STAR WARS
REBELS

SPARK OF REBELLION

An Unofficial Sourcebook for REBELS

STAR WARS®
EDGE OF THE EMPIRE™
ROLEPLAYING GAME

A SPARK OF REBELLION

The **EMPIRE** is ascendant. From his stronghold on Imperial Center, once the Galactic Capital Coruscant, the reach of **EMPEROR PALPATINE** is felt as far as the distant worlds of the Outer Rim.

There is a plan for these worlds. The **EMPIRE** is occupying more territory, its factories are churning out more and deadlier weapons of war. The Galaxy cowers in darkness. Hope is all but dead.

But here and there in the shadows of oppression, a few small sparks of resistance have sprung to life, waiting for the wind of opportunity to fan them into the fire of **REBELLION**....

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"Almost there…"

Jekk and Beyard looked at each other nervously, then back to Meego. The rodian was crouched down in the shadows, his long fingers working nimbly to finish setting up the device.

Beyard snorted impatiently.

"How long's this going to take, Meego?"

Meego sighed and looked up, adjusting his goggles. "Who's the expert here Beyard? Hmm?"

Beyard bristled. "None of us are experts! You and I are farmers, and Jekk is a transport speeder driver!"

Jekk waved a hand for him to keep his voice down. Three patrolling Stormtroopers were passing by on the other side of the Troop Transports, twenty meters away. It wouldn't take much to draw their attention. He gestured toward Meego.

"Before he was a farmer, Meego was a miner. He worked for years out on the moon Cynda, mining thorilide in the last years of the Republic. That's how he got the stake for his farm here on Lothal. I'd say he's the closest we have to an expert."

Meego inclined his head, and returned to his work. Beyard grunted reluctant acceptance. "Well, maybe. But it's still taking too long."

"You there, halt!"

The artificially modulated voice was all too familiar to the crew. An Imperial Stormtrooper stood at the other end of the transport, his E-11 blaster rifle aimed unswervingly in their

direction. Meego raised his hands. "I surrender!" he said. Beyard sighed. "Typical."

The Stormtrooper took a step forward. "All of you, hands where I can – ughhh" He collapsed as Jekk, creeping around the other side of the transport, slammed the stock of his rifle into the base of the Trooper's skull. Jekk pointed at Meego. "Time's running out, can you do it?"

Meego nodded, lowering his hands. "It's done."

Jekk grinned. "Ok. Time to get out of here, and see if that detonite is as good as Vizago's claiming".

As they ran, Beyard glanced back at Meego. "You knew Jekk was there, right?"

Meego just grinned….

_____

They had a perfect view from a nearby ridge as the explosives detonated. Three Armored Troop Transports and an AT-DP walker were consumed in a searing orange fireball. Then several secondary explosions went off, blossoming flowers of purple and red fire. Jekk smiled.

"That's for the Montegra Orchards, bucketheads!" Beyard nodded appreciatively. "Yeah. That should get their attention all right." He turned to Meego. "But what was with all the extra fireworks?"

Meego stood from where he had been crouched, and attached his electrobinoculars to his belt. "That was to attract a different kind of attention." He looked from one of his friends to the other. "Tell me, have you heard of The Artist…?"

A SPARK OF REBELLION

WHAT INSPIRED THIS GUIDE?

The animated series Star Wars Rebels premiered on the Disney XD channel in October 2014 and has been creating a buzz ever since. The action is set in between episodes 3 and 4 of the Star Wars movies - Anakin has become Darth Vader, the Jedi have been hunted down and eliminated to near extinction, and the Rebel Alliance has not yet fully taken shape. The series follows the adventures of a crew of assorted humans and aliens who are performing various jobs for money while also causing problems for the Empire.

While there is an over-arching theme to the series that is still developing, each individual episode presents a nicely packaged adventure filled with difficult choices, tension, drama, and action. The individual characters have their own strengths, weaknesses, and personalities.

For those who have played the Fantasy Flight Games Star Wars Roleplaying Game, the series seems very familiar. There have been several threads on official and unofficial forums all drawing the same conclusion: The Star Wars Rebels crew is the perfect example of an Edge of the Empire RPG party. Each episode of the series is like a session of the RPG. Every scene of the show plays out similarly to how the scenes during the RPG adventures play out - the characters make important decisions. Sometimes they work, sometimes they don't. Either way, those watching can feel the tension and are waiting to see what comes next.

This sourcebook hopes to help build that logical connection between the Rebels show and the FFG Star Wars RPG system. The book contains people, places, and things found in the series and puts them into a context suitable for introduction into the game. Whether your group looks to follow in the footsteps of the crew of the Ghost and reenact specific scenes from the show or your crew might happen to stop over on Lothal, this book will have something for you.

SO WHAT'S IN THIS GUIDE, ANYWAY?

The first season of the show focuses on the crew of a ship called The Ghost. Led by the Twi'lek ace pilot Hera Syndulla and the "Cowboy Jedi" Kanan Jarrus, a survivor of Order 66, the crew's lives take a strange turn when they meet a young orphan on the streets of Lothal named Ezra Bridger, who happens to have an affinity for the Force.

Season One of Star Wars Rebels takes place five years before the events portrayed in Star Wars: Episode IV A New Hope. The first season of the show does refer back to historical events however (e.g., the founding of the Empire) which makes it possible to place the events of the first Season at a specific point in time. The timing of specific episodes is harder to place, since we don't know exactly how much time passes between each episode. For the most part however there only seems to be a gap of a few days at most between episodes, with many following on immediately from the previous episode.

This guide also makes reference to some places or characters whose circumstances might be considerably different by the time the show starts; some may no longer be alive, and some may start the season but not survive to the end. To avoid show spoilers these events won't be specifically called out, but instead will be placed in context.

Individual GMs may of course choose to set their game at any point in time, and do not even have to include the events of the show at all. It is hoped that Lothal and its surrounding areas can still provide an interesting Star Wars RPG setting regardless of the actions of Hera, Kanan, Zeb, Sabine, Ezra and Chopper.

CHAPTER I: STAR WARS REBELS

This section begins with a look at a timeline that highlights important events in the galaxy and where this Spark of Rebellion fits into that. It continues with a look at Lothal - a planet where the Spark of Rebellion has ignited and is causing problems for the Empire. The details here take you through the shady sections of Capital City, down the dangerous path of Loth-Rat Alley, visit some of the notable places of business, and examine some of the local wildlife found on the planet.

CHAPTER II: FIGHTING THE EMPIRE

As the Empire expands their dominant control throughout the galaxy, more planets and citizens are faced with the impact of their suppression. In dark alleys and secluded houses, small groups of voices begin to speak against the Imperial rule. As those voices gain confidence, the whispers opposing the Empire become louder and move to action. This chapter looks at Garel, a planet under Imperial control in the Lothal sector. Several NPCs are also introduced in this section, including several prominent Imperials whose job it is to snuff out any Rebel activity before it can lead to widespread opposition.

CHAPTER III: PLAYER OPTIONS

This chapter presents two new playable species - the Lasat and the Mandalorian Human. It also introduces several new weapons, including items seen for the first time in Star Wars Rebels, including Zeb's Bo-Rifle and Ezra's Energy Slingshot. Details for Mandalorian Armor and the explosive paint used by Sabine are also included in this section. Lastly, a few new vehicles are included, with the VCX-100 model starship among them.

CHAPTER IV: MODULAR ENCOUNTERS

The encounters detailed in this section include some scenes taken right out of memorable episodes of the show and expand upon the happenings around Lothal. This chapter includes two different missions that have been assigned to the Rebel crew by their contacts (though they can also be modified to work as jobs from other sources), an uncomfortable interrogation scenario in case one of the characters is captured by the enemy, and a look at two sporting events the citizens of Lothal enjoy - Grav-Ball and Gladiator Night.

STAR WARS REBELS

Rebellion! Depending on your point of view, the word conjures images of freedom, or revenge. Of fighting for an idealistic cause, or simply a struggle for survival. Some of those who fight on the side of the Rebellion do so willingly, believing they are caught up in a fight against the oppressive military machine that threatens to define their whole existence according to its dark designs. They may live by the mantra "freedom fighter, not a terrorist", or they may simply be too busy trying to survive.

Some Rebels come to the cause as disenfranchised colonists, whose homes or very way of life have been destroyed or co-opted by the Empire. Some may have been (or are still) smugglers, earning a living by getting supplies past blockades, or providing passage for those who need to be somewhere else with no questions asked.

Hired guns and bounty hunters may fight for a code of honor, or simply for the highest bidder. Soldiers of fortune can always be found on both sides of any struggle and the Galactic Civil War is no exception.

Negotiators are essential in spreading the word to new, undecided systems, and to keep their comrades' spirits high when odds are against them. And the mechanics and technicians work wonders daily with limited resources, keeping not only weaponry functional but essentials such as farm equipment and vehicles.

The Rebellion is small, but growing. More systems are chafing under the yoke of Imperial rule, especially on the Outer Rim, where the already harsh realities of life are made even more unsufferable. On worlds such as these the potential for rebellion is high, it often just needs the right words or actions in the right time or place.

Lothal is one such world.

TIMELINE

The origins of the dating system used on Lothal have long since been forgotten. Galactic Central Time has recently been implemented by the Imperial Authorities, to better coordinate operations on Lothal with the greater Empire, but many locals still refer to events using the traditional calendar. To do so to an Imperial is a fineable offense, with repeated transgressions seen as deliberate provocation, punishable by incarceration.

Here are some important galactic and local events according to the Lothal calendar:

3277 LY - The Battle of Yavin and the destruction of the Death Star

3272 LY - Ezra Bridger turns 15 on Empire Day

3272 LY - Ezra Bridger (age 14) Meets the Rebels

3265 LY - Ezra Bridger's Parents, Ephraim & Mira Bridger, are detained by the Empire for making dissident broadcasts. Friend of the family Tseebo, a Rodian Male, goes to work for the Imperial Information Office.

3258 LY - Order 66 and the end of The Clone Wars. Supreme Chancellor Palpatine forms the First Galactic Empire, and declares himself as Emperor.
Ezra Bridger is born.

3255 LY - Battle of Geonosis

3245 LY - Invasion of Naboo

LOTHAL

Astronavigation Data: Lothal System, Outer Rim Territories

Orbital Metrics: 344 days per year, 25 hours per day

Government: Galactic Empire

Population: 1.2 Billion
(Human 76%, other 24%)

Language: Basic

Terrain: Terrestrial

Major Cities: Capital City, Tarkintown, Kothal, Jhothal

Areas of Interest: Farming communities, Factories, Sienar Fleet Systems, Sienar Advanced Projects Laboratory

Major Exports: Starfighters

Major Imports: Manufactured goods, Technology

Trade Routes: Outer Rim Trade Routes

Special Conditions: None
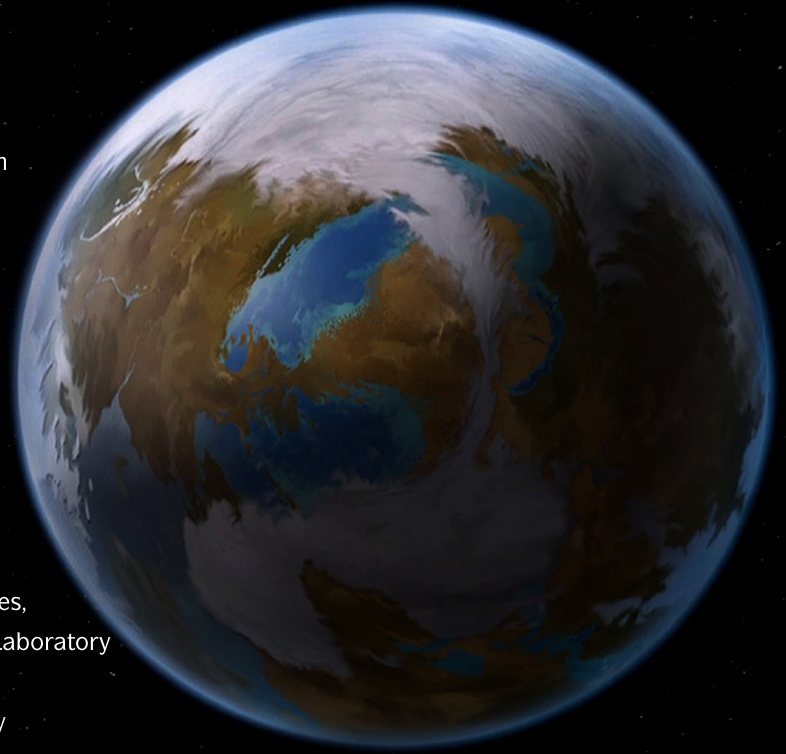
Background:

Lothal was settled during the last decades of the Galactic Republic. However, following the reformation of the Republic into the Galactic Empire, Lothal was exploited by the Empire. In addition to exploiting the rich minerals, including scarce kyber crystals, the Empire also hopes to establish a new hyperspace route.

There are few options for young citizens on the planet, apart from being recruited to join the Stormtroopers, Imperial pilot flight school, or having to work at the capital's Sienar Fleet Systems factory building TIE fighters. Lothal is also home to Sienar Systems Advanced Prototype Laboratory located in Central City. The planet was chosen for the research division as it provides plenty of open space for testing new spacecraft and other technologies for the Empire. The previously self-sufficient farming communities have gradually become usurped by Imperial materials mining and factory complexes. These factories have polluted Lothal's skies and waterways. During the Imperial occupation of the world, a rebellion has begun to grow as the local inhabitants grow unsatisfied with the Empire's practices.

PLANETARY INFORMATION

CAPITAL CITY

It is said that there are two types of citizen on Lothal – the ones with credits and the ones without. Nowhere is this more obvious than in the Capital City.

Before the arrival of the Empire, Capital City was a medium sized town which grew up around its seaport, which received shipments from the island settlements as well as farming communities up and down the coast. There were a variety of industries based in the city and utilizing local resources, though these were all very agrarian. There were cloth and fabric mills, publishers, many wonderful restaurants and art galleries. Many of these establishments still exist today, but they are predominantly found in the Eastern, wealthier districts.

Ten years ago Lothal was occupied by the Empire. Stories of how the planet came to their attention vary, with some claiming a farmer hit valuable crystals in a newly developed field, whilst others say it was an Imperial survey ship on a routine cataloguing mission. However word got out, it was noticed that Lothal, far from being simply another backwater Outer Rim system was in fact a perfect world for exploitation. It had a small, mainly rural population. There was no standing military to provide resistance and its space presence was entirely civilian. During the Clone Wars conflicts in the Outer Rim had made Lothal either too dangerous or unprofitable to its usual suppliers. Everyday imported goods began to dry up, then vanish. What had been common commodities became luxury items. Farmers and artisans lost contact with their off world buyers. Lack of building supplies meant infrastructure began to decay.

This provided the Empire with the obvious opportunity to provide promises of prosperity and modernization to Lothal. Historically, Lothal had been governed by the Lothal Assembly, with representatives in the Galactic Senate on Coruscant. With the fall of the Republic, many of the Senators wanted nothing to do with the Empire, arguing that there was nothing wrong with the traditional way of life on Lothal, and that the "assistance" of the Empire was not needed. Public opinion was divided. Many argued that their incompetent Representatives had largely failed them under the old system, and that the Empire was simply a new face to a Galactic bureaucracy which had done nothing to improve their lives. A vocal faction of the leadership supported these views, wanting to "go it alone" and feeling that they could recover by themselves. But credits talk, and the majority of these dissenting Senators were bought and paid for, receiving moderate salaries for life and comfortable accommodation in the planned residential towers. Those that would not toe the line disappeared from the public scene shortly after.

One ambitious young councillor was Alderman Arihnda Pryce, whom the Empire elevated to Planetary Governor. She advocated for the Empire and paved the way for their annexation of Lothal. She was hailed by many in the early months as Lothal's saviour, signing in the Imperial Registration Programme as factories such as Sienar Fleet Systems sprung up providing work, and the Galactic Farm Exchange allowed the purchase of non-profitable farm land for mining.

But then the discontent started to spread. Citizens had to be registered with the authorities to be eligible for any kind of work – even running a market stall. After registration and licensing fees, business owners were barely able to make ends meet. In many ways it was worse than the economic downturn – at least back then the streets weren't patrolled by Stormtroopers willing to arrest or even shoot the resident "Loth-rats", as they called the locals, for the slightest infringement of Imperial Law.

More insidious, though longer term, was the damage that Imperial Industry was doing to the planet. The atmosphere and oceans were slowly being polluted with waste from the factories. Many species of wildlife were dying out, or becoming endangered. As their food sources and environments became more toxic, previously placid creatures became more feral.

Several reports from independent researchers were published on the ongoing environmental damage, but rapidly disappeared, their authors vanishing as well. It became more the case on Lothal that to stand out was to be stamped down, and much of the population became resigned to lives of quiet desperation.

But in these dark times there are those willing to fight back. To show that even the matchless might of the Empire is not all powerful. The smallest of victories become the stuff of hushed whispers, from the back alleys to the factory floors. Word is spreading – there may yet be hope. All it takes is the right spark.

SHADETOWN

When the Empire arrived it immediately began construction on several key structures, such as the expansion of the Government Tower and the Imperial Supply Portal. Most imposing though was the giant, mushroom-shaped edifice known as the Imperial Command Center. Several city blocks were demolished to make way for this huge structure, which now towers over the Capitol City skyline, symbolically and literally casting the city into darkness.

Western Capital City is now more commonly known as "Shadetown" or simply "The Shades". This section of the Capital is where the majority of industry is located, Sienar Fleet Systems and Advanced Projects Laboratories are here producing TIE fighters and other craft. Other factories produce a variety of Walker vehicles and blaster weaponry. Several refineries process valuable minerals shipped in from the outlying mines from the Eastern Expanse, Easthills and Westhills.

Ash and smoke from these factories coat everything downwind with a greasy black coating, adding to the murkiness of the sector. The residential blocks house the factory workers so they are closer to their place of work.

"LOTH-RAT ALLEY"

Spend enough time on the streets of Shadetown and sooner or later you'll hear mention of Loth-Rat Alley. It may be overheard in conversation between two market stall owners, or mentioned in hushed whispers in the back booth of a cantina. But finding Loth-Rat Alley is very different than simply knowing it exists, as its location changes regularly as Imperial security forces close in. They inevitably find an abandoned alleyway, with all surveillance devices mysteriously and expertly disabled, to avoid setting off alarms.

The first time that the player characters wish to locate Loth-Rat alley, they must make a **Hard (♦♦♦) Streetwise check**. Success means the player characters have gained enough trust from a street contact to be trusted with its current location. After it moves, the **Streetwise check** then becomes **Average (♦♦)** to represent the player characters' continued good relations with their contact. All **Negotiation checks** conducted in Loth-Rat alley gain one ■, as the various participants are acting under an increased atmosphere of trust.

Although the inhabitants of Loth-Rat Alley come and go seemingly at random, one in particular can usually be found lurking in one of its shady corners, grooming the next generation of street urchins and thieves. This is **Slyyth**, a Ruurian pickpocket. He maintains a stable of orphaned street younglings whom he trains to survive in the alleys and backstreets of Capital City. In return he keeps 90% of their take. It is beneficial to maintain good relations with Slyyth (a successful **Charm** check) as he knows many of the players in the Lothal underworld.

SLYYTH [RIVAL]

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	10	0 0

Skills: Coercion 1, Deception 1, Leadership 1, Negotiation 1, Ranged (Light) 1, Streetwise 2, Vigilance 1, Skulduggery 2, Stealth 1, Computers 3.

Talents: Bypass Security 1 (Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door), Street Smarts 1 (Remove ■ per rank of Street Smarts from any **Streetwise** or **Knowledge (Underworld) checks** the character attempts).

Equipment: Heavy clothing (+1 soak).

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	10	0 0

AWAY FROM PRYING EYES

The GM should make a secret Average (♦♦) Computers check for Slyyth to disable any security devices in Loth-Rat alley, such as holocams or listening devices. Sufficient ✦ or ⬤ generated on this check might indicate that the alley is not quite as secure as it's denizens might imagine…

FERPIL WALLAWAY'S PAWN SHOP

Located opposite the run-down Go-Lothal Hotel, Ferpil's Pawn Shop is on the corner of a block which contains an agricultural supply store, a wholesale food market and a salvage yard. Run by the Xexto Ferpil Wallaway, the range of available wares can be seen in a long window at the front of the shop although obviously nothing restricted is on display.

The interior of the store reveals Ferpil's origins as a Starship mechanic. The shelving is made from metal storage racks, and his counter is a converted workbench. Customers will often find Ferpil tinkering with some broken down obscure device. At first glance Ferpil's store appears to be completely legitimate. The private back room however contains a variety of weapon and ammunition lockers, and the truly contraband items (anything with a Restricted rating) is hidden in storage areas under the floor.

FERPIL WALLAWAY [RIVAL]

Ferpil will buy almost anything, subject to negotiations, and can supply many items as well. Rumour has it that he has ties to the Broken Horn Syndicate, which allows him to source otherwise unavailable items from off world, although these 'special orders' may take some time to fulfill. He maintains friendly relations with Slyyth, and if customers arrive with a recommendation from the Ruurian, they gain a Boost die ■ to any Negotiation checks with Ferpil.

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
1	10	0 0

Skills: Underworld 2, Vigiliance 2, Negotiation 2, Ranged (Light) 1, Skullduggery 2, Streetwise 2, Mechanics 2.

Talents: Black Market Contacts 2 (When looking to purchase illegal, exotic, or black market goods, the character may decrease an item's rarity by one level per rank in Black Market Contacts. For each level an item's rarity is decreased, its cost increases by 50% of its base cost), Confidence 1 (May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence), Nobody's Fool 1 (May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool).

Equipment: Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting).

GOING UNDERGROUND

The streets are rarely safe these days, especially during times of heightened security caused by insurgent activity. The more adventurous (or desperate) citizen can head underground to the sewer and maintenance tunnels beneath Capital City which, since the Empire instituted water supply rationing, are navigable on foot. The tunnels are rarely visited by sentients on official business, and the majority of maintenance and repair work is carried out by droids.

Navigating the tunnels is achieved through a combination of instinct, luck and experience. An **Average (◆◆) Survival check** can be used to find your way successfully to the desired exit, often circumventing Imperial blockades or checkpoints in the streets above. The Maintenance hatch exits are usually kept sealed, requiring an **Average (◆◆) Skulduggery** or **Mechanics check** to open. The time taken to travel to the required exit should be decided by the GM depending on the distance. If it is especially far he may call for more than one Survival roll.

TABLE 1-1: SPENDING ✪, ⟡, ✦, AND ▽ IN TUNNEL NAVIGATION

Cost	Result Options
✪	Each additional ✪ reduces the travel time by 10%, to a minimum of 50%.
✪✪✪ or ⟡	The desired exit is found first time, with no obstacles, and the exit hatch is closed but unlocked.
✦	Each additional ✦ increases the travel time by 10%, to a maximum of 150%. A wrong turning is taken, or the way is blocked by an industrial fan.
✦✦✦ or ▽	The party has disturbed a pack of starving Loth-Rats, who attack!

In times of heightened alert where insurgents are believed to be travelling by the tunnel network, Imperial forces standard procedure is to seal exit hatches in order to funnel their targets in a particular direction.

LOTH-RAT [MINION]

Loth-Rats are blue-grey coloured scaled rodent-like creatures, with bright red eyes. Despite being called rats, they are actually reptillian. A fully grown adult will average 30 cm in length.

Loth-Rats are found all over the planet, from the Grasslands (where they are hunted by the Tookas, or Loth-Cats) to the sewer and maintenance tunnels beneath Capital City. They are cowardly by nature, and will generally only attack in packs of ten or more, preferring to target other small animals. They will often flee the noise and smell of humanoid beings, although not always, depending on their hunger or desperation.

"Loth-Rat" is also a derogatory term for the lower-class citizens of Lothal, popular amongst the Imperials.

Skills (group only): Brawl, Athletics, Stealth.
Abilities: Survival Instincts (When half the minion group is defeated, must pass an **Average (◆◆) Willpower check** or flee), Swarm Tactics (The frenzied swarming attack mode and small size of Loth-Rats make them hard to hit at close range, giving them a melee defense of 2).
Equipment: Claws & Teeth (Brawl; Damage 3; Critical 4; Range [Engaged]).

