

## 26 Imperial Mission Hooks (WIP)

**Mission 1:** (Mandatory) Another ISB troubleshooting task force has gone missing while investigating a suspected Rebel cell. We believe that they have defected to the Rebellion. Travel to their last known location, a backwater Outer Rim planet called Bentarro, track their whereabouts, and neutralize them. If possible, bring one back alive for questioning.

*GM Note: The missing task force encountered a Jedi knight who left them with mind-trick amnesia and a broken hyperdrive. One of the task force members knows that the ISB will send a hit squad against them, and secretly killed the team droid when it tried to phone home. Another remains loyal to the empire, and a third, a Twi'Lek, is missing a head-brain-tail -- she is largely incoherent and will die without medical treatment.*

**Mission 2a:** A group of diplomats are on the cusp of passing a sweeping surveillance bill aboard a Corellian luxury cruise ship. Preliminary intel suggests that the Alliance has hired a deadly assassin to kill enough of them to prevent a legislative quorum. Stop the assassin and protect the diplomats at all costs!

*GM Note: The assassin is a shapeshifter who is skilled in slicing and long range weaponry. His MO is to slice systems to create "unfortunate accidents" (eg, overloading a bacta tank, disabling a hangar bay force field, reprogramming droids), or to attack from a crowd and disappear into it afterwards with his shapeshifting abilities. The PCs are mostly trying to protect the councillors, but can also sway a few to vote for the Imperial-backed bill.*

**Mission 2b:** The Quanro tibanna gas refinery, located in the Mid Rim, has reported a consistent discrepancy between refined gas and exported gas. This indicates that Rebel sympathisers have infiltrated the refinery operations and are smuggling the gas to outside agents. Uncover the plot and stop the smuggling ring.

**Mission 2c:** A renowned Imperial archeologist, Pram Vingo, has been kidnapped by the native population while on an excursion deep in Wild Space. His platoon escort has been unable to penetrate the thick jungle and extract him. To make matters worse, the local star is showing signs of instability and could go nova at any moment. Find Vingo, recover his work, and get him out before the star explodes!

**Mission 3a:** An ultramax prison in the Deep Core has been suffering a series of riots over the past few weeks, and the prisoners have successfully taken complete control of one of the atmo pods. Worse, initial intel indicates that a Rebel mole in the security forces instigated the revolt. Find the traitor, regain control of the atmo pod, and restore order to the prison.

**Mission 3b:** The Empire-funded researcher Galex N'Koth has gone completely off the rails while studying a Force sensitive tribal society. It seems he has proclaimed himself God-king of the swamp planet Paropau. Travel to Paropau, track him down, and bring him (or his research) back unscathed.

*GM Note: The native society is descended from crash-landed Jedi from the Sith Wars. They have intrinsic Force powers, and have a complex cargo-cult society built around the ruins of the Sith Wars -- they "send distress calls" using wooden radios, they live in a field of walkers stuck in a swamp, and they speak Basic. Galex has used them to research the nature of the Force, and has developed a medical technique to drain the midichlorians from their blood and use it to temporarily boost the Force power of whoever injects them. The native society worships him as a god-king, but those who have been stripped of their powers have been cast into exile.*

**Mission 3c:** Surveillance operations on the pollutant-choked Core World of Duro have uncovered that a Rebel plans to seize a shipment of proton bombs from a local factory. Unfortunately, infiltration teams have been unsuccessful at penetrating the cell due to local sympathies trending towards the Alliance. Stop the attack and bring back as many Rebel spies as possible.

**Mission 4a:** The ISB task force sent to quell the Deep Core prison riot has been killed in action. The Rebel uprising has subsequently seized control of the prison's defensive fleet, and is mobilizing it to strike against vulnerable Core World targets. Capture the base if possible, but destroy it if you must.

*GM Note: This is a result of the PC's not choosing mission 3a.*

**Mission 4b:** Uro the Hutt is leveraging blackmail against a local Moff in exchange for Imperial customs leniency. Infiltrate Uro's compound and destroy the blackmail material, but under no circumstances allow the Empire's involvement to be discovered.

