual. The encampment hasn't been used in some time, and 🌳 lets the PCs estimate (by tree growth within a shack) that it has been abandoned for about twenty years. Diligent searching may turn up bits of metal, trash, and broken technology that have been trampled into the dirt, or overgrown with foliage.

There are many ways into the *Sa Nalaor*. The force of impact ripped open the hull in multiple locations, making openings where the characters could climb into the ship. A few escape pod launch tubes have obviously been converted into makeshift entries. The bridge section is also accessible by air, since all of its transparisteel windows have been blown out.

If the PCs obtained a copy of the ship's plans, they may make an **Easy (◆) Computers or Perception check** to realize that the ship's vault is in the lower decks and is therefore buried or crushed into the ground. Accessing those levels is possible but takes time, plus climbing and cutting equipment. The PCs probably won't have the time or equipment this trip to make a serious attempt. See the **Cash Grab** segment on page 95 for more information should they revisit the planet.

However, if they planned well and brought the proper gear, they should be rewarded with a chance to make the attempt. The inside of the ship is dark and dangerous. Instead of providing an exact map of the layout, GMs are encouraged to handle the exploration cinematically and keep the action moving.

A sampling of rooms and locations has been fleshed out on the next page. Some halls are easy to traverse, while others are filled with debris. Water finds its way into the broken hull and collects in isolated pockets or makes some decks slick. The floor may collapse or ceilings may fall on the explorers. Dangerous or annoying creatures (such as bark rats) also live inside.

The GM should call for **Athletics** and **Coordination checks** ranging from **Average (◆◆)** to **Daunting (◆◆◆◆)** Difficulty, with a ■ to account for dark conditions. PCs may anticipate or detect risky conditions with **Mechanics**, **Perception**, and **Survival checks**, ranging from **Average (◆◆)** to **Hard (◆◆◆)**. Success gives them a □ when dealing with the dangerous conditions, or allows them to circumvent the problem.

Not long after they begin exploring, the PCs attract the attention of some of Cratala's creations designed to guard the wreckage. See both the **Cyber-Nexu Ambush** section and the **Using the Cyber-Nexu in Combat** sidebar on pages 54 and 55.

T-JUNCTION AND HATCH TO LOWER LEVELS

To your left, on the starboard side, is a long corridor blackened by fire. To your right, on the port side, is a similar corridor. You can see daylight lighting up the chamber at the end. The aft corridor is very long and appears to be buckled, possibly from where the hull twisted on impact. Condensation trickles down the decking and drips into a bulkhead in the floor that leads deeper into the interior of the ship. The hatch of the bulkhead has been removed, but the ladder still remains, moss and slime dangling from the rungs.

Soon after the players begin exploring the wreck, they are with faced a number of choices on how to proceed. The left path leads to the **Sensor Array Control Room**, while the right path leads to **Bridge Security**. The hatch leads to a hallway that eventually opens up to the **Sunken Cavern**. The GM should insert additional empty, ruined rooms or improvise other locations to flesh out the ship. Some rooms and hallways terminate in dead ends, while others eventually lead back to the other sections of the ship.

DAMAGED DECKING AND HALLWAY

A large section of the decking is missing, falling away into ragged destruction below. A small waterfall streams through the hole, and rust creeps like moss across the metal floor-plating.

Safely crossing this section requires an **Average (◆◆) Coordination check** to avoid falling through or causing more decking to collapse. Similar hallways connect the various rooms and sections of the ship. The halls are empty except for small, exotic creatures here and there—and occasionally their predators.

SENSOR ARRAY CONTROL ROOM

This was once the ship's sensor array control room. Computers as tall as the ceiling are burnt out or horribly corroded, with many bits and pieces seemingly chiseled or broken off. A large section of decking is missing where an explosion obliterated much of the compartment and its equipment.

These sensors were quickly overloaded by the combined stresses of the nebula and the heat of re-entry. A search reveals a tarp covering a tool kit in the corner. It appears someone was recently trying to remove a security scanner, but temporarily abandoned the job, covering the work area to conceal it.

BRIDGE SECURITY

Rows of lockers line this small room. The fittings on the floor are all that is left of the mounts from the jump-seats where the marines who were tasked with protecting the bridge were once assigned. The locker doors have been removed, and this room has been stripped bare.

In addition to the battle droids, the *Sa Nalaor* had a dedicated group of soldiers originally assigned to protect Cratala and her research facility. This is where they stored their gear; it served as a sort of mini-bar racks on the ship. A **Hard (◆◆◆) Perception check** reveals a vibroknife with a magnetic hilt concealed inside the top of one of the lockers. This non-regulation weapon is still in working order; it just needs to be charged. A blast door opens up to the turbolift shafts leading to the **Bridge Command Tower**.

BRIDGE COMMAND TOWER

What was once the bridge is now overgrown with vines, moss, and strange flowering plants. Consoles and electronics have been stripped from their housing, and transparisteel windows are shattered or missing. Even the seats have been salvaged. On closer inspection the shadows seem to crawl, and you can make out small insects and strange amphibians inhabiting the crevices. At the rear of the compartment is a bulkhead leading into the dark recesses of the abandoned hulk. The bulkhead door has been removed, apparently by fusioncutter.

Nothing of material value remains; anything useful was appropriated by the survivors or other explorers. Secreted away in a hidden compartment, however, is a recording of the ship's final moments. Characters actively searching the bridge can discover the holoprojector, and amazingly the unit is still operational. The Captain planted the device here to try and convince would-be explorers that the entire crew perished in the crash.

When the characters play back the recording, read:

Pilots and engineers desperately try to regain control of the ship as it plummets towards Cholganna's surface, their faces contorted in fear and desperation. Pacing back and forth is a young Captain Harsol, who barks orders from the bridge. At his side, a white-haired Arkanian woman looks on in despair, bracing herself for the impending impact. Harsol stops without warning, shouts one last command, then pulls the woman to the floor for cover. As she falls, you see her stark white eyes grow wide with terror. Suddenly, the playback scrambles and cuts out.



CYBER-NEXU AMBUSH

After the characters get organized and have spent some time exploring the ship, an unexpected welcoming party ambushes them. Hidden inside the craft are cybernetically enhanced nexu, silently stalking the PCs. See the **Using the Cyber-Nexu in Combat** sidebar on the next page to determine how many and what kind of cyber-nexu are guarding the ship for the survivors.

The cyber-nexu try to surprise the PCs and make a **Stealth check** opposed by the best PCs' **Vigilance** skill, adding ■■ dice for cover. The GM should also add a □ die to the check if the PCs were tipped off earlier that something dangerous might be prowling around.

When the ambush or combat begins, read or paraphrase the following aloud:

With a vicious roar, a blur of metal and fur erupts from the darkness of the wreckage. Four-legged creatures, all teeth and claws, leap at you. In a split second, you realize they are powerful nexu.

Worse, they appear to be cybernetically enhanced. All sport metal-reinforced claws and some sort of armored helmet or cap and collar. The claws of one

nexu crackle with white-blue energy against the ground as it lands after each leap. Another flashes a radiant grin with polished metal teeth. The last and largest appears to have had its prehensile double-tail plated in interlocking scale armor that terminates in a spiked club on each tail-end.

CYBERNETICALLY-ENHANCED NEXU [RIVAL]

The cyber-nexu are examples of Cratala's handiwork. They are not under her control, but she has increased their natural territorial instincts and centered them on the starship. The cyborgs are meant to destroy anyone discovering and searching the *Sa Nalaor*. When first encountering a cyber-nexu, the PCs make a **Hard** (◆◆◆) **Fear check**, upgrading the difficulty once. See also the **Fearsome Cholganna** sidebar on page 43.

Each nexu fights until it has lost three-quarters of its wound threshold or sustained two Critical Hits. If it flees, the nexu retreats into the darkened starship, where it gets ■■ to all **Athletics**, **Coordination**, **Perception**, and **combat checks** due to its familiarity with the starship. It should be able to lose the PCs in the hull within a few rounds.

ONE STEP BEHIND

If the Yiyar clan had a considerable head start, they play the part of the PCs in the Cyber-Nexu Ambush and are already at the Sa Nalaor bridge section when the PCs catch up. The PCs might detect their rivals upon approach, and they surprise them with their appearance. Unless the PCs make a compelling case for negotiation, the Yiyar clan immediately tries to drive them away. Alternatively, the cyber-nexu ambush could occur in the midst of a battle or during negotiations between the PCs and Yav Yiyar.

If Eyetee-Three is present, it activates its homing beacon. The Imperials are likely still distracted by their search pattern elsewhere on the planet and won't arrive before the PCs. However, the activity draws their attention, and they send an Arak-series probe droid (see page 71) to investigate. The droid takes about 12 hours to deploy and travel to the area.



Skills: Athletics 3, Brawl 2, Cool 2, Stealth 2, Vigilance 3.
Talents: None.

Abilities: Fierce Pounce (If the nexu uses the Aim maneuver, it also gains Knockdown on its next attack).

Equipment: Claws (Brawl; Damage 5; Critical 4; Range [Engaged]), bite (Brawl; Damage 7; Critical 3; Range [Engaged]; Ensnare 1, Pierce 1), tail whip (Brawl; Damage 4; Critical 4; Range [Engaged]).

THE UNEXPECTED IT-3PO

During the battle, IT-3PO recognizes Cratala's signature style on the cybernetic nexu. It deduces that any survivors must still be relatively close by, and it activates an internal homing beacon that Captain Harsol installed long ago. From this point on Eyetee-Three does everything it can (stalling, negotiation, and even running into the wreckage) to keep the PCs in the area should they attempt to depart. It starts subtly, by encouraging a detailed—and therefore lengthy—search of the wreckage.

ALTERNATE SIGNAL

If something happens to Eyetee-Three, the survivors still observe the PCs' landing from their sentry post. Without Eyetee-Three present, however, the survivors are much more likely to shoot first and interrogate later. They are also less likely to believe the PCs are truly associated with IsoTech.

A NIGHT IN THE WILDERNESS

The jungle becomes much more active and dangerous at night, especially along the lakeshore. New and frightening animal calls echo in the valley. There are uncomfortably large splashes in the lake and along the shore. At least once an hour, the PCs hear the terrified screech of animals falling prey to violent predators, and the jungle goes eerily quiet for a few minutes afterward. Nexu (the regular sort, not enhanced) may wander close to the PCs' ship or camp. Fire also attracts attention.

If the PCs continue to work or explore in the darkness, they are attacked by nexu or arboreal octopi, preferably a creature they haven't encountered yet. See **Deadly Cholganna** on page 45. Even moving a short distance around the ship isn't safe. The GM may also introduce smaller creatures of his own creation to heighten the tension. Fear checks are also appropriate, especially near the derelict ship.

The Player Characters could work out a system of assigning shifts for guard duty during the night, but they might realize that only one or two lookouts makes for a more attractive target and a less effective defense. Alternatively, staying up all night to prevent any of their

USING THE CYBER-NEXU IN COMBAT

If the nexu are dangerous, the cyber-nexu can be downright lethal. The GM should adjust the number of cyber-nexu depending on the strength and numbers of the PCs: one cyber-nexu for three or fewer PCs, two cyber-nexu for four or more, or three cyber-nexu for moderately experienced groups (with 100 or more XP).

Each cyber-nexu has a specific implant or augmentation designed by Cratala herself. Generally speaking, each cyber-nexu has one, but if the party can handle more of a challenge, they may have two or more each.

- **Energized Claws*:** Add +3 Damage and Stun 10.
- **Reinforced Teeth:** Add Pierce 3.
- **Tail Spikes:** Add the Ability: Sweep Attack (when using its Tail Whip the nexu can spend a ⚔ on a successful Brawl check to hit the target as well as anyone engaged with the target. Each of these counts as an additional hit from that weapon, and each hit deals base damage plus the number of uncanceled ✨ on the check).

*See also **Energized Claws** in **Cratala's Cybernetics** section on page 66.

number from becoming some wild animal's meal means the party is fatigued during the next day. Temporarily reduce their strain thresholds by 2 until they rest.

Any party members trying to sleep should make an upgraded **Easy (●) Discipline check** or be kept up all night by the sounds of alien creatures and the death throes of their prey.

RIVAL ARRIVAL

If they haven't already, the Yiyar clan catches up to the PCs, arriving the morning after the PCs discover the *Sa Nalaor*. The GM may alter their arrival time to fit the PCs' actions, but it should be no later than mid-morning. They might arrive at dawn, before the PCs awake, or they could surprise them by showing up while some of the PCs are deep within the *Sa Nalaor*, getting the drop on anyone left outside. The *Nightflyer* roars overhead, then ducks and lands near the PCs' ship. The PCs might not immediately recognize Yav

Yiyar's vessel, or may never even have seen it at the Wheel. Yav, Lasan, Eshon, and two Trandoshan crewmen disembark, weapons drawn. Otol Nal and Apoto stay aboard, ready for a quick getaway if things go poorly. If Eyetee-Three is with them, it initially stays aboard, but it activates the beacon if it sees the cybernetic nexu, per the previous page.

If the Yiyar outnumber the PCs, they try to isolate and capture individuals for use as leverage against the rest. If all Player Characters are in the area, Yav tries to trap them or drive them off by force. The PCs are free to deal with the Yiyar clan as they wish. They may try to negotiate a way to share the discovery, they might intimidate their foes, or it may come down to a shootout. Their opponents are not easily frightened away but flee if half their number are killed or seriously injured. If the Yiyar run, they'll return later for another try unless the Imperials arrive. If more than half are killed, they give up on Cholganna and settle for revenge at Raxus Prime (see **Episode III**).

TREK TO THE RETREAT

About mid-morning the day after IT-3PO activates the beacon, Captain Harsol tracks it down. It is assumed this encounter occurs at the *Sa Nalaor* crash site, but the location could be altered if the situation has changed. Initially, Harsol is only interested in the droid. The captain arrives with two survivors and six B1 battle droids. They travel on the lake via amphibious creatures they call reevos. The group may be detected by ship's sensors or visually with an **Average (◆◆) Computers** or **Perception check**, if anyone is keeping watch.

Read or paraphrase the following aloud for characters who can see the lakeshore:

You hear a lot of splashing from the lake. Looking in that direction, you see three large creatures swimming to the shore, directly toward you. Each has a prominent, lizard-like head on a long, upright neck around 3 meters tall. Their bodies are underwater, but each leaves a strong wake as it approaches. Each wears a primitive bridle with reins that lead to a rider seated with several passengers in what appears to be a boat strapped onto the animal's back. They appear to be humanoid. As they approach the shore, each creature bends its neck and appears to take a long drink of water.

Give the PCs a moment to respond. If they are in the midst of dealing or fighting with their rivals, their enemies try to stall or disengage long enough to assess this new development.

When they arrive at the shoreline, the creatures walk out of the water toward you, their boats remaining attached to their backs like saddles. One carries an older-looking human male, while the other two each carry an Aqualish and a trio of heavily modified, worn-out B1 battle droids. The droids have their weapons drawn, an additional tube slung across its backs, but the human waves them off, indicating that they lower their guns.

The human has weathered, dark skin, and has visible scars across his bald head. He wears a battered Clone Wars-era blast vest and carries an old heavy blaster. Before he can speak, a familiar droid's voice comes from behind you.

"Captain Harsol, sir, I'm so glad to see you're still alive! You have no idea how long I've waited to find you again. Silly me! But of course you do! As ordered, I have all of the pertinent plans and distribution deals committed to memory. I'm happy to report that I have made great strides in developing your plans with Ropok, even if they have taken a more...generational time frame than we expected."

Captain Harsol looks at IT-3PO and laughs. "I knew you were clever, Eyetee, but...well done." He turns to the rest of you, eyeing you suspiciously. "Well, you've got my old droid. Never expected to see that irritatingly resourceful thing again. Now, who the kriff are you and where's Ropok?"

Harsol has spent decades protecting his secret settlement and still operates in that mind-set. Normally, he would kill the PCs to protect the survivors. The unexpected arrival of IT-3PO changes things, however. For the first time in a long time, he thinks there might be a viable way out, depending on what he learns from the droid, the PCs, and possibly the rivals.

Harsol and the droids completely change the situation. If the rivals are still fighting or present, they realize it immediately and try to disengage. Harsol might also use the reevos's water-cannon-like ability to knock down any combatants.

Harsol clearly wants to control the situation, and he orders everyone about. He demands a brief run-down of who they are and how they're related to the droid and Ropok. The PCs must make **Charm checks** opposed by Harsol's **Cool** (see his profile on page 63). The Player Characters get a ■ from their association with Reom once Eyetee-Three explains Ropok's death at the hands of the Empire. The Yiyar clan try to place themselves in the most favorable light possible but are at a distinct disadvantage compared to the PCs. Once IT-3PO points out that the Rodians tried to steal the him, Yav Yiyar and company add a ■ to all checks made against Harsol.

Whether or not Harsol believes whatever stories are told about the PCs and the rivals, he quickly decides he needs to get everyone back to the survivors' settlement, otherwise known as the Retreat. He demands that they follow his reevos by foot upriver to the settlement.

If that fails, he uses force. He is not about to let anyone simply flee and reveal the survivors' existence to the Empire. The Yiyar clan agrees, not wanting to miss any opportunities. Harsol refuses to board any ship, lest he be taken from the planet against his will.



JUNGLE CRUISE

The survivors call the river "The Escape," as it proved to be the most reliable method of fleeing the dangerous creatures they first encountered on Cholganna. Even paddling against the current, the river is still the easiest way to travel. The survivors prefer to stick to the banks and under the shade of the jungle canopy, to minimize the chance of being detected. It takes about 30 minutes to reach the settlement.

While creatures in the river can pose a danger, none are willing to take on three reevos. The characters see large creatures diving underwater or arboreal octopi recoiling their tentacles into the trees, having had their fishing interrupted. One or two hold fish in their tentacles as they draw them into the trees above. If the trip takes place at dusk or at night, the survivors depend on the reevos to guide their way in the dark, through a jungle filled with the terrifying sounds of screeching creatures. Unless the PCs try anything on their own, the trip passes uneventfully.

REEVOS [RIVAL]



Skills: Athletics 2, Brawl 2, Cool 1, Vigilance 1.

Talents: None.

Abilities: Silhouette 2, Water Blast (spit a stream of water as a ranged attack).

Equipment: Bite (Brawl; Damage 7; Critical 3; Range [Engaged]; Pierce 1), water blast (Ranged [Heavy]; Damage 5; Critical 4; Range [Medium]; Knockdown, Slow-firing).

MAKING A BREAK FOR IT

If the PCs or rivals decide to make a break for it and flee, Captain Harsol orders the droids carrying the tubes to aim them threateningly at the starships. They are obviously missile tubes capable of damaging the starships. However, they're also empty and therefore non-functional, so Captain Harsol must make a **Deception check** opposed by the **Discipline** of one of the PCs' when he makes the threat. If the ruse fails, he orders the droids to aim and open fire on the ships' engines, hoping a lucky shot will damage or disable them. While he would like to capture the vessels, he'll sacrifice them if needed to protect the survivors. IT-3PO does not flee, and it tries to remain with Harsol. If Harsol succeeds in disabling their ships, he tries to capture the remaining PCs but not the rivals.

SURVIVORS' SETTLEMENT

The Retreat is located along the east fork of the river valley, nestled against the base of a long bluff high up on the south bank. It has deliberately been made difficult to find from the river or air, and it takes about 5 minutes to walk up the steep trail to the Retreat. Though Captain Harsol doesn't mention it, the guards at the Retreat won't allow them out, once inside, without his say-so. When the PCs can see the place, read or paraphrase the following aloud:

As you emerge from the thick foliage, you see a rocky bluff towering many meters over you. There is a wide, cleared area in front of the bluffs. A formidable wall made of tree trunks and starship hull plating curves outward toward you, with two tall sentry towers evenly spaced across its length. The entire Retreat is built into an enormous alcove in the bluff. Captain Harsol guides you to one of two large gates.