CAPCITY SEAPORT

On the Western coast of Shadetown is the CapCity Sea Port. Before the marine depopulation this was a vibrant port, bringing in fishing hauls, island craft works and textiles, as well as fresh fruit and vegetables from farming communities up and down the coast.

Whilst many of these activities still persist, the volumes are a miniscule fraction of what they once were. Imports into Capital City are closely monitored at the Imperial Portal, but the Sea Port seems to be a much lower priority. (Reports of kickbacks to Imperial Supply Officers are uncorroborated, but not impossible to believe). As such it makes a good point of entry for smuggled goods, originating from inbound freighters that land in the Western Islands. The Broken Horn syndicate

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
1	2	2 0

uses this illicit channel for both import and export, but are very careful not to use the Docks for anything too restricted, such as weapons or drugs. Like most of the Western Quarter, the Port is grimy, run-down and home to less than savoury individuals.

THE PORT & STAR-BOARD

Huddled on the border of the Docks and the Western Quarter, this dilapidated diner is co-owned and operated by an unusual pair – the Mon Calamari Yen Lar and the Quarren Werry Yoonal. Although their two species have traditionally been mired in animosity, this unlikely partnership has persisted over many years. The P&S (as locals call it) is the only place on Capital City to find traditional Mon Cala cuisine, as well as more mundane but tasty sea food platters. The quantity and quality of the catch has been badly impacted by ocean pollution, but careful preparation and liberal use of imported spices disguise any taint of pollutants. Yen & Werry have lots of friends amongst the fishing crews as well, ensuring they get first pick of the day's catch.

The P&S is a favourite haunt of Imperial Academy students, as well as some instructors and occasionally even Officers. Yen & Werry operate a "stow the politics at the door" policy and all are welcome. This non-partisan air of hospitality is actually something of a front however, and the crafty cooks have very perceptive, if non-obvious, ears.

They are no friends to the Empire, having fled their homeworld several years prior due to Imperial incursion, only to see a similar fate befall Lothal. All Imperial personnel get their first drink free, and street rumours that these are spiked are completely unproven. If you are looking for the latest inside Imperial gossip, you may be surprised at the tales Yen and Werry can tell.

YEN AND WERRY [RIVAL]

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
2	12	0	0

Skills: Cool 1, Core Worlds 2, Education 2, Lore 2, Outer Rim 3, Underworld 1, Vigilance 1, Warfare 1.

Talents: Black Market Contacts 1 (When looking to purchase illegal, exotic, or black market goods, the character may decrease an item's rarity by one level per rank in Black Market Contacts. For each level an item's rarity is decreased, its cost increases by 50% of its base cost).

Abilities: Imperial Confidant (Yen & Werry may add a ■ to any **Knowledge Warfare checks** related to Imperial operations on Lothal).

Equipment: R-88 Supressor Riot Rifle (Ranged [Heavy]; Damage 8; Critical -; Range [Medium]; Blast 5, Disorient 3, Stun Damage).

OLD REPUBLIC SENATE BUILDING

Located in Capital City Old Town, the Republic Senate building has been decommissioned for over a decade and recently scheduled for demolition under the Imperial Urban Renovation programme. In the days of the Old Republic, the Lothal Senate building was not only the bureaucratic and administrative heart of the planet, but also the sounding house for policies to be taken to the Galactic Senate on Coruscant. It was founded in a spirit of optimism, which is reflected in the magnificent "New Freedom" mural which decorates the back wall, symbolically overshadowing the Speakers Podium. This artwork portrays Lothal in it's early years, with a gleaming Capital City and primary industries such as farming and fishing featured prominently. This early pioneering spirit was not reflected in the latter years of the building however, where it appeared almost as a microcosm

of the Coruscant Senate rotunda, with various landowners lobbying for preferential shipping rates for their own produce, and shipping merchants arguing over taxation of Outer Rim space lanes.

Currently it is abandoned and derelict, although occasionally it is used as a clandestine meeting place for insurgents and rabble-rousers. Although scheduled for demolition, it seems that it may still have nostalgic local advocates in the Imperial Administration, as the work orders for the demolition frequently get mis-filed.

THE WESTERN EXPANSE – THE RUINED BREADBASKET OF LOTHAL

The Western Expanse covers several hundred square miles, stretching from the outskirts of Capital City and bordered by the Easthills and Westhills. Forked River runs down from the Westhills and past the town of the same name, providing the grasslands with irrigation before emptying into Lake Dholka.

Lothal was founded by traders and farmers seeking a more peaceful existence than could be found in the Core or even Mid-Rim Systems. Some fled persecution, some were veterans of long forgotten conflicts. Lothal must have felt like a paradise to these early settlers – thousands of square miles of arable land, temperate seasons and rivers and a shallow ocean teeming with fish. Indigenous predators were scarce in number and easily controlled. Capital City (originally "Centertown") was founded as a central trade centre and spaceport, with several dozen other small towns scattered throughout the region. Medium sized highways radiated out from the central city like spokes, terminating at collection points where farmers would deliver produce to be shuttled into the city for distributions to stores, markets and restaurants.

In recent years however, this idyllic picture has been shattered. The majority of farm landowners (the Lothal Agri-Collective) have already sold their land to the Empire under the Galactic Farm Exchange, with tenant farmers being left homeless and jobless. There are still a few dozen stubborn holdouts, such as Morad and Marida Sumar.

FARMSTEAD OF RESISTANCE

Usef and Illana Denvo do not look like rebels. They are middle aged farmers, more accustomed to wielding insecticide sprays in their jogan orchards than detonators in a mining camp. But when their neighbours the Ollets had their land "re-classified" and turned into a strip mine, they could not stand idly by. While the majority of the local farmers formed a peaceful protest group, the Denvos and others took matters into their own hands. Using home made explosives designed for uprooting trees or boulders, they started to carry out frequent sabotage missions against the new mining operation, always striking at night and being careful to target only droids and machinery. They are lying low now, as the Military presence in the area intensifies in the wake of the bombings.

They don't have much, but what they have they are willing to share with other protesters. They own a large barn which can provide temporary refuge and storage for a landspeeder, or several jumpspeeders. They have several slugthrower rifles which they use to scare off predatory Loth-wolves encroaching from the Westhills.

AGRARIAN ORIGINS

Player Characters originating on Lothal may well be from settler-farmer backgrounds. Colonists in particular are a good fit, as is the Explorer Trader specialization. A homestead (see "Far Horizons", page 82) might also be a possibility, as long as it doesn't come under the scrutiny of the Empire. Unless the characters wish to start a campaign defending their home against increasing Imperial forces, it might be sensible to state that it is one of the few "lucky" settlements that is not located on mineral-rich land.

LOCAL WILDLIFE

EDGEHAWK [MINION]

Edgehawks are predatory avians that inhabit the mountain ranges and cliffs beside the sea. Their traditional prey is the plains-dwelling Loth-Cats, though with the overall reduction in the Loth-cats population due to decreasing farmland, the edgehawks are becoming more desperate and have started encroaching on farmland and coastal settlements, where they scavenge leftovers and on rare occasions have even attacked settlers. Edgehawks have exceptional vision and can see clearly at night, as long as there is moon or starlight.

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
1	2	0 1

Skills (group only): Brawl, Perception, Vigilance.
Talents: None.
Abilities: Night Vision (May remove up to ■■ from skill checks due to low light conditions).
Equipment: Claws & Beak (Brawl; Damage 2; Critical 4; Range [Engaged]).

LOTH-CAT [MINION]

Loth-cats are small feline mammals. They are a variety of the common Tooka found on many outer rim worlds, though the Loth-cat has distinctive decoration and behaviours that are unique to the Lothal variant. The present day Loth-cats are almost exclusively feral but in the past many were domesticated as pets. They are highly territorial and will not hesitate to attack intruders onto what they consider to be their

territory. If they have young nearby, they will attack without warning. Otherwise they will first warn attackers with a variety of snarls and bared teeth.

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
2	4	1	0

Skills (group only): Brawl, Vigilance, Stealth, Athletics.
Talents: None.
Abilities: Territorial (Gain ■ to all Brawl checks when defending what it considers to be its own territory), Leap (Gains ■■ to Athletics checks to perform horizontal or vertical leaps).
Equipment: Claws & Teeth (Brawl; Damage 3; Critical 4; Range [Engaged]).

LOTH-WOLF [RIVAL]

Loth-Wolves, much like the Loth-cats they prey on, are a localised variant of a common galactic species, in this case the Anooba. These large aggressive canines are carnivorous and ferocious, often willing to attack a larger target, biting down with their powerful jaws. Although they can be domesticated, and make excellent guard animals, the time and risks involved are substantial. Loth-wolves mate for life, and hunt in pairs, using flanking tactics to distract a target while their partner closes in.

3	4	1	3	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
3	12	0	0

Skills: Brawl 1, Coordination 2, Stealth 2, Perception 1, Cool 2, Vigilance 2.
Talents: None.
Abilities: Tricky Target (The Loth-wolf is very agile, dodging and weaving as it closes for the kill. Once per round, the Loth-wolf may use its Coordination as the opposing difficulty for a ranged attack. It may not do this while engaged with a target).

Equipment: Claws & Teeth (Brawl; Damage 3; Critical 3; Range [Engaged]; Pierce 1).

TARKINTOWN
(LOTHAL RE-SETTLEMENT CAMP 43)

If an example of the effect of Imperial occupation on the average citizen is required, there are few more stark than that of Tarkintown. Colloquially named as a mocking "tribute" to Grand Moff Tarkin, this shanty town is a few dozen makeshift buildings clustered around an open "town square." A few run down moisture vaporators provide drinking water. Many of the citizens were previously farmers and while some do try to grow food on small plots of land, the soil is contaminated from Imperial mining operations, and crops are meagre and stunted.

The majority of the residents here are former inhabitants of Tangletown, a prosperous small town which grew up around a natural oasis, the waters of which were said to be so pure that they had beneficial health properties. The markets of Tangletown were famous throughout Lothal for their locally sourced fruits and spices, many of which were unique to the region. Tangletown was also home to a successful grav-ball team.

But the Empire decided it needed the land the Tangletown occupied, and it needed it quickly. The area was reclassified in the registry databases and by the time anyone could mount any kind of defence the citizens were "lawfully" evicted. It is a model that the Empire has used time and again, yet due to their iron grip on communications and blanket propaganda broadcasts, the more well to do citizens of Capital City either never get to hear of the plight of the poor residents of the farmlands, or simply hear news of another small uprising that was quelled by heroic peacekeeping forces.

JHOTHAL

Many years ago the Ithorian now known as "Old" Jho left his homeworld and settled on Lothal. At the time Capital City was predominantly a trading post, but Jho saw a need for support for the many offworld cargo and supply vessels visiting the planet. He found a small settlement that suited his needs and established a cantina and docking bay with repair facilities. The docking bay was large enough to service anything up to the size of a Gozanti transport, but usually hosted smaller vessels. The settlement's original name was forgotten to history and came to be known as Jhothal.

Aside from Jho's establishments, there are also several small shops and trading stalls as well as a lodging house for ships crews to relax while their vessels are being repaired.

OLD JHO'S PITSTOP

Jho's Cantina is easily recognisable by the hull of a Clone-Wars era troop transport above the front door. Jho has several variations of the story detailing how he came into possession of the wreck, but all of them include the claim that it is the original "Crumb Bomber". It is said that the Crumb Bomber was involved in the liberation of Ryloth during the Clone Wars and some old-timers contend that Jho has maintained friendships among the Twi'lek freedom fighters of that era. No-one knows for sure, but he does have a Clone trooper helmet on display behind his bar, and it is the genuine article.

ENGAGING THE CHARACTERS

Jho's Cantina is likely to be friendly territory for Player Characters. Jho is a respected and well-liked citizen, and will often hear of work that the characters can do, although it is more likely to be in the nature of supply runs or passenger charters than strikes against the authorities. Jho has maintained uneasy relations with the Broken Horn Syndicate, ever since they unsuccessfully tried to extort protection money from him.

Jho is old for an Ithorian, and not as spry as he used to be. He is stubborn though, and will quietly resist any strong arm tactics in his bar, whether they be from Broken Horn thugs or Imperial troops. He keeps a Corellian Arms SKZ Sporting Blaster under the bar should he ever have to resist any hostiles with force, but he knows it's more of a threat than a real option. Jho uses a translation device which enables him to converse in basic with his customers.

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	12	0 0

Skills: Survival 1, Charm 1, Cool 1, Mechanics 1, Resilience 2, Streetwise 1, Warfare 1, Xenology 1, Ranged - Heavy 2.

Talents: Adversary 1 (Upgrade the difficulty of any combat check targeting this character once per rank of Adversary), Know Somebody 1 (Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody), Smooth Talker 1 (When making Negotiation checks, spend ⊕ to gain additional ✵ equal to ranks in Smooth Talker), Wheel and Deal 1 (When selling goods legally, gain 10% more credits per rank of Wheel and Deal).

Abilities: None.

Equipment: SKZ Sporting Blaster Rifle (Ranged [Heavy]; Damage 8; Critical 4; Range [Long]; Blast 5, Stun Setting; Attachments: Spread Barrel (Decreases weapon's range by one Range Band, 5 Quality (Blast 1) Mods)), Ithorian Bellow (Resilience; Damage 6; Critical 4; Range [Short]; Blast 3, Concussive 1, Slow Firing 2, Stun Setting, Increases user's strain by 3), heavy clothing (+ 1 soak).

Jhothal, whether by accident or design, is far enough outside of Imperial interests that the sight of overflying TIE fighters or passing speeder patrols is extremely rare. As such it is occasionally used as a transfer point for illegal goods by the Broken Horn syndicate, although Jho shuts down any such activity as and when he can.

The repair bays are staffed by well skilled mechanics who, like most in Jhothal and the wider community, have no love for the Empire. They might not be able to source you that restricted ship mod, but they will have no problem fitting it for you, or repairing your hull combat damage with no questions asked.

TRANSPORTATION

The majority of goods transportation on Lothal is via hover-vehicles rather than air transportation. The Empire demands complete air-superiority, and will not risk transports being seized by insurgent forces. All starships arriving at the planet are expected to land at either the Capital City Spaceport (for passenger or merchant vessels) or the Imperial Portal (for military supplies or vessels). Some enterprising smugglers either by exploiting coverage in Imperial airspace scans, or through sensor jamming technology are able to land at outlying island settlements, where they can offload goods which then disseminate through the black market. It is rumoured there are also several hidden inland "haven" settlements where only the truly elusive vehicles can come and go at will.

Security at the civilian spaceport is more modern than many Outer Rim Worlds, and is handled by local security forces which ultimately report through civilian channels to the planetary Governer. There are definitely loopholes though, which street-smart opportunists can exploit.

The Imperial Portal is much more heavily guarded, with Stormtrooper patrols, weapon-scanning checkpoints and a visible presence from AT-DPs and Troop carriers. The Imperial Portal is under the supervision of the Supply Master, who as of 3272 LY is Lieutenant Yogar Lyste (LSM-03). Both incoming supplies and the outgoing products of Lothal mining and industry go through the Portal.

Radiating out from the Capital are several major and minor highways, which head out into the surrounding grasslands and terminate in loading areas. These highways have Imperial security points at regular intervals, usually consisting of a pair of troopers on speederbikes at the minimum. At times of heightened alert these will be reinforced with AT-DPs or Troop Transports as the situation warrants.

Transportation around Capital City itself is provided either by hover-taxi, or the more commonly used Empire Monoshuttle. A single trip costs 4 cr, while a day pass can be had for 10 cr. Note that conversations must be guarded on the monoshuttle, as the carriages are monitored and more than one imprudent comment has landed the unlucky passenger in a holding cell.

AIR SUPERIORITY

Dotted across the landscape at strategic locations and within the borders of the larger towns are dozens of TIE airfields. These vary in size with the smallest providing support and logistics for a 4-TIE patrol. The larger airfields may support up to 24 TIEs, as well as larger vessels. Even the smallest air field also provides landing space for a Gozanti class freighter however, as these are commonly used to deliver replacement TIEs or remove damaged ones.

TIE patrols are carefully formulated to provide criss-crossing zones of cover for Imperial interests. Outside of the towns these will predominantly be the various mines, but also include other strategic locations such as communication towers, garrisons and supply depots. Details of patrol routes are held in the Imperial Datanet.

All spacecraft approaching Lothal must register with the local space command vessel. This involves submission of transponder codes, cargo, passenger and crew manifests and the possibility of deep scans or even being boarded for searches. In early 3272 LY the command ship for Lothal is the Imperial-I Class Star Destroyer *Lawbringer*, originally under the command of Captain Hiram Zataire and later requisitioned by the Imperial Security Bureau Agent Kallus. When Agent Kallus becomes aware of a nascent rebellion on Lothal, he orders the *Lawbringer* into atmosphere to hover over the Capital City as a continual reminder of the Empire's superiority. Several other Star Destroyers were called in to replace it in orbit.

Any air or spacecraft operating within Lothal's atmosphere without an official registered flight plan runs the risk of detection. In all cases the nearest fighter patrol is tasked with either forcing the vessel to land, or destroying it if it refuses to comply.

The Imperial security presence is very strong on Lothal, and only increases with the spike of insurgent activity in 3272 LY. Most worlds do not warrant an entire Star Destroyer for security, let alone several. So what makes Lothal different? It's mineral and resource wealth. The planet is extremely abundant in several of the major materials that the Empire needs for the construction of its war machines. The Sienar, Kuat and Ubrikkian factories are able to produce large numbers of TIE fighters, walkers and transports respectively. These would all naturally be very tempting targets to enemies of the Empire.

There are also unconfirmed rumours from archaeologists that ancient temples lie hidden beneath the surface, filled with artifacts and lost knowledge. Land surveyors (after a few rounds in Old Jho's Pitstop) have mentioned deposits of strange, energy amplifying crystals. It should be mentioned that the spinners of these tales went missing shortly afterwards, so the veracity of their claims cannot be verified.

THE CREW OF THE GHOST

The main cast of the show Star Wars Rebels are presented here as NPC profiles for the GM to use in his own campaign. The Players may find themselves working with the Rebels on a shared mission, or could find themselves competing with them for a common objective.

HERA SYNDULLA [NEMESIS]

Rebellion is in Hera's blood. Her father, Cham Syndulla, was the inaugural leader of the Free Ryloth movement, which existed shortly after the Empire's rise to power. She is the owner and Captain of the modified VCX-100 Freighter named The Ghost, which is both her transport and home.

A strong willed and charismatic green-skinned Twi'lek, Hera is the de-facto team leader. She is the only member of the crew entrusted by their Alliance contact, codenamed "Fulcrum", with the bigger picture. As such, she usually decides on the targets and missions the crew undertakes.

Hera has the skills to handle herself in a fight, but her true calling is at the controls of The Ghost, which she can handle so expertly it almost seems to some of her foes that they are up against a starfighter.

Hera has often taken on the den-mother role for the Crew, providing advice and protection. However, as strong as her bonds are with every team member, she is pragmatic in times of crisis. Should she need to sacrifice one of them for the overall good of the mission she will do so, but only as an extreme last resort.

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

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
3	13	11	0	0

Skills: Astrogation 2, Charm 2, Cool 3, Gunnery 2, Leadership 3, Mechanics 2, Negotiation 2, Piloting (Planetary) 3, Piloting (Space) 3, Ranged (Light) 2, Warfare 2.

Talents: Adversary 2 (Upgrade the difficulty of any combat check targeting this character once per rank of Adversary), Defensive Driving 2 (Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving), Full Throttle (Improved) (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. May suffer1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to **Average(◆◆)**.), Natural Pilot (Once per session, may reroll any 1 Piloting (Space) or Gunnery check), Skilled Jockey 2 (The character removes ☐ per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts), Tricky Target (Count vehicle or starship piloted as having a silhouette 1 lower when being attacked).

Abilities: None.

Equipment: Bluurg-1120 Holdout Blaster: Dual-Fire Mode (Ranged [Light]; Damage 6; Critical 4; Range [Short]; Prepare 1, Inaccurate 1, Linked 1, Stun Setting); Single-Fire Mode (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun Setting), Hera's Custom Flight Suit (+2 soak, reduces damage from fire and weapons with the Burn quality by 1).

KANAN JARRUS [NEMESIS]

The Clone Wars came to a devastating end for the Jedi with with the realization of Senator Palpatine's (secretly the Sith Lord Darth Sidious) master plan – Order 66. This program was a hardwired command in the brains of the Clone Troopers which made them believe the Jedi were a traitorous enemy who had to be immediately eliminated. Very few of the Jedi escaped this betrayal. The padawan Caleb Dume was one of them.

Without his master Depa Billaba, young Caleb was left alone and terrified in a Galaxy suddenly turned hostile to his kind. The Jedi Order had taught him skills in combat and the Force, and a multitude of philosophical and diplomatic techniques. But without the comfort and support of the Jedi temple and the Order, Caleb had to adapt very quickly and learn how to survive.

He changed his name to Kanan Jarrus, disassembled his lightsaber so its true nature would not be immediately obvious, and stopped drawing on the Force. Instead of championing the needy, he became a drifter, moving from one menial job to the next, keeping a low profile, and often ending the day in some seedy spaceport cantina. Although he tried to avoid attention and conflict, he would defend himself with fists or a blaster pistol when he needed to.

After he met Hera and joined her cause, he remembered something of what he had once been. Although still keeping his Jedi heritage a secret, he relished the chance to help the needy by disrupting Imperial operations. What he could never have guessed was how his life would dramatically change once more upon meeting a young street thief named Ezra.

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

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
3	15	14	1	1

Skills: Astrogation 1, Brawl 3, Cool 2, Discipline 1, Melee 2, Gunnery 1, Leadership 2, Lightsaber 2, Outer Rim 2, Piloting (Planetary) 1, Ranged (Light) 2.

Talents: Adversary 2 (Upgrade the difficulty of any combat check targeting this character once per rank of Adversary.), Force Rating 2.

Abilities: Force Power: Sense (The Force user can sense the Force interacting with the world around him. The user may spend ◯ to sense all living things within short range. The user may spend ◯ to sense the current emotional state of one living target with whom he is engaged.), Force Power: Move (The Force user can move objects via the power of the Force. The user may spend ◯ to move one object of silhouette 1 that is within Short range up to Short range.), Force Power: Enhance (When making an Athletics or Brawl check, the Force user may roll an Enhance power check as part of the pool. The user may spend ◯ to gain ✹ or ⟡ (user's choice) on the check.), Force Power: Influence (The character may attempt to guide, shape, and even twist the thoughts and feelings of others. If the user spends ◯ and succeeds on the check, he can force the target to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes. May spend ◯ to increase duration by 2 rounds (or minutes).).

Equipment: Lightsaber (Lightsaber; Damage 8; Critical 1; Range [Engaged]; Breach 1, Sunder, Vicious 1), DL-18 Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun Setting), Armored Clothing (+1 soak, +1 defense), comlink (handheld), Holocron (Astrogation and Gunnery become Career Skills).

C1-10P "CHOPPER" [RIVAL]

If a word had to be used to describe Chopper's personality programming, it would be "grumpy." This old and battered astromech droid has functioned for years without a memory wipe and while this gives him knowledge and abilities beyond most droids in his class, it has left him with a recalcitrant attitude.

Over the years his various systems have been repaired, patched, and replaced with whatever parts could be scrounged or bought cheap. His appearance is a hodgepodge of sometimes ill-fitting components, which may also be somewhat to blame for his surly outlook.

Chopper is however extremely loyal to "his" family, the crew of The Ghost. Whilst he may grumble and complain in his unusual binary chatter, he still gets the job done – often surprisingly effectively. This especially applies to The Ghost, which he and Hera have extensively modified over the years to the extent that other mechanics often feel lost when dealing with its quirks.

Chopper has a mischievous streak, often playing pranks on crew members Zeb and Ezra and delighting in the repercussions as they tussle with each other. He is highly intolerant of other droids, and will not hesitate to ruthlessly eliminate any that he views as competition, or even if they just get in his way.

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	11	0 | 0

Skills: Astrogation 2, Computers 3, Gunnery 1, Mechanics 2, Piloting (Space) 1, Skulduggery 3, Deception 1, Cool 1.