*GM Note: The Hutt is in the midst of negotiating ship deal with a known Rebel commander, Rothar Redbrand. If they do not stop it, Rothar will command a sizeable fleet of Y-Wings and use it to harass Imperial interests later in the campaign. The blackmail material itself is not in Uro's ice-palace, but in secret, small caches located throughout a nearby asteroid belt.*

**Mission 4c:** The Mid Rim planet Jorathmo is on the cusp of joining the Rebellion. A deep cover agent has reported that the Alliance is planning a massive strike against a local Imperial army base, but she hasn't been able to determine the details of the operation. Stop the attack, and stop Jorathmo from flipping to the Alliance.

**Mission 5a:** Ambushes of Imperial convoys along the Perlemian trade route have doubled over the past ten days. Survivors say that the attacks are primarily comprised of refurbished Y-Wings led by the Alliance operative Rothar Redbrand. Stop the attacks, neutralize their secret base of operations, and bring Redbrand back alive. Since you've dealt with Redbrand recently, Ops has put the case on your docket.

*GM Note: Rothar was allowed to purchase the Y-Wings from mission 4b.*

**Mission 5b:** Embedded Navy agents stationed on a mountainous Outer Rim planet, Kaskarrook, have discovered a pattern of scout patrols suffering severe cases of amnesia. In one instance, a trooper returned with only a cauterized stump for an arm. The Navy is blaming the local fauna, but your first mission report, in which you found ISB agents in a similar state, shares enough in common that you've been selected to investigate and stop the incidents.

*GM Note: This is the Jedi from mission 1. He has taken an apprentice in the Rebellion and is currently leading an expedition through a cave system to recover a cache of walkers that he hid as a Clone War general. Kaskarrook itself has a bizarre ecology -- periodic bursts of radiation kill all life on the surface, and the empty niches being filled by cave creatures creates strange and terrifying fauna. The local settlement is shielded from the radiation and bases its economy on harvesting slime to treat bacta resistant infections.*

**Mission 5c:** An ISB agent, Jaffie LeBaron, has been discovered by the Rebellion after spending three months undercover. He's currently in hiding in the undercity of the Alliance-sympathetic planet of Quintos. To make matters worse, wiretaps in Hutt space indicate that the deadly, shapechanging assassin Ashvin (Last seen murdering councillors under your protection aboard the Symphony Horizon) has been activated to take Jaffie out at all costs. Navigate the undercity, locate LeBaron, and bring him back safe.

*GM Note: The PCs failed mission 2a and let the assassin go. He returns in this hook.*

**Mission 6a:** The Bureau of Ships and Services has discovered and removed our latest wire tap to monitor Rebel transponder codes. Worse yet, we have reason to believe that Alliance counter-intelligence operations in the BOSS are to blame. Find the Rebel mole, place a new bug, and get out unnoticed.

**Mission 6b:** An Imperial cruiser carrying next generation blaster weaponry has crash landed on a Wild Space ocean planet. Engineering reports indicate that the ship's hull and contents should still be intact, but the Rebels are already scouring the ocean floor for the ship. Find the vessel, extract the tech, and get it off planet before the Alliance does.

**Mission 6c:** Hyper range scanners have discovered traces of an unregistered star base deep within the Cyrillian Nebula. Nearby assets have also reported an uptick in "dirty" space traffic in the same direction. Infiltrate the base, discover its purpose, and then neutralize it.

*GM Note: The station is a Rebel POW/rehabilitation station carved out of former exogorth nest asteroid. Shipments going into the station contain food, medical/interrogation supplies, sundry station parts, and plant fertilizer. Some ships contain defecting Imperial soldiers. The leader of the station, Cmdr Oden, is a former ISB agent presumed dead in the first Death Star. She uses therapy and mindful gardening to convert Imperials into Rebels. Those that don't respond well are quietly imprisoned and interrogated, ISB-style. She has heard of the PC team, and will attempt to convert them if given the chance.*

**Mission 7a:** Analysis of Oden's debriefing have yielded a threat to the ISB itself. Agent LeBaron was not killed by the assassin Ashvin -- he was captured, and Alliance agents are en route to Quintos to interrogate him. Find LeBaron and rescue him if possible, but under no circumstances allow him to fall into Rebel hands.