The group enters through the west gate and immediately proceeds to the HQ building in the middle of the Retreat. A crowd of people are there to see what Harsol has discovered. Read or paraphrase the following aloud:

You are directed toward a large metal-and-wood building crafted from salvaged and local materials, just like the perimeter wall. A crowd of about thirty survivors and a few droids slowly parts in front of you as the captain waves everybody inside. They are dressed in patchwork clothing and primitive skins, clearly made on Cholganna. Only a few wear remnants of their old clothing.

As you pass the crowd, you hear the expected questions and whispers of curiosity. Just as you and the Captain reach the door, someone yells out "So, Harsol, why aren't they dead yet? Have you gone soft?" Captain Harsol pauses to turn on his heel, firing back, "Could be things are changing for the better around here. Tell Cratala to get over here and we'll all find out together. The rest of you, follow us inside."

The captain leads you into the central room. Enormous tree trunks hold up the two-story ceiling, composed of wood, plating, and the occasional window. Several primitive doors appear to lead to other chambers. Hand-fashioned lamps add to the natural light streaming in through high windows. Harsol leads all of you up to the stage and indicates you should have a seat on a log as he steps to a podium.

Harsol waits for the room to fill and for Cratala to arrive. He also summons medics if anyone needs any medical attention. If the Yiyar clan is present, they are seated away from the PCs. They stay quiet until after Harsol's speech. Cratala walks in with a small entourage of her staff and takes a front-row seat. She conspicuously eyes and analyzes the newcomers. Harsol welcomes everyone to the hall and relates the events as he knows them so far:

Captain Harsol points to Eyetee-Three and says, "A few of you might remember ol' Eyetee here, the one that was supposed to get my scheme working with Ropok. He's the reason we have guests instead of prisoners tonight. When I saw his homing beacon light up on my old receiver. I thought it was just another malfunction. Well, Ninan spent all night analyzing the unit and signal, and it checked out. I knew we had a new situation here on the ground. Now, if it weren't for this welcoming committee here," he says, motioning to the crowd, "I would already have questioned these people and announced any good news."

A voice from the back suddenly interrupts Harsol. "Like we trust you. I bet we would have never heard from them again. It wouldn't be the first time!"

Harsol looks angry for a moment, and his voice takes on an overly defensive tone, almost threatening the survivors. "Well, of course, it wouldn't be just me. I would have asked Cratala to join us, of course. Just like we always do here in our Retreat, right?" The crowd grumbles in disagreement, but no one dares speak out again.

Harsol remains defensive, but continues. "I know a lot of you don't trust me anymore to keep you safe. I know you don't all agree with me that hiding from the Empire should have been our number one priority all these years. Well, maybe Eyetee and his friends here have a way to improve our lot. Maybe even escape this planet, and still stay out of an Imperial prison or execution chamber. So, let's take a few minutes to ask some questions, and see what everyone thinks."

EMOTIONAL STATE OF AFFAIRS

As important as the exchange of information is in this scene, equally important is conveying the emotional state of the survivors. The following should become clear as the GM plays out the scene:

- Captain Harsol remains in command but is obviously being openly challenged. He has long believed that isolation and concealment meant survival. He shows flashes of anger when challenged, and seems a bit unstable when pressed. He is convinced the survivors should stay on Cholganna because the Empire will kill them when discovered. However, he is desperate enough himself to be open to returning to his original black-market plan. He has to be convinced, however, that IT-3PO and Reom have the means, and he has to trust the PCs to hold up their end of any deal.
- Cratala has long supported Harsol, but his increasing paranoia shows he is too willing to kill to hide their existence. She greatly fears the Empire, probably more than anybody else in the Retreat. That fear pushes her toward what-

ever solution seems to be the safest. For now, the safest course appears to be remaining on Cholganna. However, she is also desperate to obtain new equipment and materials, especially advanced research information. She is willing to make deals involving her own work to acquire any of those items.

- The bulk of the survivors have a wide range of opinions as to what should happen next. Some want to leave the planet as soon as possible. Others believe that if the Empire ever finds out about them, they will all be hunted down and killed or imprisoned. The PCs or the Yiyar clan can find people in the crowd who support their position if needed to advance the story. Harsol's paranoia has divided the camp bitterly over the years. Almost half of the survivors no longer trust him. Most still trust Cratala, but her position is weakened by her fear of the Empire and the extent to which it affects her decision making.

Harsol turns to Eyetee-Three and asks about how they found the ship. The droid doesn't want to reveal its history in public and soon defers to the PCs to relate the story. The GM should have the PCs make **opposed Charm, Deception, or Leadership checks** versus Harsol, Cratala, or the crowd (**Hard [◆◆◆] difficulty**) as needed. Use the results to gauge the mood of the crowd and its degree of belief in their story.

Harsol asks the PCs about the state of the Empire. The entire room, and particularly Cratala, become visibly nervous and depressed at how powerful the Empire has become. They are curious about the Rebellion, if it is mentioned, but it doesn't give them much hope. Finally, the captain asks what drew the PCs and Eyetee-Three out here and what they expected to find. This is the PCs' first opportunity to negotiate with the survivors. If they try to make a case to rescue or aid them and the Yiyar clan is present, the rivals interject with ideas or promises of their own. The Yiyar clan must also make **Charm or Deception checks** against the survivors.

Harsol allows the conversation to continue for a while, but if anyone starts negotiating a deal for Reom or to get the survivors off Cholganna, he cuts it off and says that such discussions should be handled by himself and Cratala. He sends everyone else home and has the Yiyar clan escorted to their quarters.

Once alone with the PCs, Harsol and Cratala ask detailed questions about the state of the galaxy and

of cybernetics. The PCs make **Hard [◆◆◆] Knowledge (Lore) and Medicine checks** when asked about too many details. If any show an aptitude for or expertise in cybernetics, they gain a when dealing with Cratala. She wants to show them around her laboratory in the morning. She is particularly interested in anyone who has visible cybernetics on their person.

Harsol answers some questions about the Retreat or survivors, relays the stories of the crash, and, if asked, of their Separatist lives (see the **Survivors of the Sa Na-laor** profiles detailed on pages 62–64). Harsol and Cratala commit to nothing right away. When it gets late, Harsol escorts the PCs to a room in the living quarters and says they will resume negotiations in the morning. He takes Eyetee-Three with him.

DECISION POINT

Once the characters are alone, they can discuss the situation and make some plans. How they proceed depends very much on how the discussions went, and what the PCs decide to take back to Reom. The PCs learn more over the next day or so, which opens up several courses of action.

The GM should use the **Meeting Reom's Terms of the Deal** sidebar (right) to remind the PCs of their options. Reom values the technology over the cash, but he wants everything they can bring back. This is a risk-

versus-reward decision. If they leave now, they give up a great opportunity to help themselves in the long run.

DAYS GO BY

The options below give the GM a lot of leeway to interpret the narrative dice and the consequences of the previous few scenes. Depending on the results, there may be more negotiations, skirmishes, or even a survivors' revolt against the captain over the next couple of days.

If the PCs garnered plenty of positive responses, Harsol and Cratala are open to working a deal with Reom. They will need assurances that they will be well out of the Empire's reach, however.

If things went poorly, the survivors might be more willing to work with the Yiyar clan, if present. If the PCs generated ☹ ☹ ☹ or ☹, they are not to be trusted. They may attempt to reverse those feelings, however.

If things went extremely poorly or neither party is trusted, Harsol's paranoia takes over: he considers killing them and keeping their ship to protect the Retreat.

The GM should allow the story to develop naturally from the interactions and let the PCs take firm charge of their plans for a while (see **Decision Point**, page 60). The adventure naturally gets back on track with the arrival of the Imperial scouts detailed in the sections **Imperial Contingencies** and **Deep Dark Drop** on pages 70 and 71. This turn of events affects certain people and could change the minds of some NPCs for better or for worse.

THE NEXT MORNING

If things go well, nothing happens overnight, and Cratala shows them around the following morning. See **Touring the Settlement** on page 67. This gives the PCs a chance to talk with her privately and perhaps work out a deal to bring Cratala and her research back to Reom. The PCs should make **Negotiation checks** with Cratala to work out an initial plan. They eventually need to make **Charm** or **Deception checks** against Harsol to gain his approval. Any negative result should increase his paranoia and make subsequent checks more difficult.

If things went poorly, again, nothing happens overnight. In the morning, IT-3PO arrives with Captain Harsol. The droid is clearly trying to smooth things over between the party and the survivors, as it believes working with Reom is the best option. If Harsol gives them a second chance to convince him of their sincerity, they may try to negotiate their plans. If it goes well, he may take them to Cratala's labs to discuss it with her.

If the PCs are in danger from Harsol or the Yiyar clan, then Cratala or one of the other survivors sneak into the PCs' quarters overnight to warn them. The GM may use the statistics found on page 64 and craft a NPC or two based on the **Whispers at Camp** section.

RIVAL INTENTIONS

While the Player Characters are pursuing their own plans, Yav Yiyar and company are also trying their best to negotiate with the captain, but they have less

MEETING REOM'S TERMS OF THE DEAL

Given the unexpected survivors and turn of events, the PCs might wonder exactly what best meets the terms of their deal with Reom. The GM should provide some guidance. Reom's likely degree of interest (and therefore level of Obligation reduction) follows below in descending order of interest.

Events may play out in a way that makes some of these impossible to attain. The amount of Obligation each item is worth to the group is only a suggestion and may be altered by the GM. Points are generally cumulative with other points and can be split either evenly or not among the PCs.

- **20 Points:** Cratala, a copy of her research, and her remaining staff—either in person or in a position to fully cooperate with IsoTech. This would massively impress Reom and put them in his good graces for a very long time.
- **10 Points:** A copy of Cratala's cybernetic research data and designs.
- **5 Points:** A physical example of Cratala's cybernetics—a prototype or an equipped nexu.
- **5 Points:** One or more members of Cratala's research staff.
- **5 Points:** Captain Harsol, in person or able to cooperate.
- **5 Points:** Coordinates to the *Sa Na-laor's* wreck and scans of its current condition.
- **3 Points:** A significant amount of the precious metal bars.
- **2 Points:** Confirmation of the survival of the cash and cybernetics data stored in the ship's vault.
- **2 Points:** Confirmation of survivors, the Retreat, or both.

to offer than IsoTech. They are more likely to try to steal what they can and escape with knowledge of the Retreat and wreckage, planing to mount a large-scale operation in the future. If they sense weakness in the PCs, the Rodians will try to exploit that angle and take them down or out. If the PCs clearly have superior skill and firepower, the Yiyar clan is more likely to take a back seat to the action and wait for an opening.

The Rodians are not as cunning as the Player Characters; they resort to brazen action over diplomacy. The GM should feel free to stage various shouting matches between the Rodians and the survivors, or even have the PCs thwart Yiyar attempts at stealing the captain's cache or cybertech prototypes. Cratala is of particular value; given the chance, the Yiyar clan will try to kidnap the Arkanian and take her back to their ship. Successfully protecting the Retreat's inhabitants from the pre-

datations of Yav Yiyar's group will earn the captain's and Cratala's trust faster than any negotiations or promises.

OUR FEARLESS LEADER

If Harsol is an issue, one of the survivors reveals that Harsol's paranoia is dividing the community. The PCs may try to talk to others about the situation. If they decide to make a break for it, the survivor gives them a description of the Retreat's layout so they can plan their escape. Their main options are to try to escape through the main gates or climb the bluff. Neither is particularly easy, but the survivor has friends who can help.

The PCs might also be able to convince their ally to grab a sample of Cratala's work, convince her to go with them, or make another deal with her without the captain's knowledge. They could also try to rally the survivors and stage a mutiny against Captain Harsol.

A SHIPLOAD OF TREASURE?

Characters interested in a more traditional kind of treasure—such as the highly rumored wealth of the CIS worlds—may quietly or obviously ask the survivors about its existence. There is truth behind the legend. The ship's vault does contain hundreds of thousands of Republic credits, but they're of little use so many decades after the introduction of Imperial credits. The vaults also contain ingots of nearly pure precious metals that likely survived the crash; these would still be quite valuable, providing anyone can get to them. The survivors gave up years ago, as survival tends to be a greater concern.

If the PCs press the issue or roll extraordinarily well, someone eventually reveals that, while the main vault was inaccessible, the captain's private vault was found and hauled to his quarters in HQ. Only the captain and perhaps Cratala know its exact contents, but rumor has it that it holds a sample bar of each metal ingot for negotiation and sampling purposes. While much less valuable

than the main vault cache, they are still worth upwards of 10,000 credits each. There are ten bars.

If the characters decide to steal the bars, they must contend with droids protecting HQ, bypass the salvaged lock and alarm on Captain Harsol's quarters, and then crack the much tougher lock (a **Daunting [◆◆◆◆] Skulduggery check**) of the vault itself. The vault is a roughly half-meter-long metal cube hidden in a supply crate that is bolted to the floor. It is very heavy and impossible for one person to move alone.

Stealing the vault is noticed almost immediately. Stealing the contents, however, might be missed for a few days, depending on events. If the characters are caught, it destroys all good will with most of the survivors, and the captain will want to kill them as thieves. The PCs might still find allies with the captain's enemies, but it isn't likely unless they were in on the deal. If Captain Harsol ever leaves the Retreat, he tries to use a droid to bring the vault along.

SURVIVORS OF THE SA NALAOR

The *Sa Nalaor* was crewed by 200, about half of which were droids. Of the 100 remaining organic members, about thirty, including the captain and Cratala, survived the crash and the wilds of Cholganna to the present day.

The GM should feel free to expand on these characters or adapt them to work with a PC's Motivation or background. He may also create one or more to help facilitate or aggravate the Player Characters' plans as they begin to interact with the survivors.

PASSENGERS & CREW

Of those marooned on Cholganna, the bulk of the remaining survivors are the captain's shipmates and Cratala's personal research staff. A number are CIS sympathizers who sought a life beyond the reaches of the tyrannical Republic. Those without specialized skills have been forced to find a niche for themselves in the camp; these comprise the majority of the sentries and hunters who protect and sustain the Retreat.

CAPTAIN REL HARSOL [NEMESIS]

Captain Rel Harsol is a career naval officer who rose through the ranks of the Republic fleet. Several years before the Clone Wars, he served on the bridge of a popular Senator's personal cruiser. There he saw the Senate's corruption firsthand, as the Senator made deal after deal to further his own wealth, power, and status. Although a native of Coruscant, Harsol jumped at the chance to defect to the Separatist fleet at the start of the Clone Wars. For a time, Harsol served aboard General Grievous's flagship, the *Invisible Hand*. He later won a promotion to command the *Sa Nalaor*.

Captain Harsol foresaw the fall of the CIS and planned his escape. He forged a friendship with Cratala, the leader of the cybernetics facility his ship guarded. As they both had reason to fear Imperial arrest, they hatched a plan to flee to the Outer Rim. Harsol used his Separatist underworld connections to make a deal with a tech supply company owned by a Twi'lek named Ropok. Harsol sent him his protocol droid, IT-3PO, to develop their black-market scheme. Harsol also arranged to have his ship transport as many credits and other forms of CIS wealth as he could, "for safe-keeping," by intercepting and holding funds and resources intended to keep the cybernetics lab going as the war turned against the Separatists.

Captain Harsol is a battle-hardened veteran of many fleet engagements. Since the crash on Cholganna, his no-nonsense practical sensibilities enabled the survivors to set up a successful settlement. He learned to combat Cholganna's dangerous creatures, and still proves himself an adept fighter at fifty-five years old.

However, Harsol has always been fearful of eventual discovery by the Empire. He believes the survivors will be imprisoned or wiped out for their past "crimes," real and perceived, against the former Republic. After so many years of isolation, his fear has developed into full-fledged paranoia and led him down a dark path. His fierce protection of the survivors, once reserved for outside threats, has turned increasingly inward on the group. He acts swiftly and harshly against any threat, not understanding that each action further isolates him from the survivors. The arrival of actual Imperials could send him over the edge.



Skills: Charm 3, Coercion 3, Cool 4, Discipline 3, Knowledge (Lore) 2, Leadership 5, Melee 3, Piloting (Space) 2, Ranged (Light) 3, Vigilance 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Improved Inspiring Rhetoric (as an action, may make an **Average** [◆◆])

Leadership check. Each ☆ removes one strain or one wound from one ally in close range. Each ☹ removes an additional strain or wound from an affected ally. All affected allies add □ to all checks for 2 rounds). Improved Scathing Tirade (as an action, may make an **Average** [◆◆]) **Coercion check.** Each ☆ inflicts 1 strain on a target in close range. Each ☹ inflicts 1 additional strain on one affected target. All affected targets suffer ■ to all checks for 4 rounds).

Abilities: Animal Combatant (upgrade Ability dice when fighting wild creatures once), Wilderness Valor (add □□ to resist fear against wild creatures).

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), combat knife (Melee; Damage 3; Critical 3; Range [Engaged]), padded armor (+2 soak), comlink.

CRATALA [NEMESIS]

The Arkanian was once a leading cybernetics designer and researcher in the Republic. Her reputation as a burgeoning genius caught the attention of Chancellor Palpatine's personal medical research staff, who recommended she be ordered to join it. Cratala hated Republic corruption and decried being drafted into service. The Chancellor's staff wouldn't take no for an answer, and attempted to abduct the Arkanian with the rest of her department. She fled with her assistants and defected to the CIS.

Recognizing her skills, the Separatists set her up with a lab and a small staff on a deep-space station near the Salvara system in the Mid Rim, working on improved droid-cyborg integration for the battlefield. When CIS forces collapsed at the end of the war, her friendship with Captain Harsol ensured her rescue along with her staff. They escaped to the Outer Rim.



Cratala is a highly intelligent researcher and designer. She is tough and holds her ground politically. She has made the best of her isolation on Cholganna and remains dedicated to her research. Her designs are part genius, part ancient knowledge. She has long-forgotten Old Republic cybernetics research data that she combines with her own skills. She greatly fears Imperial arrest, since she believes she will be taken before the Emperor himself in order to answer for her defection and actions against the former Republic.



Skills: Charm 2, Coercion 4, Cool 2, Discipline 3, Knowledge (Education) 4, Knowledge (Xenology) 4, Mechanics 3, Medicine 5, Negotiation 3, Perception 2, Ranged (Light) 2, Vigilance 2.

Talents: Anatomical Expertise (once per session after a successful combat check, add 4 damage to the result), Master Doctor (once per round, suffer 2 strain to decrease difficulty of a Medicine check by 1), Surgeon 3 (when making a Medicine check to help a character recover wounds, the target recovers 3 additional wounds).

Abilities: Cybernetic Microscopic Vision (Cratala gains +1 ranks in Vigilance and Perception and can zoom in to see items and organisms in the microscopic realm), Cybernetics Expert (may ignore one ▼ and ☠ when making a Medicine check related to cybernetics installation, diagnostics, or alterations).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 4; Range [Medium]; Stun setting), datapad, medical kit.

SURVIVORS [MINION]

The *Sa Nalaor* crew and survivors are a diverse mix of species including Arkanians, Aqualish, Gossams, Twi'leks, humans, and more. They range in age from the late forties on up. The survivors are divided as to Harsol's leadership. Some survivors are bitter to have been trapped on Cholganna for so long and fear Captain Harsol, while others are satisfied to be beyond the reach of the Empire and forgotten by the galaxy. A few have tried to mutiny, albeit unsuccessfully. They "disappeared" soon after the failed coup attempt.