Talents: Adversary 1 (Upgrade the difficulty of any combat check targeting this character once per rank of Adversary), Bad Motivator (Once per game session, the character may take a Bad Motivator action to make a **Hard (◆◆◆) Mechanics check**. If successful, one device (subject to the GM's approval) spontaneously fails due to the character's involvement, or because it was about to fail anyway and the character noticed it (this is the character's decision)), Bypass Security 2 (Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door), Codebreaker 1 (The character removes ■ from any attempt to break codes or decrypt communications equal to his ranks in Codebreaker. In addition, the character decreases the difficulty of Computers or Intellect checks made to break codes or decrypt communications by one. This does not increase with additional ranks of Codebreaker.), Gearhead 2 (Remove ■ per rank of Gearhead from all Mechanics checks. In addition, the credit cost to add mods to attachments decreases by 50%. This does not increase with multiple ranks of Gearhead.), Natural Tinkerer (Once per game session, the character may reroll any one Mechanics check).

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

Equipment: Electroshock Probe (Brawl; Damage 3; Crit - ; Range [Engaged]; Stun Damage).

GARAZEB "ZEB" ORELLIOS [NEMESIS]

Since the destruction of his homeworld Lasan, Zeb has been seeking any avenue possible to strike back at the Empire. A trained Honor Guard on his homeworld, Zeb combines his natural physical prowess with extensive training making him an excellent all round warrior. He is much more cunning and intelligent than his appearance would suggest, a fact he sometimes uses to his advantage against unwitting foes.

He is gruff and quick to anger, though towards his crew this bluster is without any real intent. In fact he is fiercely loyal to his friends, and compassionate toward the needy, especially those whose lives have been ruined by the Empire. This compassion does not necessarily extend towards Chopper, whose antics annoy Zeb although he accepts the droid's usefulness.

Zeb's zeal to avenge himself on the Empire occasionally bubbles over into recklessness. This was especially apparent when he was confronted by the man who was was largely responsible for the destruction of his world, causing him to lose concentration and lose a critical fight he should have won.

Zeb is a master of his signature weapon, the Lasan Honor Guard unique Bo-Rifle. This unusual weapon combines blaster rifle and close-combat electrostaff. Zeb utilizes both these modes, along with his innate strength and agility, to great effect in all forms of combat.

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

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
4	16	14	2 | 1

Skills: Athletics 3, Brawl 3, Coercion 2, Melee 3, Vigilance 2, Warfare 2, Resilience 2, Ranged (Light) 2, Ranged (Heavy) 3, Piloting (Space) 1, Piloting (Planetary) 1, Gunnery 2.

Talents: Adversary 2 (Upgrade the difficulty of any combat check targeting this character once per rank of Adversary), Barrage 1 (Add one damage per rank of Barrage to one hit of successful Ranged (Heavy) or Gunnery attacks with non-starship/vehicle weapons at long or extreme range), Body Guard 2 (One per round of the character's turn, the character may perform a Body Guard maneuver to protect one ally he is engaged with. He then suffers a number of strain no greater than his ranks in Body Guard. Until the start of the character's next turn, upgrade the difficulty of all combat checks targeting the protected ally a number times equal to the strain stuffered by the character), Defensive Stance 2 (Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Defensive Stance), Hard Headed 1 (The character may perform the Hard Headed action. On any turn in which the character is staggered or disoriented, he may perform the Hard Headed action (this action may be specifically performed even though he is normally barred from performing actions when staggered). He makes a **Daunting (♦♦♦♦) Discipline check**. If he succeeds, he is no longer staggered or disoriented. The difficulty of this check decreases by one per additional rank of Hard Headed to a minimum of Easy (♦)).

Abilities: Lasat Agility (Lasat add a ■ to Athletics checks when climbing or jumping).

Equipment: AB-75 Bo-Rifle: Electrostaff Mode (Melee; Damage 6; Critical 3; Range [Engaged]; Defensive 1, Disorient 1, Stun setting.); Rifle Mode (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Inaccurate 1, Stun setting), Armored Clothing (+1 soak, +1 defense), comlink (handheld).

SABINE WREN [NEMESIS]

After the Clone Wars, the planet Mandalore was in chaos. A violent Civil War and subsequent Republic intervention had torn the planet apart. When the Republic transitioned into the Galactic Empire, they set up an Imperial Academy on Mandalore. Many young Mandalorians, disillusioned with the strife they had seen, welcomed the stability of the Empire and signed up. Sabine Wren was one of these.

She was initially a model student. Excelling in combat training, language studies, and tactical co-ordination, she was likely on the fast track to a promising career of Imperial Service. She has spoken little of what happened to change all that, simply alluding to the fact that blindly following orders led to "a nightmare". This may have involved her family, whom she claims to have lost to the Empire. Realizing what the Empire was really capable of, she left Mandalore and at some point met up with Hera. This distrust for authority has manifested in her dealings with Hera, who for reasons of operational protocol has to withhold certain information from the rest of the crew.

Sabine is tactically astute and well versed in Imperial procedures. She is a deadly shot with her twin Westar-35 blaster pistols, and an explosives expert. She will often rig her sabotage targets in such a way that the subsequent explosion is aesthetically pleasing as well as efficient. Sabine is an artist, and beyond explosions she has personalized her gear and quarters. She is also responsible for the iconic "starbird" motif that the rebels leave behind as a calling card.

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

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
5	13	11	1	1

Skills: Athletics 3, Brawl 2, Charm 2, Cool 2, Coordination 2, Gunnery 2, Mechanics 1, Melee 2, Ranged (Light) 3, Stealth 3, Warfare 2.
Talents: Adversary 2 (Upgrade the difficulty of any combat check targeting this character once per rank of Adversary), Armor Master (When wearing armor, the character increases his total soak value by one), Distracting Behavior 2 (Make a Distracting Behavior maneuver and suffer strain no greater than ranks user's Cunning value. Until the beginning of next turn, equal number of NPCs within short range suffer ⚙ on checks. Range increases with additional ranks), Dodge 2 (When targeted by a combat check (ranged or melee) the character may choose to immediately perform a Dodge incidental to suffer a number of strain, then upgrades the difficulty of the combat check by that number. The number of strain suffered cannot exceed his ranks in Dodge).
Abilities: None.
Equipment: Liquid Detonite (2) (Mechanics; Damage 10; Crit - ; Range [Short]; Limited Ammo 1), Westar-35 Blaster Pistol (2 - Dual Wielded) (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Pierce 1, Stun Setting), Mandalorian Armor (+2 soak, +1 defense, adds 1 automatic ☯ to any Coercion check), comlink (handheld).

EZRA BRIDGER [NEMESIS]

When the Empire arrived on Lothal, life changed for the worse for most of the population. As throughout all history, the rich got richer and the poor got poorer. Day to day existence became a struggle to survive for most of the common folk. Most felt helpless and disenfranchised, but some had the courage and ability to speak out. Ezra's parents Mira and Ephraim Bridger were among the latter, hosting a pirate transmission telling the people the truth about life under the Empire. Unfortunately the transmissions were traced, or possibly the Bridgers were betrayed. Either way, the Empire found them and took them into custody. The seven year old Ezra was left alone.

Over the next eight years Ezra had to survive on the streets of Lothal by himself. Along with his own intelligence, his relationships with minor petty criminals and con-artists taught him the street skills he needed to survive. His main defense is an energy slingshot, which although intended as a non-lethal hunting device still packs enough of a punch to stagger all but the most determined pursuit.

Ezra is Force sensitive, although until he meets Kanan Jarrus he is unaware of this. He unknowingly uses the Force to enhance reactions, dodge out of danger, or avoid Imperial patrols. He is naturally agile, and attributes his reactions and jumping skill to constant training.

When Ezra runs into the Ghost crew as they are both going after the same supply shipment, he sees them as a means to an end, a way to get the payout he feels he deserves. He soon comes to see that they help people with no thought of their own gain, and this selflessness and courage seems to remind him of the goals of his parents. When Kanan offers to train him in the ways of the Jedi, Ezra joins the crew full time, much to the chagrin of Zeb who now has to share a cabin. After some initial conflict, the pair become fast friends.

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

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
3	13	11	0	0

Skills: Athletics 2, Charm 1, Deception 1, Ranged (Light) 1, Skulduggery 2, Stealth 1, Streetwise 2, Piloting (Planetary) 1.

Talents: Adversary 1 (Upgrade the difficulty of any combat check targeting this character once per rank of Adversary), Black Market Contacts 1 (When looking to purchase illegal, exotic, or black market goods, the character may decrease an item's rarity by one level per rank in Black Market Contacts. For each level an item's rarity is decreased, its cost increases by 50% of its base cost), Forager (Remove up to ■■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time), Indistinguishable 1 (Upgrade difficulty of checks to identify character once per rank of Indistinguishable), Force Rating 1.

Abilities: Force Power: Sense (The Force user can sense the Force interacting with the world around him. The user may spend ◯ to sense all living things within short range. The user may spend ◯ to sense the current emotional state of one living target with whom he is engaged.), Force Power: Enhance (When making an Athletics check, the Force user may roll an Enhance power check as part of the pool. The user may spend ◯ to gain ✦ or ⚉ (user's choice) on the check.), Force Power: Force Leap Enhance (Take a Force Leap action: Make an Enhance power check. The user may spend ◯ to jump horizontally or vertically in short range).

Equipment: Energy Slingshot (Ranged [Light]; Damage 4; Critical 3; Range [Short]; Disorient 2, Inaccurate 1, Stun Damage), heavy clothing (+1 soak), droid SCOMP arm (adds ■ to **Skulduggery checks**).

II
OPPOSING THE EMPIRE

Lothal is an example of a previously neutral planet that has been occupied by the Empire and transformed into little more than an open factory. Resistance efforts will likely be planned strategically at a level above the player characters and intended to disrupt Imperial operations as much as possible, as well as setting the example that opposition is possible. At this point it is unlikely that insurgent activity on this one planet will ever be enough to force the Empire to leave.

Why is this? In 3272 LY (5 BBY, the time that Season one of the show is set) the Imperial Forces on Lothal are effectively unlimited. There is a sentry Star Destroyer (the ISD *Lawbringer*) in orbit at all times, and local factories produce an endless number of TIE fighters, AT-DP walkers and Imperial Troop Transports (ITTs). Garrison troops number in the hundreds and can be reinforced to the thousands within 24-48 hours if needed. Defensive positions at a static location will be a battle of attrition, which the Empire will almost certainly win. Guerilla tactics favouring hit and fade strikes are much more likely to succeed.

REBEL CELLS
A PROTOCOL OF SECRECY

In 3272 LY the organisation of the movement that was to become the Rebel Alliance was just starting to take shape. High level officials were using political means to gain support from as many worlds as possible, whether that support came in the form of financial assistance, or the supply of ships, equipment and personnel. Eventually this movement would coalesce into a highly organized and well structured organisation.

In the early days however, they needed to be much more circumspect. Secrecy was paramount with the leaders knowing that one wrong move could result in the entire movement crashing down in failure. To this end, they organised their agents into cells, with each cell having a cell leader. The leader would be the one contacted with mission information, and a larger picture of the overall objective, although even they would not be privy to everything. The Alliance Contact would provide the cell leader with missions, sometimes directly and sometimes indirectly. Often the Alliance Contact would trickle information down through the criminal underworld; smugglers, information brokers or even business owners, providing leads on missions that on the face of it provided the cell with credits or leads, but with the final goal always leading toward hurting the operations of the Empire in some way.

Depending on the nature of the cell, the individual members would have more or less of the overall picture revealed to them, although the cell leader would always be wary of revealing too much, so that if any of them were apprehended by the Empire they would not be able to reveal information that they did not know. Often the cell would not even realise that they were a cell, with their missions as far as they were concerned being a means to an end; providing them with a living while helping the under trodden or chipping away at the edges of Imperial Control.

Once the cell leader was appointed, it was up to them to recruit their team. They would spend as long as it took to identify individuals of interest, usually those who had a reason to want to fight against the Empire. They would aim to fill out their team with a good mix of skills, compatible personalities and a desire to fight back against oppression.

The secrecy protocol changed in 3272 LY when the primary cell on Lothal succeeded in co-opting the main Imperial communications tower on that planet and used it to transmit a message of Rebellion to several surrounding systems. This had the effect of galvanising support for the fledgling Rebel Alliance, and the leadership decided the time was right to reveal themselves to the most prominent cells and begin to forge them into a more organised command structure.

PLAYER CHARACTERS AS A REBEL CELL

The Players may wish to operate as a Rebel Cell. Depending on the era played in, this will work slightly differently.

In 3272 LY (5 BBY) the Rebellion is still being formed, and its operatives are much more easily able to act as free agents than will be the case in later years. They should be assigned an Alliance Contact, who will communicate with them via a code name and on encrypted channels. The Players may choose to designate one character as the Cell Leader if they wish, and this character will be the one who receives mission orders from the Alliance Contact (played by the GM). If an NPC profile is required for the Alliance Contact, then the Rebel Alliance Liaison (Edge of the Empire CRB p. 408) or the Rebel Cell Leader (Age of Rebellion CRB p. 414) can be used. The contact will only meet the cell leader in person in emergencies, or when a mission is extremely time-sensitive.

At the height of the Galactic Civil War (as detailed in Age of Rebellion Core Rulebook), they can operate as a sanctioned unit, with proper chain of command and relevant Duties. In this case the Rebel Cell Leader contact would be most appropriate. This cell would usually, though not always, fall under the auspices of Alliance Intelligence (Age of Rebellion CRB p. 394).

In either case the player's Cell will operate with somewhat more autonomy than a regular military unit, but they will still be under scrutiny. Although Alliance Command might look the other way if the cell is getting leads from a Crime Syndicate, any actions endangering innocents or casting the Alliance in an unfavourable light will be initially frowned upon, and subsequently acted upon if they occur too frequently. The Alliance at all times in its existence relies heavily upon the maxim of "hearts and minds", and will not see this jeopardized easily.

IMPERIAL PRISON ON STYGEON PRIME

Stygeon Prime, also known simply as Stygeon, is a snowy mountain planet, with a thick and clouded atmosphere and an icy surface. Built around the design of many Imperial detainment facilities, The Spire is an old Clone Wars prison fortress, reinforced for holding dangerous prisoners of war, mainly Jedi after the rise of the Empire.

Structured into the natural landscape, The Spire is built around a single turbolift, with each floor shaped like the Imperial emblem. The Circular main corridor is in the form of a hexagon, with many sub-corridors, leading to the central turbolift.

As a fabled impregnable fortress prison, The Spire has most of its security measures on the outside. Blast-proof superstructure, anti-aircraft weapons, search lights and sensors scan the outer construction, and each landing platform is guarded by a detachment of Stormtroopers, and has a ready to launch wing of TIE/LN starfighters.

Inside The Spire, the security measures are lighter but still pose a formidable challenge.

The structure is divided into three sections - At the top is a large computing floor, with many rooms governing the long and short range sensors, scrambles and jammers. In the middle of this section is the main control room, from which the warden and his henchman handle the day to day routine. The warden may raise the alarm and declare a lockdown, reinforcing all security measures. Locks will deliver high voltage shocks to stun when tampered with, all subsections will be sealed with iris blast doors, and the emergency Stormtrooper detachments will reinforce all positions.

In the middle are the detainment sections, divided into high and low security cell blocks. Most cells have an electronic lock which requires a simple code, but the high security ones also requires a code cylinder. The main corridors are patrolled by 2 teams of 4 Stormtroopers, and most of the occupied cells are guarded by 2 Stormtroopers. This section also houses the Stormtrooper barracks and their facilities (like mess hall and training grounds) and processing sub-section, which houses interrogation and torture rooms

SECURITY SHIELDS

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

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

At the bottom is the belly of the beast, the oldest section, maintenance. This includes the power generators for all the systems, separated into sub sections, to insure the safety of the prison during high alert situations, like break-ins.

All three sections have designated landing platforms, which connect to the main corridor through a large warehouse sub-section. Defending the platforms are anti-vehicle turrets emplacements.

Challenge Details:

• All computers systems are heavily encrypted and secured, with the encryption updating on a 24-hourly basis. All computer access requires an authorised code cylinder. Slicing such systems without the proper credentials requires a **Hard (◆◆◆) Computers check**, with two ☐☐ to account for the security.

• All blast and cells doors are tamper-proof, requiring a **Daunting (◆◆◆◆) Skulduggery, Athletics** or **Mechanics check** to open by force. If the specific power generator is brought down, requires only a Hard Skulduggery/Mechanics or an **Average (◆◆) Athletics check**.

• If caught or brought for processing, the GM can call for the PC to make **Hard (◆◆◆) Discipline** or **Deception checks** with two Setback dice (from the bleak situation) to resist intimidation or deflect questions, suffering 2 strain for each failed check. Or for a more detailed interrogation encounter, refer to the Interrogation Modular Encounter **He's No Good To Me Dead**, in Chapter IV.

• Infiltration or escape through the mountainside may require a **Hard (◆◆◆) Athletics check**. On a Failure suffer 10-30 wounds but if they succeed on an **Average (◆◆) Athletics** or **Coordination check** they can reduce the number of wounds suffered by one for each uncanceled Success (according to falling rules, page 215 EOTE Core Rulebook).

• The ground-level turrets turn to fire at them, but the PCs can find rocky crevices to hide in and move along.

• While in the wild, must pass an **Average (◆◆) Resilience check** or suffer 2 strain from exposure to the cold.

GOLAN ARMS DEFENSE PLATFORM

SILHOUETTE	SPEED	HANDLING	DEF FORE/PORT/STARBOARD/AFT				ARMOR
4	--	--	0	--	--	0	5
			HT THRESHOLD 12			SS THRESHOLD 18	

Weapons: Single light laser cannon (Gunnery; Damage 4; Critical 3; Range [Medium]).

Special: The turret station is a stationary edifice, so it cannot move. The only vehicle actions those inside can take are Aim and Attack with a Vehicle Weapon.

Note: Anti-air turrets use the planetary scale and damage, ground-level use the personal scale and damage.

ADVERSARIES

The galaxy is full of challenges and adventure, and there are often many things standing between characters and their goals. Adversaries are often the most formidable obstacles players will face. Whether it's a sentient being who is willing to talk things through, a less evolved creature defending its territory, or sworn enemies looking to shoot first and ask questions later, successfully understanding and dealing with adversaries is a large part of any adventurer's life. This section introduces some new NPCs the players may encounter.

THE EMPIRE

If the characters are going to be actively opposing the Empire, they can be sure that eventually the Empire will notice. How they deal with the opposition and which of their agents they dispatch to deal with the rebel scum will largely depend on the reputation they've built, damage they've dealt, and the probablity they will be able to draw others to their cause and further fan the flames of rebellion.

CUMBERLAYNE ARESKO [RIVAL]

Commandant Cumberlayne Aresko is typical of many Imperial Officers. He is overbearing, overconfident and revels in needless cruelty. He has attained his position through a combination of opportunistic moves rather than any real ability. Although his background is bureaucratic in nature (his posting on Lothal places him in charge of the Imperial Academy), his position as a ranking officer often means that he is in command of tactical situations. His reliance on by the book procedural doctrine means he is often unable to be an effective leader in the field however, with more

experienced field commanders frequently having to follow up his failures.

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	12	0 0

Skills: Deception 1, Discipline 1, Leadership 1, Warfare 1.

Talents: Plausible Deniability 1 (Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks the character attempts).

Abilities: Cower (Gains ranged defense 1 while at Engaged range with any other allied characters), Overwhelming Fire (May perform a maneuver to direct one Imperial Army Minion group at Medium range; the group may perform an immediate free combat action).

Equipment: Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), officer's uniform (+1 soak), comlink (handheld).

MYLES GRINT [RIVAL]

There are many ways to excel within the ranks of the Empire: personal ability, achievement, intelligence. Taskmaster Grint chose none of these. Early in his career he found himself in the orbit of an ambitious, sneaky young officer named Cumberlayne Aresko. They complemented each other perfectly – one providing the ambition and cunning, the other providing the muscle and protection. A large muscular man, Grint is less intelligent and more bullying than most officers, revelling in his position to command others, to get what he wants and generally make the lives of others a misery. Along with Commandant Aresko, he is co-commander of the Imperial Academy on Lothal, and is often involved in military

operations. Despite his less than stellar effectiveness, he has been protected so far by his position and his relationship with Aresko. effectiveness, he has been protected so far by his position and his relationship with Aresko.

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	15	0 | 0

Skills: Athletics 1, Brawl 1, Coercion 1, Leadership 1, Resilience 1, Ranged (Light) 1, Ranged (Heavy) 1.

Talents: Burly (The character reduces any wielded or carried weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1), Commanding Presence (The character removes ☐ per rank of Commanding Presence from his Leadership and Cool checks).

Abilities: None.

Equipment: Blaster Rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), officer's uniform (+1 soak), comlink (handheld).

ISB AGENT KALLUS [NEMESIS]

A native of Coruscant, Kallus joined the Imperial Security Bureau soon after the formation of the Empire, and his low operating number (ISB-021) is an indication of his rank. A true believer known for his ruthless efficiency, Kallus has made a reputation for himself as being willing to do whatever is necessary to achieve his goal. He is cold and can be cruel, but never without purpose. When he ordered the use of Ion Disruptors against the population of Lasan, it was simply because he viewed it as the most expedient method of getting the job done. He has been key to hunting down and eliminating several fledgling Rebel operations throughout the Outer Rim, and was assigned to Lothal when Rebel activity there caught the attention of the local authorities and they petitioned for specialized assistance.

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

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
6	14	11	1 | 0

Skills: Cool 2, Melee 3, Discipline 2, Leadership 2, Ranged (Light) 2, Ranged (Heavy) 2, Core Worlds 1, Vigilance 1, Warfare 2.

Talents: Adversary 1 (Upgrade the difficulty of any combat check targeting this character once per rank of Adversary), Armor Master (When wearing armor, the character increases his total soak value by one), Command 1 (Gain ■ when making Leadership checks (or other checks to inspire, lead, or rally an audience) per rank of Command. Inspired targets also add ■ per rank to any subsequent Discipline checks they make over the next twenty-four hours. This does not increase with additional ranks of Command), Confidence 1 (May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence), Crippling Blow (Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever he moves for the remainder of the encounter).

Abilities: None.

Equipment: AB-75 Bo-Rifle: Electrostaff Mode (Melee; Damage 6; Critical 3; Range [Engaged]; Defensive 1, Disorient 1, Stun setting.); Rifle Mode (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Inaccurate 1, Stun setting), ISB armor and helmet (+2 soak), comlink (handheld), stimpack.

BARON VALEN RUDOR [RIVAL]

Baron Rudor, flight number LS-607, is an expert TIE fighter pilot, who is stationed on Lothal at the request of Sienar Fleet Systems. He has the honor of test flying Sienar's newest generation fighters, and serves as inspiration for the rank and file pilots, although some of the chatter in the flight barracks suggests that his reputation is a result of his noble station rather than actual ability.

He has a superior attitude and is condescending to anyone he considers beneath him, which is almost everyone. Although his flight skills have yet to be tested in actual battle, his abilities outside the cockpit are unimpressive at best, as he has been bested in both hand to hand combat and in battles of wits. Fortunately none of his Navy colleagues were witness to these incidents and his reputation therefore remains unimpeached.

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	11	1 1

Skills: Astrogation 2, Piloting (Space) 3, Piloting (Planetary) 2, Gunnery 1, Education 1, Warfare 1.

Talents: Natural Pilot (Once per session, may reroll any 1 Piloting (Space) or Gunnery check), Skilled Jockey 2 (The character removes ■ per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts).

Abilities: None.

Equipment: Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), combat flight suit (+1 defense), comlink (handheld).

MINISTER MAKETH TUA [RIVAL]

A native of Lothal and a graduate of the Imperial Academy, Minister Tua considers herself to have more in common with the more cultured Core worlds than her home. During her training she travelled extensively in the Core systems, including Coruscant and Corulag, which she related to much more than her "barely civilized" Outer Rim home.

Although she can appear cold, she does not use her position to enrich herself, believing that service to the Empire is its own reward.

She is responsible for the efficient running of Lothal's Industries during Governor Pryce's extensive off world excursions. She also brought in the Galactic Farm Exchange and Imperial Registration programmes, believing that they were in the best interests of the citizens of Lothal. She is intelligent, but can be somewhat naive.

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	11	0 | 0

Skills: Cool 1, Leadership 1, Negotiation 2, Core Worlds 2, Education 2.
Talents: Confidence (May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence), Nobody's Fool (May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool).
Abilities: None.
Equipment: Comlink (handheld).

