

# **Breakout**

**A One-round low level adventure for  
Star Wars: Fires Across the Galaxy**

**2 ABY(After Battle of Yavin)**

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**Adventure: FAtG 05**

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An impossible mission is just the start...

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## GM INFORMATION

### **THIS SCENARIO SHOULD NOT BE RUN COLD**

Please read this scenario thoroughly before attempting to run it.

A four-hour time block is allocated for playing this adventure. It should take three hours of actual play to complete.

It is a good idea to request that the players have name tags. The tag should have the player's character's name at the bottom, and the character's name, gender, race, duty and motivation at the top. This makes it easier for the players to keep track of who is playing which character.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters. All bulleted information is just that, pure information. Feed it to the players through an NPC when appropriate, as sometimes reading it straight just doesn't sound right.

Players will have Module Tracking Sheets that need to be filled out at the end of the game, which is to keep track of certain circumstances and events for future GM's to create a better roleplaying experience for the player. Important information to be included in the game will be listed at the beginning of the module, and information that needs to be recorded will be listed at the end of the module. Please fill out the GM tracking sheet attached to the end of this module and return it to the Campaign Coordinator. If you need an electronic version of the form, please contact the Campaign Administrator or Campaign Coordinator (e-mail addresses are available on the

website).

### **Duty, Obligation, Morality Awards and Penalties**

This adventure contains suggested Duty, Obligation, and Morality awards (and penalties) for dealing with the challenges presented herein. However, at times the players may take extra actions which the GM judges worthy of additional reward or punishment. Please consult the Edge of the Empire, Age of Rebellion, and Force and Destiny books for the relevant tables. Specifically, be mindful of the performing PC's current relevant statistic when meting out rewards and punishments.

**Reminder:** This module is intended for entertainment purposes; this means that the goal is to provide an enjoyable playing experience for the players. The events of the module should be challenging, so as to ensure the players have a sense of accomplishment, but the mechanics presented here are, ultimately, guidelines. If adjustments are necessary to adapt to the specific group of players, it is suggested that care should be taken to ensure the player characters do have a reasonable chance of achieving their goals (or at least of achieving an entertaining failure). Remember that the GM has the final word at the table, and use that power with discretion and consideration.

### **GM Notes**

Make sure to roll for Destiny Points before starting

Make special note on non-human and Imperial Sympathizer players.

Make note of characters with existing obligation to either Sable & Gebu or to Zahja the Hutt.

This module makes use of some items from Lords of Nal Hutta - if you don't have access to that sourcebook however, the

items largely are self-explanatory to guess.

***Bold and italicized text is meant to be read to the players.***

**Bold text provides chapter guides.** *Italicized characters have custom stats included at the end of the module.*

Finally, while you should always read mods ahead of time - this mod is more exploration/open world than many and so you'll need a good grasp of the many ways the party can go. The station is a living thing with multiple NPCs with their own agendas. The players steer the events but if they are inactive, things will occur without them and they will be forced to react.

## Introduction

Inside Echo Base, the players are assembled by Captain Jarna Suul. The lascivious intelligence officer informs them that she needs them to break into an Imperial prison, the Dragon's Nest, in order to retrieve an operative with sensitive information. Sool is only moderately ranked in the Rebellion, but she maintains an extensive network of contacts and informants from her time as a pleasure slave in Nar Shaddaa. One such contact, a smuggler named Kyle Katarn, was picked up by Imperial Security one week ago. Katarn, she believes, still has valuable intelligence on a new Imperial weapons system that could be a danger to the Rebellion.

***Echo Base, as the Rebellion calls it, has grown slowly over the past few months. A week ago, full-time generators and a powerful communications suite were installed, allowing reliable communication from the base to far flung Rebel cells across the galaxy. A delivery of new aircraft, called Snowspeeders by the Rebel pilots, and the taming of the native Tauntaun has allowed the Rebellion to more accurately map and understand their new home. Still, the primary***

***activity of the residents of Echo Base is staying warm, and the nights on Hoth have already taken several lives.***

***Rumors swirl around the base, particularly that many elements of Rebel command are beginning to filter in from across the galaxy. You have caught faint glimpses of the legendary General Jan Dodonna, hero of the Battle of Yavin Four, as well as Princess Leia Organa. It is all but certain that other heroes of the Rebellion are making their way to Echo Base, and all the talk is of a new, massive offensive against the Galactic Empire.***

***It is with these thoughts on your mind that you are summoned to a small briefing room in one of the newly excavated corners of the base. As you make your way to the briefing room, the chill of Hoth seeps into you. Your breath freezes in the air in front of you, and you realize this section of the base doesn't yet have proton-heating units established. Lights flicker overhead, and the power cabling running along the walls is loose and unsecured.***

***When you arrive, you find that a small array of chairs has been set up around an old holoterminal. There is no sign of the officer that summoned you.***

Jarna Suul (see Appendix I) will wait about 15 minutes before she enters the room. She has placed listening devices in the room (Daunting (◇◇◇◇) Perception check to find, for PCs interested) and is attempting to see how the players will respond to being, effectively, stood up.