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

Talents: None.

WORN-OUT EQUIPMENT

The survivors' modern weapons are worn out and often barely functional. To make matters worse, the ship's supply of blaster gas (which is used by every blaster) is nearly exhausted. Even those few survivors who have blasters have only enough gas for a few shots. The exceptions are Captain Harsol, Cratala, and (unbeknownst to Harsol) Rewna of droid maintenance, whose weapons are fully charged. It is one way Harsol keeps control. Even the battle droids typically only have enough for ten shots. Anyone requesting a recharge must get Harsol's approval. Any survivor can share (and complain) about this situation with the PCs.

Abilities: Animal Combatant (upgrade Ability dice when fighting wild creatures once), Wilderness Valor (add □□ to resist fear against wild creatures).

Equipment: Worn-out blaster pistol (Ranged [Light]; Damage 4; Critical 6; Range [Medium]; Stun setting; Worn out: immediately rendered inoperable on a ☠ result, run out of ammo on ☠☠), combat knife (Melee; Damage 3; Critical 3; Range [Engaged]), comlink.

WHISPERS AT CAMP

Harsol is nervous about the Player Characters interacting directly with the survivors without himself or Cratala as an intermediary. If the PCs do get away long enough to talk to other survivors and gain their confidence, they are able to find out about the following rumors—which may or may not be true—circulating around the camp:

- The last time a group of treasure hunters found their way to the *Sa Nalaor*, Harsol had them killed so that they couldn't bring word of the survivors offworld. Even worse, he disabled their ship so that nobody else could leave.
- Cratala may be a genius, but she refuses to stand up to the captain and his paranoia. As long as she has her creations, she doesn't care about the rest of us. The truth is, she's lost it.
- Harsol silences any who oppose him, and, if they continue to defy him, they end up missing. What do you think happened to his first mate?
- There's a group of us who want desperately to get off this jungle planet. We'd rather take our chances than slowly waste away under Harsol's dictatorship. Please, take us with you.
- **If the Yiyar clan have impressed Harsol and Cratala more than the PCs have:** Those Rodians are trying to convince Cratala to "accidentally" loose a cyber-nexu on you when you're not looking. If that doesn't work, they'll take you out to the lake, weigh

you down, and watch you sink. Then they'll take bets on whether you drown or get eaten first.

- **If the PCs failed their checks to get Harsol and Cratala to trust them:** Harsol thinks you're Imperial spies, you know. You kidnapped and re-programmed Eyetee-Three, and you're just waiting to call down your forces from their position in orbit. One wrong step and *bam*, you're dead.

DROIDS & CYBERWARE

The *Sa Nalaor* once carried 150,000 compressed battle droids of various types. The vast majority of them were destroyed in battles near the end of the war, while thousands more were lost in the crash. Only a few dozen remained functional, but it quickly became apparent that a shortage of generators would keep most offline after they exhausted their existing charges. The survivors used the droids for everything from security to building the Retreat and patrolling the area.

However, time in the jungle quickly took its toll. Wild animals, inclement weather, and plain old battle droid ineptitude all resulted in losses almost immediately. Just keeping the few remaining droids going is a full-time job, requiring constant maintenance, salvaging, and scavenging for parts. None of the battle droids now operate at full capacity. Whether they have bad electronics, poor hydraulics, inadequate power systems, or are patched together from multiple droid types, all have their issues. Hardier units like the astromech droids and the medical droids are in better shape.

B1 SERIES BATTLE DROID (MODIFIED) [MINION]

The survivors currently have twelve functional B1 battle droids and two floating repair droids adapted to other uses. There are also about a half-dozen astromech, protocol, and service droids.



Skills (group only): Gunnery, Melee, Ranged (Light), Ranged (Heavy).

Talents: None.

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

Equipment: Worn-out blaster rifle (Ranged [Heavy]; Damage 7; Critical 3; Range [Long]; Stun setting), on-board processor (no external droid controller needed), integrated comlink.

Worn-Out: Add a ■ to each combat check.

☠ ☠ on a droid's combat or skill check upgrades the difficulty of the droid's next check on the same type once. On any ☠ result, the droid shuts down for 30 seconds, though it may be restarted before it resets.



OTHER DROIDS

Utility droids, such as R2 astromechs, are sometimes called out by name in the Retreat section. Refer to the profiles from the **EDGE OF THE EMPIRE** Core Rulebook when necessary. The GM may also customize these units, or account for years of overwork and damage, if desired.

CRATALA'S CYBERNETICS

Despite the difficult conditions and deteriorating equipment, Cratala still manages to design innovative cybernetics. Though she recovered much of her equipment from the *Sa Nalaor*, she began running out of critical supplies long ago.

Now, she focuses only on her most creative ideas that she can actually build and test. Survivors unlucky enough to befall a serious injury or disease benefit from her expertise, and some carry obvious examples of her handiwork.

Cratala has more than twenty years' worth of designs stored in her medical droid, as well as backup copies on data chips hidden in her lab and quarters. Any of them would be very valuable in the right hands, so she safeguards them with encryption and in physical safes. Also included are rare, Old Republic cybernetics texts and schematics, which employ methods long forgotten. Cratala masterfully meshes those theories with her own genius, making brilliantly efficient, beautiful, and artistic designs.

Cratala is quite willing to bargain, offering prototype units in exchange for new equipment or supplies, or to otherwise better the lab or the situation. She is less willing to part with designs without some sort of long-term deal in place. She quickly points out that the primitiveness of her lab prevents some of her solutions from being the best they could be.

Examples of her work can be found on the cybernetic nexu adversary entries earlier in this chapter. Some of her innovations are less about basic functionality than about the quality of the work or the effectiveness of the unit. If the GM finds cybernetics in another supplement that he would like to use here as one of Cratala's models, consider adding a to checks associated with the enhancement or upgrading the basic dice pool.

Specific examples of her work include:

- **Energized Claws:** The subject's claws are either completely replaced, or permanently coated with a strong metallic alloy. A series of micro-generators placed under the skin provide an electrical jolt on a successful combat check (Stun 10). The generators must recharge after every hit, and may only be used every two rounds or so. The alloy permanently adds 3 to the damage caused by the creature's claws. A ⚡ knocks the victim prone and requires it to make a **Hard (◆◆◆) Resilience check** if it tries to stand up within three rounds. A ⚡ shorts out the generators, inflicting 10 strain on the creature and disabling the generators until they can be repaired. The claw's physical damage bonus remains unaffected.
- **Leg or Arm Enhancement:** The character gains on any **Athletics checks** involving the enhanced (not replaced) limbs. ⚡ means the unit shorts out temporarily, dealing 5 strain damage.
- **Vision Cycling:** Within the character's eyes are small sensors that enable him to quickly scan through different wavelengths, including infrared and ultraviolet. When making a **Perception check**, the character may upgrade his dice pool for the skill check once. 🔍 might reveal fine details that would otherwise go unseen. ⚡ can be spent to grant a to all subsequent **Perception checks** for the encounter. ⚡ may mean the unit gets stuck in one particular mode until the end of the encounter. This might result in the addition of ■■ to some checks or make some things virtually impossible to see, as determined by the GM.



TOURING THE SETTLEMENT

If the PCs are shown around the encampment, the GM should elaborate on the primitive construction and run-down look of the place and possibly invent other survivors to meet along the way.

The highlights are the nexu cage and Cratala's laboratory. The PCs are given a demonstration of a nexu feeding, which involves releasing into the main cage a dozen bark rats, which the nexu hunt down and devour in the blink of an eye.

Cratala gives a reasonably detailed tour of the lab. The PCs are quizzed on the status of medical treatments in the galaxy. Similarly, PC mechanics and technicians are shown the droid maintenance building. If someone proves to be a true technical wizard, and the PCs have made a good impression, they are shown the troublesome generator to see if they have any ideas about how to improve it.

THE RETREAT

Enormous trees overhang the settlement at ground level and on the bluff. Over the years, the survivors have intertwined the limbs above into a complex weave to create a natural camouflage net. Between the bluff and the canopy, very little direct sunlight pierces through to reach the floor of the settlement.

DEFENSES

The survivors have developed their defenses over time to keep the settlement safe from wild creatures. By building the settlement into a deep depression in the rock face, roughly two-thirds of the perimeter is protected by a 20-meter-tall bluff. The top of the bluff is lined with a series of now-defunct automated blaster turrets (pointed away from the cliff's edge) and regularly patrolled by the survivors.

The rest of the perimeter is protected by a wall, approximately 5 meters high, with a series of guard towers and gates along its length. To discourage predators from finding a way into the Retreat via the tree limbs above, the survivors have lined the trees with various deterrents, such as spikes and foul-smelling repellents, and have stationed a guard to watch the canopy at all times.

RETREAT LOCATIONS

When Cratala gives the PCs a tour—or if they try sneaking around the settlement—the players are able to visit the following locations:

HEADQUARTERS (HQ)

The largest structure within the Retreat is the headquarters building. Its large, circular central structure serves as the settlement's common area and town hall. Surrounding it are four smaller semicircular rooms. One contains the security headquarters, from which all security patrols and sentry droids were monitored before the system died about ten years ago. Another room holds meeting and conference areas. The remaining two are living quarters for Captain Harsol and Cratala. The building itself is constructed around once-living trees using salvaged hull plating, with wooden beams and columns.

The security HQ was once linked to cameras around the Retreat but is now largely useless without power and extensive repair. The living quarters are used primarily at night, though its residents may drop by at any time. The common room sees frequent use for major meetings, occasional training, and regular entertainment provided by the survivors.

GARAGE

The garage was once important to the Retreat's survival, but once the speeders died, it became more of a repair shop. It still houses three old speeder bikes, none of which are armed or operational. The garage holds an impressive supply of random parts and tools salvaged from the *Sa Nalaor*, though few of the powered tools function, even if they can be recharged.

The garage is run by Ninan, a diehard Separatist Aqualish engineer and mechanic. Several other survivors assist him part-time, and a heavily repaired astromech droid, R2-6N, assists him as well. Ninan is one of the older survivors. He is slow-moving and relies on his aides and droid to carry out detailed repair work and create new items and tools needed by the survivors. He rarely leaves the garage.

NEXU CAGE

Adjoining the exterior perimeter fence is an enormous, fully enclosed cage. The cage consists of rusted metal fencing spanning thick tree trunks and posts created from the ship's superstructure. Scraps from the hull serve as heavy reinforcements against escape.

Cratala and her staff use this cage, along with its series of interlocking enclosures and fenced corridors, to hold the creatures they use in their experiments. These are primarily nexu but also include smaller, less aggressive animals. Survivors tend the nexu, but for safety purposes only battle droids usually enter the cages. The main exercise cage currently holds four cybernetically

enhanced nexu. A large nexu with a mix of new and old cybernetic implants is clearly recovering from injury, with bandages covering one flank. Two smaller nexu are currently in their individual cages, quarantined since their recent capture. In the remaining cages are a half dozen other animals, some of which have cybernetic implants, while others appear to be undergoing preparation to receive new cybernetics.

The enhanced nexu are somewhat trained and manageable. The others are wild and will attack given the chance. The remaining animals are unlikely to attack unless provoked. They are much more likely to flee if their physical state allows and an opportunity presents itself.

LABORATORY

Cratala's main laboratory is the center of all research activity in the Retreat. It holds the best equipment and is the only building to have consistent power. While the majority of the work focuses on her cybernetics developments, other survivors also work on solving the settlement's problems. They develop treatment methods and cures for local maladies, and analyze local animals and plants for use as food or other potential aids.

This is the most high-tech building in the settlement, created entirely from salvaged metal plates, with interior finishes and electronics from the ship. The building holds the main lab, along with several smaller labs, a surgery room, secure storage, and a data center.

Cratala is usually at the laboratory or tending animals in the cages. Two researchers work the labs during the days, with droids watching over important experiments at night. A salvaged FX-series medical droid is always present in the surgery room and has recorded all of Cratala's procedures and experiments. Given the droid's valuable data, it is not allowed out of the lab, and is rarely seen outside the surgery room.

DROID MAINTENANCE

A round metal central structure with a high ceiling serves as the

main droid shop. It is filled with specialized maintenance gear and electronics, which are also in need of constant repair. A handful of droids of various types, each in a state of rebuilding or disrepair, sit at workstations around the room.

The adjoining metal wings are storage areas. The east area holds salvaged droid parts from the ship in addition to worn-out and damaged units for use in rebuilding the working droids. The west area serves as quarters for Rewna, who is in charge of droid maintenance.

Rewna is a middle-aged human who was an apprentice droid mechanic when the ship crashed. As her skills are vital to the survival of the settlement, Captain Harsol makes sure she is as happy as possible and gives her priority second only to Cratala. Rewna makes the best of the situation, but she would gladly flee the settlement and return to the civilized galaxy if given the opportunity. Harsol knows this and keeps an eye on her activities.

A well-worn astromech called R5-J1 provides limited assistance, as it constantly breaks down.

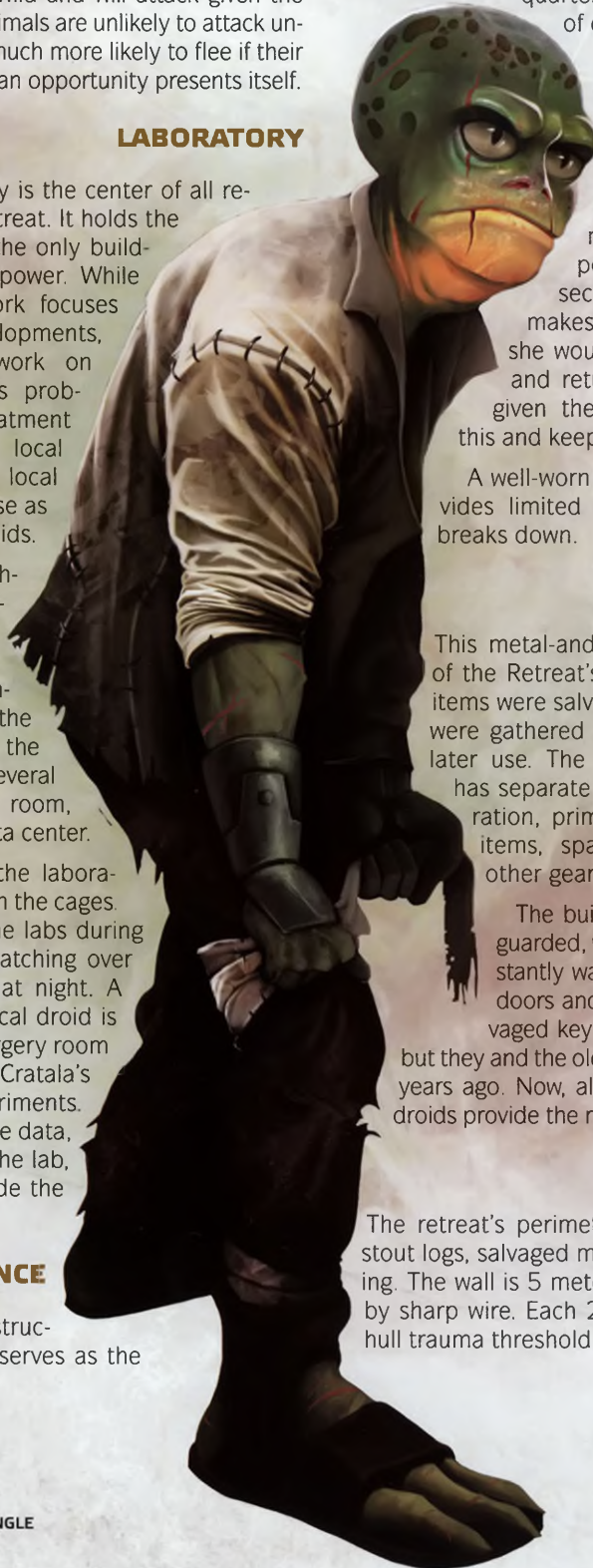
SUPPLIES

This metal-and-wood structure holds most of the Retreat's vital supplies. Some of the items were salvaged from the ship, but most were gathered or built and then stored for later use. The compartmentalized building has separate rooms for food, food preparation, primitive cold storage, technical items, spare clothing, weapons, and other gear.

The building is also the most heavily guarded, with a pair of battle droids constantly walking the perimeter. The main doors and each compartment have salvaged keypads and locks from the ship, but they and the old security system failed several years ago. Now, although the doors are barred, droids provide the real deterrence.

PERIMETER WALL

The retreat's perimeter wall is a combination of stout logs, salvaged metal structures, and hull plating. The wall is 5 meters tall, but thin, and topped by sharp wire. Each 2-meter section of wall has a hull trauma threshold of 4 and armor 1.



SENTRY TOWERS

Two sentry towers are integrated into the perimeter wall. Each is 10 meters tall and comprised of stout wood poles with a sheltered, open-air watch station. Access is by ladder from inside the wall. Typically, each tower has either one B1 battle droid sentry or a survivor guard.

Salvaged lights once provided rudimentary spotlights, but they no longer work, and torches dot the structures instead. Each station has an alarm bell for alerting the Retreat.

MEDICAL SHACK

The medical shack is a primitive wooden structure containing medical equipment salvaged from the starship. The building contains the few remaining surgical tools and equipment, including a worn but functional medical droid and a complete medical database (when it's powered). However, supplies are virtually exhausted, and derivatives of local flora provide what little first aid is possible.

The shack is tended by survivors trained by Cratala and her staff, the only real doctors in the settlement. When any serious medical attention is required, Cratala sees to the patient herself.

GENERATOR

The settlement's primary source of power is a converted auxiliary backup generator from the *Sa Nalaor* itself. After twenty years of near-constant use, it fails every few weeks, requiring hours or sometimes days to repair. Even while functional, it barely provides enough power for Cratala's lab. It also recharges droids, and the power can be rerouted to the medical shack in an emergency. PCs looking for leverage in negotiations might be able to use the failing generators as a bargaining piece by offering a replacement, replacement parts, or repair services.

The ragged-looking Feno Gamoc is the *Sa Nalaor*'s most senior engineer and is responsible for keeping the generator going. The Rybet has long resigned himself to never leaving Cholganna and fears the Empire would simply lock him up and execute him for serving General Grievous.

A team of six middle-aged technicians carry out the work with a R3 astromech droid. They make occasional scavenging trips to the *Sa Nalaor* to find parts.

LIVING QUARTERS

A collection of huts and barracks built mainly from local materials provides the living quarters for the majority of the survivors. Most sleep in makeshift beds or hammocks or on salvaged mattresses. Each building has its own small cooking facility, fireplace, or outdoor fire pit. Cargo containers and storage lockers serve as personal storage.

Much like that in the rest of the settlement, the furniture is a combination of salvaged goods and locally-constructed pieces. Residents are always using the quarters, most heavily at night.

AUTOMATED BLASTER EMPLACEMENT

Each automated blaster emplacement is a custom-built device using salvaged repeating or heavy blaster rifles, proximity sensors, cameras, and wireless communications systems. The blasters are designed primarily for deterring or killing wildlife.

Unfortunately, the turrets are no longer functioning, and, even if they did, there isn't enough blaster gas to power them. They're a visual deterrent only, should the camp ever be scouted or attacked.

LADDER

Sturdy wooden ladders provide easy climbing up the bluff to the rim above. The ladders are very stout and well-maintained. They can easily take the weight and abuse of a battle droid climbing up and down daily.

GATE

Access through the fence is via two large double gates that can swing open wide enough to accommodate a landspeeder. The gates are of heavy timber and stand 3 meters tall, with a veneer of hull plating covering the outside. They are protected by the closest sentry towers. It takes several people or droids to slide the heavy gates open and closed.