THE INQUISITOR [NEMESIS]

The Empire's ruthless Jedi hunter, as with all dark side adepts, is a unique adversary and an intriguing agent of The Inquisition. As a Pau'an aligned with the New Order, it could be assumed he is a former CIS (Confederacy of Independent Systems) loyalist or an acolyte recruited through the Separatist Crisis. It is known that the Dark Lord Sidious kidnapped several Force Sensitive children with the aid of the bounty hunter Cad Bane. Although that attempt was foiled by the Jedi, The Inquisitor may be the product of a later iteration of that plan.

Combining the dualist maneuvers of Makashi, the aggressiveness and acrobatics of Ataru, and the extensive use of the Move Force power, it is clear that as a master of lightsaber combat, The Inquisitor uses the fifth form, also known as Niman. However, as a dark side adept, he also uses many of the Sith tools, seeding fear and doubt into his rivals. He is also not without the usual tools of the inquisition; torture, piloting, and leadership with a devilish conviction.

Although his title "The Inquisitor" suggests that his is a singular office, it is assumed that other Imperial Inquisitors do exist.

The Inquisitor holds a unique position within the Imperial command hierarchy. He generally has the authority to assume command of any and all forces on a given world, with only an Imperial Governor or Moff able to command him. He reports directly to Lord Darth Vader, who may place him under the temporary command of any other officer as the specific situation demands.

3	5	3	4	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
5	23	23	2 | 2

Skills: Deception 1, Discipline 4, Leadership 2, Lightsaber 2, Perception 2, Survival 3, Vigilance 3, Piloting (Space) 2, Coercion 2.
Talents: Adversary 3 (Upgrade the difficulty of any combat check targeting this character once per rank of Adversary), Force rating 3, Scathing Tirade - Improved (The Inquisitor may Take a Scathing Tirade action; make an **Average (♦♦) Coercion check**. Each ☼ causes one enemy in close range to suffer 1 strain. Spend ✪ to cause 1 affected enemy to suffer 1 additional strain. Each enemy affected by Scathing Tirade suffers ■ on all skill checks for a number of rounds equal to ranks in Coercion), Drive Back (The Inquisitor may spend ⬡ or ✪✪✪ on a missed Brawl, Melee,

or Lightsaber combat check to force his target to make a move maneuver in a direction of the Inquisitor's choice),

Abilities: Aura of Command (The Inquisitor may spend a maneuver to allow one allied minion group at medium range to immediately perform one maneuver or action. Add ▪ to any actions they perform), Lightsaber Mastery (When making a check using the Lightsaber skill, The Inquisitor may use the chosen characteristic [Agility] instead of Brawn), Terrifying (At the beginning of an encounter, each of The Inquisitor's enemies must make a **Hard (◆◆◆) fear check**), Move: Force Power (The Inquisitor may make a Move power check and may spend ● to move one silhouette 0 object within short range to another location within short range).

Equipment: Crescent Lightsaber- The weapon features dual modes - crescent and disc - in addition to some deadly surprises (Spend a maneuver to go from either mode to the other). In its crescent setting, the lightsaber has a single red blade; in disc mode, a second blade emerges, and a spin feature turns the lightsaber in a blindingly fast killing tool. Single Lightsaber (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Sunder); Double-Bladed Lightsaber (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Linked 1, Sunder, Unwieldy 2, Vicious 2), Imperial Agent Armored Clothing (+2 soak, +2 defense).

LOTHAL UNDERWORLD

The Rebels are not the only ones on Lothal looking to avoid detection by the Empire. The instability and uncomfortable tension caused by the Imperial presence creates opportunities for creative and ambitious citizens. A small but growing underworld presence on Lothal provides opportunities and dangers for those seeking them out.

CIKATRO VIZAGO [NEMESIS]

The founder and head of the Broken Horn crime syndicate, the Devaronian Cikatro Vizago is ruthless and pragmatic. Owing loyalty to no one, he has found a niche market on Lothal and the surrounding systems as a smuggler and information broker. He is loyal to anyone that makes him money and currently the rebels in the Outer Rim offer him more business opportunities than the Empire. However, there is no telling when or if this situation may change.

Vizago occasionally receives information unwittingly from Rebel Liaison officers, who use him and other criminal contacts to anonymously filter important intelligence through to their associated Rebel Cells.

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

| SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
4	16	11	0 0

Skills: Charm 1, Coercion 1, Deception 2, Negotiation 2, Streetwise 2, Skulduggery 1, Ranged (Light) 2, Outer Rim 2, Underworld 2, Piloting (Space) 1.

Talents: Adversary 1 (Upgrade the difficulty of any combat check targeting this character once per rank of Adversary), Black Market Contacts 3 (When looking to purchase illegal, exotic, or black market goods, the character may decrease an item's rarity by one level per rank in Black Market Contacts. For each level an item's rarity is decreased, its cost increases by 50% of its base cost), Nobody's Fool 2 (May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool).

Equipment: Vilmarh's Revenge (Ranged [Light]; Damage 10; Critical 3; Range [Medium]; Pierce 1, Stun Setting; Attachment: Blaster Actuating Module: 3 Damage + 1 Mods, Pierce + 1 Mod, add ■ to all attack checks when using this weapon), heavy clothing (+1 soak).

IG-RM BODYGUARD & ENFORCER DROID [RIVAL]
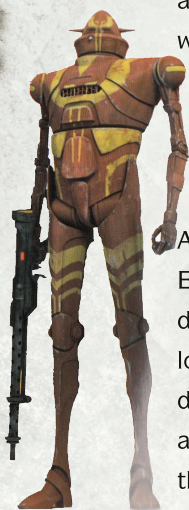
After the Clone Wars, the newly established Empire banned the production of military droids. HoloWan Industries exploited a loophole by listing their IG series as security droids. The IG-RM series are not particularly adaptable, but what they do they do well; and that is identify threats to their master and deal with them quickly and efficiently. They are tough and can handle fairly heavy weaponry with relative ease. They are popular in the retinue of many underworld figures, and the Crime Lord and smuggler Cikatro Vizago uses them exclusively as his personal security force.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	4	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	14	0 / 0

Skills: Brawl 1, Coercion 2, Vigilance 2, Ranged (Heavy) 2.

Talents: None.

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

Equipment: DL-18 Blaster Rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Cumbersome 2, Stun Setting).

JINZOOK KIM [RIVAL]

Desperate times lead to desperate measures, and for some of the citizens of Lothal, times are desperate. For every citizen looking for a way to improve their situation, there's a seedy character looking to take advantage of them. Jinzook Kim has established himself as a loan shark with a reputation for being very sympathetic to people who need money.

When the human first appeared in the seedy side streets of Capital City, the citizens thought he was a generous and kind person looking to help his fellow citizens. However, when some of his initial customers were unable to repay their loan, he showed a different side. Beaten and bloodied clients of his soon found themselves doing anything and everything to regain the money they owed him. In recent months, he's hired some muscle to do the dirty work for him and help him collect any delinquent payments by any means necessary. There are also some rumblings that he may now have the backing of a more prominent crime lord, but any external ties have been kept quiet for now.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	1	4

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	16	0 / 0

Skills: Cool 1, Charm 2, Coercion 1, Deception 3, Negotiation 3, Skulduggery 2, Streetwise 3, Survival 1, Vigilance 1.

Talents: Convincing Demeanor 2 (Remove ■ per rank of Convincing Demeanor from Deception or Skulduggery checks), Smooth Talker 2 (When making checks with Negotiation, spend ✦ to gain additional ☼ equal to ranks in Smooth Talker),

Natural Charmer (Once per session, may reroll any 1 Charm or Deception check), Nobody's Fool 2 (May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool).

Abilities: None.

Equipment: X-8 Night Sniper Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Blaster Suppressor Mod (This may be activated as an incidental and adds ■■ to any Vigilance or Perception checks made to locate a concealed shooter), Stun Setting), heavy clothing (+ 1 soak).

OUTER RIM INHABITANTS

There is life beyond Lothal. Some of it is friendly, and some of it is not. This next section takes a look at some of the wildlife the Rebels crew have encountered as they performed jobs and missions during their travels.

The tibidee is a large flying creature found in the mountainous ranges of several Outer Rim worlds, including Stygeon Prime. Although their planet of origin is yet to be determined, they are able to survive for extended periods in space, possibly migrating to different worlds attached to hulls of merchant vessels in the manner of their distant relations such as neebrays and mynocks.

Tibidees are sensitive to electromagnetic wavelengths, and inventive beast riders have created several varieties of transmitters in order to guide or control the Tibidees. These devices can be used to encourage the tibidee to follow specific signals, or even attack nearby enemies.

Tibidee Controller

Any standard Datapad and Comlink can be tuned to transmit tibidee control frequencies with a **Hard (♦♦♦) Computers check**. Such a device grants the tibidee the Trained Mount 1

ability. A successful **Average (♦♦) Xenology check** can reduce the difficulty of the Computers check to Easy (♦).

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	16	0 0

Skills: Resilience 1, Vigilance 1, Survival 1.

Talents: None.

Abilities: Flyer (This creature can fly. See p.202 EotE CRB), Silhouette 2.

Equipment: Ram (Brawl; Damage 6; Critical 4; Range [Engaged]; Knockdown).

Fyrnocks, like their distant relatives, the mynocks, are silicon based lifeforms. Fyrnocks are typically found inhabiting caverns or on planetary bodies with little or no direct sunlight. Little is known about societal habits of these creatures, but evidence suggests they are eusocial living in a colony with a single breeding female, the Queen (colloquially Mama Fyrnock). The bulk of the colony is made up of drones, but a few breeding males (alphas) lead the fight against any interlopers. Fyrnocks are typically very territorial and aggressive, only their severe allergy to most forms of sunlight keeps their population in check.

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	5	0 0

Skills: Brawl, Stealth.

Talents: None.

Abilities: Night Stalker (Opponents add ■■ to initiative checks if combat begins in areas with poor lighting), Leap (Add ▢▢ to all Athletics checks made to perform vertical or horizontal jumps), Light Allergy (Fyrnocks are painfully allergic to natural light. A fyrnock must pass a **Difficult (♦♦♦) fear check** to enter light. Any fyrnock exposed to light takes 4 Wound damage, ignoring soak), Sillicate Lifeform (Fyrnocks do not register on

normal scans for living beings, and even the Force does not always locate them. Add ☐☐ to any scan or power that attempts to sense life).

Equipment: Teeth and claws (Brawl; Damage 6; Critical 2; Range [Engaged]; Pierce 2).

FYRNOCK ALPHA [RIVAL]

4	4	1	3	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
4	16	1	1

Skills: Brawl 2, Coordination 2, Perception 2, Stealth 2, Vigilance 2.

Talents: None.

Abilities: Night Stalker (Opponents add ☐☐ to initiative checks if combat begins in areas with poor lighting), Leap (Add ▪▪ to all Athletics checks made to perform vertical or horizontal jumps), Light Allergy (Fyrnocks are painfully allergic to natural light. A fyrnock must pass a **Difficult (◇◇◇) fear check** to enter light. Any fyrnock exposed to light takes 4 Wound damage, ignoring soak), Sillicate Lifeform (Fyrnocks do not register on normal scans for living beings, and even the Force does not always locate them. Add ☐☐ to any scan or power that attempts to sense life).

Equipment: Teeth and claws (Brawl; Damage 6; Critical 2; Range [Engaged]; Pierce 2).

MAMA FYRNOCK [NEMESIS]

5	3	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
8	23	14	2	0

Skills: Athletics 4, Brawl 4, Coordination 2, Stealth 2.

Talents: Adversary 1 (Upgrade the difficulty of any combat check targeting this character once per rank of Adversary).

Abilities: Silhouette 2, Queen of Darkness (All fyrnocks gain a ▪ to Brawl checks and are immune to Fear when within sight of Mama Fyrnock), Night Stalker (Opponents add ☐☐ to initiative checks if combat begins in areas with poor lighting), Leap (Add ▪▪ to all Athletics checks made to perform vertical or horizontal jumps), Light Allergy (Fyrnocks are painfully allergic to natural light. A fyrnock must pass a **Difficult (◇◇◇) fear check** to enter light. Any fyrnock exposed to light takes 4 Wound damage, ignoring soak), Sillicate Lifeform (Fyrnocks do not register on normal scans for living beings, and even the Force does not always locate them. Add ☐☐ to any scan or power that attempts to sense life).

Equipment: Large claws (Brawl; Damage 10; Critical 2; Range [Engaged]; Pierce 3, Knockdown).

III PLAYER OPTIONS

The Empire does not play favorites when it comes to which planets they exploit and which species they abuse. The Lasat are surely among those who have suffered greatly due to Imperial control, and are one of several species who have great reason to fight against them. As the call to resistance grows, beings from across the galaxy heed the call. Whether it's a Lasat warrior, a Mandalorian demolitionist, or a Twi'lek pilot, the Empire's enemies are diverse and determined.

Being a part of a group that starts the rebellion against the Empire needs not just the right mentality, but also the right equipment. The most direct way of fighting the Imperials is with the proper weapons and armor. Smaller pistols that are easier to conceal during customs inspections are among the popular choice, while improvised devices - like an energy slingshot or explosive spray paint - allow for the element of surprise. Having the right ship to evade Imperial patrols and get out of tight situations is also important for opposing the Empire.

In this chapter, players can find new playable species, weapons, armor, equipment, vehicles, and ships that have been seen or referenced in the Star Wars Rebels program and supporting materials such as books and comics.

NEW SPECIES

Rebels introduces a species not seen before in the Star Wars Universe - the physically imposing yet agile Lasat. Zeb gives us a look at what that species can do, and this section provides character creation rules for the Lasat species.

Also included are details for a Mandalorian human, for those interested in playing a more specialized human variation. Similar to the Corellian human presented in the Suns of Fortune source book, the unique background and history of Mandalorians give them some distinct traits not found in other humans.

LASAT

The world of Lasan is located in the Outer Rim, but is far from well travelled hyperspace lanes.

This galactic isolation along with the native population's insular outlook meant that Lasan developed without outside interference until very recently. It is a conquered world, with a heavy Imperial strip mining presence.

Physiology: Lasat are physically imposing, being slightly taller and bulkier than an average human, although their slightly hunched posture sometimes disguises their size. They are covered with a very fine felt-like fur, and the males can grow impressive facial hair, which is often a status symbol depicting clan or social standing. Although stronger than most humanoids, they are more wiry than brawny, with the highly developed musculature in their legs and prehensile feet making them naturally athletic. They are capable of great feats of running, jumping and climbing, and can grip

and hang from objects with their feet.

Lasat have a strong musky odor which other species often find unpleasant, but among their own kind it acts as a unique identifier just as much as their facial features.

Female Lasat are slightly smaller than their male counterparts, but possess all the same physical characteristics, except the facial hair. They were equally represented in all areas of Lasat society, including the Honor Guard.

Society: Lasat society must unfortunately be spoken of in the past tense, as their homeworld was devastated by the Empire and the Lasat race was virtually wiped out. Although proficient with technology, the Lasat were insular and never developed their own space faring tradition, relying on passing traders or explorers for any interplanetary travel. Some xeno-historians attribute this to a deeply felt attachment to their home planet Lasan, for cultural or spiritual reasons. Others feel that they suffered from a deep-rooted fear of the unknown. The exception to this was the tradition of "roamabout", where unusually inquisitive Lasat found their way off world somehow and spent several years exploring the galaxy, returning home with enlightening and often cautionary tales.

Lasat history is rife with internecine conflict between different tribes and later nations. Whether these battles were fought over territory, resources or religion is unknown, as Lasan in recent decades was much more unified. Old traditions died hard though, and the Lasan Honor Guard remained as an elite group of highly trained military special forces, which led a hastily formed militia in the defense of the planet in the face of Imperial invasion.

Homeworld: Lasan was a planet of tundra, forests and oceans. It was also rich in natural resources which had remained untapped by the native Lasat. The Empire identified Lasan as a source of materials for their resource-hungry shipyards, as well as a potential source of slave labor. But the Lasat proved to be too uncontrollable, and the garrison forces led by an ISB contingent ordered the extermination of the local populace. The planet was subjected to the Base Delta Zero protocol, with orbital bombardment destroying most population centers, while elite Imperial forces armed with prototype Ion Disruptors finished the job on the ground. With no space fleet of their own to lead the fight or evacuate the planet, the Lasat people were all but wiped out.

Language: Lasat speak their own language, and any Lasat at large in the galaxy have learnt standard Basic as well, all be it spoken with a heavy accent.

Life on the Fringe: Any remaining Lasat are few and far between. Their physical prowess often finds them gravitating towards martial careers, such as Hired Guns or Bounty Hunters, although any with an Honor Guard background will be very choosy about their employers or the contracts they take. Some Lasat were on roamabout when Lasan was conquered, and decided to continue with the lifestyle of Explorers or Colonists.

SPECIES ABILITIES

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

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Lasat begin the game with one rank in Athletics. They still may not train Athletics above rank 2 during character creation. They receive a ▪ when climbing, or jumping vertically or horizontally.

MANDALORIAN HUMAN

The planet Mandalore has been ravaged by centuries of war. The major population centres have relocated into huge domed cities, with the Capital City of Sundari being the largest.

Near the end of the Clone Wars a civil war rocked Mandalore. The Death Watch Clan, seeking a return to Mandalore's martial past allied itself with the Sith Lord Darth Maul and several criminal groups. Their plan left Sundari in flames, with desperate pleas to the Republic for aid. Republic forces eventually returned Mandalore to normality, by way of a large permanent garrison. After the formation of the Empire, Mandalore was under de-facto Imperial control, with the Imperial Academy often proving to be an option of last resort to disaffected Mandalorian youths, now finding the opportunity to channel their martial heritage in an official capacity. For some cadets however, this introduction to the Imperial regime was eye-opening enough to catapult them into a life of insurrection and rebellion.

Physiology: Though Mandalorians can be as varied in appearance as any other human they tend to be slim, fair haired and fair skinned, with sharp, angular features.

Society: The warrior past of Mandalore has given rise to two distinct philosophies in Mandalorian society: the pacifist New Mandalorians and the various scattered warrior clans and factions that still live by the martial traditions of their ancestors. Player characters are most likely to be from the Mandalorian diaspora, although they could also be graduates or AWOL from the Mandalorian Imperial Academy.

Homeworld: The two largest and original centres of Mandalorian society are the planet of Mandalore itself and its largest moon Concordia, which was the home of the exiled followers of the old ways, such as the warrior clan Death Watch. During the Imperial Era a commonly heard Mandalorian phrase was "Home is where my armor is".

Language: There are a variety of old Mandalorian dialects, and many Mandalorians have a talent for languages. The common language on Mandalore itself is Galactic Basic, although many traditionalists still speak Mando'a, and will often use this between themselves if they want a conversation to remain discreet.

Life Choices: Most Mandalorians encountered on the fringe will be warriors of some description, often Bounty Hunters of Hired Guns. Those characters originating from Mandalore itself could be Colonists looking for a better life or Explorers seeking new trade opportunities.

SPECIES ABILITIES

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

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Mandalorian Humans begin the game with one rank in Ranged (Light). They still may not train Ranged (Light) above rank 2 at character creation. They have a keen sense of their military history whether they seek to emulate it or avoid it; they gain Knowledge (Warfare) as a career skill, regardless of starting specialization.

Finally, any gear of Mandalorian origin (e.g., Mandalorian Armor, Westar-35 blaster pistol) is counted as 2 rarity levels lower (to a minimum of 1) and 25% cheaper for a starting Mandalorian character. Mandalorian gear is never classed as Restricted to a Mandalorian character.

NEW WEAPONS

Opposing the Empire - or any oppressive regime for that matter - requires courage, determination, and arms. While the Imperials may attempt to restrict certain types of weapons from getting into the hands of its citizens, there are still plenty of options available for those who want to protect themselves. Among those who have joined the cause to actively strike against the Empire, discreet weapons are a popular choice.

ENERGY WEAPONS

Among the weapons used by the Rebels are several energy based blasters, some of which are meant to be easily concealable while other bring a more powerful shot.

ENERGY SLINGSHOT

The energy slingshot is mounted on a small plasteel vambrace worn on the arm. The emitter energy gate pops up when required, activated by a context-sensitive proximity sensor. When not in use the slingshot resembles a simple arm guard, adding ■■ to any Perception check to spot it as a weapon on a person. Popular amongst young sentients in rural settings, as a prelude to a more deadly firearm. These users will often customise the slingshot with their own patterns and colours.

Models Include: LothTech 17-B, Czerka Arms Stinger

X-8 NIGHT SNIPER BLASTER

Highly customizable and discreet, yet powerful, BlasTech Industries' X-8 Night Sniper Blaster had developed a reputation as a reliable and effective self defense weapon for business people who may sometimes need some extra protection. Features a "silent shot" mode. This may be activated as an incidental and adds ■■ to any Vigilance or Perception checks made to locate a concealed shooter.

WESTAR-35 BLASTER PISTOL

The Westar-35 blaster pistol (known as "Jai'galaar" in Mando'a), manufactured by the MandalTech subsidiary of Concordian Crescent Technologies is a compact, reliable pistol. Used extensively by Mandalorian police forces, as well as paramilitaries such as the infamous Death Watch.

BLURRG-1120 HOLDOUT BLASTER

Eiriss Ryloth Defence Tech manufactured many of the weapons utilised by the freedom fighters of Ryloth during the Clone Wars. Proudly carrying this maverick legacy forward, their guns are often seen as a symbol of resistance unto themselves. Being a holdout blaster it adds ■ to a character's perception check to find the weapon on a person's body.

The Blurrg-1120 is named after a large Ryloth reptile that while mostly docile, could chew through almost anything when angered. As a maneuver the user may switch to the more powerful but slower-firing dual-fire mode, adding Linked 1, Prepare 1, and Inaccurate 1. While in dual-fire mode the GM may spend ⚙⚙⚙ or ▽ to make the weapon run out of ammo (see Edge of the Empire CRB p. 207).

DLT-18 LASER RIFLE

The DLT-18 were manufactured by BlasTech industries, but never saw as wide a distribution as many of their other rifles due to their weight and length, which made them difficult to carry comfortably. Due to these drawbacks, they were more commonly seen in use by combat droids, or the more physically imposing sentient species, such as Houks or Trandoshans.

TABLE 3-1: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Energy Weapons									
Energy Slingshot	Ranged (Light)	4	1	Short	1	1	100	2	Inaccurate 1, Disorient 2, Stun Damage
X-8 Night Sniper Blaster	Ranged (Light)	7	3	Medium	1	2	1300	6	Built-in Blaster Suppressor Mod, Stun Setting.
WESTAR-35 Blaster	Ranged (Light)	7	3	Medium	2	3	1500	7	Pierce 1, Stun Setting.
Blurrg-1120 Holdout Blaster	Ranged (Light)	5	4	Short	1	1	750	6	(Dual-fire mode: Prepare 1, Linked 1, Inaccurate 1), Stun Setting.
DLT-18 Laser Rifle	Ranged (Heavy)	10	3	Long	5	4	1100	5	Cumbersome 2, Stun Setting.
T7 Ion Disruptor	Ranged (Heavy)	20	2	Extreme	6	1	(R) 10,000	6	Breach 1, Slow-firing 1, Ion setting, Vicious 3, Limited ammo 10.
AB-75 Bo-Rifle (Rifle Mode)	Ranged (Heavy)	9	3	Medium	3	3	5000	9	Inaccurate 1, Stun Setting.
Melee Weapons									
AB-75 Bo-Rifle (Electrostaff Mode)	Melee	+ 3	3	Engaged	3	0	5000	9	Disorient 2, Defensive 1, Stun Setting.

T7 ION DISRUPTOR RIFLE

The Ion Disruptor was developed as an anti-vehicle weapon, to provide ground troops with an efficient method of disabling enemy vehicles, aircraft and even starfighters without necessarily destroying them. A selector switch disables the final magnetic charge chamber, causing the weapon to fire a ball of superheated plasma rather than the ionized anti-vehicle blast. In this way the weapon can also be used to gruesome effect against organic targets.

The weapon was deployed for the first time during the suppression of the uprising on Lasan, but its widespread anti-personnel use horrified the Imperial Senate to such a degree that their use was banned within the bounds of the Empire.