After around 15 minutes, Jarna will enter the room.

Despite the cold of Hoth, her uniform is skin-tight and form-fitting. She takes a moment to evaluate the room and the place the players are in at the time. She walks with a powerful, sultry confidence, and says to the players: **“My name is Jarna Suul, and it’s my job to take care of the Rebellion’s intelligence efforts. Well,” she says with a smirk, “some of them, at any rate. I have need of operatives who can do what needs to be done, and Crix Madine gave me your names.”**

**She flips a switch on the side of the holoterminal, and a planet rotating slowly springs into view, “This is Pujool, a planet in the Anoat sector. It’s orbited by six moons, and has been the site of several failed banking clan investments. A Hutt claimed it as territory once, about a hundred years ago, and left behind what was a bank. When the Empire came along, they claimed the bank.” The holo-image flickers, showing a penatogal structure suspended in the clouds. “This is one of the Empire’s best kept secrets. A black site prison for the worst of the worst. Some records call it the Crypt. Some call it the End of Line. No one’s ever broken out of it and lived. The Empire’s highest value captures are taken there, to be tortured, broken, and eventually killed.” She takes breath, her voice halting just a bit, almost with a note of respect. “At least thirty seven Rebel agents have died there. It is... magnificent, in its effectiveness.” She waits just a moment, gauging the group’s reaction, before the continues. “You’re going to break in, and get one of our most valuable agents out of there. Questions?”**

How are we going to do this? **“I have a special, modified Lambda class shuttle waiting for you.**

**Inside you’ll find Imperial uniforms for all the humans. Aliens will be taken in as new prisoners, at least the ones that don’t fit in Stormtrooper armor. Your cover story is that you’re inspectors on a routine tour of the facility. We have some access codes, old but they should still work.”**

(NOTE: Players with the Imperial Sympathizer or Imperial-related Motivations will have the following text read to them. **“If we only bring in aliens, the Imps might catch wise. I’ve made sure to include you on their orders as a prisoner.”**)

How has the ship been modified? **“Extra armor, faster thrust, the usual. A few code listeners, since you’ll be so close to an Imperial facility, and I got you just about the best pilot around, so if you run into trouble you should be able to make a get away.”**

What can we expect to find? **“It was hard enough confirming this place’s existence and location. No one outside the Empire has any maps of it, or knows what you’ll find.”**

Who are we retrieving? **“A man named Kyle Katarn. He’s notable for his roguish good looks, beard, and up to now unbelievable luck streak.”**

How did he get captured? **“You’ll have to ask him. I haven’t heard from him in weeks.”**

How do we get out? **“Maintain your cover, and stay quiet. There’s a lot we don’t know about the End of Line.”**

If they have no further questions for her, the shuttle can be found on one of the exterior landing. This is the appropriate time for any crafting rolls other rolls they want to make prior to leaving Echo Base.

At the landing pad, the players see the following scene:

**The imposing triangular form of the Lambda class shuttle is almost difficult to make out against the white snow of Hoth, making the figure of a blonde-haired human in a two-sizes too big Imperial Pilot's uniform stand out. As you get closer to him, you see that he's talking to a pair of droids; a golden protocol droid and a small blue-silver Astromech. You first hear the shrill voice of the protocol droid carry over the sound of the weather. "But Master Luke, isn't this terribly dangerous? A secret Imperial prison?" "Aw Threepio, don't worry, I'm not even going into the base. They are," he says, pointing to the group. "Hi there," he says, extending a hand to each member of the group in turn. "I'm Luke Skywalker." The small astromech droid behind him chirps happily.**

This is Luke Skywalker, hero of the Rebellion and the man who destroyed the first Death Star with a million to one shot. He's in an ill-fitting Imperial Pilot's uniform and accompanied by the droids C-3P0 and R2-D2. Relevant stats for Luke can be found in Appendix I. Luke is more than happy to meet new Rebels, and is excited for the mission. However, he doesn't have much more information than they do.

If they ask him some questions, here are some rough guidelines.