HANGAR

Built near the bluff's edge, the hangar is a heavy timber structure expertly camouflaged by trees, vegetation, and coloration. It holds a derelict Separatist shuttle salvaged from the *Sa Nalaor*. The ship is beyond repair, and no one has worked on it in years. They simply don't have the parts to get it off the ground.

IMPERIAL CONTINGENCIES

The ISB agents obtain a copy of the data from the hyperspace pod (from a Wheel administrator/informant) after the PCs and the Yiyar clan depart the Wheel. Supervisor Liers Ossnan, the current agent in charge of the case, finally takes a personal interest. He realizes that with two rival groups already en route to Cholganna, speed is now of the essence. He has no choice but to call in a favor from the Imperial Scout Corps and their faster scout ships. Even though he has to grudgingly share some credit with the service if successful, partial credit is better than none. Ossnan takes command of the *Deep Dark* deep space scout ship. He uses the Imperial Scout Corps' superior astrogation database and expertise in conjunction with the hyperspace pod data to make up for lost time with a direct hyperspace jump to the Cholganna system.

The *Deep Dark* has little trouble adjusting to the nebula. It takes several hours to scan the planet, but they eventually detect the PCs' ship (either by homing beacon or by using their scanners). They dispatch a hyperspace message pod to report the discovery back to ISB, but it takes three days to arrive.

The Imperials should reach the Retreat at a critical moment in the storyline, while the Player Characters are at the Retreat. The arrival itself is intended to be a surprise during a dramatic moment and a display of how much the Empire outclasses everyone else in manpower and equipment. While an Imperial starfleet has not appeared on their doorstep, the survivors

may well believe so. Captain Harsol, Cratala, and many other survivors work themselves up to a near panic, and it is up to the PCs to salvage the situation.

DEEP DARK SCOUT TROOPER [MINION]



Skills (group only): Athletics, Discipline, Melee, Ranged (Heavy), Ranged (Light), Vigilance.

Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting) or heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-fire, Cumbersome 3; telescopic optical scope), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), scout trooper armor (+2 soak), utility belt, extra reloads.

SCOUT TROOPER SPEEDER BIKES



THE DEEP DARK

The *Deep Dark* is a Sienar Fleet Systems *Skywatcher*-class deep space scout ship. It is designed for fast deployment to poorly scouted sections of Known Space, Wild Space, and the Unknown Regions. It is the size of a light freighter and carries a crew of three to twelve, depending on the mission. The ship carries a complement of six probe droids of various types. Two of the droids can be deployed in space with a hyperspace pod for a pre-programmed return trip. The pods can also be used for transporting messages, as the ship does not carry a HoloNet transceiver. Ten scout troopers are on board, along with their speeder bikes. The *Deep Dark* is shielded but lightly armed. It is more likely to run than fight when outnumbered or outgunned.

The *Skywatcher*-class is fast and extraordinarily reliable. It has an austere interior that drives users to provide decoration of their own, or at least seek out better accommodations when returning from long trips. Despite the decor, the ship

has proven to be a favorite among deep space scouts, at least for relatively short excursions.



Hull Type/Class: Scout ship/*Skywatcher*-class.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: Primary: Class 1, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: Three to twelve crew.

Encumbrance Capacity: 50.

Passenger Capacity: 6, plus 12 droids

Consumables: One year.

Cost/Rarity: 120,000 credits (R)/5.

Customization Hard Points: 3.

Weapons: Dorsal and Ventral Turret Mounted Twin Medium Laser Cannons (Fire Arc All; Range [Close]; Damage 6; Critical 3; Linked 1).

Vehicle Type/Model: Speeder Bike/74-Z.
Manufacturer: Aratech Repulsor Company.
Maximum Altitude: 25 meters.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 5.
Passenger Capacity: 1.
Cost/Rarity: 3,000 credits (R)/4.
Customization Hard Points: 2.

Weapons: Forward Mounted Light Repeating Blaster—this weapon's entire profile uses personal scale, not planetary scale. (Fire Arc Forward; Damage 11; Critical 3; Range [Extreme]; Auto-Fire, Pierce 1).

ARAK-SERIES PROBE DROID [RIVAL]

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

Skills: Computers 3, Perception 3, Ranged (Light) 1.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater. Immune to poisons or toxins), Repulsorlift locomotion (maximum altitude 3 meters), Sensors (Range [Medium]).

Equipment: Built-in blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]), built-in sensors, holocam, and comlink.

DEEP DARK DROP

When the PCs' negotiations with Cratala and Captain Harsol reach maturation—or the PCs are in a tight spot with the captain—the Empire arrives with all the subtlety of a hammer blow. Read or paraphrase the following aloud:

Suddenly, everything around you shakes violently as the rumble of starship engines passes low over the Retreat. Leaves and unsecured items shake and fall to the ground. The survivors look at each other in horror. Some begin to panic and rush to hide or grab their weapons. You catch glimpses of the ship through the tree branches as it crosses the Retreat from the side of the bluff and lands somewhere near the river. As the sound of the engines diminishes, it is replaced with the distinctive, high-pitched squeal of multiple small repulsorlifts.

The PCs may make a **Hard** (◆◆◆) **Perception check** to identify the ship and the sounds through the jungle canopy. Success reveals it is an Imperial starship with scout trooper speeder bikes. Its exact type may be identified using 🕒. Multiple ✨ indicate the PC also sees several Imperial probe droids launch from



the ship as it passes overhead. They're what the characters now hear flying above the Retreat. If by chance the PCs or the Yiyar clan are somehow at their own ship scanning the skies, they might detect the Imperial ship a few minutes before its arrival.

The Retreat goes berserk with fear. Read or paraphrase the following aloud:

As if anyone needed it, alarm gongs sound from the Retreat's sentry towers. All of the survivors now brandish some kind of weapon. Some flee in terror, rushing into buildings or diving into previously hidden cellars. Others follow the battle droids to man the walls and sentry towers. Several probe droids descend through the trees, chirping and scanning, but no one knows exactly what to do about it.

Captain Harsol and Cratala have very different and extreme reactions to the Imperial arrival. The following may occur at the same time, if everyone is in the same location, or separately if the PCs encounter either of the two characters without the other. Read or paraphrase the following for Captain Harsol:

Captain Harsol emerges from HQ wearing a blast vest, a helmet, and a bandolier of old grenades. He's clearly enraged and panicked. He points at you and yells, "This is your fault! You led them here!"

Suddenly, his face changes as he makes a stunning realization. "No! It's my fault. I should never have brought you here." He levels a blaster at you, screaming, "I should've killed you! Like the others so long ago! We would've been safe! We would have been—" The blaster is shaking in his hand, but he is clearly fighting with himself.

Give the PCs a moment to react to Harsol's sudden outburst. Drop hints that he is not beyond hope or help, despite his ravings. They can try to talk him down by reasoning with him, distracting him, or reminding him of his duties to protect the survivors. An **opposed Charm, Leadership, or Negotiate check** can snap him out of it. Once past this outburst, his anger can be turned against the Imperials. If the PCs attack him, he gives in to his anger and fights until incapacitated or killed. Some survivors might even aid the PCs, but not Cratala.

Read or paraphrase the following upon finding Cratala:

Cratala runs to her lab. She emerges moments later wearing a backpack and carrying a blaster pistol. She races to the nexu cages and locks herself inside one of the access enclosures. She holds the gate latch and can open the nexu cage into the Retreat at any moment. She yells at one of the cybernetic nexu, "It's us or them. I'm not going to an Imperial prison." Then she yells at you, "Do you hear me? I will not serve the Emperor!"

Cratala's true fear is finally revealed. She is afraid of being returned to Coruscant and forced to serve the Emperor. She fears it more than an Imperial prison or death. If she feels threatened, she'll turn the cybernetically enhanced nexu loose on anyone who comes near.

The PCs can talk her down much more easily than Harsol, though they have to convince her they can protect her. If they fail badly, she might release the nexu on them. If the Imperials attack, she doesn't hesitate to order the battle droids to open the outside gate and set the nexu on them as well.

In the backpack, she carries data pads with a copy of all of her research, though it's encrypted and might self-destruct if tampered with. She has similarly booby-trapped her medical droid and the copies of the data remaining in her quarters.

TAKING CHARGE, STRIKING BACK

The survivors and battle droids man their posts while Harsol and Cratala deal with their personal crises, though they are unsure what to do. The Player Characters may try to take hold of the situation with successful **Hard (◆◆◆) Leadership and Charm checks**, plus one or more or depending on the PCs' disposition with the survivors and their leaders. If they order attacks on the probe droids, the droids withdraw after one or more is destroyed or takes wounds exceeding half of its threshold.

Meanwhile, the Imperials have landed downriver from the PCs' starship, in the nearest clearing large enough to hold the *Deep Dark*. The ship carries two lances of five scout troopers each and their speeder bikes. One lance secures the PCs' (and Yiyar clan's) starship, while the other advances to the Retreat with Agent Ossnan in the lead on his own speeder bike (build upon the ISB supervisor profile from page 26). An ISB pilot remains aboard the *Deep Dark*.

Exactly what happens next depends on the PCs. If given the opportunity, Agent Ossnan nears the east gate and demands to speak with the Retreat's leader. Ossnan plays the part of the concerned Imperial bureaucrat, extolling the virtues of the Empire and expressing relief that they finally found the *Sa Nalaor* and its survivors. He'll represent the PCs and Yiyar clan as thieves and thugs, wanted by the Empire for innumerable crimes. He'll demand they be handed over to him, but is willing to negotiate other terms to gain access to the survivors.

If Ossnan discovers Cratala is alive, she becomes his primary focus, with Captain Harsol a close second. If he could bring one or both back to his superiors, it would be worth leaving all of the others behind.

Ossnan is willing to resort to underhanded tactics in order to acquire his targets. He may promise legal immunity to one or more of the survivors least loyal to Harsol in exchange for the Arkanian and the captain. Alternatively, he may potentially appeal to one of the Player Characters if it relates to that PCs' Obligation or if the Game Master is using the Imperial Informant subplot. He is also willing to try and sweeten the deal with the lure of a monetary reward in the tens of thousands. Whether he will actually deliver on his word, however, is another matter entirely.

If it becomes apparent he cannot win, he returns to the *Deep Dark*. He knows he's outnumbered, but is quite happy to let them stay in the Retreat while he dispatches a hyperspace message pod to call in ISB reinforcements. It takes ten days for them to arrive, however, given the ISB's and Imperial Army's other pressing concerns, such as the Rebellion. If anyone tries to leave, Ossnan orders the troops to stop them.



The PCs can't get to their ship without going through the Imperials. At some point, the two sides clash. The PCs may attack on sight and never give the Imperials a chance to negotiate. They might concoct a plan to ambush the Imperials using what's left of the battle droids or even the cyber-nexu, or they might make a break for it, stealing a speeder if at all possible to escape with their ships and any survivors willing to leave.

The Game Master can prolong the campaign by having one elite scout trooper stow away on the ship and attempt to commandeer it mid-flight. The GM should adapt the stormtrooper sergeant profile from page 404 of the Core Rulebook as the basis for a more experienced and dangerous scout trooper.

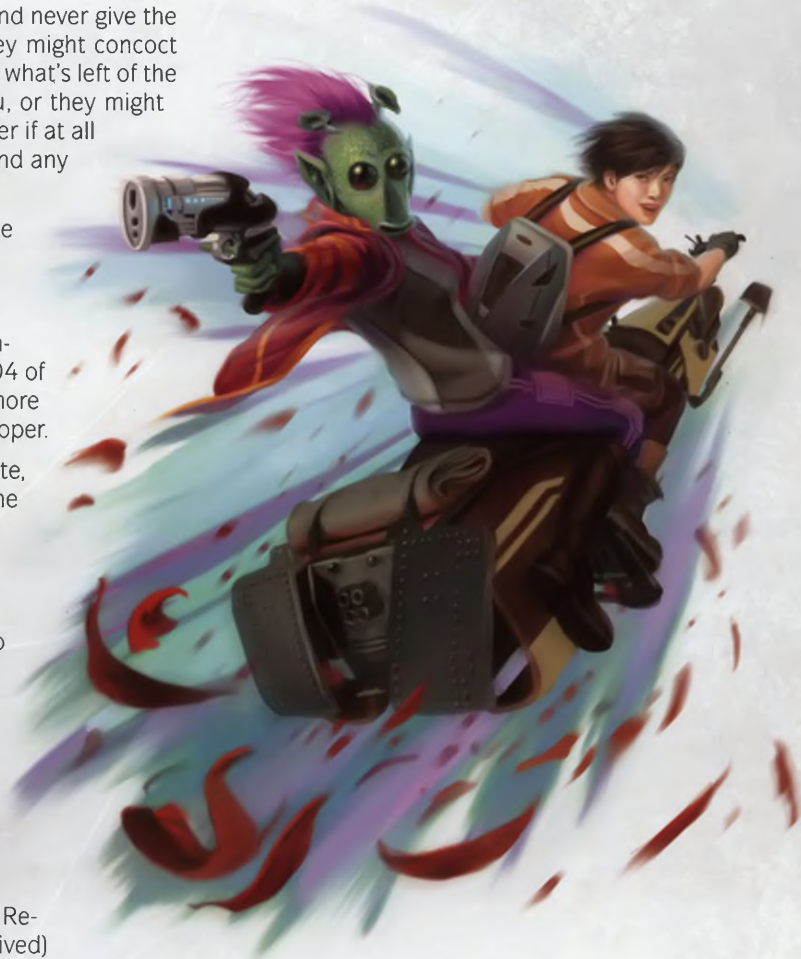
If the Imperials become desperate, they'll use the *Deep Dark* against the Retreat and the PCs' ship. The Imperials only retreat if they lose three quarters of their personnel. They'll still try to observe the area, leaving probe droids behind. If they do retreat, they flee to orbit to await reinforcements.

READY FOR DEPARTURE

Once the Imperials are dealt with, the PCs should be ready to leave. Now that the Empire has found the Retreat, Harsol and Cratala (if they survived) are open to eventually leaving the planet. However, they won't simply leave the rest behind.

It's likely there are too many to take aboard ship (space-wise, perhaps, but the life support system probably can't handle that many for so long). The PCs must negotiate an arrangement to take some along or to take some proof and then return with a rescue mission. The survivors might feel compelled to create a new camp in the meantime, now that the Retreat has been found. With that complete, the PCs may leave the planet.

Once the PCs escape Cholganna's gravity well, they are free to make the jump to hyperspace. Theoretically, their destination could be anywhere. If they are carrying survivors aboard in any capacity, there might be pressure to escape to certain planets or to rendezvous with the *Nightflyer* if there was a mass exodus and the rivals are cooperative. There are other worlds closer to Cholganna than Raxus Prime, and some may be better suited in the face an emergency. If the PCs choose to divert to another planet, they should be allowed to do so.



EPISODE II XP REWARDS

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

- Navigating the Chol Nebula: 2 XP
- Searching the surface for the *Sa Nalaor*: 5 XP
- Discovering and exploring the escape pod: 3 XP
- Surviving the cyber-nexu assault: 5 XP
- Searching the engine section and main hull: 10 XP
- Gaining the trust of the captain, Cratala, or the survivors, and subverting the Yiyar clan: 5-15 XP
- Saving the Retreat from Imperial control: 10 XP
- Plus Motivation and roleplaying bonuses as granted by the GM.



III TOXIC MOTHERLODE

*"What an incredible smell you've discovered!
Let's get out of here!"*

—Han Solo

The third episode of the adventure is the climactic final showdown between the Player Characters, their rivals, and the Imperial forces on the junkyard planet Raxus Prime. The chapter is laid out in the following sections:

- **Arrival at Raxus Prime:** The PCs evade or outrun TIE fighters to land on the Empire-controlled planet.
- **Scrapheap Point:** A guide to the features in IsoTech's small corner of the junkyard planet.
- **Landing at the Drop-Off Point:** The players meet Reom's right hand, Norta, and earn a couple more credits from the surrounding garbage heaps.
- **It's Not Over Yet:** Yav Yiyar and "Too Low" Talo masquerade as Jawas to strike at IsoTech's heart.
- **Imperial Interruption:** To make matters worse, the fighting attracts the attention of the Empire.
- **Flying Junk:** Reom reappears to broker one last deal and patch up a derelict CR90 corvette before everyone winds up in an Imperial detention block.
- **Extended Campaigns:** Additional options to prolong the adventure after completing **BEYOND THE RIM**.

If the Player Characters want to go straight to Raxus Prime, the trip from Cholganna requires a **Hard (◆◆◆) Astrogation check**. The travel time is about 36 hours with a Class One hyperdrive. The trip should be uneventful, aside from dealing with any repairs or medical treatments required by their escape from Cholganna. The arrival, however, is another story: an Imperial base and shipyard orbits Raxus Prime.

Although the PCs may stop over at another planet first, they only receive their reward (cash and Obligation reduction) if they arrive at Scrapheap Point on Raxus Prime. Captain Harsol and Cratala won't be thrilled at the idea of traveling to an Imperial system, but they acknowledge that Reom and IsoTech are their best option for survival and escaping the Empire. If the PCs are on their own, they are likely to head to Raxus Prime in any case.

Raxus Prime has long been an exceedingly unpleasant and highly toxic junkyard world with an unsavory reputation known throughout the galaxy. More information on this planet can be found in the overview on the following page.

RAXUS PRIME

Astrogation Data: Raxus system, Tion Hegemony, Outer Rim Territories

Orbital Metrics: 388 local days in a year / 22 standard hours in a day

Government: Imperial governor (Jawa tribal chiefs)

Population: 1.3 million (Humans, 37%, Jawas 63%)

Languages: Basic, Jawa

Major Terrain: junkyards, toxic pools

Major Cities: Central Station

Areas of Interest: Sienar refinery, the Junk Temple

Major Exports: recycled metals and chemicals

Major Imports: food, water, high-technology, information

Special Conditions: highly polluted climate

Background: Widely regarded as “the most toxic planet in the galaxy,” Raxus Prime is covered in mountains of industrial waste, obsolete technology, starship wreckage, and the remains of centuries of unregulated manufacturing. The planet functions as a poisonous industrial scrap heap. It has fallen a long way from its ancient, pre-Republic status as a capital of the Kingdom of Cron. During the Clone Wars, Raxus Prime briefly came back into galactic significance when Count Dooku announced the formation of the Confederacy of Independent Systems from the world. It also became a battleground of the Clone Wars.

After the Empire took over, nearly all of Raxus Prime’s planetary operations were controlled by a massive artificial intelligence known as the Core. Several years ago, the Core was eliminated, and orbital Imperial shipyards and Sienar Fleet Systems began to dominate the planet. They use the remains of the planet’s droid-automated recycling system to harvest metals and materials from the mountains of scrap.

The system remains under Imperial control, and Imperial patrols closely monitor any activity around or associated with the shipyards. Junk ships from around the galaxy continue to dump their dangerous, toxic loads to the surface. They’re expected to follow strict Imperial protocols and need official clearance to land, but, in practice, most are allowed to dump their loads freely, as long as they remain clear of the manufacturing operations. A small percentage are intercepted for inspection, but the Imperials are more interested in deterring potential Rebel operations against the

shipyards than in monitoring dangerous materials being dumped on a hopelessly polluted planet.

With shipyard operations ever expanding, the Imperials implemented programs to drive all competition for the raw materials from the planet. While ships are free to dump their scrap, freeloading scavengers are no longer welcome. The Empire has begun a harsh crackdown on scavengers of all types.