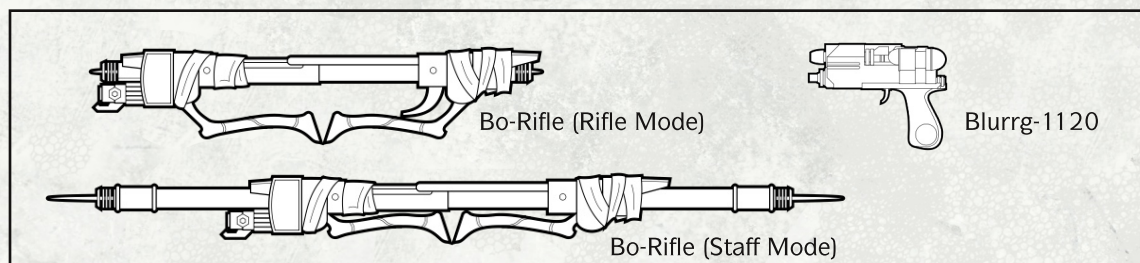**Models Include:** Garel HyperDynamics T7

Bo-Rifle (Rifle Mode)

Blurrg-1120

Bo-Rifle (Staff Mode)

TABLE 3-2: EXPLOSIVES

Name	Base Dam	Additional Dam	Encum	Price	Rarity	Blast Radius
Can of Liquid Detonite (10 Charges)	10	+6	1	350	6	Short

AB-75 BO-RIFLE

The Bo-rifle is a weapon unique to the people of Lasan and rare even for them. They were granted to the Lasan Honor Guard upon completion of their apprenticeship and each one is personal to it's owner. With the destruction of Lasan a few of these weapons have leaked out onto the black market, but they are extremely rare. Prized now by collectors, carrying one openly will cause great anger and offense to any surviving Lasat, who will view such a display as open disrespect for his lost people.

The user may use a maneuver to switch the Bo-Rifle from rifle to electrostaff mode. When in staff mode, the weapon requires two hands to wield.

Manufactured by Lasan-Malamut Firearms Corporation, under exclusive contract to the Lasan Honor Guard.

EXPLOSIVES

LIQUID DETONITE EXPLOSIVE

Through a delicate chemical process, a particularly creative demolitions expert has perfected a method of turning detonite into a liquid form that can be dispensed from an aerosol can. While the process reduces the volatility of the explosive, the liquid form allows for fast and discreet deployment. A small trigger mechanism is required to set off the explosion. These mechanisms can simply be placed on the surface where the liquid has been applied and can usually be activated by timer or remote detonation. Once applied, the liquid detonite may not be readily identifiable as a form of explosive, requiring an **Average (◆◆) Knowledge (Warfare) check** to be noticed as such.

For further details on how Explosives work, see page 54 of Dangerous Covenants.

NEW ARMOR

MANDALORIAN ARMOR

The heavy armor worn by Mandalorians is an important part of their culture. Practical in its design and protection, the distinct look is unmistakable throughout the galaxy. While the colors and patterns decorating the armor are often customized by its owner, the helmet has a distinguishable visor design common to most models and features a built-in Comlink.

TABLE 3-3: ARMOR

Type	Defense	Soak	Price	Encumbrance	HP	Rarity	Special
Mandalorian Armor	1	2	(R) 7,500	5	4	8	Add ⚙ to any Coercion check; Built-in comlink.

ARMOR ATTACHMENTS

HELMET MOUNTED RANGEFINDER

A fairly common piece of equipment for citizens often performing surveillance or scouting, the helmet mounted rangefinder packs all of the functionality of the more common hand-held electrobinoculars into a hands free device. When activated, the rangefinder allows its wearer to zoom in and view distant targets. Data about objects viewed through the rangefinder is shown on a heads up display installed into the helmet as part of the modification. This requires a round of observation, or a Maneuver in structured gameplay. The information received will be basic, generally the make and model of the item or vehicle being viewed, although more detailed information may be available at the discretion of the GM. Standard modes in most models include night vision and environmental condition filtering. Using the rangefinder allows the character to see normally in poor lighting and to mitigate other vision impairing conditions. The rangefinder also contains a small holorecorder which may record for up to 30 minutes and may be played back through any available standard holo-playback device.

Upgraded and customized versions include additional features such as a further view range, additional data processing and identification of items targeted by the sight, and assisted targeting for long-range sniper shots.

Models Include: Galactic Electronics V22 "SneakPeek", MandalTech Predview.
Base Modifiers: Removes up to one ■ caused by darkness, smoke, or other conditions that obstruct vision on any Perception or Vigilance checks.
Modification Options: 3 additional ■ reduction, 1 automatic ✷ on successful Perception checks, 1 add ■ on any Ranged(Heavy) attacks made at Long and Extreme range when the character performs an Aim maneuver.
Hard Points Required: 1 (Restriction: The armor it is being installed on must be, or include, a helmet.)
Price: 1,600 credits.

TABLE 3-4: ARMOR ATTACHMENTS

Item	Price	Encumbrance	HP Required	Rarity
Helmet Mounted Rangefinder	1,600	--	1 (Requires Helmet)	4

NEW VEHICLES AND STARSHIPS

WALKERS

Armored vehicles that maneuver on two or four legs, walkers are often used for navigating and penetrating rugged terrain where wheeled or tracked vehicles have limited use. While walkers are often used for exploring hostile environments, several models have been upgraded for military use and are reguarly deployed to support groundtroops.

ALL TERRAIN RECON TRANSPORT (AT-RT)

Few realized this humble recon walker would set the stage for the massive war machines of the Imperial Army. Though obsolete by today's standards, this speedy walker was deployed for scouting and anti-infantry roles, making use of its high top speed and anti-personnel weapons.

2	3	+1	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 -- -- 0	2
			HT THRESHOLD 5	SS THRESHOLD 6

Vehicle Type/Model: Walker/AT-RT.
Manufacturer: Kuat Drive Yards.
Sensor Range: Close.
Crew: One pilot.

Encumbrance Capacity: 15.
Passenger Capacity: 1.
Cost/Rarity: 24,000/6.
Customization Hard Points: 1.
Weapons: These weapons' entire profiles use personal scale, not planetary scale.
Heavy Blaster Rifle (Fire Arc Forward, Damage 10; Critical 3; Range [Long]; Auto-fire), Forward Mounted Concussion Grenade Launcher (Fire Arc Forward, Damage 8; Critical 4; Range [Medium]; Breach 1, Blast 6, Limited Ammo 6).

FREIGHTERS AND TRANSPORTS

The planet Lothal is vitally important to the Empire's long term Military expansion goals. As such it is heavily guarded, especially since the recent uptick of insurgent activity.

But traffic still comes and goes frequently from the system, both military and civilian. Orbital Imperial checkpoints create an opportunity for smugglers and their craft, and Imperial Freighters are often tasked to get walkers or TIEs where they need to be quickly. Detailed here are some of those vessels.

VCX-100 LIGHT FREIGHTER

Corellian Engineering Corporation was faced with a dilemma. The enduring YT-1300 proved to be so capable and customizable that it rapidly established itself as the de-facto freighter for both legitimate transportation and more nefarious spacefarers. The newer YT-2400 was an attempt to capitalize on the 1300's customizability whilst adding some upgraded weaponry and defense. The VCX-100 was intended to fit somewhere between the two, being extremely sturdy and packing some decent armaments for its size.

Although it looks bulky and unwieldy, modern control systems and responsive thrusters give it a handling profile more suited to a smaller ship. Skilled pilots are able to thread the VCX-100 through hazardous terrain that would stymie similar ships in its class.

To the rear is a dedicated docking platform intended to berth the sister vessel, the Corellian Cargo Shuttle. This vessel is not included with the stock VCX-100, but is a very common addition. Alternatively, the bay can be used for an additional modular crew compartment or extended cargo hold.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
4	3	0	1	--	--	1	3

HT THRESHOLD	SS THRESHOLD
24	15

Hull Type/Class: Freighter/VCX-100.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 2, Backup: Class 15.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot, two gunners.
Encumbrance Capacity: 130.
Passenger Capacity: 6.
Consumables: Two months.
Cost/Rarity: 120,000/6.
Customization Hard Points: 5.
Weapons: One Forward Turret-Mounted Heavy Laser Cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Short]), One Dorsal Turret-Mounted Medium Laser Cannon (Fire Arc All; Damage 6; Critical 3; Range [Close])

CORELLIAN CARGO SHUTTLE

Developed in conjunction with the VCX-100 freighter, the CCS is intended to be viewed by its customer base as an integral component of that ship, although as it is sold separately it never became ubiquitous. It is very common though.

Generally used for cargo collections and deliveries from locations where the larger freighter cannot fit, or the owner doesn't want to risk his primary ship. The shuttle is also smaller and less conspicuous than the parent freighter.

Some enterprising owners have used the shuttle's integrated expansion hard points to add weaponry, turning the shuttle into a fairly capable short range fighter, or even adding a rear-firing weapon to the parent ship.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
3	4	-1	0	--	--	1	2
			HT THRESHOLD			SS THRESHOLD	
			10			14	

Hull Type/Class: Shuttle/CCS.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: None.
Navicomputer: No.
Sensor Range: Short.
Ship's Complement: One pilot.
Encumbrance Capacity: 30.
Passenger Capacity: 5.
Consumables: Two weeks.
Cost/Rarity: 21,000/6.
Customization Hard Points: 3.
Weapons: None.

STARFIGHTERS

The small and nimble nature of starfighters make them a common participant in most space battles. Skilled squadrons of starfighters are quite capable of taking down larger ships. Their short range and limited life support systems generally means they are deployed from planetary bases or larger capital ships.

THE INQUISITOR'S TIE ADVANCED V1

The TIE advanced V1 is heavily influenced in its design by the earlier Scimitar class star courier and shares that vessel's folding wing design, although it lacks the former's expensive and rare cloaking device. Unlike most TIE fighter variants, the Advanced V1 has basic shields and a hyperdrive, as well as a projectile launcher capable of firing missile shells with various payloads including the XX-23 S-thread hyperspace tracking beacon. The initial prototype was scheduled to be publicly test flown by Baron Valen Rudor during Empire Day celebrations on Lothal but was destroyed by insurgents. One of the subsequent production prototypes was entrusted to The Inquisitor assigned to Lothal to assist his mission of hunting down those same insurgents.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
3	6	+2	1	--	--	0	2
			HT THRESHOLD			SS THRESHOLD	
			8			10	

Hull Type/Class: Starfighter/TIE Series.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: Primary: Class 3, Backup: None.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot.
Encumbrance Capacity: 4.
Passenger Capacity: 0.
Consumables: Four days.
Cost/Rarity: 200,000 (R)/8.
Customization Hard Points: 0.
Weapons: One Forward Mounted Twin Medium Laser Cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1), Forward Mounted Sienar Fleet Systems Missile Launcher (Fire Arc Forward; Damage -; Critical -; Range [-]; Limited ammo 6, Prepare 1.)

STARSHIP AND VEHICLE MODIFICATIONS

Customizing ships to better suit the needs of their owners is something commonly done throughout the galaxy. Whether it's improving the vehicle's performance in some way or giving it some extra firepower, starship upgrades are a popular and effective investment for those who rely heavily upon their ships.

ATTACHMENTS

SIENAR FLEET SYSTEMS MISSILE LAUNCHER

This missile launcher attachment was made by SFS to improve versatility of missile weapon systems. It carries up to six missiles and a rotating warhead selector serves as a magazine holding up to six shells of one or more shell types. SFS developed six different types of shells to show the Empire the potential of such a versatile weapon system. From somewhat weaker concussive shells, to accurate and overwhelming cluster shells to jamming and decoy firing shells, an ion shell and an experimental shell

firing a tracer, serving as a homing beacon. The weapon system can carry a number of different types of missiles up to its limited ammo rating, however to switch between different missile types requires one maneuver as per the Prepare 1 quality. Therefore most pilots prefer to limit the missile selection to one, two or three different types, depending on mission requirements.

Base Modifier: Once installed, it becomes a weapon using the profile of the missile type prepared. In addition the weapon profile gains the following qualities: Limited ammo 6 and Prepare 1. Changing between missiles types (and weapon profile) requires one maneuver represented by Prepare 1.

Modification Options: 2 increase limited ammo + 1 mods.

Hard Points Required: 0 if replacing existing weapon system. 1 if adding a new weapon system.

Price/Rarity: 11,000 (R)/7

CUSTOMIZABLE MISSILES

The Sienar Fleet Systems Missile Launcher carries up to 6 different missile shells, allowing it to have six different types of missiles or some other combination. The pilot/gunner can ready each missile type into the firing mechanism as a maneuver (see Prepare 1). The SFS missile launcher can carry a wide range of missiles from smaller, but still quite powerful concussive shells to even smaller, but more accurate cluster shells. SFS has also developed an ion shell, decoy and jammer shells, and the rare tracer shell.

TABLE 3-5: SPECIALIZED MISSILES FOR THE SFS MISSILE LAUNCHER

Missile Type	Range	Dam	Crit	Price	Rarity	Special
CM-14 Concussive shells	Short	5	4	500	5	Blast 3, Breach 3, Guided 3, Slow-firing 1.
SM-08 Cluster shells	Close	5	3	650	6	Accurate 1, Breach 1, Guided 4, Slow-firing 1.
TS-31 "Pacifier" Ion shells	Short	5	4	700	6	Blast 4, Breach 2, Guided 2, Ion, Slow-firing 1.
XX-23 S-Thread Tracer	Short	--	--	1000	7	Slow-firing 1. See Tracer details below.
V-2 Decoy shells	Short	--	--	500	6	See Decoy details on page 61 of Dangerous Convenants.
G0-2 Jammer shells	Short	--	--	400	6	See Jammer details on page 61 of Dangerous Convenants.

XX-23 S-THREAD TRACER

This projectile is one of the options that can be launched by the SFS Missile Launcher. On a successful hit the tracer attaches itself to the target and activates. The firing vessel, or allied vessel with the correct frequency, can now track the ship anywhere within a sector with an **Easy (◇) Computers check**, or while either ship is in hyperspace as an **Average (◇◇) Computers check**. Anyone else trying to detect, locate and track the ship must identify this frequency, which requires a **Hard (◇◇◇) Computers check**.

SENSOR SCRAMBLER

The sensor scrambler is a rare and illegal device that can emit a counterwave signal keyed to many common sensor systems. It does not make the vessel invisible, and if the target ships is using a customised or unusual sensor system it may not be effective at all. The sensor scrambler is an experimental technology and are quite rare.
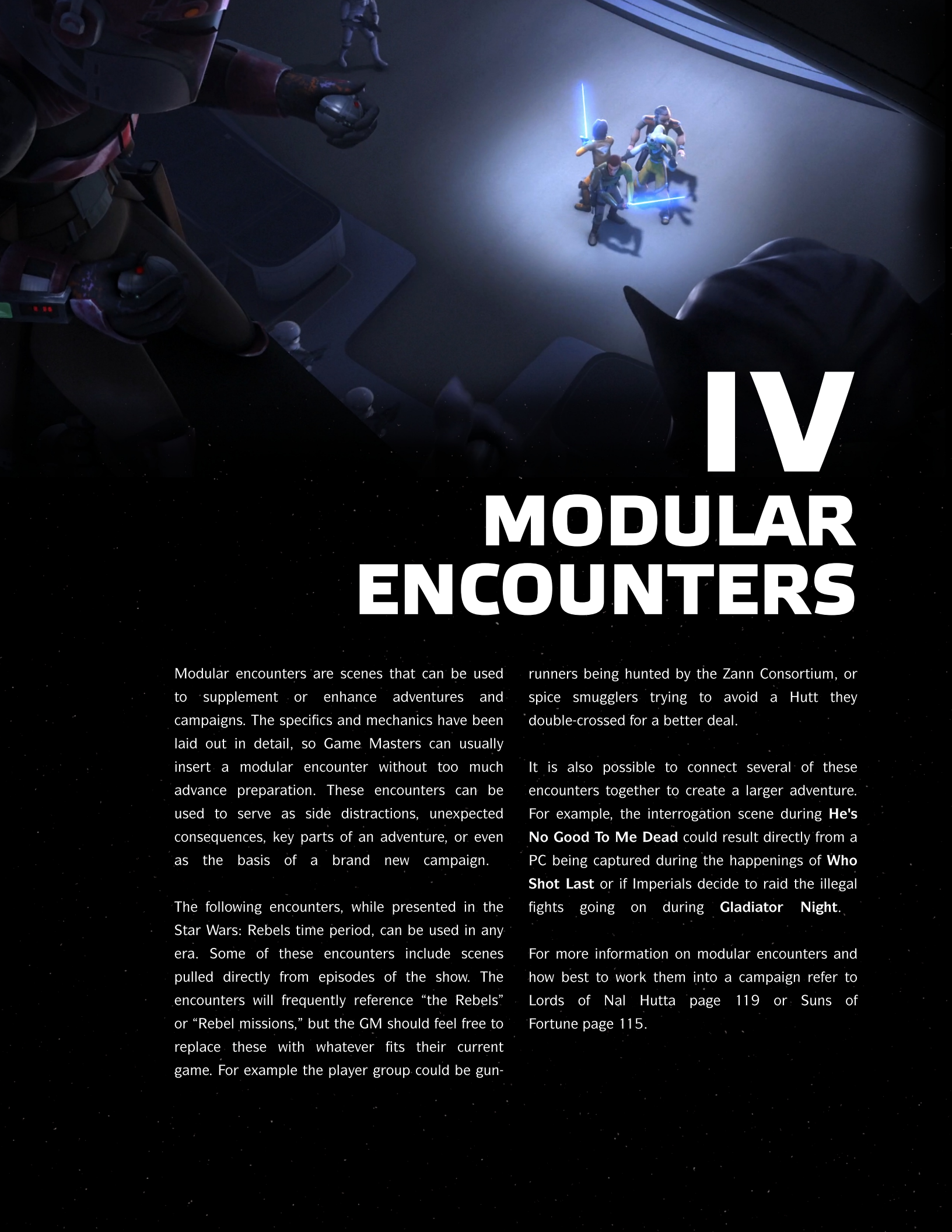
Models Include: CEC-Shadowshell, Fabritech IlusiV

Base Modifiers: The ship will not appear on passive sensor scans, and requires a **Hard (◇◇◇) Computers check** to be seen on an active sensor scan. Note that the scrambler only affects detection systems, sensors used in guiding projectile weapons (ie weapons posessing the Guided quality) etc are not affected.

Modification Options: One increase detection difficulty by one mod.

Hard Points Required: 1

Price/Rarity: 4,500 (R)/6

IV
MODULAR
ENCOUNTERS

Modular encounters are scenes that can be used to supplement or enhance adventures and campaigns. The specifics and mechanics have been laid out in detail, so Game Masters can usually insert a modular encounter without too much advance preparation. These encounters can be used to serve as side distractions, unexpected consequences, key parts of an adventure, or even as the basis of a brand new campaign.

The following encounters, while presented in the Star Wars: Rebels time period, can be used in any era. Some of these encounters include scenes pulled directly from episodes of the show. The encounters will frequently reference "the Rebels" or "Rebel missions," but the GM should feel free to replace these with whatever fits their current game. For example the player group could be gun-

runners being hunted by the Zann Consortium, or spice smugglers trying to avoid a Hutt they double-crossed for a better deal.

It is also possible to connect several of these encounters together to create a larger adventure. For example, the interrogation scene during **He's No Good To Me Dead** could result directly from a PC being captured during the happenings of **Who Shot Last** or if Imperials decide to raid the illegal fights going on during **Gladiator Night**.

For more information on modular encounters and how best to work them into a campaign refer to Lords of Nal Hutta page 119 or Suns of Fortune page 115.

TABLE 4-1: MODULAR ENCOUNTER LIST

Modular Encounter	Description
Are You Afraid of the Dark?	What appears to be a simple supply pick-up at the abandoned asteroid base Fort Anaxes turns into a nightmare.
Gladiator Night	An illegal fighting competition offers some unique entertainment, or an opportunity for fame and fortune for those brave enough to step into the gladiator pit themselves.
Who Shot Last?	It's not who shot first, but who shot last, and the shots are of alcohol as the crew must prove themselves worthy in an unusual way before getting they guidance they need to complete their mission.
Grav Ball	The popular galactic sport of Grav Ball has become highly competitive on Lothal, and the PCs have a chance to put on uniforms and play for one of the local teams.
He's No Good To Me Dead	When a PC is captured by the enemy, they are subjected to a cruel and painful interrogation. Can they withstand the torture, or will they break?

ARE YOU AFRAID OF THE DARK?

Fighting the Empire often means staying on the move and taking safe harbor where it can be found. In the course of their work the PCs may find themselves in a variety of locales, many of which are remote and dangerous all in the name of staying safe. Unfortunately, such forgotten locations often have new residents who care nothing for the battle against the Galactic Empire and pose as much threat as any Imperial agent.

This encounter can be used any time the PCs need to lay low, or pick up a cargo from a mysterious contact who never meets in person. Alternatively, an abandoned Republic Military Base may entice them with the possibility of finding serviceable weapons and vehicles. Some suggested uses of this encounter are:

• **Hiding While On The Run:** When the characters have attracted too much attention they may need to lay low for awhile. This offers the opportunity to have encounters where the antagonists are not your typical Imperial Soldiers.

• **Dangerous Resupply:** Would-be rebels do not always have the luxury of resupplying in common ports. This abandoned base has significant stores of Rhydonium as well as other remnants left by its former clone occupants. The base itself could be the target of a mission by the crew.

• **Mysterious Drop Point:** Perhaps the PCs have a mysterious buyer or seller. They may be instructed to drop or retrieve cargo left at this abandoned base. What might this locale tell them about their employer? How their employer learned of the base could very well be a clue to unlocking the mystery of their employer's true identity.

In this encounter, the Player Characters must land at Fort Anaxes, a Republic military base set in a dangerous field of asteroids and abandoned after the Clone Wars. They expect to be able to resolve their business in isolation, but whatever their purpose they soon learn they are not alone. A colony of Fyrnocks come to investigate the PCs and decide they might make a wonderful meal. The situation worsens shortly after they arrive when an orbiting asteroid shrouds the base in darkness, blocking the light which keeps the Fyrnocks at bay. The PCs must find a way to deal with the Fyrnocks long enough to accomplish the mission and blast off.

COMING IN FOR A LANDING...

As the PC's ship navigates the asteroid field, they get a glimpse of their destination as they settle in for a landing. Read or paraphrase the following:

The sublight trip through the asteroid field has been difficult, many of the asteroids are large enough to easily avoid, but the debris field is thick. It is hard to imagine how the Republic's Military transports made it to and from this remote asteroid base. Nonetheless you see Fort Anaxes through the view screen in front of you. Somehow the abandoned base looks ominous, a forgotten relic of the Clone Wars that, though empty, still holds its secrets.

Luckily for the PCs, the landing goes very smoothly. In short order they are out and about exploring the asteroid. There is little besides the base on the asteroid, it is nothing other that a hunk of rock just large enough to support a base and a breathable (though thin) atmosphere. The base consists of several prefab buildings arrayed around a hanger that takes advantage of a natural cave. The base has been abandoned for more than a decade, what is left was deemed not cost effective to transport. Nonetheless there maybe some items worth scrounging.

The specifics of the search are different based on the circumstances of the PCs being here. If they are here to retrieve cargo, they notice some of the crates have been dragged off. Their mission is specific in that they have to retrieve all the crates, so they need to search the base to see where they went. If they are here to lay low or scrounge, they will want to search the base anyway.

The prefab buildings are where the residents of the base spent most of their time. Inside they should find the typical trappings of a Clone War era military installation. The base's power generators are long run out of fuel, but other than that the buildings are in fairly good shape. An **Average (♦♦) Perception check** (the GM may wish to apply ■ or ■■ to represent the darkness, debris etc) reveals the following:

TABLE 4-2: SPENDING �ע, ⚕, AND ⊕ INVESTIGATING FORT ANAXES

Cost	Result Options
✢	Strange claw marks on many of the exterior walls that appear fairly recent.
⚕	One piece of scavenged gear or rarity 4 or less that could reasonably be expected to be found. The PCs may suggest what they find, subject to GM approval.
⚕⚕⚕	One set of Clone Era Laminate Armor, scuffed and dented but perfectly usable.
⊕	Clone Officer's Repeater Pistol (Use the weapon profile for the SE-14r Light Repeating Blaster from page 42 of Dangerous Covenants, or a standard Heavy Blaster Pistol if that book is unavailable).

Any ⚙ can be spent to give an environmental or tactical advantage on the Fyrnock attack in the next section.

⊘ could mean while the PCs are exploring one of the Fyrnocks either damages or gets aboard the PCs ship, depending on what fits with your story. (Obviously this would occur during a periodic asteroid orbit which causes a shadow).