Aren't you a little short to be an Imperial? **"Yeah, I get that a lot," he says with a smile. "Luckily, I'm not the one heading into this place."**

Do you know anything about the End of Line? **"Not a lot, it sounds like we don't really know anything about it. I know it seems like not a lot to go on, but this isn't that unexpected for most missions. I've heard no one's broken in or out of this place**

**before, though, so if we pull this off that'll definitely hurt the Empire."**

Where's Han and Leia? **"Leia's making a diplomatic visit out to Sullust, last I heard, but it's all very quiet. She said something about parts for a shield generator? Han thought she was full of it, though, and he's out with Chewie working on it. I think they're headed for Ord Mantell, but Han doesn't really tell me anything."**

How did you get this assignment? **"Oh, you know how it goes. Somebody owes somebody else a favor, in this case my buddy Wedge got some good intel on a TIE factory that Rogue Squadron took out a couple weeks ago. That intel came from Jarna, and she called that favor in. Wedge gave the job to me, I guess he figures I can handle it."**

In addition, players interested can make a Daunting (◇◇◇◇) Perception challenge to notice two items of interest on Luke's utility belt. Characters with a Force Rating of 1 or higher may add 2 Boost dice to this check. On a success, they notice that Luke is carrying what looks like a Jedi's Lightsaber. If they roll a Triumph, they can see looped into his belt a Holocron, glowing a soft blue.

If they have no further questions, they can board the Lambda shuttle. The droids are staying behind on Hoth, per a request from Princess Leia as C-3P0 will be more than happy to explain (at interminable length).

The hyperspace flight from Hoth takes only a few hours, but during their travel Luke is interested in talking with the players. He's excited to learn why they joined the Rebellion, and any personal details about them. This is intended to be a roleplay scene, with the players both getting to know Luke and each

other.

Aboard the shuttle are enough Imperial officer uniforms for the Human players, and 3 suits of stormtrooper armor to serve as disguises. There are binder cuffs to hold each PC that can't fit in to or does not want a disguise.

## Act I: Into the Maw of the Beast

When they emerge from hyperspace, read the following:

***The hyperspace startlight blurs, resolving into reality. Suspended in orbit around the planet are three Imperial Star Destroyers, their unmistakable wedge structure visible against the violet hue of the planet Pujool. Luke notably tenses behind the controls of the shuttle. "I've got a bad feeling about this," he says. A few moments later, one of the icons on the shuttle's dashboard begins flashing. "We're getting hailed by one of the Star Destroyers. What should we do?"***

Assuming the players answer the hail, they are introduced to Admiral Ozzel. ***"Shuttle 1134, this is Admiral Ozzel aboard the Halcyon. This system is under Imperial blockade by the order of Governor Adelhard. Retransmit the proper access codes or be fired upon."*** At this point, the players have to argue their way through the blockade. This is a primarily social challenge, at Difficult (◇◇◇). Good RP and the use of related skills (Knowledge: Galactic Empire, Computers) can confer boost die.

If the players do not answer the hail, they will be forced to flee the system as squadrons of TIE fighters fly out from the Star Destroyers. No Duty will be

rewarded to them, assuming they survive the combat, and Luke will return them to base empty-handed.

If the players manage to convince the Admiral of their intentions, he responds:

***"Very well then. We can overlook your error for now, but I will be having words with your commanding officer. You may proceed to your destination."*** From there, it's a relatively easy flight to Pujool.

## Act II: Inspecting the Prison

Once they enter the atmosphere, the players hit extreme wind resistance. Have Luke Skywalker make a Daunting Pilot (Planetary) roll with one upgraded dice. Co-pilot PCs can assist with a Difficult Pilot (Planetary) roll. If they succeed, they confer 3 boost die to Luke's roll. If the piloting roll is a success, read the following:

***The shuttle shudders as it hits fierce winds, and the exterior view is replaced by swirling purple clouds that streak through with cracks of lightning. "Hold on, this is gonna get rough!" shouts Luke as he white knuckle grips the control stick. The ship suddenly bucks, throwing those standing to the floor. Creaking, moaning groans are audible as you feel the ship twist against the wind. "Just a little bit more..." says Skywalker.***

***Moments later, a voice comes in over your intercoms. "Shuttle 1134, you have been picked up. Engaging tractors now," the voice says in a monotone, matter of fact way. Suddenly, the shuddering, twisting of the ship stops. Luke***

**looks puzzled for a moment, then takes his hands off the control stick. "They have tractor beams... Atmosphere's got to cut their effectiveness, but it's enough to make sure approaching ships don't get lost in the approach." Slowly, evenly, the ship is brought to rest on a concrete landing pad, a massive structure connected to it. "Please remain within your ship, a welcoming party is on the way.**