INDUSTRIAL WASTELAND

Surprisingly, life still thrives within the rusty junkyards and poisonous atmosphere. While droids carry out most official activities, scavengers scour the piles for valuable metals, lost items of worth, or just something to allow them to survive another day. The vast majority of these scavengers are Jawas, transplanted long ago from Tatooine. In fact, the majority of the sentient life on the planet consists of Jawas, with humans a distant second.

The harsh environment, never-ending piles of scrap, and scant local governmental control once made Raxus Prime a Jawa paradise. However, with the Imperial crackdown, the Jawas have quickly learned to avoid all Imperials. Now they trade with each other and other locals but still aggressively compete for chances to trade with non-Imperial off world visitors.

ARRIVAL AT RAXUS PRIME

Depending on the accuracy of the hyperspace jump, the PCs arrive somewhere near Raxus Prime. A check with ☄ places them closer to the Imperial shipyard, while ☃ drops them closer to the planet. ☇ places them dangerously close to the shipyard, and a TIE fighter—patrol immediately diverts to intercept them.

The Imperials' disposition depends on the PCs' proximity to the shipyard and whether or not the ISB alerted Raxus that the PCs are in a wanted ship. An alert could have been relayed from Agent Ossnan on Cholganna or the ISB informant on the Wheel's security staff.

Unless the PCs arrive practically inside the shipyard, they are far enough away from any Imperial system patrol craft to make a break for the planet. Raxus Control hails the vessel within minutes of their arrival in-system. They are asked their destination, length of stay, and type of scrap or trash to be dropped, and a firm request for transmission of the proper permits. The PCs can make **Hard (◆◆◆) Deception, Charm, or Negotiation checks**, but only succeed in stalling. They cannot talk their way out of the permit requirements, though they might have obtained acceptable credentials in **Episode I**. Failure or other poor results end in demands to board the PCs' ship(s). In the end, the PCs must either submit to boarding or make a break for it. Given that boarding almost certainly means arrest—and definitely does if the survivors are discovered aboard—the PCs most likely run.

JUNKYARD JUKE

The PCs should make it to the atmosphere before any system patrol craft cuts them off. As they head toward Scrapheap Point, two pairs of Imperial TIE fighters pick up the pursuit (see the profiles on the following page). The PCs have two problems: one, they cannot lead the fighters to the hidden Scrapheap Point, and two, the TIEs are faster than they are. However, if the PCs are following Reom's instructions, they should quickly realize that they can use the junkyard canyons to try and lose or destroy the fighters. Read or paraphrase the following aloud:

As your ship drops toward the surface, you see an unending wasteland of wreckage. The junk piles and trash create their own landscape of winding canyons and lakes of sickening sludge. Building-sized recycling droids walk the piles, using massive claws to feed their fiery onboard smelters. A haze of hazardous gas covers much of the area, its color changing with the leaking chemicals around it.

Suddenly, your ship's proximity alert sounds as four small ships appear on your scopes. They're fast, highly maneuverable, and flying in pairs.

The ships determine Initiative when the fighters begin their pursuit. Two TIE fighters attempt to keep very close to the PCs' ship. Their pilots are experienced and know all too well that a freighter can make a sudden turn into a secret cave, or drop into an unknown hole and out of sight in an instant. The others are less experienced and monitor the chase from above the canyon. However, if the first two are destroyed, the high patrol dives down to take their place.

Flying the canyons is dangerous and challenging. Unlike natural formations, the pathway though widens and narrows unpredictably. It splits off in unexpected directions and loops in on itself or dead-ends. The unstable junk is liable to collapse from any collision or blaster hit. It might suddenly emit vision-obscuring chemical fog, or a hidden tank might even explode.

It requires a series of **Piloting (Space) checks** to navigate the unstable junk heaps and hazardous environment. Multiple ☄ line the ship up for the next maneuver and grants a ☐ on the next check. Each ☃ grants a ☐ to one of the ship's gunners in the current or subsequent round. ▼ results in a minor collision. ☇ results in a major collision. ☄☄☄ results give pursuing ships a ☐ on their next attack or **Piloting (Space) check**. A minor collision forces anyone not strapped in to make **Average (◆◆) Coordination checks** or fall prone. They also take 2 damage each for every ☄ result. A major collision increases the difficulty of the check once and raises the amount of damage to 5 per ☄ result.

OPPOSED PILOTING CHECKS

If one or more of the TIE fighters prove hard to shake, the GM may call for **opposed Piloting (Space) checks** as the ships jockey for the safest flight paths or best firing positions. ▼ signifies a collision with the canyon walls, ☄☄☄ indicates a minor collision with the other ship, and ☇ results in a major collision with the other ship, plus +10 on the **Critical Hit Result** table in the **EDGE OF THE EMPIRE** Core Rulebook (see page 244).

The GM should also involve PCs other than the pilots. Gunners may shoot at the fighters or at the surrounding junk to deter their progress. Technicians and other passengers should get the opportunity to repair system strain or other damage. If a character passes an **Average (◆◆) Computers check** while manning the sensors, they analyze the enemy's trajectory and make suggestions that grant a ☐ to a pilot or gunner. ☄ upgrades the pilot's base dice pool on the next check.

GRINNER'S PRIME REAL ESTATE

Raxus Prime? The junkiest junk planet in the galaxy? Ha! What do you want to be, smugglers or trash haulers? I can get you a garbage scow, cheap, no problem. Okay...really, I can give you 100 better planets to visit, and half of them Imperial. No?

Anyway, if you go there, avoid the Imperial patrols—they don't like salvagers taking what's theirs, even if it is just garbage. Drop low in the atmosphere and use the junk piles and gas clouds to obscure your flight path from the scout ships and probe droids. You need to hide? Cut all power and hide in with the junk. I've seen your ship. It'll fit right in.

TIE/LN STARFIGHTER



Hull Type/Class: Starfighter/TIE series.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Close.
Ship's Complement: One pilot.
Encumbrance Capacity: 4.
Passenger Capacity: 0.
Consumables: Two days.
Cost/Rarity: 50,000 credits (R)/4.
Customization Hard Points: 0.
Weapons: Forward Mounted Medium Laser Cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

IMPERIAL NAVY PILOT [RIVAL]



Skills: Gunnery 2, Piloting (Space) 2, Vigilance 1.
Talents: Full Throttle (take a Full Throttle action; make a **Hard [◆◆◆] Piloting check** to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning).
Abilities: None.
Equipment: Flight suit.

The following are suggested obstacles for the ships to navigate. (See page 240 in the **EDGE OF THE EMPIRE** Core Rulebook for avoiding stellar phenomena and terrain.) The GM may add more hazards and use them in any order, customizing them for the path the PCs take, or randomize them by rolling a d100. Six hazards is a good number for this chase; the GM should

add more if the players are enjoying it, but end it if they grow bored or easily outclass the pursuers. Once the PCs outmaneuver, outrun, or destroy the pursuing fighters, they can make their way to Scrapheap Point.

- **1–10 Canyon Entry:** The ship drops down into a canyon or junk suddenly rises up on either side. Add ■ to the **Piloting (Space) check**.
- **11–20 Capacitor Jolt:** A collision causes an old super-sized capacitor to discharge its remaining energy into the ship. Apply ■■ to the **Piloting (Space) check**. If unsuccessful, the ship takes 5 system strain and is subject to one ■ for all piloting and attack checks until the strain is removed by a **Hard [◆◆◆] Computers check**. If successful, the ship takes 2 system strain and the ■ only applies to the next **Piloting (Space) check**.
- **21–30 Debris Avalanche:** Any major collision and some laser blasts cause a wall of junk to suddenly collapse. Some of the enormous chunks of debris land on nearby ships, or fly into their paths, adding ■■ to avoid taking 9 damage, 3 system strain, and suffering a minor collision. If successful, the ship only takes the physical damage.
- **31–40 Extremely Narrow Canyon:** The canyon is suddenly so narrow that the ship must fly with its narrowest dimension in an unusual direction. For example, a YT-1300 might have to fly with its side toward the ground. Making the initial maneuver adds ■■. While in this position, all subsequent **Piloting checks** and attacks add one ■.
- **41–50 Jawa Scavenging Party:** The ship turns down a blind corner and finds itself unexpectedly in the midst of an enormous Jawa scavenging effort. Dozens of Jawas scour the junk walls using ropes and cranes, while a half-dozen repulsorlift skiffs of various sizes carry mounds of junk on their open decks. The ship must add ■ to the **Piloting (Space) check** to avoid a minor collision with the traffic. In any case, the Jawas scatter when the ships fly through.

- **51–60 Junk Arch:** The ship suddenly flies under a low archway of precariously balanced junk and wrecked vehicles, complicating maneuvers with ■■. Failure means the archway collapses on the vessel, causing a major collision and a Critical Hit. Close-following pursuers must make a check to avoid the falling debris.
- **61–70 Noxious Fog:** The ship enters—or is suddenly enveloped in—a chemical fog. Add ■■ unless the co-pilot or sensor operator makes a successful **Hard (◆◆◆) Perception** or **Computers check** to guide the way.
- **71–80 Sharp Turn:** The ship encounters a sudden sharp turn. Add ■.
- **81–90 Sludge Waterfall:** The ship exits a tunnel through an unexpected waterfall of chemical-laden sludge. Banking to avoid the majority of the sludge adds ■■. ☆ adds only a ■ to the next **Piloting check**, and the ship sustains 2 system strain. ▼ upgrades the difficulty of the next three

Piloting checks twice as the cockpit window is obscured by sticky sludge. The ship also takes 5 system strain as sludge gets into the engines. ☸ applies ■ to all gunners for the next two rounds.

- **91–100 Tunnel Entry:** The ship's path takes it into a horizontal or vertical tunnel for two to three rounds. Entering the tunnel requires a **Piloting (Space) check** with ■ to avoid a major collision.
- **Terrifying Tunnel:** The tunnel twists and turns unexpectedly. Beams and vehicles jut out into the flight path. Navigating the tunnel requires multiple **Piloting (Space) checks** with ■■. Failure causes a major collision and a debris avalanche. A ⊕ result collapses the tunnel behind the PCs. A ⊗ result brings the tunnel down on the PCs' ship, trapping it and dealing 10 points of damage and 3 points of system strain. A trapped ship may be freed by revving engines up to full power. The ship takes an additional 5 points of damage and 2 points of system strain as it pulls free of the debris.

SCRAPHEAP POINT

Scrapheap Point is located in the planet's southern hemisphere, not far from the equator. It is isolated from other smuggling operations, especially now that the Imperials have instituted a crackdown. Aside from invited guests, the only other regular visitors are the local Jawa clans, which drop by to trade or abscond with a few choice items.

Scrapheap Point hides many of IsoTech's secrets. However, its best-kept secret is that the derelict Corellian corvette it uses as the hub of its hidden base is actually operational. The ship was abandoned as scrap long ago, but Reom's father discovered it while scavenging for other items. He soon determined that with a lot of work, the ship might be made space-worthy again. As his operations grew into IsoTech, he turned the ship into his secret base.

Reom continued the work, using droids and crews paid off to keep their secrets. Operating under the cover of the scrap pile, they restored the ship's hull integrity, replaced the hyperdrive, and refurbished the engines. While the work is not complete, the ship is flyable, but not very pretty to look at. Reom also rigged charges in the scrap above the ship and designed them to blow the scrap pile apart and allow the ship to push it aside, should it ever need to blast off. At this point, Reom considers it more of an insurance policy or enormous life pod for saving valuable equipment, supplies, and crew from an Imperial raid, rather than returning the ship to dedicated service. The Imperial crackdown on Raxus Prime makes that event seem more likely by the day.

1. THE JUNK PILE

Like most of Raxus Prime, Scrapheap Point is a mass of junked starships, discarded equipment, trash, and wrecked vehicles of all types. The junk specific to this area tends to be that of starships and other vehicles. Transports of virtually every type, both recognizable and unfamiliar, may be spotted among the wreckage. Some of it might be usable, but none of it is easily accessible. The junk pile is effectively a solid mass of metal, plasteel, and trash. After all these years, much of it is stable, but dislodging a major piece might cause other pieces to shift or areas to partially collapse.

2. THE TOXIC LAKE

The toxic lake below Scrapheap Point is a putrid mix of unidentifiable sludge and corrosive chemicals. Though its color changes over time, it is most commonly a disgusting brown-green color, with pools of chemicals of lighter densities sloshing around on the surface. It emits noxious and foul-smelling fumes. Anyone near or above the lakeshore must make an **Easy (◆) Resilience check** every 5 minutes, or lose 1 strain every minute thereafter. A breath mask or other breathing apparatus negates the fumes' effect. People at lake level must make an **Average (◆◆) Resilience check** every 10 seconds or suffer 1 strain damage, plus 1 additional strain for each ☸.

Anyone unfortunate enough to fall into the lake must make a **Hard (◆◆◆) Resilience check**, adding ■

for each Critical Hit the character has. Success means the character suffers 5 damage and 2 strain, whereas failure indicates the character suffers 10 damage and 5 strain, all from the corrosive cocktail. The damage ignores one additional point of soak for every turn the PC starts in the sludge, so that the damage increases as more time is spent in the cesspool.

In all cases above, a result with one or more ☹️ adds a 🟦 to the character's subsequent checks, whereas a result with one or more 🚨 adds a 🟩 instead.

3. TOXIC LAKE ISLANDS AND PLATFORMS

Scattered throughout the lake are junk-piled islands encrusted with rings of toxic sludge. Several starships and larger vehicles have been turned into makeshift platforms for past salvage operations. The islands are irregularly shaped and difficult to land or walk on, whereas the platforms provide flat, clear spaces where a starship or speeder could land relatively easily.

4. HIDDEN SENSORS

In two locations, IsoTech has concealed secret sensor stations in the wreckage to warn of incoming craft, threatening scavengers, and even Jawa trading groups. The northern sensors are tied directly to the corvette via cables. The southern sensors are mounted on a nearby island, accessible from the shore by a hazardous bridge of pipes and debris. To avoid detection, these are normally shut down when Imperial operations or patrols pass nearby.

5. LANDING ALCOVES AND PASSAGEWAYS

Three cave-like alcoves have been carved into the junk-bluffs of Scrapheap Point to allow incoming starships and other vehicles to land semi-observed from aerial surveillance. They are used to offload equipment, supplies, and passengers. They are also used as maintenance bays when customers arrive for starship

or vehicle modifications. A pair of perilous passageways through the jagged junk connects each alcove to IsoTech's hidden base. While IsoTech mechanics have removed some of the more dangerous protruding objects, the walls and floor still remain hazardous to anyone who falls prone or is thrown against them for any reason. Characters may sustain up to 5 points of additional damage when falling or colliding with a wall or floor. Some **Coordination** and **Athletics checks** may add a 🟩. Collapsing debris adds another possible 5 points damage (ignore 1 soak).

6. CRUSHED COURIER

When IsoTech receives visitors whom they do not wish to invite into the corvette, they use the *Crushed Courier* instead. The *Courier* is a seemingly ancient starship of apparently human, but otherwise unrecognizable, origin. Its tiny state rooms, living space, holds, and cockpit have all been converted to meeting rooms, showrooms, and temporary quarters. The ship has its own power source but no working communications beyond an intercom to the corvette. IsoTech has also hidden explosive charges in the passageways linking the *Courier* to doors to the ship in case they need to trap a particularly dangerous client inside while they escape.

7. BANTHA CAN

The *Bantha Can* is an old multi-deck freighter IsoTech has converted into living quarters for their technicians and crew. Living conditions are tight, with little more than triple bunk beds, tiny common rooms, and basic facilities available to the residents. This ship is also a decoy. The crew regularly rotates in and out of the it to reinforce the idea that much of the corvette is unlivable. The conditions are sparse and tight, but it is clean. The ship's engines are obviously crushed, so it cannot fly, but otherwise it is a welcome respite from the never-ending junkyard outside.

THE BLOCKADE BANDIT

The *Blockade Bandit* began as the highly acclaimed Corellian security starship *Bright Blast*, chasing down pirates and criminals operating at the outskirts of the Corellia system and beyond. After a few years in operation, the ship chased smugglers all the way to Raxus Prime. Dropping out of hyperspace, the ship's captain realized he had fallen for a trap, as pirate craft swarmed, disabled, and boarded the vessel. They renamed the ship the *Blockade Bandit* and used it to make smuggling and gun runs across Republic and Trade Federation blockades.

Before the Clone Wars, Republic cruisers caught up with the ship along with other pirate vessels that were raiding facilities on Raxus Prime. The *Blockade Bandit* took a direct hit to its hyperdrive and sublight navigation systems. The captain tried saving the vessel by taking it down to Raxus, but he lost control, crashing the ship into a massive junk pile. The crew abandoned ship, and the Republic left it for scrap. Soon the ship was forgotten, buried in scrap and trash from successive dumping. It was a sorry-looking mess when Reom's father found the craft half-buried in the rubble.



8. CORELLIAN CORVETTE

The *Blockade Bandit* serves as IsoTech's secret base and secret weapon. It holds their most important supplies, machine shops, surgery rooms, and more. It is completely buried by wreckage and sits at a noticeable but not debilitating upward angle. The ship's public rooms, entirely on the lowest deck, are accessed by passages connected to the forward hatches, as well as by the starboard cargo bay. The upper decks are not only off-limits, they are never discussed in front of visitors. If asked, they say the decks are so burned out and ruined that the IsoTech crew stays in the *Bantha Can*.

8A. MEETING ROOMS AND SHOWCASE

The forward cargo bay uses most of the ship's large cargo containers as meeting rooms for negotiations, and one as a showcase for IsoTech's most popular modifications and black-market equipment. Customers interested in merely purchasing equipment or black-market goods almost never move beyond these rooms.

8B. GUARDROOM

Between the showcase and the rest of the ship lies the guardroom. Here, four heavily armed security guards live and work, allowing only those with the proper permission or escort to pass into the of rest the ship. The room includes two blast doors. Only one door is ever open at a time, to prevent anyone from rushing

or sneaking through unattended. The guardroom has transparisteel viewports into the hall and on the opposite side of each blast door. Scrapheap Point's chief of security is a tough, young Rodian named Brelshen.

8C. PRE-OP AND RECOVERY ROOM

Clients purchasing cybernetic implants are prepared for and recover from surgery in this room. Up to four patients may be tended to at any one time. An FX-7 medical droid is always available to tend patients. This room is also used to treat lesser maladies and injuries, and it serves as Scrapheap Point's medical bay.

8D. CYBERNETIC SURGERY

This room is used primarily for installing cybernetic implants and carrying out other surgeries when required. The equipment is top notch, and conditions are excellent. Surgery is carried out by a human doctor named Porton Kolp and a 2-1B medical droid. Kolp is a relative newcomer to IsoTech; he fled a top Imperial Center (Coruscant) hospital after a jealous colleague wrongly accused him of being a Rebel sympathizer.

8E. TURBOLIFTS

Though they are made to look inoperable, they work perfectly fine and provide access to the upper levels to anyone who has the proper code cylinder and verbal password to open the door.

8F. PARTS & EQUIPMENT DISTRIBUTION BAY

Most of IsoTech's non-cybernetic parts and technology that are for sale are stored in this bay. CZ-873 operates as an inventory droid who oversees three labor droids as they load and catalog the hundreds of items stored on shelves and in crates throughout the room. CZ holds complete records on all transactions that have ever been processed through this facility. It refuses to speak of anything other than very basic information to any unauthorized personnel unless directly ordered to do so by Reom or another high-ranking IsoTech official. The rest of the droids have regular memory wipes to prevent them from learning too much about the operation. New stock and any parts that are to be shipped and installed offworld are loaded directly from a passage that connects this bay to the northernmost landing alcove.

8G. TECHNICAL LAB

IsoTech's main technical research facilities are located on Nar Shaddaa, but a small lab is maintained here for developing new installation techniques and analyzing salvaged items for possible uses.