The hanger contains the remains of 3 LAAT/i Gunships that have been modified for limited space travel (these should be barely visible from outside, providing incentive to explore further). It also contains lots of Fyrnocks. If the PCs investigate the hanger they encounter the Fyrnocks.

FYRNOCKS APPROACH...

Whenever the story is best served, the Fyrnocks should make their appearance. Typically this should be when the PCs decide to investigate the hanger. The PCs should make a **Hard (♦♦♦) Perception check** to spot the Fyrnocks before they spring their trap. The GM may impose 1 or more ■ due to darkness or cover. If they fail the check the Fyrnocks are close enough to jump into combat and get ▮ on their **Cool checks** for combat initiative.

A successful **Average (♦♦) Computers, Knowledge,** or **Survival check** could reveal some of the following about the creatures:

• Fyrnocks - Galactic Database - Nocturnal Predator, Silicon based, severe allergy to UV light.
• Fyrnocks, like their distant relatives, the Mynocks, are silicon based lifeforms. Fyrnocks

are typically found inhabiting caverns or on planetary bodies with little or no direct sunlight. Little is known about societal habits of these creatures, but evidence suggests they are eusocial living in a colony with a single breeding female, the Queen (colloquially Mama Fyrnock). The bulk of the colony is made up of drones, but a few breeding males (alphas) lead the fight against any interlopers. Fyrnocks are typically very territorial and aggressive, only their severe allergy to most forms of sunlights keeps their population in check.

• Travelers encountering Fyrnocks are advised to immediately seek out areas of bright sunlight. Areas of night, or even dense shade should be avoided. Warning: Fyrnocks have been known to claw their way through hull plating and display surprising cunning in their battle tactics.

FYRNOCK [MINION]

Fyrnocks, like their distant relatives, the Mynocks, are silicon based lifeforms. Fyrnocks are typically found inhabiting caverns or on planetary bodies with little or no direct sunlight. Little is known about societal habits of these creatures, but evidence suggests they are eusocial living in a colony with a single breeding female, the Queen (colloquially Mama Fyrnock). The bulk of the colony is made up of drones, but a few breeding males (alphas) lead the fight against any interlopers. Fyrnocks are typically very territorial and aggressive, only their severe allergy to most forms of sunlights keeps their population in check.

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	5	0 | 0

Skills (group only): Brawl, Stealth.
Talents: None.
Abilities: Night Stalker (Opponents add ■■ to initiative checks if combat begins in areas with poor lighting), Leap (Add ▪▪ to all **Athletics checks** made to perform vertical or horizontal jumps), Light Allergy (Fyrnocks are painfully allergic to natural light. A fyrnock must pass a **Difficult (◆◆◆) fear check** to enter light. Any fyrnock exposed to light takes 4 Wound damage, ignoring soak), Sillicate Lifeform (Fyrnocks do not register on normal scans for living beings, and even the Force does not always locate them. Add ■■ to any scan or power that attempts to sense life).
Equipment: Teeth and claws (Brawl; Damage 6; Critical 2; Range [Engaged]; Pierce 2).

FYRNOCK ALPHA [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	4	1	3	1	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	16	1 | 1

Skills: Brawl 2, Coordination 2, Perception 2, Stealth 2, Vigilance 2.
Talents: None.
Abilities: Night Stalker (Opponents add ■■ to initiative checks if combat begins in areas with poor lighting), Leap (Add ▪▪ to all **Athletics checks** made to perform vertical or horizontal jumps), Light Allergy (Fyrnocks are painfully allergic to natural light. A fyrnock must pass a **Difficult (◆◆◆) fear check** to enter light. Any fyrnock exposed to light takes 4 Wound damage, ignoring soak), Sillicate Lifeform (Fyrnocks do not register on normal scans for living beings, and even the Force does not always locate them. Add ■■ to any scan or power that attempts to sense life).
Equipment: Teeth and claws (Brawl; Damage 6; Critical 2; Range [Engaged]; Pierce 2).

5	3	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
8	23	14	2	0

Skills: Athletics 4, Brawl 4, Coordination 2, Stealth 2.

Talents: Adversary 1 (Upgrade the difficulty of any combat check targeting this character once per rank of Adversary).

Abilities: Silhouette 2, Queen of Darkness (All fyrnocks gain a ▪ to **Brawl checks** and are immune to Fear when within sight of Mama Fyrnock), Night Stalker (Opponents add ■■ to initiative checks if combat begins in areas with poor lighting), Leap (Add ▪▪ to all **Athletics checks** made to perform vertical or horizontal jumps), Light Allergy (Fyrnocks are painfully allergic to natural light. A fyrnock must pass a **Difficult (♦♦♦) fear check** to enter light. Any fyrnock exposed to light takes 4 Wound damage, ignoring soak), Sillicate Lifeform (Fyrnocks do not register on normal scans for living beings, and even the Force does not always locate them. Add ■■ to any scan or power that attempts to sense life).

Equipment: Large claws (Brawl; Damage 10; Critical 2; Range [Engaged]; Pierce 3, Knockdown).

During the course of combat, it should become apparent that the Fyrnocks are harmed by the sunlight. Narrate sunlight and shade as warranted by the scene. If randomization is needed, simply roll a Force Die using the color and number of pip to represent sunlight/shade and duration. The PCs should also quickly come to understand there are an overwhelming number of the Fyrnocks. Though they may defeat the initial group, more and more come until the PCs should feel they need to retreat. Once they have retreated to the light, they should realize the Fyrnocks are effectively trapped to the hanger and any shadows, at least until... Nightfall – Once the PCs are finished with the first group of Fyrnocks, a small asteroid crosses between the base and its star. For a brief moment the asteroid is bathed in shadows. Thankfully the asteroid passes quickly and the light returns. At this point the PCs should realize they only have a few minutes before a much larger rock blocks the light for what looks to be at least a few hours. They have only minutes to prepare for what will likely be a very tough battle.

Possible tactics:

• **Rhydonium Canisters –** The fuel barrels are very explosive, the PCs can quickly drag the canisters into position to act as impromptu demolition charges to thin the Fyrnock numbers. The canisters can be detonated either by a remote trigger if available, or by shooting them (**Ranged (Light) Easy (♦) or Average (♦♦) check**, depending on range). The GM may award a ▪ due to the canisters being stationary targets. When they explode they do 15 damage to all at Engaged range, with blast 10 to Short range. Possible actions by the heroes: arranging the canisters in the best explosive pattern (can be determined with an **Average (♦♦) Knowledge Warfare check**), keeping morale up and holding the line until just the right moment (**Average (♦♦) Leadership check**).

• **Fortifying the prefabs –** The prefab base buildings can offer temporary defense. If the PCs go this route it should play out like your favourite movie "siege" scene - it buys the PC's time, but one way or the other the Fyrnocks find a way in and the PCs soon find themselves in a dangerous fighting retreat. Possible actions by the heroes: welding doors shut, setting up auto-turrets, a fighting retreat.

• **Heavy artillery -** Enter the hangar and go for the Guns on the LAAT/i transports. The PCs will have to fight their way in and hold off waves of

Fyrnocks while they try to rig up the weapons of the damaged gunship. (**Average (♦♦) Mechanics check.** Depending on the tone you are setting for this fight the guns could be anything from Heavy Blaster Rifles to light vehicle weapons. The GM may impose one or more ■ on the repair checks due to earlier threat accrued while searching the hanger, from darkness, or due to the age of the components.) Should the PCs think to look, the hanger has an AT-RT (page 51) loaded into one of the LAAT/i transports.

It is possible that the PCs come up with other ideas. As always, if they have a good plan go along with it and keep the story fun and fast paced. Depending on why the PCs are here, they probably still need to finish their mission. It is likely that part of the group will be frantically trying to load cargo, hotwire Clone War era tech, or some other non-combat task. Try to balance the story between these two critical tasks.

The PCs should be fighting waves of Fyrnocks, keep the tension high! Even as the first waves are taken out by the PCs defense, additional waves should pile up. The walls of the buildings will not hold indefinitely, there are only so many Rhydonium Canisters, and the weapons in the hanger are old and jury-rigged. Eventually the numbers of the Fyrnocks should make the PCs feel like they are on the verge of being overrun. If appropriate consider using the Mother Fyrnock to increase the difficulty of the fight.

COMPLETING THE JOB

For players who are interested in finishing the job that brought them to Fort Anaxes and willing to face the threat presented by the hordes of fyrnocks, the GM can be prepared to present specific goals and objectives for them to complete while running or fighting for their lives. How this is presented will depend on the nature of their mission. For a job involving a cargo pick-up, the GM can specify the size, number, and location of the cargo crates. For example, a group of five PCs could have six crates to load onto their ship – four small ones that can be transported by a single person in one round, and two large ones which can be transported by a single person in two rounds or two people in one round. Having some of the crates actually inside the hanger will nudge the PCs towards engaging the creatures. This type of detail added to the encounter forces the players to think more strategically about the combat, focus on teamwork, and make some quick decisions on whether or not they can manage to grab the cargo and survive the fyrnock attack. How successfully (or unsuccessfully) the PCs accomplish their goal for the person who hired them can have an impact on their reward, relationship, and future Obligation.

THE ESCAPE

When the timing is right, the PCs should complete their mission, this should either be based on your narrative pacing or according to skill checks. Keep in mind that that sometimes there are alternatives to fighting, and it may be that a fighting withdrawal is in order, only to return better prepared the next time.

If the characters do prepare and return at a later time, consider how to maintain the challenge. Maybe the Fyrnocks have weakened the building structures, causing collapses at unfortunate moments. Perhaps the "mama" Fyrnock decides not to lose any more of her children, and enters the fight a lot earlier. A rogue passing asteroid could cover the whole area in darkness for an extended period of time, denying the PC's any safe harbour.

Ways to Play:
• **The Rebels Way:** This set up should feel a lot like the Rebels Episodes dealing with the Fort. The Heroes should be overwhelmed, and a fighting retreat to return another day is the goal.
• **The Aliens Way:** Much like the episode was based on Pitch Black, this setup is all Aliens. Consider fortifying the prefabs only to make a desperate dash into the hanger for weapons. While the bulk of the Heroes try to hold off the horde with LAAT/i weapons, a lone mechanic gets the AT-RT working to arrive at a dramatic moment to engage Mama-Fyrnock one on one.
• **The Starship Trooper:** This method is probably the least in sync with the "Rebels Spirit" but a group of very combat savvy characters could approach this as a straight firefight. It offers a rare opportunity to open up with every weapon available. Grenades, Heavy Rifles, Swords, Sabers with no forces of law on the asteroid, the PCs can use every tool at their disposal to address the threat.

DENOUEMENT

Once the PCs board their ship and escape, the logical next step would be to report in to whoever gave them the job in the first place. If any cargo or valuables will be picked up as part of the job, a drop off could lead to their next adventure. The reward will be directly tied to how successful they were in completing their assigned task. If the group was overwhelmed by the fyrnocks and were unable to complete their job to the satisfaction of their employer, that could lead to Obligation with that NPC or group.

Now that they know about this location and its unfriendly inhabitants, the PCs could choose to return in the future. Reasons for returning could include coming back with heavier firepower to finish off the fyrnock infestation and further exploring what mysteries the base may hide or luring an enemy to the base and them encounter the fyrnocks for themselves.

GLADIATOR NIGHT

An underground gladiator competition has been established at the abandoned Monad Outpost on Lothal. Held a few times a year, the event draws a large crowd from across the planet and fighters from around the Outer Rim looking for a chance at cash and glory. The next event is coming up in just a few days, and the player characters have heard the buzz building around town.

This modular encounter presents a fighting tournament for the players to bet on, observe, compete in, and potentially win a decent amount of credits. The most engaging angle for this encounter to be introduced is to have one of the characters actually enter the tournament and try to fight their way to victory.

However, not anybody can just show up and enter the competition. The players will have to gain entry to the fight in some way. Here are a few possibilities:

• Sponsored by a local with the cash and influence to submit a fighter representing them.
• The crew manufactures or purchases fake credentials claiming to be a well-known arena fighter.
• An existing Obligation means the PCs are forced to fight on behalf of someone they owe something to.
• The characters talk their way into the tournament, by deceiving, charming, bribing, or intimidating th person in charge of setting up the fights.
• The group comes across a voucher somewhere along the way that grants participation in the event.

Even without a PC directly fighting in the tournament, the event can still be the centerpiece of an interesting scene, as there is a fair amount of activity and intrigue going on around it.

PREPARING FOR THE EVENT

Combatants in the event are encouraged to arrive at the Monad Outpost the day prior to the tournament in order to register, review the rules, and familiarize themselves with the arena.

Upon arrival, the group is met by a Twi'lek named Bon Qing who is in charge of checking in, preparing, and accommodating the fighters. He will also collect the entry fee of 1000 credits if it has not already been taken care of in some way. Bon will review the fighter's credentials and verify that they have in fact been accepted as a combatant in the event.

Bon will then review the rules:
• There are 8 combatants in the tournament and 3 rounds of fights to determine the winner.
• A winner in each fight is declared once a fighter can no longer continue fighting or yields. The fights are not to the death - although accidents do sometimes happen.
• No ranged weapons are allowed.
• Melee weapons are provided by the event organizers. This is to ensure the weapons are not modified or enhanced in any way. They are standard weapons, never used before. Each combatant can choose their weapon from the selection provided.
• In an effort to keep the action fast and furious, no healing or stimpacks are allowed during a fight. Combatants may heal themselves (or be healed by someone in their corner) between fights.
• Each fighter can have up to two attendants in their corner. While these attendants cannot do anything during the fight, they can prepare, heal, and assist the fighter between fights.
• Players in the corner of the fighter could use a Leadership check to try and motivate and inspire

their combatant, which could provide ■ dice.
• Temporary effects from substances that potentially improve the fighter's abilities (such as spice or stim applications) are allowed.
• The prize for winning the tournament is a shiny trophy and 10,000* credits in cash.

PRIZE MONEY

* The cash prize amount is at the discretion of the GM and can be raised or reduced based upon how long the group has been playing and the how many credits would seem like a worthwhile amount for them to enter the competition. The entry fee may also be raised or lowered accordingly.

Bon Qing will answer any other questions the competitor may have. (If they ask about a particular rule that was not covered, it's up to the GM to decide whether or not something is allowed.) Once finished conversing, Bon invites the group to look around the arena and goes to a back room to prepare some paperwork.

THE WEAPONS RACK

The weapons for the event are locked up in a room off to the side of the main arena. If the group locates it, they could potentially try to break in and modify the weapons - either enhancing or sabotaging them. This is a risky move, as it is clearly cheating. If they are caught illegally adjusting any of the weapons, they will instantly be disqualified from the tournament.

RESEARCH

Posters listing the names of all the combatants are plastered all over the arena. It's quite possible that some past events could be researched on the holonet to scout out opponents strengths and weaknesses, past fight history, and other facts that may or may not be helpful. Useful information could potentially provide ■ during the fights.

SOCIALIZING

A makeshift cantina has been set up not far from the arena where fans who have arrived early are gathering and talking about the fights. Groups who go here and talk to fans can learn several facts through a variety of social interactions (and corresponding skill checks):
• The organizers of the event are very strict about preventing cheating or rigging fights. If there is suspicion the fights are unfair, interest (and gambling) on the fights will fade.
• Rumor has it the main person behind organizing these events keeps to the shadows. There is some speculation that it might be the former owner of the outpost, a local politician, or even a fairly well known crime lord.
• It's possible that one or more of the other fighters are socializing as well. The group could potentially talk to them or scout them out for information. However they should absolutely be discouraged from starting a fight with another competitor prior to the competition. If a fight breaks out, both parties will be disqualified immediately.
• Public opinion is generally split in terms of who is the favorite to win the tournament. Different fans like different fighters for different reasons. (See the individual fighter descriptions below to provide more details when explaining this.)

ATTENDING THE EVENT

Characters who plan to attend as audience members (those not fighting or assisting the fighter) will have to buy tickets:

Tickets: 25 credits in advance, 35 credits day of event
Private Box with a buffet: 700 credits

GAMBLING

The GM might consider placing maximums on how much the PCs can wager on each bet in order to prevent the group from potentially walking away with a shipload of cash. Bets should be allowed and collected for a short period before each fight, including the battles between two NPC competitors.

There are two types of bets available during the tournament - Overall champion wager and match winner wager.

For the overall champion, there are actually odds given. The standard odds are 3-to-1 (meaning if the person placing the wager wins the bet, they will win three times the amount that they bet) before the tournament starts, drops to 2-to-1 after round one, and is even money after that. If the GM feels like making things more realistic (and doesn't mind micromanaging a wider range of possible outcomes), different odds for each individual competitor can be created.

Betting on individual matches gives even odds. The gambler wins back exactly the same amount as they wagered if they chose the winning fighter.

While it would be convenient if the players tracked their own wagers and totaled up their winnings and losses, the GM should probably keep track of this as well. With seven matches to bet on and a chance to bet on the overall champion, that's eight separate wagers per PC.

Preparing a simple chart or spreadsheet to track who bet on what, how much, and what the results are means that you can go back and calculate the totals after the tournament is over. Considering how quickly the action will move and the amount of money exchanging hands, there is no need to add and subtract wins and losses after each fight. The final payouts could even be calculated after the session and reconciled before the start of the next session.

In order to reduce mistakes, controversy, and any shady dealings, the players should also be encouraged to track their bets themselves. If there is a discrepancy between the player results and the GM notes, they can be reviewed and resolved together. (Often it comes down to a simple math mistake on one side.)

A sample table for calculating results could look like the table below.

TABLE 4-3: TRACKING GLADIATOR NIGHT WAGERS

PC	Overall Winner	Round 1				Round 2		Round 3
		A vs. B	C vs. D	E vs. F	G vs. H	B vs. D	E vs. G	B vs. G
Hanq	B (100)	B (100)	D (100)	E (100)	H (100)	B (200)	E (200)	B (200)
Kreid	D (200)	N/A	N/A	N/A	N/A	D (100)	G (100)	G (100)
Zucc	F (500)	N/A	C (300)	F (200)	G (100)	N/A	E (200)	B (500)
Derk	G (250)	A (100)	D (100)	F (100)	G (250)	D (100)	G (100)	B (250)
WINNER:	B	B	D	E	G	B	G	B

If one of the players enters the tournament, there are several things that the rest of his group can do during the fights to stay engaged and active. Each of these possible approaches could potentially provide ■ for the combatant (or ■ in the case of notable failures):

• Leadership checks to get the crowd cheering or booing a particular fighter.
• Providing strategy tips by analyzing fights using a variety of skills. This could be a useful way for combat skills to be used in a non-combat context.
• If the group is feeling especially daring, they could plot to kidnap or otherwise distract one of the other fighter's attendants to put them at a disadvantage during the tournament.

LET'S GET READY TO RUMBLE!

The NPC fighters have selected their weapons of choice as noted in their individual descriptions that follow. The PC must choose as well, using any "standard" melee weapon available in the rulebooks. As previously mentioned, this weapon is expected to be brand new and unmodified. (Unless the group previously did some illegal modifications or the PC attempts to sneak in an enhanced weapon.)

The crowd is cheering. The bets have been placed. The fighters are ready. The announcer has gotten on the PA and is announcing the start of the first fight.

This is the final opportunity for the fighters to be healed or given benefits by their corner people.

The seats in the arena fill as the buzz in the crowd grows louder. As the start time for the event arrives, the lights dim slightly and music blares through the sound system. A spotlight shines down upon a balcony overlooking the arena floor. A Pa'lowick wearing a large necklace and fancy clothes raises his hands to the audience as he grips a microphone and begins to speak through the human-looking lips at the end of his long proboscis:

"Ladies and Gentlemen, welcome to Gladiator Night! Tonight we have the fiercest and most dangerous combatants that Lothal has ever seen! At the end of the night, only one of these brave warriors will be crowned as Gladiator Night champion!"

The crowd roars as the announcer continues:

"The first fight will begin in 10 minutes. Please get any last minute bets placed at your nearest wagering booth. Good luck, and may the best gladiator win!"

While the player characters themselves do not participate in the battles between two NPC gladiators, those fights can still provide exciting scenes during this adventure. The players should be encouraged to wager on those fights so they have some stake in the outcome. Depending on how much interest and excitement (or lack of) the players have around these NPC vs. NPC fights, the GM has several options for playing these out. This can also be adjusted from round to round to match how the players are reacting to these scenes. The various options allow for reducing the complexity and amount of time spent on these matches. There will be at least four (and as many as seven) of these fights during the tournament, so the group should be comfortable with how these will be played out. The GM is encouraged to discuss the possible options for these fights before the first battle is started.

OPTION 1: LIMITED ROUNDS, MOST DAMAGE WINS

This option allows for quick and easy resolution of the NPC vs. NPC fights. The GM sets the fight to last a specific number of rounds - between two and four is ideal - and simply keeps track of how much damage each fighter causes throughout the fight. Whoever inflicts more damage at the end of the set number of rounds becomes the winner.

This option helps speed up the fight by mitigating the possibility of several misses or low damage hits drawing out the battle. It also ignores the Wound Threshold stats for the competitors - most damage wins, regardless of who has more overall health.

The GM can also alternate the order in which each fighter strikes in each round. This can lead to a dramatic final round, where the attack order is arranged in such a way that the final roll will determine who wins and who loses. The GM can express this narratively to increase the drama: If the final attacker needs only 2 successes to win the fight, then his opponent can be described as severely wounded and almost unconscious, and it would require digging down deep to avoid the final blow and counter it. If the final attacker need a significant number of successes to pull out an unlikely victory, the narrative can be flipped around to describe a final desperate lunge by the attacker.

OPTION 2: STATIC DICE POOLS

This option can move the scene along faster by taking out the time spent assembling dice pools for each attack and coming up with actions, environmental effects, or moves that add Boost and Setback dice. The GM sets the dice pools for each attacker at the beginning of the fight, and they remain the same throughout the whole fight.

For groups that really want to speed the action along, the dice pool can be made exactly the same for both competitors, so the rolls can be done continuously without adding or removing any dice. Doing this means ignoring the specific skills and talents a particular NPC gladiator may have.

This option can also be combined with the limited rounds option to further simplify and speed up a fight.

OPTION 3: FULL COMBAT

For those who want to play out these NPC vs. NPC battles as fully enacted and narrated events, that's certainly an option. The concern here is only the amount of time these fights could take. As previously mentioned, there will be between four and seven of these battles that will not have a PC as part of the fight itself. If the group is likely to become disengaged or bored with a complete combat scene between two NPCs, perhaps one of the shorter approaches for playing out these fights would be preferred.

OPTION 4: PLAYER CONTROLLED COMBATANTS

Last but not least, the players themselves could temporarily control the NPCs during these fights. This could be a good way to get them more engaged and feel like they have more at stake during these battles. However, the GM will have to take a few precautions to guard against abuse.

The first important point is that when the main PC combatant is fighting, the GM will always control his competition. This means that players controlling the NPC gladiators shouldn't get too attached to them, as they will likely be surrendering control of them in a subsequent round.

Second, wagering on fights where the NPCs are controlled by players should be closely monitored to avoid "fixing" a fight. A good rule of thumb is that a player who is controlling an NPC gladiator can absolutely not bet on his opponent. Overall, betting on fights where players control the NPCs is at the GM's discretion to allow or disallow.

Lastly, if two players are going to control two opposing NPC fighters, this essentially results in a Player vs. Player encounter. Even though it is not their PCs facing off against one another, the players are going head to head. Depending how these players handle Player vs. Player combat

THE GLADIATORS

The group of combatants is made up of various species and styles. Some rely on quickness and agility, while others depend on brute force. The following section provides the details for the competitors, including an introduction for each to be read by the event's announcer.

BORBIG DROB [NEMESIS]

Introduced as, "Presenting Borbig Drob the Houk! Nine-time champion of the Stormblade Bloodfest!"

Borbig fights with brute strength and aggressive attacks. Armed with vibro knucklers on both hands, he likes to get up close and personal with his competition and strike with fierce blows. While he can attack with both weapons at once (using the dual wielding rules to increase the difficulty of the attack), his attack of choice is a sweeping punch with a single fist. He saves the double punch action for when he is desperately behind in the fight or when he thinks it could help him finish his opponent off.

(and one of them inevitably losing), the GM may want to avoid this. A player could still control one of the NPC gladiators while the GM controls the other one.