*GM Note: This is a continuation of the thread from the unused mission 5c*

**Mission 7b:** Contacts in Outer Rim have reported a new, bizarre band of pirates preying on lightly defending Imperial mining operations. They arrive in wooden ships with no visible power source. Upon landing, their officers use mind powers to stun their targets while their infantry stab the immobile victims with spears. If left unchecked, these attacks could severely destabilize the Outer and Mid Rim. Figure out who these savages are and stop them.

*GM Note: This is continued from mission 3b -- the PC's chose to parley with Galex instead of kill him. Galex has continued his research into the Force, and has refined it to the point where he has trained his tribe to Force vacuum seal and pilot wooden ships. They are raiding mining colonies for massive durasteel slugs, which they Force throw as starship weapons. Unfortunately for Galex, the tribespeople spot a ship of the same make that they worship back home, and opt to chase the God-ship instead of following Galex's orders.*

**Mission 7c:** Rothar Redbrand's attacks along the Perlemian trade routes have reached a boiling point. Intelligence leaks indicate that he is in the process of negotiating with the notorious arms-dealing gang, Plasma Rose, to purchase a capital ship. Squash the deal at all costs and stop Redbrand once and for all.

*GM Note: This is a continuation of mission 5a.*

**Mission 8:** (Mandatory) The PCs choose from three options as usual (see mission 9), but their ISB base is attacked during the briefing. The assassin (mission 7a) slices the planetary shield while Rothar Redbrand (mission

7c) uses a capital ship and Y-Wings to stage a breakout of Rebel captives. Oden (mission 6c) leads a prison riot within the base. The whole thing is a complete boondoggle, to be honest.

**Mission 9a:** The Corporate Sector Authority has become too brazen in its illicit dealings with the Rebellion. The CSA annual general meeting is coming up, and all of the leadership is expected to be in attendance. Make it look like an accident, but not too much like an accident -- whoever takes over should know not to cross the Empire. GM Note: The AGM is like Christmas in the CSA -- all of the corporations, including human corporations, pay out dividends to each other and the entire sector takes a holiday to calculate who is wealthy enough to sit on the Board of Directors for the next fiscal year. The current executive officer is stuck on his personal planet due to ion storms. The PCs have to kill the ExO, as well as many of voting members as they can. They can also manipulate the market to crash people's personal stock, sometimes literally -- the AGM is held on repulsorlifts that will rise or fall depending on the personal wealth of whoever sits in them.

**Mission 9b:** The Imperial Engineering Corps is nearing completion on Da Yan station, a state of the art deep space surveillance array currently under construction in the Corellian sector. A project of this magnitude is almost certainly a target for a Rebel attack. Defend the station at all costs.

**Mission 9c:** The Rebels have fomented an outright civil war on the Mid Rim planet of Jorathmo. Jorathmo's ecumenopolis is too valuable to the Empire to risk large scale action, but without intervention the Imperial garrison is sure to be overwhelmed. Beat back the Rebel offensive, capture at least one valuable Rebel asset, and destroy their base of operations.

*GM Note: This is a continuation of mission 4c.*

**Mission 10a:** Da Yan station has been hijacked by the Rebels. They are using the orbital surveillance array to spy on Imperial interests, while simultaneously holding it hostage until high ranking Alliance prisoners are released from custody. Resolve this situation without damaging the station and without allowing any Rebels to walk free.

**Mission 10b:** Rumours have surfaced of a priceless treasure vault beneath the ancient ecumenopolis of Sophos. Our intel suggests that the entire thing is bunk, but the Rebels (and some other assorted scum) have taken an interest. Track down the treasure vault, claim whatever is there for the Empire, and bring back the leader of the Rebel expedition alive.

**Mission 10c:** An Imperial Star Destroyer, The Percheron, has not checked in after it made first contact with an untouched Wild Space planet. Travel to the planet (Code name ZB-115), figure out what happened, and bring The Percheron back in one piece.