The lab is run by a Twi'lek engineer named Vorin, who was recruited from the Nar Shaddaa facility. Vorin is fascinated by what comes out of the wreckage around Scrapheap Point, but he misses his wild social life and would rather analyze the items back on Nar Shaddaa. He attempts to alleviate his boredom during off-hours by causing trouble among the staff, and he doesn't realize how close he is to being fired.

8H. MACHINE SHOP

The machine shop holds an array of high tech design and manufacturing equipment. It exists specifically to adapt technology or equipment to be installed in a customer's ship, vehicle, or gear. The dozen mechanics who work in the machine shop are technical and engineering wizards from Nar Shaddaa, and their work is highly sought after. The lead tech is a human named Roson Driver. He is annoyingly arrogant and is particularly derisive toward other mechanics. Driver knows his skills and those of his team are second to none, and he is quite willing to use that fact as leverage in any deal making.

8I. SECURITY AND ARMORY

Hidden from the customers and visitors, the security and armory room monitors all activity in and around Scrapheap Point, the landing alcoves, and most of the internal chambers of the various ships that make up the base. It also monitors the upper levels of the corvette. The armory primarily contains light armor, sidearms, and blaster rifles, though it does hold several cases of grenades and a repeating blaster rifle locked in a separate, hidden compartment.

8J. SHIP'S AUXILIARY SYSTEMS

Access to the aft portions of the ship appear to be blocked by a collapsed ceiling and debris. However, a secret switch activates a concealed repulsorlift sled that slides some of the wreckage aside. Opening the hatch beyond requires a passcode and code cylinder, though it may be possible to bypass the lock electronically. However, opening the hatch triggers an alert in security and the guard room. Beyond the hatch, the corvette's standard systems are readily apparent and obviously in working order.



LANDING AT THE DROP-OFF POINT

Once the Player Characters' ship has outrun or out-gunned the TIE fighters, it isn't too much longer to find IsoTech's Raxus Prime base. When Scrapheap Point comes into view, read or paraphrase the following aloud:

Ahead, you see a prominent ridge of junk and debris jutting into the end of a kilometer-long toxic lake of yellow-brown sludge. Islands of wrecked ships, trashed speeders, and garbage dot the lake. Along the shore, away from the ridge, several Jawa scavengers on skiffs are fishing a heavily corroded astromech droid out of the lake.

Three caverns carved into the side of the ridge appear as you descend. Given the roughness of the surrounding debris, and the steepness of the shore, they seem to be the only viable landing spot for a ship the size of yours. As you get closer, you see a Rodian in one of the alcoves waving you in.

The PCs are directed to the alcove closest to the lake. If there are other ships accompanying the PCs, they are directed to land in the other alcoves. After the ships land, technicians activate a metal "curtain" that closes the alcove opening. The curtain is a metal cable mesh, to which bits of junk have been attached to create a makeshift camouflage netting suitable for the junkyard. It is still possible to see through the mesh, but from a distance it looks much like the surrounding junk. The mesh isn't perfect, as the roof doesn't completely cover the floor of the alcove. However, any bits of starship sticking out from the mesh only add to its visual authenticity.

NORTA

Norta is IsoTech's manager on Raxus Prime and Reom's longtime friend. The Rodian has a personal interest in cybernetics. His eyes were replaced after he was blinded by an unexpected chemical spray while salvaging a fuel processing unit from the scrap yards on Raxus Prime. Cybernetic eyes have enhanced his vision, granting him normal sight as well as a limited ability to see in infrared. Norta has worked for many years developing IsoTech's business on Raxus Prime and getting the corvette up and running.

Norta is used to negotiating and dealing with smugglers and others in the underworld. He isn't likely to fall for any tricks, and he turns angry if he discovers the PCs are lying.

The PCs are greeted by a Rodian named Norta, manager of IsoTech's operations on Raxus Prime. He is expecting the PCs but is taken aback if there are any *Sa Nalaor* survivors along with them. If there are a lot of survivors, he demands that they all stay in the alcoves while he notifies his staff and makes arrangements.

The facilities within Scrapheap Point are not equipped to deal with large numbers of people. While the facilities in the upper levels of the corvette would help, he does not reveal their existence without direct orders from Reom. Eventually, much of the group is moved into the *Crushed Courier* and the remainder into the IsoTech showroom. Individuals needing immediate medical attention are taken to the pre-op room for medical care or surgery prep as needed.

As soon as possible, Norta arranges to meet the PCs and IT-3PO in one of the conference rooms of the *Crushed Courier* to get a complete report on the situation. Reom briefed Norta on his expectations of the PCs and the *Sa Nalaor* situation. Norta expects the PCs to return with some sort of proof of the ship's existence and maybe a bit of treasure or outdated cybernetics at best. He isn't expecting to hear about any survivors and is very surprised at whatever situation they actually present.

Norta is crafty, however, and works with the PCs to turn it into a profitable situation for everyone. He is excited at the notion of a new source of black-market cybernetics, especially the idea of newly revived long-forgotten design concepts. The customization possibilities involved in having an expert designer available can make IsoTech a lot of credits. He quickly wants to include Cratala in the discussion, if she came along. If she did not, he'll want a look at the data.

NORTA [RIVAL]



Skills: Cool 1, Knowledge (Underworld) 2, Mechanics 3, Negotiation 3, Piloting (Planetary) 2, Ranged (Light) 2, Vigilance 2.

Talents: Contraption (once per session, make a **Hard (◆◆◆) Mechanics check** to fashion a device using only materials and tools at hand).

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), padded armor (+2 Soak), utility belt, tool kit, comlink.

Norta congratulates the PCs on their successful mission and asks that they stay until Reom arrives to personally negotiate their settlement. Norta says Reom is expected within a day or so, but he is lying. Reom is already here, recovering from medical treatment on the corvette's upper level. Norta should make a **Deception check** versus the PCs' best **Vigilance** skill. Failure indicates the PCs should be suspicious about the claim.

Norta proceeds to give them a down payment of 2,000 credits, knowing that there's a good chance they will spend some of those credits on IsoTech gear before they leave. He says he can get a jump start on negotiating deals with Eyetee-Three and any survivors who may have come along.

After meeting Norta, the PCs should get some down time to take care of some of their own affairs. They may take advantage of the opportunity to buy weapons, upgrades, or black-market gear from the IsoTech showroom. They might also consider upgrades to their starship, but any such work takes several days.

The PCs may explore Scrapheap Point. They are not told anything about the upper decks of the corvette or its secret. However, they should be able to deduce that the rooms are in a wrecked corvette, either from the look of the rooms or by seeing the outer doors where the passageways meet the ship. They can never see the exterior of the ship in any significant way, due to the junk in which it is buried.

EXPLORING THE SCRAPHEAP POINT ENVIRONS

If the PCs are interested in exploring Raxus Prime, want to do some scavenging of their own, or have little to do during their down time, Norta has a laundry list of items he'll pay good credits to locate. Finding one of these items now helps the corvette escape later (see **Sublight Relight** on page 91). The items include a multi-phase transformer (for a capital ship engine), power line splicers, labor droid servos, and a 2-meter-wide sensor dish. The PCs must make **Survival** and **Perception checks** and spend a lot of time digging in the junk to find the items.

Norta loans them a salvage skiff (use the Jawa salvage skiff profile on page 87) and gives them a rough map of the surrounding area. Though much of the immediate area is picked over, new loads of scrap are dropped regularly, replenishing the supply. The map indicates the most recent loads are about 15 minutes away by skiff. Norta also warns them to avoid the Imperial patrols.

If the Player Characters really get into exploration and want to extend their search, or if the GM wants

a longer side trek, the GM may adjust the expected timeline of events to give them more time to accomplish their goals. Otherwise, this excursion is expected to take about 4 to 6 hours. During the trip the following events may occur:

JUNKYARD JUKE REVISITED

Any of the encounters or locations from **Junkyard Juke** (see page 77) can be used, especially any the GM opted not to use. That section provides good descriptions of the typical landscape and threats the PCs encounter as they roam about. Piloting checks are unnecessary, as they move at slower speeds and most dangers are easier to avoid.

JAWA SCAVENGERS

The PCs encounter a party of Jawa scavengers who wish to trade with them. The Jawas might have items the PCs are looking for, and they try to barter for items the PCs carry. The GM can heighten the tension by using items he knows the PCs could really use or particularly want.

If the PCs really get into bartering and negotiation, the Jawas lead them back to a massive, walking recycling droid they commandeered and converted into a Raxus Prime equivalent of a sandcrawler. There, they have a much larger selection of items.

IMPERIAL PROBE DROID PATROL

Several times during their journey, the PCs should encounter Imperial probe droids (use the Arak-series probe droid profile on page 71) and be forced to make **Stealth checks** or deal with the droid. If a probe droid shows up while they negotiate with the Jawas, the Jawas scatter, disappearing into the junk piles.

THE YIYAR CLAN

If the GM wants to foreshadow the coming attack on Scrapheap Point by the Yiyar clan (see **It's Not Over Yet** on the next page), the PCs may detect the disguised attackers as they sneak up on the facility. The PCs might see a skiff of five "Jawas" avoiding them that look too tall, or don't quite act like Jawas (requiring a **Hard [◆◆◆] Perception check**). The Yiyar won't engage the PCs unless there is no other choice.

However, if the PCs are easily recognizable and their actions against the Yiyar at the Wheel and Cholganna were especially humiliating, Yiyar Salvage might take the opportunity for a little revenge. If this occurs, the PCs might choose to warn Scrapheap Point. Using the comlink risks Imperial detection, so they'll have to decide if it is worth it or whether they should race back to warn them in person.

IT'S NOT OVER YET

Just when things begin to start looking up for the Player Characters, they encounter the first of two major setbacks. Although it's possible the PCs and the Yiyar clan made amends on Cholganna and helped evacuate the survivors together, Yav Yiyar and company aren't beyond backstabbing gullible parties. They strike when the PCs and IsoTech least expect it. More likely the two groups are still antagonistic towards one another. In that case, the GM may run the scene as written.

Late in the evening, or before the PCs decide they want to leave the planet for some reason, Norta seeks them out. Read or paraphrase the following aloud:

"Hey, you ever seen a Jawa trade skiff? They're one of few things that qualify as sightseeing on this planet. You never know what they gonna dredge up, and half the time I think I should wear a hazard suit to meet 'em. Still, occasionally they find something really, really good."

There's a few skiffs pulling up to number two alcove. Come with me, see if they've anything interesting this time. Who knows, maybe they give you deal on something to bolt to that rustbucket ship of yours."

Norta leads you to the middle alcove, "number two," where the curtain is pulled aside to reveal three large repulsorlift-powered skiffs floating along the edge of the alcove. They look similar to the skiffs you saw while you were landing.

One skiff is piled with parts and equipment that appear to be from starships and vehicles. The second has a collection of all manner of crates, tanks, and containers. The third skiff is covered, containing droid parts and chassis. The Jawas are ready to receive guests and frantically wave at you to come aboard.

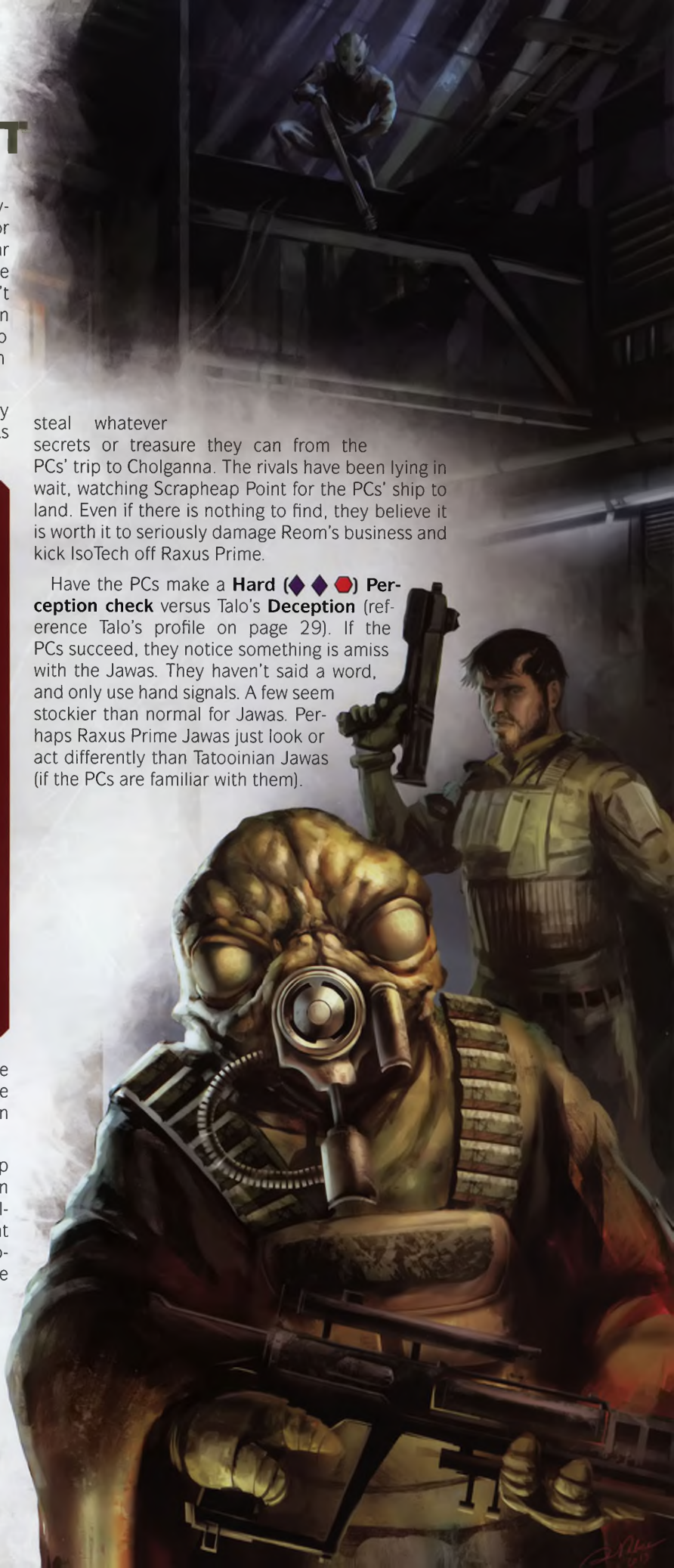
However, not all is as it seems. While it is true the Jawas regularly trade with IsoTech and Norta, these are not Jawas at all. They are cover for a Yiyar clan sneak attack against IsoTech.

Several groups of "Jawas" converge on Scrapheap Point from different directions, covering every known entrance and alcove. Shorter members of Yiyar Salvage (mainly Sullustans) are close enough in height to attempt to disguise themselves as Jawas. The Rodians hide in empty crates aboard the skiffs while the Trandoshans wait outside.

What's left of the Yiyar clan, along with "Too Low" Talo and his Trandoshan mercenaries, is here for revenge against Reom and IsoTech, content to

steal whatever secrets or treasure they can from the PCs' trip to Cholganna. The rivals have been lying in wait, watching Scrapheap Point for the PCs' ship to land. Even if there is nothing to find, they believe it is worth it to seriously damage Reom's business and kick IsoTech off Raxus Prime.

Have the PCs make a **Hard** (◆◆●) **Perception check** versus Talo's **Deception** (reference Talo's profile on page 29). If the PCs succeed, they notice something is amiss with the Jawas. They haven't said a word, and only use hand signals. A few seem stockier than normal for Jawas. Perhaps Raxus Prime Jawas just look or act differently than Tatooinian Jawas (if the PCs are familiar with them).



Player Characters who successfully spotted something amiss are not surprised when Talo springs the trap a moment later. As soon as Nortá steps aboard the container-laden skiff, read or paraphrase the following aloud:

As Nortá leans over to inspect the contents of a crate, the Jawa next to him suddenly pulls a blaster from under its cloak and aims it at him. Nortá reacts instantly, batting the gun away with one hand and connecting with the Jawa's jaw with the other. For a moment, it looks like the Jawa's face comes clean off... as a mask goes flying, exposing the heavily scarred face of a Sullustan. Chaos breaks loose as "Jawas" everywhere pull weapons and begin firing. Yiyar clan Rodians burst from their hiding spots in crates on the skiffs. You hear blaster fire from all around Scrapheap Point.

Everyone checks Initiative. There are two disguised Sullustans and two concealed Rodians aboard each skiff (use the Yiyar Salvage Tech profile on the following page). Talo and Nortá continue their fist fight unless the PCs intervene.

There are three more skiffs at each of the other alcoves, plus a pair of skiffs at each entrance to the *Crushed Courier*. A dozen Trandoshan mercenaries have landed on the ridge and are working their way down to the passageways, shooting their way through the junk. Yiyar clan goals are twofold: wreck whatever inventory and manufacturing equipment they can find aboard the corvette, and steal whatever they can find from the *Sa Nalaor*.

While the PCs fight it out, combat erupts in the passageways and other areas of Scrapheap Point as well. How the PCs contribute depends on where they go once they have cleared their current location (or retreated from it).

- At Alcove 2, the PCs can help Nortá. If Talo is wounded, or clearly has lost the upper hand, he tries to escape on one of the skiffs. However, if he can pull it off, he flies it to the opposite side of the ridge to reenter the battle from that

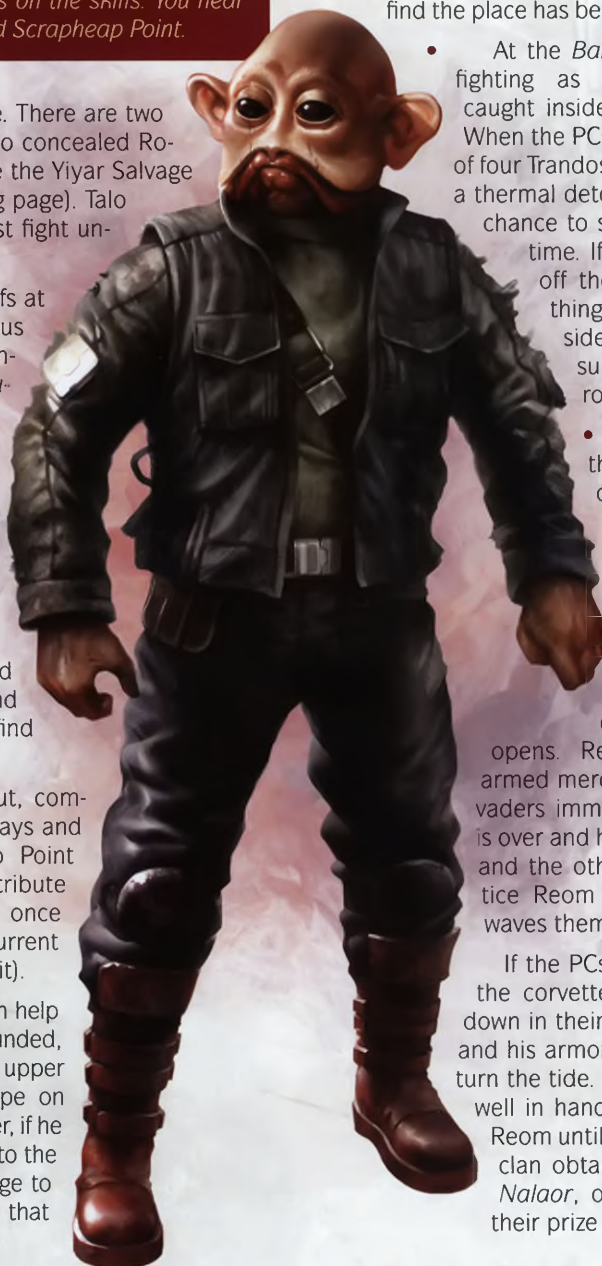
side. Other surviving raiders may jump aboard as he departs. The PCs might pursue using another skiff, or they might simply try to shoot it down.