The above options can be mixed and matched as the GM sees fit. The important point is that the players should not feel like the NPC vs. NPC fights are long, boring, drawn out scenes that the PCs have no interest or influence on. This will vary from group to group, but even the most impatient group should be able to tolerate one of these fights if is condensed into a half dozen consecutive rolls.

Skills: Athletics 1, Brawl 3, Coercion 1, Cool 2, Melee 2, Vigilance 1.
Talents: Lethal Blows 1 (The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents).
Abilities: None.
Equipment: Vibroknucklers (2, dual wielded) (Brawl; Damage 5; Critical 2; Range [Engaged]; Pierce 1, Vicious 1), heavy clothing (+1 soak).

4	2	1	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
6	20	15	0	0
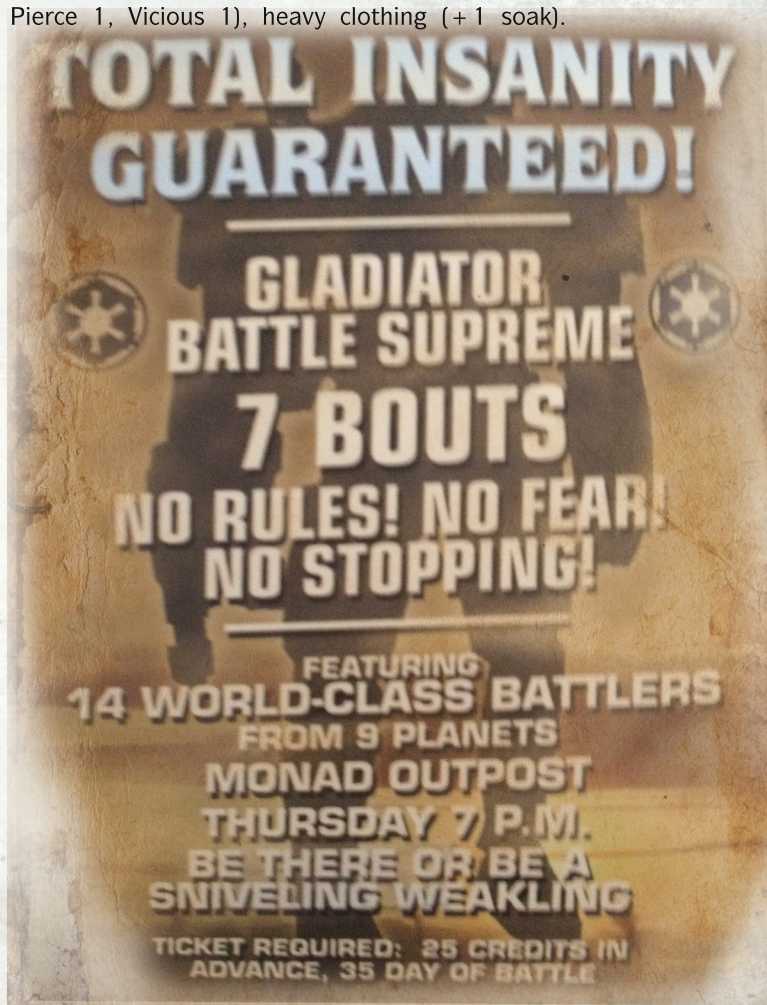
Introduced as, "Our next fighter started his career as an enslaved gladiator fighting in the slave pits. That is, until he murdered his owner and set himself free! Now he fights only for himself, and he enjoys every minute of it. Let's get a big Wookiee roar for Josteckk!"

While the bowcaster is often recognized as a traditional Wookiee weapon, the Ryyk Blade is its lesser known melee complement. Forged with fine craftsmanship, its deadly combination of weight, balance, and razor sharpness make it an incredibly dangerous weapon when in capable hands. And Josteckk has very capable hands. He has been fighting in tournaments like this for years, and understands when to attack and when to patiently wait for the right opening. However once he starts taking damage himself, the instinct kicks in and his Wookiee Rage ability leads to a more aggressive and dangerous approach.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	3	1	3	2	2

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
6	21	16	1 / 0

Skills: Athletics 1, Brawl 2, Coercion 1, Cool 1, Melee 3, Vigilance 1.

Talents: Durable 1 (May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1).

Abilities: Wookiee Rage (When a Wookiee has suffered any wounds, he deals +1 damage to Brawl and Melee attacks. When a Wookiee is Critically Injured, he instead deals +2 damage to Brawl and Melee attacks).

Equipment: Ryyk Blade (Melee; Damage 7; Critical 2; Range [Engaged]; Cumbersome 3, Defensive 1, Superior).

Introduced as, "Our next combatant certainly knows how to make a point, and that point it usually a fatal one as her spear pierces the throat of her opponent! Making her Gladiator Night debut after killing her husband in order to take his chance at glory, the Weequay Widow is ready to make a name for herself and put herself among the most dangerous women in the galaxy! Give it up for K'elana!"

The Weequay relies on speed and agility to circle around slower opponents and jab at them with her armor piercing vibro spear. While she does rely on her dexterity, she also does not want to be viewed as being afraid or fighting too defensively, so she remains aggressive and stays within striking range at all times.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	4	1	3	2	1

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
5	20	19	0 / 0

Skills: Athletics 1, Brawl 1, Coordination 3, Cool 2, Melee 4, Resilience 2, Vigilance 2.

Talents: Dodge 1 (When targeted by a combat check (ranged or melee) the character may choose to immediately perform a Dodge incidental to suffer a number of strain, then upgrades the difficulty of the combat check by that number. The number of strain suffered cannont exceed his ranks in Dodge), Resolve 1 (When the character suffers strain, he suffers one less strain per rank of Resolve, to a minimum of one. This does not apply to voluntary strain loss).

Abilities: None.

Equipment: Huntsman Vibrospear (Melee; Damage 7; Critical 3; Range [Engaged]; Pierce 2, Vicious 3; Attachments: Serrated Edge (1 Vicious 1 mod)), padded armor (+2 soak).

LASOWD [NEMESIS]

Introduced as, "This Trandoshan hunter has racked up an impressive number of kills throughout the most dangerous parts of the galaxy. He's looking to add some more notches to his belt and please the Scorekeeper, and maybe even add a new Wookiee pelt to his collection. Introducing Lasowd!"

The Trandoshan circles his opponent like a predator circling its prey, waiting for the prey to blink so he can pounce with his Vibro-ax and slice it open. Lasowd is constantly making a hissing noise during his fights, something that some opponents find intimidating, while others simply find it annoying.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	2	2	2	2	1

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
7	19	14	0	0

Skills: Brawl 2, Coercion 2, Cool 1, Melee 2, Perception 2, Resilience 2, Vigilance 1.
Talents: None.
Abilities: Claws (When a Trandoshan makes Brawl checks to deal damage to an opponent, he deals +1 damage and has a Critical Rating of 3), Regeneration (Whenever a trandoshan would recover one or more wounds from natural rest or recuperation in a Bacta tank, he recovers one additional wound. Trandoshans can regrow lost limbs as well, though it usully takes at least a month before the limb is usable).
Equipment: Vibro-ax (Melee; Damage 8; Critical 2; Range [Engaged]; Pierce 2, Sunder, Vicious 3), laminate armor (+ 2 soak).

MORKO [NEMESIS]

Introduced as, "He once worked as a guard for a Hutt but was fired for being a little too rough with the guests. Now he looks to get rough with the other gladiators. Don't let the big belly fool you, this Gamorrean is in shape and ready to rumble. Introducing Morko!"

Morko carries the traditional Gamorrean axe, a heavy and vicious weapon that has been known to sever limbs with a single strike. Morko does not know the meaning of defense, agility, or retreat. He can barely even move fast enough for it to be considered running. What he does do is lumber forward with incredible brute strength and swing the mighty axe with bad intentions.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	2	1	2	1	1

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
7	20	13	0	0

Skills: Brawl 3, Coercion 2, Melee 3, Vigilance 2.
Talents: Knockdown (After hitting a melee attack, may spend ⬦ to knock the target prone.).
Abilities: None.
Equipment: Arg'garok (Melee; Damage 10; Critical 3; Range [Engaged]; Cumbersome 5, Inferior, Pierce 1, Sunder).

RUGOR THE RED [NEMESIS]

Introduced as, "This crafty Twi'lek's trademark whip has left many opponents face down in the dirt as he finishes them off with a debilitating shock to the head! Rugor the Red did not get that name for his red skin, but for the amount of blood he has spilled! Let's hear it for Rugor!"

With a shock prod in one hand and a whip in the other, Rugor the Red likes to circle around his opponents looking for a chance to trip them up and move in and out before they can counterattack. This means he is quite willing to move in, attack, and move back out (suffering two Strain for the extra maneuver). This tactic can be effective, but he can only sustain it for so long before approaching his Strain threshold. While his

reluctance to engage directly and stand toe to toe can be frustrating to his opponents – and fans who want to see action – it can be quite effective and the crowd quickly changes its boos to cheers as he moves in for the kill against a snared opponent.

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

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
5	18	14	1	1

Skills: Brawl 1, Cool 1, Charm 1, Deception 1, Coordination 2, Melee 3.

Talents: Dodge 2 (When targeted by a combat check (ranged or melee) the character may choose to immediately perform a Dodge incidental to suffer a number of strain, then upgrades the difficulty of the combat check by that number. The number of strain suffered cannot exceed his ranks in Dodge).

Abilities: None.

Equipment: Thunderbolt Shock Prod (Melee; Damage 5; Critical 3; Range [Engaged]; Concussive 1, Stun Damage), Longeing Whip (Melee; Damage 3; Critical 5; Range [Short]; Ensnare 2, Stun Damage), heavy battle armor (+2 soak, +1 defense).

WARJAK [NEMESIS]

Introduced as, "Warjak the Feeorin! Undefeated champion of the Outer Rim Carve-up!"

The male Feeorin is quick with the sword and nimble enough to dodge attacks from less agile opponents. The vibrosword is his weapon of choice, and while it does not appear to be the most heavy and dangerous weapon, its ability to pierce through armor makes it more deadly than it may appear at first glance. Against bigger and stronger opponents, he will not hesitate to take extra maneuvers in order to stay out of range of the more damaging blows. Defense and avoiding attacks is a big part of his strategy.

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

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
5	18	16	2	1

Skills: Cool 2, Coordination 3, Discipline 2, Melee 3, Vigilance 2.

Talents: Dodge 2 (When targeted by a combat check (ranged or melee) the character may choose to immediately perform a Dodge incidental to suffer a number of strain, then upgrades the difficulty of the combat check by that number. The number of strain suffered cannot exceed his ranks in Dodge), Lethal Blows 1 (The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents).

Abilities: None.

Equipment: Vibrosword (Melee; Damage 5; Critical 2; Range [Engaged]; Defensive 1, Pierce 2, Vicious 1), armored clothing (+1 soak, +1 defense).

W'JILEE [NEMESIS]

Introduced as, "Introducing W'jilee the Whipid, a ferocious competitor who once served as bodyguard to the the prince of Naboo!"

W'jilee (pronounced "Willie") wields a Gaffi stick like an extension of his arms. Displaying surprising coordination for a creature of his size, he manages to move with speed and power. The weapon also provides some defensive cover that can be used to block incoming attacks, and he sometimes uses that to his advantage. While his size and quickness is often an advantage in combat, he is not as overly aggressive as some might expect.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	3	1	3	2	2

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
6	19	15	1	0

Skills: Athletics 1, Brawl 3, Cool 1, Melee 3, Resilience 2, Vigilance 2.

Talents: Lethal Blows 2 (The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents).

Abilities: None.

Equipment: Gaffi Stick (Melee; Damage 6; Critical 3; Range [Engaged]; Defensive 1, Disorient 3).

THE MATCHES

The match-ups during the first round are at the discretion of the GM, particularly when choosing an opponent for a player who has entered the tournament. Here are some suggested match-ups that give the commentator some specific angles to mention when announcing the fights.

Lasowd (Trandoshan) vs. Josteckk (Wookiee) - A traditional species rivalry leads to immediate tension!

Borbig Drob (Houk) vs. W'jilee (Whipid) - Strength against strength between these two bruisers.

K'elana (Weequay) vs. Morko (Gamorrean) - A clash of styles. The Weequay relies on quick movement while the Gamorrean uses brute strength.

Warjak (Feeorin) vs. Rugor the Red (Twi'lek) - Two agile combatants face off against one another.

For a PC combatant, it is up to the GM to decide who they should fight in their opening match. A suggested approach is to look for a match that would make for an interesting first fight, either from a stylistic or story driven perspective. The species of the PC should also be considered. For example, if the PC is a Wookiee, placing them in Josteckk's slot to face off against the Trandoshan is a good choice. A more nimble PC character is likely better used replacing an NPC combatant of the same style.

ROUND TWO

The semi-finals, it is up to the GM to determine which of the four winners from round one match up against one another in this round. Contrasting styles make for interesting narratives during the fight.

ROUND THREE

The finals. The two remaining combatants face off and the winner is proclaimed the Gladiator Night champion! If the PC is in the final championship fight, his opponent should be upgraded to an Adversary 1, regardless of which one it is. This will increase the challenge a bit. (And if they got this far, they probably need to be challenged a bit more to increase the drama.)

THE FIX IS... IN OR OUT?

If the PC gladiator wins during the first two rounds and advances to the championship fight, they will have a special visitor. Before the final fight starts, a new figure will slip into the room where the PC is preparing for the final battle.

The door to the training room slides open and a slender figure slips in. An average sized human of slim build, he is wearing an expensive looking suit and matching hat. He twirls a thin moustache between his fingers as he nods and begins to talk:

"Greetings, warrior. We are most impressed with your showing so far, as are many of the fans betting on the next fight. We have an offer for you that we think you will find interesting. If you should somehow be sure to lose the next fight, it could be most profitable for you. Are you interested?"

The man continues to twirl his moustache as he winks at you and waits anxiously for your response.

This man represents an unknown contingent of people trying to fix the final fight by paying off the PC to take a dive and lose on purpose. The amount of money he offers is substantial - initially three times the prize money awarded for winning the tournament, and it can be negotiated up to four times the prize money if the players choose to try and talk up the amount (a **Hard (♦♦♦) Negotiation check**).

A successful **Hard (♦♦♦) Streetwise** or **Knowledge Underworld check** reveals the identity of this man to be Jinzook Kim, a local loan shark who has a reputation of happily lending out money to those in need only to violently unleash his goons on those who are late with payments. Any 🜚 results on the roll may also reveal that while Kim may be a somewhat successful businessman, this amount of money appears to be a lot for him to be offering by himself.

If the player rejects the offer, Kim will simply thank them for their time, request that this meeting not be mentioned to anybody else, and take his leave. He will not push very hard if his offer is refused, as he does not want to be pushy and risk being reported. He'd much rather prefer slipping away quietly and anonymously if it's obvious no deal will be reached.

If the player accepts the offer, Kim gives them a credit chip worth three thousand credits as a "down payment" and explains that the remainder of the money will be wired into their account anonymously within 24 hours. He also emphasizes that it is important the PC makes the final fight "look good" and doesn't make it overly obvious that they are trying to lose on purpose. Kim insists that the acting job must be convincing enough to not draw the suspicion of the officials. If it is deemed suspicious and results in an investigation or a hold on wager payouts, then their deal is off and payment will not be completed.

THROWING THE FIGHT

While Kim has emphasized the need for the player to make sure it's not obvious they're throwing the fight, this shouldn't be too hard for the player to pull off. As long as they narratively describe how they are doing it, the player should be allowed to purposely add ■ dice to their own dice pools and add ■ dice to their opponent's dice pool. If they try pushing their luck by adding multiples of each and aren't adequately describing the reasons the dice are being added and how they're disguising their attempts to lose, that may start to raise suspicion. A ⍖ result could be very bad if the player is trying to lose the fight on purpose.

The GM should warn the player if they are being too obvious in their attempts to lose on purpose. Having the crowd boo during the fight or shout insults about the level of effort is a good way to get this message across. The PC should be given an opportunity to correct this and "try harder" to cover up their attempt at taking a dive. Essentially, it shouldn't be a surprise in the end if the PC's loss has raised suspicions.

If the fight ends with the player losing and they did raise suspicion of the event officials, that could lead to quite a rough spot for the PCs. The players will have to go through an investigation with the officials. Until the investigation is complete, all payouts on placed bets are put on hold. This has the crowd quite angry and hostile, and their hostility grows the longer they need to wait for a resolution.

The investigation consists of an immediate meeting with a panel of three judges associated with the event who question the player and those attending in the corner. The PCs will have to do a good job of convincing the judges that the fight was legit, and they were truly beaten in a fair fight. If they convince the judges that nothing shady transpired, the judges agree to allow the results to stand, and the wagers are paid out,

making a very happy crowd. This also means the players expect to receive the rest of their payout wired to them by Jinzook Kim by the next day.

If the judges are not convinced and declare the fight results tainted, they agree to return all wagers paid out on the fight but will not pay out on any "winning" bets on a fixed fight. This has the crowd angered to the point of a near riot. The PCs could run into trouble trying to leave the arena (or planet itself) if this situation occurs.

DOUBLE-CROSS?

There are two opportunities for a double cross if the players agree to rig the fight:

• Agreeing to lose, but winning instead. This is certainly going to anger Jinzook Kim and his associates, who would have lost a lot of money by betting on the other fighter. The PCs will obviously not receive the remainder of the promised money in this scenario, and will certainly have to face consequences for not holding up their part of the bargain.
• If the GM is so inclined, the remainder of the money never arrives in the PC's bank account the following day. In this case, it appears to have been Jinzook Kim who has backed out of the deal. How the PCs choose to track him down - and deal with him - could lead to an entirely new adventure.

A CHAMPION IS CROWNED

At the end of the final fight, the winner will be crowned Gladiator Night Champion and showered with the cheers and admiration of the entire crowd! The champion is presented on a pedestal in the middle of the arena and awarded with a large, shiny, and gaudy trophy topped with a large golden fist. An over-sized prop credit chip emblazoned with the amount of the grand prize is also handed over to the champion during the ceremony. The actual real credit chip is also awarded, as is a certificate that automatically grants entrance into future tournaments.

THE MAN BEHIND THE SCENES

If the PCs are suspected or caught cheating or are inclined to investigate further into the people behind Gladiator Night, this could lead to another whole adventure. The truth of the matter is that a local Imperial official is the one who is organizing and profiting from the tournament. That official has it in his best interest to keep his identity and role in the event a secret from his superiors. He is often looking to expand his reach into the seedier side of sports and gambling, and could have jobs available to those who have proven themselves capable and trustworthy. A group that digs too deep and crosses the Imperial could find themselves in trouble, potentially leading into the **He's No Good To Me Dead** encounter.

WHO SHOT LAST?

This modular encounter involves a seedy cantina and a question about who took the first and last shots. This time it's not blaster shots, but shots of alcohol! The characters must obtain the help of one of the cantina regulars, but he's not willing to help until the crew indulge him in one of his favorite activities - a drinking contest!

While this scene could be plugged in during any situation where the group needs to get something out of someone in a cantina who may be more interested in less traditional compensation than credits, a more specific scenario for the contest to unfold has been provided.

The crew receives an urgent message from their Rebel liaison. The message indicates that a ship carrying something important to the Rebel cause had engine trouble and was forced to crash land on the planet of Vodran. They managed to get off a distress message from the planet surface and said that there were some survivors and that the only landmark of note in the area where they crashed was a large stone obelisk. The signal went dead before the coordinates could be traced.

Their liaison is concerned that the Imperials may have intercepted the distress call and are on their way to the crash site. Considering the player crew's proximity to the crash site, their liaison asks them to rush to the planet, locate the crash, and retrieve the valuable cargo before the Empire can get their hands on it.

Players should make an **Average (♦♦) Astrogation check** to travel to the planet. Travel time can be reduced by ☼ and 🟡 results, while ▼ and ⊚ could increase it. For scenarios where time to complete the mission will be tracked (see the sidebar on the following pages), the base travel time should be set to 4 hours and adjusted upwards or downwards based on the results of the Astrogation check.

TRACKING A TRACKER

The only information the group has is the name of the planet and a specific landmark that's hopefully unique enough to help pinpoint the location. Trying to spot the obelisk from the air while flying over in their ship will be nearly impossible and incredibly time consuming. It would be like finding a needle in a haystack, except it's one thousand haystacks and you're running by them while you're looking. Still, if the players want to try that approach, it is an option. The difficulty of this tactic should be sufficiently challenging, with multiple ■ dice added to account for the dense jungle and the speed a ship moves at.

The more likely scenario is that the group will have to find someone who is familiar with the planet and might know something about this obelisk. When they land on the planet's surface, asking around town will point towards a common suggestion - a Wookiee tracker who likes to hang out at a local cantina called Rako's Roadhouse. Read the following text when the group makes their way to the cantina:

The cantina smells like a mix of a dozen different types of alcohol and two dozen different species. The room is mostly dim, though a good amount of sunlight comes through a poorly patched hole in the far wall. A handful of patrons drown themselves in their drinks, none of them seeming to notice that the jukebox is skipping and repeating the same three seconds of a song over and over again. A few dark booths line the wall to your right, while a rodian bartender looks up anxiously from behind the bar to your left.

The bartender is also the owner of the bar, a rodian named Rako Gev. He's a friendly enough fellow, happy to serve his customers promptly and politely in hopes of establishing regular

One interesting possibility to add some tension and urgency to this encounter is to carefully track the time it takes the group to reach the crash site and have the outcome depend on how quickly (or slowly) they made it there. This will take some additional bookkeeping by the GM, but might be worth it in order to have some of these seemingly unimportant checks have more of a lasting effect on the outcome. If the GM does track the time and plans on using it to guide the final results, they should strongly hint that time is of the essence without outright saying it. The players should be made to feel the sense of urgency without knowing that they are literally being timed down to the hour and they need to hurry if they want the most favorable results.

If the GM decides to disregard the timed aspect of this encounter, simply ignore any references to how many hours a particular event may take or any adjustments to the timing based on dice results.

customers. He will ask the group if they're planning on staying on the planet long, and demonstrates some minor disappointment if they say they're just passing through, but he'll still be a gracious host.

Once the subject of the planet's geography, the obelisk, or finding a guide comes up, Rako will happily direct the group to one of the finest trackers he's ever known - a Wookiee named Kraykatta who just so happens to be enjoying a frosty beverage in one of the booths. Rako points to the booth, and offers to walk over and introduce them to Kraykatta and tell him they're looking for to hire someone.

CHEERS, LADS!

5	2	2	4	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
6	18	15	0 0

Kraykatta is a somewhat unusual wookiee. He's fairly laid back and doesn't take things very seriously, and he also likes to drink. A lot. The two things he does take seriously are his prowess as a tracker and his ability to outdrink any living creature. When asked about being a guide or if he knows of the obelisk, he says that he will only provide his unparalleled guide services to those who have proven to be worthy - by facing him in a drinking contest!

Kraykatta refuses to provide any information or services to the group if nobody will take up his challenge. If one person volunteers from the group, it will be a head-to-head contest to help decide the fee for his services. If the party member somehow defeats Kraykatta, not only will they have bragging rights but will also receive a substantial discount on his services. If they lose, not only will they be nursing a serious hangover, they will also have to pay full price.

If more than one party member wishes to compete, Kraykatta welcomes the challenge, but each additional participant will have to put up a wager in credits. The exact amount is negotiable, but somewhere in the 200-500 credit range will do. A successful **Average (♦♦) Negotiation check** could even have Kraykatta give these participants odds - a 2-to-1 or 3-to-1 payout if they manage to beat him.

The mechanics of the drinking contest will involve Resilience checks of increasing difficulty - as the contestants consume more alcohol, the subsequent drinks become harder to handle. Rolls that are unsuccessful and generate ⊗ will result in Strain. A ▽ is also very likely to cause someone to pass out from too many drinks. A winner is declared when they are the last one still conscious.

Skills: Athletics 1, Brawl 2, Resilience 3, Survival 3, Ranged (Light) 2, Ranged (Heavy) 2, Melee 3, Vigilance 2.

Talents: Familiar Suns (Once per session, may perform a Familiar Suns maneuver; make a **Hard (♦♦♦) Knowledge (Outer Rim)** or **(Core Worlds) check** to reveal the current type of planetary enviornment and other useful information), Forager (Remove up to ■■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time), Natural Outdoorsman (One per game session, the character may reroll any one Resilence or Survival check), Outdoorsman 1 (The character removes ■ per rank of Outdoorsman from checks to move through terrain or manage terrain or environmental effects. Decrease overland travel by 50% (this does not decrease with multiple ranks of Outdoorsman)).