- At the PCs' ship, five Rodians attempt to board and search it for *Sa Nalaor* treasure or data. Four Sullustans run down a passageway, heading for the corvette. If they're unable to board the PCs' ship, the attackers throw a grenade into the engine nozzle to try to disable it. If the PCs defeat the invaders, they can cut off the escape route for those trying to flee, perhaps by barricading the passageway entrances or taking control of the skiffs.
- At the *Crushed Courier*, the invaders take over the vessel (barring any PC resistance). PCs arriving later must fight their way in. Once inside, the PCs find the place has been completely ransacked.

- At the *Bantha Can*, there is fierce fighting as the IsoTech personnel caught inside put up stiff resistance. When the PCs arrive, they see a group of four Trandoshans preparing to toss in a thermal detonator. The PCs have the chance to stop the attackers just in time. If the PCs defeat or drive off the *Bantha Can* attackers, things get a lot easier for their side. A dozen armed techs surge out and join the surrounding battle.

- At the corvette, there is fighting throughout the entire lower level. However, the attackers don't seem to know about the upper levels at all. When the PCs are near the turbo-lifts, they're surprised when an apparently disabled lift suddenly opens. Reom and three heavily armed mercenaries step out. The invaders immediately decide the fight is over and head for their skiffs. Reom and the others pursue. The PCs notice Reom is limping. If asked, he waves them off for now.

If the PCs never make it back into the corvette, or if they get bogged down in their part of the battle, Reom and his armored mercenaries arrive to turn the tide. If the PCs have the battle well in hand, they don't learn about Reom until after it is over. If the Yiyar clan obtains anything from the *Sa Nalaor*, or find IT-3PO, they grab their prize and run for a skiff.



After the battle is over, the techs request the PCs' help getting the wounded to the medical bay. The dead are moved into the showcase or machine shop for proper services at a later time.

TRANDOSHAN MERCENARY [RIVAL]



Skills: Coercion 2, Cool 1, Discipline 1, Knowledge (Lore) 2, Melee 2, Ranged (Heavy) 2, Vigilance 2.

Talents: None.

Abilities: Regeneration (recover 1 additional wound from natural rest or bacta tank, regrow lost limb in 1 month).

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), Claws (Brawl; Damage 4; Critical 3; Range [Engaged]), padded armor (+2 soak), comlink.

YIYAR SALVAGE TECH [MINION]



Skills (group only): Brawl, Coercion, Mechanics, Melee, Ranged (Light).

Talents: None.

Abilities: None.

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), padded armor (+2 soak), comlink.

JAWA SALVAGE SKIFF



Vehicle Type/Model: Skiff/Cargo Floater 3z.

Manufacturer: Ubrikkian.

Maximum Altitude: 15 meters.

Sensor Range: None.

Crew: One pilot.

Encumbrance Capacity: 60.

Passenger Capacity: 15.

Cost/Rarity: 4,000 credits/2.

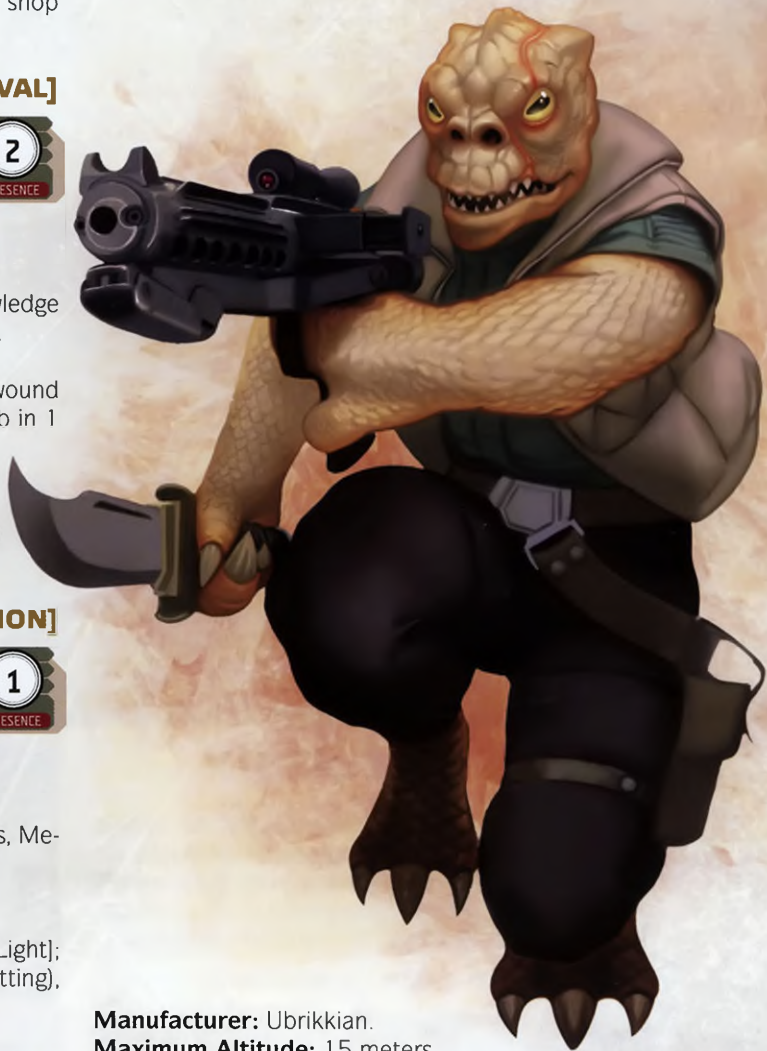
Customization Hard Points: 1.

Weapons: None.

THE SURVIVORS ALTER THE PLAN

If the PCs brought a large number of survivors back with them, the sheer number of individuals in Scrapheap Point alters the attack. Talo begins the attack as normal but quickly realizes there are far more people here than he planned for. Before he can decide what to do, Captain Harsol, Cratala, or IT-3PO either join the battle or wander into view. He immediately recognizes them from his research

on the *Sa Nalaor* and tries to kidnap one or more of them. It is up to the PCs to make sure that doesn't happen, though Harsol and Cratala will defend themselves. This might lead to a skiff chase through the junk to a waiting freighter similar to the *Night-flyer*. If Talo escapes with any survivors, the adventure can still continue. However, Reom may send the PCs on a rescue mission in a future adventure.



IMPERIAL DEPLOYMENT

The expected sequence of events for the Imperials is as follows. The timeline counts from IsoTech's first detection of a TIE fighter patrol. The PCs' starship may leave at any time, if it is able to do so. The corvette may be ready to take off at the 20–30 minute mark, depending on how much the PCs push the situation. The GM should track the corvette repair times versus the minute marks below to coordinate events as the PCs scramble to deal with repairs and repelling attacks. An IsoTech engineer should make regular updates across the intercom system or comlinks, which keeps the pressure on the PCs.

0–5 minute mark: A TIE fighter patrol of two starfighters searches the area.

5 minute mark: The TIE fighter patrol zeros in on Scrapheap Point. It notifies ISB and then makes low passes, trying to discern details of the alcoves. If anyone tries to flee, one fighter follows in pursuit. If attacked, the TIE fighters return fire.

5–10 minute mark: The ISB troop shuttle heads for Scrapheap Point.

10 minute mark: The ISB troop shuttle lands in

an empty alcove to deploy its stormtroopers and ISB agents. A squad of stormtroopers led by an ISB agent heads for the corvette, while a second squad and agent head for the PCs' ship. IsoTech personnel help the PCs defend against both squads.

10–15 minute mark: Another patrol of two TIE fighters headed for Scrapheap Point is detected by IsoTech's long range scanners.

15 minute mark: The second TIE patrol arrives.

15–30 minute mark: IsoTech detects a pair of Imperial system patrol craft in orbit, moving toward a prime intercept position. A trio of troop shuttles is detected heading for Scrapheap Point.

25 minute mark: The two system patrol craft arrive on station.

30 minute mark: The troop shuttles arrive with heavily armed stormtroopers who attack the station from the alcoves and the western entry. IsoTech's defenses crumble within minutes if this occurs.

The GM should use the ISB Supervisor profile on page 26 and the standard stormtrooper stats on page 404 of the Core Rulebook if needed.

REOM'S REVELATION

If the PCs didn't encounter Reom during the fighting, Norta or one of the techs brings them back to the turbolifts and takes them to the captain's quarters on deck three. If they did see him, Reom leads them up personally. Once inside, he brings the characters up to date.

Read or paraphrase the following aloud:

Reom lies on the bed as a 2-1B medical droid enters and begins to tend to his leg. He gestures for you to have a seat, pointing to some folded chairs leaning against the wall. He grimaces a bit from the pain as the droid works, and slowly turns to you.

"Well, things got a bit exciting while you were exploring the Wheel. Seems that the Sa Nalaor is a lot more popular than I thought. I heard rumors that some of the data might have been copied from the pod before I even received it. When someone gave me this lovely blaster wound when they broke into my office looking for the pod after you left, I decided it was too dangerous to stay.

"I came here to hide out, get treatment, and wait for you. You'll have to forgive my multiple deceptions. A secret with secrets, if you will. It certainly has its uses in times like these. Of course, it isn't perfect. I didn't expect the Yiyar clan to be so aggressive.

I guess the opportunities presented by the Sa Nalaor sent them over the edge.

"Now, I saw your report to Norta. If there is anything else you'd like to share, now is the time. We probably better finish up our negotiations while we have a chance. I must say, things have worked out better than I expected, aside from the trouble here."

If the PCs were only able to find the ship and its survivors, Reom offers them 10,000 (or more) credits as per their bargain in **Episode I**. If they were able to bring back some of Cratala's prototypes or designs, he offers 20,000. If they manage to deliver Cratala herself, Reom brings them on as business partners and sets them up with 30,000 credits.

The PCs are free to negotiate the Obligation they would like to see reduced. They might need to make **Negotiation checks** if they ask for a better deal than the GM wants to give them. Their Obligation should be reduced for each task achieved according to the **Meeting Reom's Terms of the Deal** sidebar in **Episode II** (see page 61). The PCs might also negotiate a part in later trips to Cholganna or other deals with the survivors. See the options under the **Extended Campaigns** section beginning on page 94. After concluding, but before the PCs leave the room, Norta (or the head of security) calls in to report more bad news. Proceed to **Imperial Interruption** on the following page.

IMPERIAL INTERRUPTION

The Imperials finally catch up to the PCs and IsoTech. Using scans taken during the PCs' arrival at Raxus Prime, the Imperials confirmed the identity of the PCs' starship and notified ISB. ISB immediately ordered increased patrols of the area and put a troop shuttle in the air. It is on standby for immediate deployment as soon as the IsoTech base is located. ISB has known of the existence of the IsoTech base, but not its location until now.

Read or paraphrase the following aloud:

Norta's voice breaks over the comlink. "Reom... more trouble. We detected a TIE fighter patrol searching the area. It will be [static cuts in] minutes left before it pegs our location. Not sure what tipped them off—probably fighting."

Reom sags a bit, and then says, "Got it Norta. Maybe our friends here can help."

"Great, cause we're gonna need all the help we can get. Scrapheap Point's done for. Our escape plan took some hits in that last battle. Any of those people an engineer or technician? We need some help pushing debris out of the way, if nothing else. Sending damage report to your datapad now, Reom."

Give the PCs a moment to react, then read or paraphrase the following:

Reom picks up a nearby datapad and winces as he looks at it. "Well, I've got one more secret for you. Our little wrecked corvette here may not look like it, but she'll do. This thing is operational. Or it should be. We've never exactly had a chance to test the repairs, but looks like we're going to now. That patrol is just the beginning. We don't have much time."

"Norta's right, we need emergency repairs before we can launch this thing. You up for it? I know you have your own transport, and you'll need to get that out of here. I'm not willing to leave all of this behind, even as shot up as it is. Help me out, and I'll make it worth your while. We'll jump to one of our emergency rendezvous points in deep space, Iso-One, about 15 light years from here. From there, we'll be able to call in our techs, and you'll be free to go."

If the PCs agree, Reom proposes a further reduction in their debt to him or offers to upgrade their starship or other equipment. He doesn't spend a lot of time negotiating because there isn't much time to spare. The PCs should receive to their **Negotiation checks** to reflect his poor bargaining position.

If the PCs leave him in the lurch, they aren't his enemy, but he no longer trusts them for future work. He's not foolish enough to threaten them so long as they outnumber him. If Reom escapes the Imperials, the PCs may still owe him Obligation.

Repairing the corvette and prepping it for takeoff is Reom's top priority, with all other ships secondary.

PATCHING UP THE BANDIT

Repairing the corvette is more a matter of time than difficulty. Some repair locations are buried under debris from the fighting or are otherwise difficult to reach. Some of the damage affects the ship's systems; other problems compromise hull integrity. Below is a list of repairs and other ways the PCs may help out. Each additional ✨ typically reduces the repair time by 5 minutes, down to the minimum time noted.

Mechanics and slicers should be assigned to repairs, whereas doctors should report to the medical bay. Anyone who's tough or brawny-looking should help clear the engineering corridor, while small and lithe characters are perfect for setting the charges they'll need to blast out of the junk pile. Player Characters who are handy with a blaster can protect IsoTech crews from the first wave of stormtroopers while they make repairs. Anyone left should escape back to their own ship and possibly lead the TIE fighters away or man the guns to buy Reom time.

The GM is encouraged to handle this climactic scene as cinematically as possible. He may want to establish an Initiative order and allow the PCs to start by contributing to the repairs regardless of whether the PCs are near each other or the areas where repairs are needed. This minimizes the time each player spends waiting to contribute. NPCs should be assigned to tasks not undertaken by the Player Characters and can be expected to marginally succeed.

When they come under attack by stormtroopers, PCs and IsoTech crew members must make **Discipline checks** commensurate with the threat facing them in order to keep working without interruption. PCs can make **Leadership checks** to give their allies for each 🌀 on a success to carry on with their repairs.

As it stands, the ship cannot launch until at least one sublight engine is repaired and the main repulsorlift power is restored (see **Sublight Relight** and **Main Repulsorlift Power Drop** on page 91), or until two sublight engines are repaired. The rest of the possible repairs on the following pages reduce the difficulty of the **Piloting (Space) check** to launch out of the junk pile, or they help in some other aspect of the ship's function during launch and flight.

Below are the areas in the *Blockade Bandit* where the Player Characters can help repair damaged systems, defend Reom's technicians, or otherwise prepare the corvette for takeoff:

DISTRIBUTION BAY CORRIDOR BLOCKED

The main corridor to the Distribution Bay is blocked with debris. It takes a **Hard (◆◆◆) Athletics check** and 5 minutes to move the debris out of the way.

DISTRIBUTION BAY MALFUNCTIONING DOOR

The distribution bay door is damaged, and there are two options for fixing it. To keep it functional, a difficult and delicate repair to the door's sliding mechanism requires a **Hard (◆◆◆) Computers check** and takes 20 minutes (minimum 10 minutes).

If time is too critical, it can also be welded shut in 10 minutes with an **Average (◆◆) Mechanics check** and properly dealt with later.

ESCAPE CHARGES

The junk above the corvette has been rigged with a ring of charges that are set to be detonated just before the corvette launches. The charges blow holes in the junk, perforating it to the point that the ship can push through on its own. The command center has detected problems with two charges. One has slipped out of position, and the other has malfunctioned. One charge is directly above the ship's bow. The second is above the main engine section. Both require someone to use an upper escape hatch to exit the ship, then make a **Hard (◆◆◆) Athletics check** to climb up into the junk pile to reach the charge. The climb takes 5 minutes. The first charge is in an awkward spot, requiring an **Average (◆◆) Coordination check** to reach and relocate it. The second charge requires a **Hard (◆◆◆) Mechanics check** to reset. If no charges are fixed, upgrade the difficulty of the **Piloting (Space) check** to launch once. If one charge is fixed, the penalty is reduced to adding a ■ to the check. If both charges are fixed, no penalties are added to the check.

FAILING POWER COUPLING

Flickering lights and control panels near the engine room indicate that a critical major power coupling is failing and must be replaced before liftoff. It takes a few minutes and an **Easy (◆) Computers check** or **Average (◆◆) Mechanics check** to find the bad part. The PCs also discover that they also need to replace the adjacent wiring. They don't have that with them. It takes 10 minutes on a successful **Average (◆◆) Perception check** to salvage a replacement line (5 minutes if they ask the crew for help). The actual repair is a **Hard (◆◆◆) Mechanics check**; it takes 10 minutes for the coupling and 5 minutes for the wiring.

HULL BREACH

The main hull has a breach near the forward port airlock. The PCs must find surplus plating and weld it over the hole. IsoTech's best welders were killed in the attack. An astromech can help, but the repair is too large for it to fix on its own in time. The breach takes 15 minutes and a **Hard (◆◆◆) Mechanics check**. Up to two people may aid in the repair.



The minimum repair time is 10 minutes. If it is not repaired, the forward cargo bay opens to space, and they must rely on interior bulkheads to withstand the pressure, which could fail if the ship sustains a Critical Hit.

MAIN REPULSORLIFT POWER DROP

Power to the main repulsorlifts that aid in launch and landing drops to less than the bare minimum needed to lift off through the junk. Even with full power, it won't be a fast takeoff. Power can be electronically rerouted from the command center in 5 minutes with a **Hard (◆◆◆) Computers check** or physically rerouted in 10 minutes at the engineering bay with an **Average (◆◆) Mechanics check**. A ⊕ enables the operator to send a power boost on liftoff, adding a □ to the **Piloting (Space) check** when launching (see **Flying Junk** on the following page). A ♻️ cuts power to the unit, requiring additional lit engines.

MEDICAL EMERGENCY

Two IsoTech crew members are injured 10 minutes into repairing the sublight engines. A power coupler suddenly arcs, catching them in the energy surge. They fall prone and unconscious under the arcing energy, and must be rescued before repairs can continue. It takes 2 minutes and a successful **Average (◆◆) Mechanics check** to shut down the arcing coupler. They must be hauled to the medical bay or cybernetics surgery for immediate treatment. It takes 5 minutes and a **Hard (◆◆◆) Medicine check** to stabilize them. The power coupler requires a 5-minute repair and a **Hard (◆◆◆) Mechanics check**.

NAVIGATION SENSOR ARRAY REALIGNMENT

The navigation sensors need to be calibrated, requiring an **Average (◆◆) Computers check** and 10 minutes, which cannot be reduced. If this is not repaired, add ■■ to the ship's **Astrogration checks**.

SUBLIGHT RELIGHT

Only three of the eleven sublight engines are online. It takes a minimum of four plus full repulsorlift power, or five sublight engines without repulsorlift power, to get the ship out of the junk pile and off the surface. However, that isn't fast enough to outrun a determined Imperial pursuit. Three engines are already beyond repair, as they were damaged in the original crash and later stripped for parts to repair the remaining engines. Each engine takes 15 minutes to repair (minimum 10), and that takes all of the IsoTech engine techs working on one engine at a time. Adding PC help reduces the repair time by a maximum of five minutes per engine. Each engine requires a **Hard (◆◆◆) Mechanics check**, adding □ for IsoTech

SURVIVOR'S AID

If a significant number of *Sa Nalaor* survivors are at Scrapheap Point, they provide a lot of extra manpower to help with repairs and other tasks. It's possible they can make the ship repairs too easy, and reduce the drama of the situation. The GM may keep the tension high by giving the survivors something to do that takes time, such as holding off Imperial troops. Reom may also declare that the attack shifted the junk to a point where the escape charges (see left) are insufficient to perforate the scrap enough that the ship can push its way out. More charges must be added, and/or the existing charges shifted to a better location. Large numbers of survivors can be sent into the junk pile to take care of the task.

help. A minimum of 5 minutes is required between failed checks. If the PCs obtained the multi-phase transformer (see **Exploring the Scrapheap Point Environs** on page 84), they may upgrade their dice pool once. The ship's speed is restricted to 1 with four engines, 2 with eight engines.