Abilities: Wookiee Rage (When a Wookiee has suffered any wounds, he deals +1 damage to 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; Critical --; Range [Short]; Knockdown, Ensared 3, Limited Ammo 1), Vibroknife (Melee; Damage 6; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), catch vest (+1 soak, +2 soak against energy based weapons).

The contest starts with the character making an **Easy (♦) Resilience check**. Kraykatta lets the PCs go first. The GM will roll for the Wookiee. See Table 4-4 to interpret dice results during the drinking contest.

While the first few rolls likely won't result in anything dramatically bad happening, the tension increases as the difficulty dice pool grows, particularly as multiple ⬡ dice come into play. When there is only one participant still conscious - because all other competitors have been rendered unconscious by surpassing their Strain threshold or rolling a ⍟ - they are declared the winner!

If Kraykatta loses, Rako helps him stumble to a back room where he sleeps it off for three hours to recover. Once he regains consciousness and sobers up a bit, he congratulates the victor, expresses his utmost respect and admiration, and deems the group worthy of his scouting and survival skills. He also gives the party a discount on the price for his services, 50% off the previously negotiated price. Any player participants have recovered from the drinking contest while Kraykatta was recuperating and do not suffer any negative effects.

If Kraykatta wins, he gloats briefly, but doesn't make too big a deal about it, as he expected to win all along. However, he does insist that the group head out almost immediately. The cost for his services will be the full 100% price. Any participants who passed out during the contest will suffer ■■ dice for the next two hours while they are still horribly intoxicated. Once they sober up, they suffer ■ for four more hours while they are hungover. (The length of the hangover effect can be reduced by a successful **Average (♦♦) Discipline check**.)

TABLE 4-4: SPENDING ✵, ❂, ⯎, ▼, ⚙, and ⍟ DURING THE DRINKING CONTEST

Cost	Result Options
✵	Successfully handles their liquor! Next drink only increases the check by one.
✵✵✵	Downs the shot and is ready for more! Next drink only increases the check by one, and adds a ■ (blue) die.
▼	That shot didn't go down very smoothly. Increase the difficulty of the next roll by one **and** upgrade it by one.
▼▼▼	That one almost came back up. Increase the difficulty of the next roll by one **and** upgrade it by one. Also add a ■ from the nausea.
❂	Manages to keep a straight face while swallowing the shot. Add a ☐ (blue) die to the next roll.
❂❂❂	Slams the empty shot glass down in a convincing manner. The competition is starting to have doubts and they will add a ■ die during their next roll.
⯎	In rounds three (or later) of the contest, this could potentially be used to tip the scale in favor of the character that rolled the Triumph, maybe even lead to victory. In earlier rounds, it's too soon for it to end on a single dice roll, so some creative ways to adjust the difficulties for either side is a good option. Perhaps have the difficulty not increase for the next round or two regardless of the results.
⍟	In rounds three (or later) of the contest, this should likely result in the character passing out and losing the contest. In earlier rounds, it's too soon for the contest to end on a single dice roll, so other outcomes should be used. An alternative might be to suffer half their remaining Strain threshold.

LOCATING THE LANDMARK

Heading out into the jungle, how effectively and quickly the group arrives at their destination will depend on whether or not Kraykatta is sober. If he lost and sobered up, it will take three hours to get there. If he won and insisted on going out while still somewhat drunk, add an hour for each point of Strain over 8. So if he's at 12 strain, it will take seven hours (three base duration plus four delay from drunken meandering and mistakes) to get there.

Players can speed up the journey by doing a **Hard (◆◆◆) Survival check**. For each ☼, take an hour off the duration. Resulting ۞ mean the group discover some debris from the crashing ship along the way, which could provide ■ dice during the next scene. ▼ and ۞ could lead to additional duration or mishaps along the way as noted in the table below.

TABLE 4-5: SPENDING ☼, ۞, ⊕, ▼, ۞, and ▼ WHILE NAVIGATING THE JUNGLE

Cost	Result Options
☼	Each ☼ subtracts an hour from the time needed to locate and travel to the obelisk.
۞	Locate a relatively clear and flat path towards the location. Each member of the group may recover one Strain.
۞۞	Come across pieces of debris from the ship. Further attempts to locate the crashed ship benefit from one ■ die for each two ۞ rolled.
▼	A single failure means the group gets lost and travels in circles for a bit. Add an hour to the travel time.
▼▼▼	Not only did the group get lost, but they stumbled across a nest of angry (and hungry) blood sucking insects. Each member must make a **Hard (◆◆◆) Resilience check** and suffer one Wound for each uncancelled ▼ result.
۞	The difficult terrain and humidity makes the journey difficult. Each member of the group suffers one Strain per ۞ generated.
⊕	Not only did the group find a straightforward and relatively easy path to the obelisk, they also have a pretty good idea exactly where the ship went down and landed.
▼	Heat, humidity, bug bites, hostile animals. A Despair likely means that some of the hostile native wildlife (such as a dianoga) has noticed them and will attack. Could also mean that other parties interested in the crash have beaten them to it...

DIANOGA [RIVAL]

4	2	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	16	1 / 1

Skills: Brawl 2, Perception 1, Stealth 4, Survival 2, Vigilance 2.

Talents: Adversary 1 (Upgrade the difficulty of any combat check targeting this character once per rank of Adversary).

Abilities: Crushing Grip (A victim immobilized by its tentacles suffers 2 strain and 1 wound at the start of each turn. A creature immobilized beneath the water may start drowning as described on page 214 of EotE CRB), Amphibious (May breathe and move underwater without penalty).

Equipment: Tentacles (Brawl; Damage 5; Critical 4; Range [Engaged]; Ensnare 4, Knockdown).

DISCOVERING THE DEBRIS

Upon arriving at the obelisk, the group now have their landmark from which to search for the wreck.

How the final stage unfolds will depend largely on the rolls while traveling to the obelisk as well as how long the journey took. If they did not find any clues along the way, some additional rolls could be required to try and track down the crash sight. Players can make an **Average (♦♦) Survival** or **Perception check** at this point, as it shouldn't be too difficult to notice downed trees or black smoke in the distance.

The danger now is that there has in fact been an Imperial patrol deployed to investigate the crash.

Whether or not the Imperials arrive before, during, or after the group finds the crash site is up to the GM and should largely be dependent on how efficient and successful they were in finding the crash site. How they deal with the Imperials will depend on how the players choose to interact with them, but the Imperials will not be very open to a dialogue. The Empire believes that this ship may have something to do with the Rebels, and they've been warned that anybody else trying to retrieve the cargo are likely Rebels as well. They very likely will shoot first and ask questions later.

The Imperial search party is made up of two groups of three Stormtroopers each (Minion groups), and one Stormtrooper Sergeant. For larger or more advanced player groups, additional Stormtrooper minions may be added to the encounter.

IMPERIAL STORMTROOPER [MINION]

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	5	0 0

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

Talents: None.

Abilities: None.

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Engaged; Pierce 2, Vicious 1), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), stormtrooper armor (+2 soak), utility belt, extra reloads.

IMPERIAL STORMTROOPER SERGEANT [RIVAL]

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	15	0 0

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

Talents: Adversary 1 (Upgrade the difficulty of any combat check targeting this character once per rank of Adversary).

Abilities: Tactical Direction (may spend a maneuver to direct one Stormtrooper minion group within medium range. The group may perform an immediate free maneuver or add ▪ to their next check).

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

As mentioned in the previous sidebar, it is possible to run this encounter as a timed event to add an extra sense of urgency to the mission. The clock starts ticking from the moment the group accepts the mission. Events that will take time include the initial Astrogation check and travel time; exploring the planet and city; any shopping they may do upon arrival; social encounters in the city and cantina; the drinking contest; recovery time from the drinking contest; time required to travel to the obelisk; and time required to locate and travel to the crash site. The following is a suggested timeline for events, the GM may adjust these timeframes as they see fit:

• **Less than 24 hours from accepting the mission:** The group is the first to arrive at the crash site.
• **24-36 hours from accepting the mission:** Imperials have arrived first and are in the process of retrieving the cargo and questioning survivors.
• **36+ hours from accepting the mission:** The group was beaten to the crash site, and the valuable cargo has been retrieved by someone else. Clues at the crash site indicate a recent Imperial presence.

CLAIMING THE CARGO

If the group manages to beat the Imperials to the crash site (or meets them there and defeats them in combat), they get to explore the crash site. Unfortunately, several of the passengers were severely wounded in the crash. An **Average (◆◆) Medicine check** may be done to try and assist the wounded. At least one survivor should be found and will be willing to tell the group more about their mission if they can be convinced the PCs were sent to help. A social check could be made to see whether or not the survivor believes they can trust the group. An **Average (◆◆**

Negotiation, Charm, Deception, or **Coercion check** could be used for trying to convince the survivor to reveal what they know. The GM may add ▣ or ■ to the check depending on the specific approach and how the character phrases their side of the conversation.

What is the precious cargo? Good question. It could be anything and can very much lead to additional adventures and story hooks. Some possibilities:
• An Imperial defector who has valuable information regarding the Empire's military resources and tactics.
• A shipment of illegal weapons destined for an important Rebel cell on a nearby planet.
• A Rebel scientist who has been working on a vaccine to protect against a biological weapon the Empire is experimenting with.
• Data documents that contain the identities and locations of several Rebels who are undercover within the Imperial ranks. (Or Imperials undercover within the Rebel ranks.)
• The prototype for a new starfighter engine which will be fitted onto Rebel ships to make them more maneuverable.

DENOUEMENT

If the crew recovered the cargo successfully, they can contact their liaison and will be provided instructions on delivering the cargo. An appropriate payment in credits will be provided for their service.

If the Imperials grabbed the cargo, the group's next mission could very well be to locate those Imperials and recover it, by any means necessary.

This modular encounter could be linked to others in this book, such as **Are You Afraid Of The Dark** (as a meeting spot to drop off the recovered cargo) or **He's No Good To Me Dead** (if a PC gets captured by the Imperials).

GRAV-BALL - A GALACTIC SPORT

Grav-ball is a fast paced and physically tough sport played throughout the Galaxy, from the Core worlds to the Outer Rim. Although there are different variations, Corellian Rules (the traditional, non-hover booted variant) is the most popular and is the version played on Lothal. There is a competitive league on Lothal, with various different academic institutions (such as AppSci or the Ag Ministry) fielding their own teams. The Imperial Authorities not only encourage the sport, but often use it to identify potential recruits with strong abilities in teamwork and leadership.

Grav-Ball is played on a 64 meter long field (called a "grid") divided lengthwise into eight sections called Octets. A chance-cube toss determines the first team with possession. They have three "Drives" to move the ball to the next Octet, whereupon they gain three more Drives. At each end of the grid inside a scoring circle is the goal - a three-meter wide hoop on a shaft, covered by a keeper. Players can put the ball through the hoop by hand (only from within the scoring circle) for a 4 point "touch-score" or kick the ball through from anywhere on the field for a 2 point "kick-score".

If the team with the ball cannot make an octet within three drives, they will often perform a "trap-kick" far into the opponent's territory, causing the opposition to make up more ground on their turn. The game is played out over three "Triads" lasting 15 minutes each.

The Grav-Ball league can provide multiple opportunities for the player characters. Some examples are:

• A Crime Boss with a passion for sports collectibles wants the original Lothal Cup. The only way to get near it is to win it at the end of the local championship.
• The Imperial Academy has an important match coming up, when their star Center Striker suddenly and coincidentally falls ill. Fortunately a skilled replacement has recently arrived on Lothal and is willing to step in. Gaining access to the Academy itself is a happy coincidence.
• A wealthy sponsor is tired of human-centric dominance of the Grav-Ball league. He is willing to pay a healthy prize for a team with a 50% non-human makeup to beat the most prominent local Imperial team.

Grav-ball can therefore be a single session diversion, or the focus of a mini-campaign.

GRAV-BALL RULES

Each Grav-Ball team has two components, Offense and Defense which contribute their own dice pools to the team effort. The players and skills contributing to the dice pools are explained in Table 4-6.

As with any skill check, the pool can be created using either skilled assistance, or unskilled assistance (which adds a ■ to the pool). Any mix of the eligible players can be used to create the pool.

(E.g., A team has three strikers, using Athletics for their Rushing Offense dice pool. They have dice pools ⬡◆◆◆ (Brawn 4, Athletics 1), ⬡⬡◆ (Brawn 3, Athletics 2) and ◆◆◆◆ (Brawn 4). The player can choose a dice pool of ⬡⬡◆◆ or ⬡◆◆◆■ if he wishes.

The Grav-Ball League on Lothal is highly competitive, and passionately supported by it's fans. Many of the academic institutions and major industries field their own teams. A few examples are:

AppSci Sabercats
West Cap City Carvers
The Green Dragons
East City Brawlers
Forked River Mavericks
Kothal Roughnecks
Sienar Fleet Flatteners
Tangletown Tornados (disbanded)

TABLE 4-6: GRAV-BALL POSITIONS AND SKILLS

Position	Dice Pool	Skill	Opposed By
Offense			
Center Striker	Rushing	Athletics	Resilience
Wing Strikers (2)	Rushing	Athletics	Resilience
	Kicking	Ranged (Light)	Coordination
Kicker	Kicking	Ranged (Light)	Coordination
Defense			
Fullbacks (2)	Rushing	Resilience	Athletics
Defenders (2)	Rushing	Resilience	Athletics
	Kicking	Coordination	Ranged (Light)
Keeper	Rushing	Resilience	Athletics
	Kicking	Coordination	Ranged (Light)

A GAME OF THREE TRIADS

A Grav-Ball match consists of three periods called Triads. Each side makes one opposed Offense roll per Triad to determine their team score for that Triad.

Each Triad their coach decides whether to concentrate on a Rushing game or a Kicking game. The Rushing or Kicking Offense pools are built using appropriate players according to Table 4-6 above.

TIME-OUT

The Coach may also use ONE time-out (Destiny Point) per Triad to either upgrade his team's pool, or downgrade the opposition's pool. This represents the effectiveness of certain plays called by the Coach and executed on grid by the Central Striker. He can use this time-out on Offense **or** Defense, not both.

TABLE 4-7: SPENDING ✵, ☯, ⊕, ▼, ⊚, and ⬇ WHILE RUSHING THE GRAV-BALL

Cost	Result Options
✵	Score! 4 points per each ✵
☯	Morale is high! Add a ◼ to the next dice pool rolled.
☯☯	An additional kick-score for 2 points. This result may be applied multiple times.
☯☯☯ or ⊕	Unstoppable! You gain a new set of drives. This grants an additional Offense pool roll. This roll is opposed as normal. This result can only be applied once per Triad.
⊚	You're all acting solo, not as a team. Add a ◼ to your next pool.
⊚⊚	Foul! You suffer a 4 point penalty to your final score. This result may be applied multiple times.
⊚⊚⊚ or ⬇	Interception! Your opponent steals the ball and gains a new set of drives. He gains an additional Offense pool roll. This roll is opposed as normal. This result can only be applied once per Triad.

TABLE 4-8: SPENDING ✻, ❂, ✦, ▼, ⊚, and ⊗ WHILE KICKING THE GRAV-BALL

Cost	Result Options
✻	Score! 4 points per each ✻
❂	Morale is high! Add a ▪ to the next dice pool rolled.
❂❂	An additional kick-score for 2 points. This result may be applied multiple times.
❂❂❂ or ✦	Unstoppable! You gain a new set of drives. This grants an additional Offense pool roll. This roll is opposed as normal. This result can only be applied once per Triad.
⊚	You're all acting solo, not as a team. Add a ■ to your next pool.
⊚ ⊚	Foul! You suffer a 4 point penalty to your final score. This result may be applied multiple times.
⊚ ⊚ ⊚ or ⊗	Interception! Your opponent steals the ball and gains a new set of drives. He gains an additional Offense pool roll. This roll is opposed as normal. This result can only be applied once per Triad.

UNNECESSARY ROUGHNESS

On any play (Offence or Defense) the team can opt to use rough, aggressive tactics. This style of play adds up to ▪▪ to the play, but for each ▪ added the opposition rolls one ⬣ to represent the observation of the referee. If ⊗ is rolled, the referee has seen a foul and awards a penalty to the other team, who gain the ▪ allocated on their next roll instead. Multiple ⊗ do not stack; the effect only happens once.

DETERMINING THE WINNER

Note each of the results is the overall result for the Triad, representing 15 minutes of gameplay. During this time there may be multiple scores, interceptions etc, some of which may score and some may not. The dice pool narratively covers all of these events.

If stats are not available for NPC players, default is ⬡♦. (It is assumed that players have a minimum level of skill and practise to be on the team in the first place!)

The team with the highest total score over the three Triads wins the match.

HE'S NO GOOD TO ME DEAD

DISCLAIMER: A torture scene isn't for everybody. Some people may be offended by the following scenario. A GM must be careful when using this type of encounter and consider how the players will react. Some players may become a bit squeamish or reluctant about seeing their cherished characters put in a compromising and painful position such as this. However, considering we've seen the Imperials resort to torture in canon several times - Princess Leia in A New Hope, Han Solo in The Empire Strikes Back, and now Kanan in Rebel Resolve - it certainly offers an interesting predicament characters could find themselves in if they are captured by the Imperials. Use this encounter at your own risk. You have been warned.

This encounter is available for the likely scenario that, at some point, one or more PCs will be captured by the Empire. If the PC group has been identified as Rebels and known enemies of the Empire, they will not be treated kindly. The Imperials are growing more aware every day of the growing threat the Rebels represent. What that means is that once they get their hands on one of these alleged Rebels, they will use any means necessary to extract information from them in an attempt to get closer to the leaders of

the Rebellion so they can eliminate the threat at its origin.

There are many ways one or more characters could come to be captured by the Empire, including some unfortunate luck during other encounters, such as **Who Shot Last** or **Gladiator Night**. It could be possible that the entire party is captured, some of the party, or just a single individual. In any case, the scene would play out with one or two of the group being selected for

the torture process. The rest of the group would be observers for the most part (though they could be plotting the escape or rescue at the same time, and even observing or maneuvering while the torture is being conducted).

While it is unlikely for a character to die during the torture, having multiple critical injuries and the +30 added to the roll for a critical injury upon succumbing to the torture could be dangerous. GMs should keep that in mind when selecting the torture victim.

Depending on how notorious the group has become at this point (which could be directly related to Obligation within the group), the Imperial conducting the torture could be a local officer, a higher ranking intelligence official, or even the Inquisitor or Governor Tarkin. (See the Adversary section in Chapter Two for some possibilities.) This is at the GM's discretion and should fit into the flow of the campaign. (In other words, it doesn't make a whole lot of sense for the Inquisitor to have been called in if it's the party's second adventure and they got arrested for stealing some fruit.)

As you regain consciousness, you find yourself strapped to an upright table, hands and legs bound tightly by metal restraints. You hear the sound of a steady buzzing noise, as if some high powered electrical device is charging nearby. As your eyes begin to focus, you notice the silhouettes of two figures standing nearby. One of them speaks: "Good, you are awake. Now, we have a few questions for you." As the figures approach the table where you are restrained, the sound of the buzzing noise gets louder...

BRINGING THE PAIN

From a dice point of view, the mechanics of the torture will test the character's Resilience skill, and stress their Wound and Strain thresholds. From a character point of view, it will be up to the player to decide whether or not they reveal the information the Imperials are trying to extract in order to end the torture. Another option would be for the player to try and deceive the interrogators and convince them that they are telling them the truth. (This would require a **Hard (♦♦♦) Deception check**, modified at the discretion of the GM.) It should be made fairly clear that succumbing to the torture could lead to a dangerous situation for the PC. While the Imperials don't truly want to kill a prisoner who may have important information, accidents are known to have happened and there is no telling exactly when they may cross the limit between excruciating pain and death.

The torture instrument being used is a shock device, sending high voltage through the target's body. Any Wound damage taken will take Soak into account, but it should be noted that any prisoner will have had their armor or protective clothing removed before being interrogated. Wound damage will consider soak, but only a character's natural soak - any soak added via armor or attachments will be ignored. Any strain damage will completely ignore soak.

The damage will be determined by dice rolled by the player as they attempt to resist the torture. It will use their Resilience dice pool. The difficulty will start at **Average (♦♦) Resilience check** and be modified each round based upon the results as described in Table 4-9.

TABLE 4-9: SPENDING ✵, ✪, ⊕, ▼, ⊛, and ▽ DURING THE INTERROGATION

Cost	Result Options
✵	The character resists the pain. However the cumulative effect of resisting it increases the difficulty of the next check by one.
✵✵✵	The character resists the pain. Their internal fortitude has proven very strong. The next roll remains the same difficulty.
▼	The character suffers 5 damage plus the number of additional ▼ dice results. (Considers soak.) The difficulty of the next check is upgraded by one.
✪	The character is able to mentally (although maybe not physically) resist the torment. A ■ is added to their next roll.
✪✪✪	The character concentrates and is able to find a deep mental strength. A □ is added to their next roll and they may recover 1 Strain for every ✪✪✪ rolled.
⊛	The character is mentally breaking down under the stress and suffers 1 strain per ⊛. (Ignores soak.) A □ is added to the next roll.
⊕	The torture session ends. This could be due to several different reasons, such as the shock devices malfunctioning, the torturer becoming frustrated at the lack of success and giving up, the location where the prisoner is held being under attack, or an urgent message from a superior requiring the torturer to step away.
▽	The character suffers a Critical injury as a result of the torture. Whether or not the ▽ also incapacitates the character is at the discretion of the GM and should consider how long the encounter has been going on. (A ▽ on the very first shock, for example, probably shouldn't cause the character to become unconscious. A ▽ on the fourth check after they've already suffered a good amount of Wound and Strain damage could very likely be the final shock that knocks them out.)

There are five ways the torture session can end:

1. The character relents and tells their torturers what they want to know. Of course, the character will have to know that information in order to reveal it. If the Imperials are satisfied they got the information they are after, they will stop with the torture.

2. The character succeeds a **Daunting (♦♦♦♦) Deception check** and reveals some false information to the torturers, but the torturers are convinced they were told the truth and are satisfied with the answers they received.

3. The character exceeds their wound or strain threshold. In either scenario, they are immediately incapacitated and roll a Critical Injury + 30. The actual Critical Injury should be selected by the GM to be consistent with the type of damage being inflicted. In other words, electrical shock is unlikely to cause a wound related to bleeding, so it can be tweaked by the GM and described as internal injuries, (Rolling a ⬣ will also likely result in this scenario, at the discretion of the GM. More on this in Table 4-9.)

4. The character rolls a Triumph and the torture ends. (More on this in Table 4-9.)

5. The character succeeds their Resilience check three times in a row, frustrating their interrogator that they are not making any progress and having them give up and leave.

At the end of the tension filled and dramatic torture session, allow the player and group a bit of time to gather themselves, recover, and plan their next move. Whether or not the character successfully resisted the torture, they will still be a prisoner. The next steps will almost certainly be an escape attempt. If the character was broken by the torture and revealed the information the Empire was seeking, there will surely be lasting repercussions.

DENOUEMENT

This interrogation scene is a relatively short encounter in the grand scheme of the adventure. However, the events surrounding this scene - how the players were captured, and how they escape - could lead to a much larger adventure.

The outcome of the torture can also have a dramatic impact on events going forward. If information was revealed to the interrogators - real or falsified information - the Empire will surely act upon it. The torture having a long term effect on the character subjected to it could also be a consideration. Perhaps they develop a chronic fear of electricity, or vow revenge on their captors. These can be worked into the character's history narratively or as part of a newly acquired Obligation.

TO BE CONTINUED...

The series continues with Season Two of Star Wars Rebels. The first edition of this book was developed based upon Season One of the series. As the series continues and introduces new people, places, items and situations, so will this project.

The team plans to continue developing and updating this project as the series progresses. While that will most often mean additional publications, it could also mean some revisions to existing sections. We've taken some creative liberty in expanding upon some topics that have not yet been fully explored in the new canon of Star Wars. Many locations on Lothal for example are only seen fleetingly on the show, as the story simply doesn't need to expand on them. If some official information becomes available that contradicts the content we've created, we will certainly update it.

We would like to thank the community for their support on this project and hope that players and GMs enjoy it.