TURBOLASER ACTUATOR

The lower turbolaser mechanism activated during the battle, jamming the lasers against the debris outside. The gun still fires, but it can't turn, and it may snag on debris during takeoff. Carefully fiddling and rotating the gun to clear the jam takes a **Hard (◆◆◆) Coordination check** with one upgraded difficulty die. ♻️ irrecoverably jams the gun in the debris, upgrading one difficulty die and adding ■ to the **Piloting (Space) check** to launch the corvette. ☠️ damages the gun barrel, reducing its damage by 4, and causing the gun to explode if it generates a ♻️ on any attack check.

WE'VE GOT PROBLEMS OF OUR OWN, KID

Fixing the PCs' ship depends on the damage it sustained in the battle. If the invaders managed to toss grenades into the engines, repairs are required. The PCs must make a **Hard (◆◆◆) Mechanics check** for each grenade that detonated inside the engines. The work takes 10 minutes per grenade, though this can be reduced to 5 minutes each with more than one ☆. However, the necessary parts are not immediately available if ☠️ come up. Parts can be scavenged with a successful **Hard (◆◆◆) Perception check** and a 5 minute search in the *Bantha Can* or the *Crushed Courier*, or could possibly be found in the corvette. The PCs may decide to spend a destiny point to find the right parts, but it doesn't reduce the time required.

FLYING JUNK

When the necessary repairs are finished—or Reom decides it is time to go, ready or not—he tries to launch the corvette. If the PCs have a good pilot, Reom tries to get that character to help fly the ship; otherwise, the IsoTech pilot takes the lead, with the rest of the PCs continuing to make emergency repairs as needed. As for the PCs' ship, Reom points out that the corvette's departure will shift the junk enough to collapse the alcoves. Any ships in the alcoves need to leave before the corvette, and they should try to attract the Imperials' attention once they are in the air.

Launching the corvette requires an **Average** (●●) **Piloting (Space) check**, plus any ■ and □ granted by the repair efforts. Success blows the junk out of the way, and the ship takes off, with scraps trailing behind it. Multiple ✨ or 🌀🌀 clears a greater area, giving it a faster launch (one less round required to escape the gravity well). 🌀🌀 with ✨ means that the ship lifts off, but excess debris hanging from the corvette slows its ascent (one more round required to escape the gravity well). ▼ means the surrounding wreckage scrapes against the hull during liftoff, dealing 10 hull trauma (and 2 system strain per 🌀). Each 🌀 with ▼ decreases the hull trauma by 1. 🌀 indicates the ship launches so easily it gains an immediate free maneuver. 🌀 means one of the ship's sublight engines immediately fails due to the sudden surge of power. The ship entwines itself in the debris, preventing it from taking off. The damaged engine requires a **Hard** (◆◆◆) **Mechanics check** to jury-rig and restart it.

If the ship fails to clear on the first try, the pilot may continue to work to free it in subsequent rounds. Subsequent tries may be adjusted by the bonuses and penalties above, or the GM may create alternates, based on the specific circumstances. Generally, the GM should select options that keep up the drama and entertainment value of this critical scene. A failed attempt should be further hampered by attacks from incoming TIE fighters. The PCs' ship or allied craft can help defend the corvette if needed.

When the ship successfully escapes the debris, read:

The entire ship rumbles as explosive charges detonate in sequence around the corvette. The sublight engines ignite and surge forward, sending a turbulent hum through the corvette. A horrendous cacophony of metal on metal envelops the Blockade Bandit, and debris scrapes the hull as it moves through, shaking free scraps that tumble and crash against the ship.

Despite the wail of damage control alarms, flashing warning indicators on every control panel,

and a disturbing vibration from the engines, the ship escapes the wreckage, scattering trash and debris everywhere. As the ship continues to rise, junk hangs off the vessel and remains piled on the upper side of the hull. The slightest change in pitch sends small bits of debris raining off the ship, sending nerve-wrenching screeches of grating metal through the hull as they slide away.

As the corvette rises, the TIE fighters piloted by Imperial Navy pilots (see page 78) immediately divert to attack the unexpected vessel. The corvette defends itself, and PCs willing and able are allowed to man the gun turrets. Excess debris continues to trail off the ship for the next several minutes, deterring the fighters from trailing directly behind the vessel.

The *Bandit* shakes, shudders, and groans all the way through the flight. It looks and feels like it is going to shake itself to pieces. For PCs aboard the ship, there is a never-ending wail of minor and major alarms, sketchy systems, and fluctuating power. At any given moment, a blown circuit, a failing control panel, or other worse developments scream for attention. The most serious issues that arise affect the engines. One is a smoking sublight drive, which leaves a trail of black smoke. The other is two engines that flicker regularly, cutting out for several seconds and then relighting without warning, sending jolts of speed through the ship.

The TIE fighters are the only threats within range of the corvette and PCs while they are in the atmosphere. They divide up to pursue as many ships as they can until they reach the edge of the atmosphere. If they're forced to let one or more go, they focus on the corvette first, the PCs' ship second, and any other ships third.

As the PCs clear the edge of the atmosphere, a pair of Imperial system patrol craft barrel toward them on an intercept course (see also the Imperial Navy Pilot profile on page 78). They approach from opposing sides, bracketing the PCs' ship(s). One or both come into range before the corvette and PCs can get beyond the gravity well and jump to hyperspace. If 25 minutes have passed and the system patrol crafts are on station, they block the most direct escape route. If the PCs challenge them, the Imperial Navy pilots gain a □ on each attack.

If the PCs try splitting their attacks between the ships, both patrol craft engage at medium range. The Imperials try to close the gap, ordering the PCs to stop, and open fire if ignored. **The PCs need 5 rounds at speed 2 to fly beyond the gravity well and engage the hyperdrive.** The jump to the rendezvous point takes an **Average** (◆◆) **Astrogation check**.

BLOCKADE BANDIT

5	2	-2	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	2 1 1 2	5
			HT THRESHOLD	SS THRESHOLD
			50	15

Hull Type/Class: Corvette/CR90.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 2, Backup: None.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: Forty.
Encumbrance Capacity: 2,000 (currently 750).
Passenger Capacity: 100 (currently 50).
Consumables: One month (current stores).
Cost/Rarity: 700,000 credits/5.
Customization Hard Points: 4 (2 unusable/junked).
Weapons: Add one ■ to each attack check due to poor condition. Dorsal and Ventral Turret-Mounted Twin Medium Turbolaser Batteries (Fire Arc All; Damage 11; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-firing 1, only one on each side is functional), two Port and two Starboard Turret-Mounted Light Turbolasers (Fire Arc Port and Starboard; Damage 10; Critical 3; Range [Medium]; Breach 2, Slow-firing 1).
Junker Starship: Any ☹ result on a **Computers**, **Gun-nery**, or **Mechanics check** result shuts down the associated system or weapon for one round and adds ■ to all subsequent checks until the system is repaired with a successful **Hard (◆◆◆) Computers** or **Mechanics check**. A ☹ on a **Piloting (Space) check** reduces the handling, adding ■ until the control system is repaired with a successful **Hard (◆◆◆) Mechanics check**.

IMPERIAL SYSTEM PATROL CRAFT

5	3	-1	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	2 2 2 1	6
			HT THRESHOLD	SS THRESHOLD
			45	20

Hull Type/Class: Frigate/IPV-1.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: None.
Navicomputer: No.
Sensor Range: Long.
Ship's Complement: Twelve.
Encumbrance Capacity: 20.
Passenger Capacity: 10 (troopers or prisoners).
Consumables: One month.
Cost/Rarity: 4,000,000 credits (R)/5.
Customization Hard Points: 2.
Weapons: Dorsal, Ventral, Port, Starboard Turret-Mounted Point Defense Turbolaser Batteries (Fire Arc All; Damage 11; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-firing 1). Forward Mounted Concussion Missile Launcher (Fire Arc Forward; Damage 7; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Slow-Firing 1).

RENDEZVOUS POINT ISO-ONE

Once the PCs and corvette reach their destination, Reom has one more surprise for them. Another reclamation project, in the form of a massive, near-derelict bulk freighter, forms the heart of his rendezvous point. The PCs are signaled to land in a converted cargo bay, while the corvette docks to one side of the ship.



Read or paraphrase the following aloud:

"Welcome to Iso-One. Someday, this freighter will be the heart of our mobile operations. The loss of Scrapheap Point now makes this our main operation in this sector. We may be slowed down some without easy part-hunting on Raxus Prime, but we'll manage. In fact, I might hire you to pick up a few things for us. Come on board, we'll settle up, and you can be on your way."

Unless the PCs want to attempt any last-minute negotiations with Reom, there is little to do except pick up any PCs left on the corvette and take care of some urgent repairs or medical problems. There isn't much in the way of facilities on *Iso-One*; the corvette itself has better medical and technical stations.

EXTENDED CAMPAIGNS

The GM may wish to use adventure hooks and other ideas from the events of **BEYOND THE RIM** in a longer campaign or revisit them in a later adventure. Below are ideas and suggestions for ways the story could continue.

BIG GAME HUNTING

Used as guard animals and entertainment, the nexu are traded at a high profit, the obvious reason being the extreme difficulty of their capture and transport. The cubs fetch the highest price, since they can be domesticated. However, getting through the mother nexu is a near-suicidal task as she will fiercely defend her offspring to the death. The true test of a hunter's skills, however, comes with tracking and taking down the rare and vicious black nexu, measuring a full meter larger than its kin.

If the PCs want to return to Cholganna to take their chances at trapping one of the beasts alive, they can, but they may want to seek out help. If they ask around, most streetwise NPCs will direct them to a Wookiee who has made his living hunting nexu. Captain Shorwarr, a well-known purveyor of exotic animals and creatures, is one of the few individuals who have been to Cholganna before.

An experienced big game hunter, he can act as a guide for a fee. Alternatively, he could be a rival on subsequent trips to the jungle planet, since he has an especially short leash on his temper and won't brook betrayal of any kind. If he acts as guide, Captain Shorwarr is able to take them to a hidden outpost that he and other hunters use as a base of operations:

The GM is free to use *Iso-One* in future sessions (see **IsoTech** and **Iso-One** on page 96). Otherwise, after the PCs have regrouped and re-equipped themselves, they may return to Cholganna (see **Extended Campaigns**, below) or move on to their next adventure.

EPISODE III XP REWARDS

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

- Junkyard Juke escape: 5–10 XP
- Exploring Scrapheap Point and/or doing errands for Norta: 5–10 XP
- Repelling the Yiyar clan attack: 5 XP
- Defending IsoTech from stormtroopers: 10 XP
- Repairing and launching the *Blockade Bandit*: 5 XP
- Plus Motivation and roleplaying bonuses as granted by the GM.

Camp Danger. His ship is the *Starblue Ranger*, a customized ILH-KK *Citadel*-class light freighter with sets of cages and storage lockers in the hull.

CAPTAIN SHORWARR [RIVAL]

3	3	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 3		W. THRESHOLD 17		M/R DEFENSE 0 0	

Skills: Athletics 1, Brawl 1, Ranged (Heavy) 2, Ranged (Light) 1, Perception 1, Survival 2, Vigilance 2.

Talents: Expert Tracker 1 (remove ■ per rank of Expert Tracker from checks to find or follow tracks. Survival checks made to track targets take 50% less time than normal), Natural Hunter (once per session, may reroll any 1 Perception or Vigilance check), Hunter's Quarry (take Hunter's Quarry action; make a **Hard [◆◆◆] Survival check** to upgrade the dice pool of all attacks made against a target at long range until the end of the character's next turn).

Abilities: Wookiee Rage (when a Wookiee has suffered any wounds, he deals +1 damage in Brawl and Melee attacks. When a Wookiee is Critically Injured, he instead deals +2 damage to Brawl and Melee attacks).

Equipment: Bowcaster (Ranged [Heavy]; Damage 10; Critical 3; Range [Medium]; Cumbersome 3, Knockdown), bola (Ranged [Light]; Damage 2; Range [Short]; Ensnare 3, Knockdown, Limited Ammo 1), ryyk blade (Melee; Damage 5; Critical 2; Range [Engaged]; Cumbersome 3, Defensive 1, Superior).

ALTERNATE ENDINGS

If the Imperials manage to disable the corvette and/or the PCs' ship, they board the vessel and try to arrest as many as they can. The PCs and others might get away via escape pods, sending them back to Raxus Prime and into further Imperial pursuit.

If the PCs are captured, they are held under appropriate charges for smuggling, damaging Imperial property, injuring or killing Imperial personnel, and so on. They are not likely to get an opportunity to escape, and they have a hard

time beating the charges. They might be held for quite a while before the GM gives them an opportunity for escape or freedom, perhaps through a breakout, bribery, or other means.

If the PCs escape, but the corvette does not, Reom is captured or killed. Either way, he is unavailable for the near future. However, his sister Shira takes over their Obligation and still demands full restitution. If they don't seek out IsoTech, she eventually hunts them down herself when that particular Obligation is activated in a game session.

CASH GRAB

The PCs might return to dig the treasure out of the *Sa Nalaor's* vaults. They might find Imperial guards and researchers, or they might discover that the Imperials don't care about the ship once Cratala and Captain Harsol are captured or are beyond Imperial reach.

The PCs soon find they need specialized equipment or droids for removing the debris and shoring up the ship. More of Cholganna's dangerous creatures show up and attack the party, as some may live in the depths of the vessel. Rivals from the adventure, or other treasure hunters late to the party, might attack the PCs. The GM may include whatever treasures he wishes to include, if they are successful.

DEALING WITH THE SURVIVORS

One likely way for the campaign to continue is if Reom requests the PCs return to Cholganna because the survivors are still there. He might ask the PCs to personally transport him to the Retreat, so he can negotiate

a deal with the survivors, or arrange for their evacuation. The conditions of this trip are based on the final events of the PCs' departure from Cholganna.

The PCs might return to find the Retreat under Imperial control, requiring the PCs to come up with a plan to evict the Imperials or rescue the survivors. They might return to find that Captain Harsol, Cratala, or both have been captured by the Imperials.

If the pair still in the area, the PCs might plan a breakout. If Harsol or Cratala have been taken off-world, Reom might track down their location and plan (or have the PCs plan) a way to break them out or have them legally released.

The PCs might find that the Imperial bureaucracy runs very slowly on non-critical events, and the Imperials have not taken over the Retreat yet. Imperial patrols might remain in the area with a research team at the *Sa Nalaor* wreckage. The PCs might sneak their way in or out to deal with the survivors.



ISOTECH AND ISO-ONE

IsoTech is always looking for good smugglers and technicians. Not all operations are below board, and plenty of legitimate cargo runs are needed. Reom or Shira might hire talented PC technicians to work on-site on customer starships, vehicles, and facilities. They could engage the services of the other PCs and their ship for transportation and protection of techs and cargo during assignments. The PCs might use this as a way to build up their own underground technical services operation to serve the black market or to branch into work with the Rebel Alliance.

ISO-ONE

The development and repair of *Iso-One* can form the heart of a short campaign. The PCs may be sent almost anywhere in the galaxy in search of specific parts or to pick up techs for work on the ship. They might make a few credits helping with repairs themselves, or they may be sent back to Raxus Prime to search for parts. Once the ship is operational, they could hire on as crew or escort the vessel when it enters sketchy or dangerous areas. PCs with better combat skills could become the ship's security, and tasked with fighting pirates and Imperials along the way.

5	2	-3	DEF: FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	2 1 1 1	2
			HT THRESHOLD	SS THRESHOLD
			40	25

Hull Type/Class: Bulk Freighter/BFF-1 series (modified).

Manufacturer: Phylon Freight.

Hyperdrive: Primary: Class 3, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: Fifteen crew.

Encumbrance Capacity: 1,000.

Passenger Capacity: 25.

Consumables: Three months.

Cost/Rarity: 150,000 credits/4.

Customization Hard Points: 5.

Weapons: Dorsal, Ventral, Port, and Starboard Turret-Mounted Twin Medium Laser Cannons (Fire Arc All; Damage 6; Critical 3; Range [Close]; Linked 1).

BLOCKADE BANDIT

The appearance of the *Bandit* might attract attention. A botched transponder update might alert Imperial forces as to its original owners. Corellian Security (CorSec) might decide to check out the ship and possibly reclaim it, forcing IsoTech to keep the craft on the move. IsoTech might enlist the Player Characters to help defend the corvette, distract CorSec forces, or develop a cover story by staging the ship's destruction in order to throw off pursuit.

REVENGE

Reom or Shira might hire the PCs to exact revenge on the Yiyar clan for the attack on Scrapheap Point. They might also hire the PCs for defense from future attacks or for gathering equipment and crew to bolster IsoTech defenses.

CYBERTECH WARES AND SALES

Safely relocated to *Iso-One* with her crew, Cratala might thank the Player Characters by installing some of her designs in them or as part of their droids, weapons, or armor. Fetching the required components, defending her from other cybernetic businesses, seeking out her former colleagues, or keeping her one step ahead of further attacks by the Empire could each comprise a short campaign on its own.

CUSTOM SKILL: CYBERNETICS (INTELLECT)

Players with prior experience in Mechanics or Medicine may study with Cratala in order to learn the science that synthesizes the two disciplines, combining man with machine. Cybernetics may be used to install Cybernetic Enhancements and Replacements (see page 173 in the Core Rulebook) or craft new technology as determined by the GM. The Difficulty of the check defaults to **Hard** (◆◆◆) and scales upwards or downwards depending on the complexity of the task and the capabilities of the device.

This skill is optional and is meant to allow PCs a greater amount of focus in their skills. It may be introduced at the players' and GMs' discretion.

STAR WARS[®] EDGE OF THE EMPIRE[™] ROLEPLAYING GAME

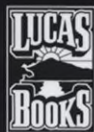
A long time ago in a galaxy far, far away....

Decades-old secrets from the Clone Wars resurface aboard a bustling space station. The unexpected discovery of a derelict message pod gives new life to an old smugglers' story about a long-lost Separatist treasure ship, the Sa Nalaor. The wreck supposedly lies at the edge of Wild Space, waiting to be found by those brave or crazy enough to look...

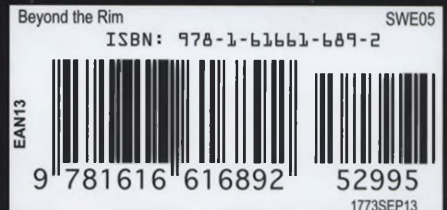
Fire up your hyperdrive and embark on a journey to the farthest regions of the *Star Wars* galaxy. Intrepid explorers, scrappy smugglers, and adventuresome academics must harness every skill in their arsenal to evade Imperial forces, thwart their competition, and finally explore—and survive—an uncharted world.

This full-length adventure includes:

- An epic tale of exploration perfect for starting characters.
- All-new adversaries and vehicles, including Imperial scout troopers, the *Skywatcher*-class scout ship, amphibious reevos, and fearsome nexu.
- Mini-gazetteers for the Wheel space station, Cholganna, and Raxus Prime, enabling Game Masters to use these locations in their own campaigns.



FANTASY
FLIGHT
GAMES



starwars.com

www.fantasyflightgames.com