If the piloting roll is failed, read the following:

**The shuttle shudders as it hits fierce winds, and the exterior view is replaced by swirling purple clouds that streak through with cracks of lightning. "Hold on, this is gonna get rough!" shouts Luke as he white knuckle grips the control stick. The ship suddenly bucks, throwing those standing to the floor. Creaking, moaning groans are audible as you feel the ship twist against the wind. "Just a little bit more..." says Skywalker.**

**The ship suddenly flips, careening the supplies inside end over end. There's a hiss as the ion engines cut out. "I've still got it! We're so close!" Luke shouts over the din of the air. Somehow, the ship is righted and, moments later, there's a fierce crash and the sound of screeching metal. Outside the windows, you see that you've landed on a concrete landing pad, one connected to a massive structure. "Shuttle 1134, we were not able to lock on to you through the interference," a voice says in monotone over your intercom. "Please remain within your ship, a welcoming party is on the way."**

For players who failed the roll, each of them takes 4

strain. This strain may not be healed normally, and does require the use of a stim-pack or other healing to clear.

Either way, eventually, the concrete path to the landing strip lights up and the players can make out a squadron of droids approaching them, carrying a metal container between them. An Average (◇◇) Knowledge: Education or Easy Knowledge: Warfare identifies the droids as B1-series Battle Droids, holdovers from the Clone Wars. Each droid is painted black, with the the symbol of the Empire stenciled in white on their chests.

The crate contains atmosphere suits, full bodied, for all organic beings inside the shuttle. The suits are large and bulky, with magnetic clamps on the feet to accommodate for the high winds. Wearing the atmosphere suits will enable players to walk around the outside of the facility, but will confer a Setback die to all physical rolls while worn.

After the droids approach, they will hail the shuttle. "Uh, Shuttle 1134, droids arrived. We have been ordered to escort you to the warden. Please ensure that all fleshy organic pieces are covered by the provided suits!"

Once the players have accepted and put on the suits, they are taken across the long walkway. The wind is howling and fierce, but eventually they are taken into a large tower. Once inside the airlock, the droids say "Inside areas are clear of toxic environments and winds. You are free to remove your protective suits, roger roger." They are then taken inside to a large freight elevator. The tower stretches above them, the only noise being the crackle and hiss of force fields and the robotic footsteps of droids.

Ascending the tower shows rows upon rows of cells, each filled with prisoners, each patrolled by multiple

droids just like the ones that greeted the players outside. At the 13th floor, the cells give way to administrative levels, and players can see droids, sweeping, carrying forms, and performing other administrative tasks.

The elevator stops in a large, hexagonal room filled with a dozen similar droids, and BR-8. Standing, hunched, next to BR-8 is an old Wookiee, the first organic life that they've seen outside of a cell. BR-8 begins by looking over the players.

“Greetings and salutations, Imperial functionaries. Welcome to the end of your line, prisoners. This unit is designated BR-8, Warden of the Crypt, Master of the End Of Line. It is this unit's understanding, per your codes, that you are here for an inspection. This was not scheduled and is highly irregular. Please confirm.” You recognize the voice of the droid that messaged you when you landed.

This is a social challenge, with a Difficult (◊◊◊) roll and a Setback dice due to BR-8's suspicions. If the players can't convince BR-8 of their legitimacy, he will not stop them, but he will be more inclined to act with force against them should they try anything out of the ordinary later on in the adventure. After their roll, continue on with the scene.

**“Ah, I see,” BR-8 intones. “Prisoner Two-Zero-Zero-Five, my shoulder joint requires lubrication,” he says, and the massive Wookiee moves suddenly and retrieves a can of lubricant. The creature applies it carefully to the droid's joint. “Ah, better. Thank you, Two-Zero-Zero-Five. Functionaries, forgive the interruption. This unit runs a controlled environment, critical for breaking the wills of the Empire's worst enemies. Fleshbags; that is to say, prisoners that are unable to be broken are dealt with in a final manner. All information, as you can see, is sent along to the Imperial Security Bureau once obtained. You will**

**have free access to the facility for your inspection, though I recommend you begin it by dropping your prisoner chattel off at Gamma Vault.”**

The prison is divided into 5 vaults. The sections are detailed below:

Alpha: Here is the primary command facility for the Prison, and home to the “safest” inmates. BR-8 can be found here, and he is waited on and maintained by an elderly, limping wookiee (in actuality General Tarfful, who has been detained by the empire for over 20 years).

Beta: Beta Vault is the home of the Empire's political prisoners. These inmates are not deemed a significant threat to the prison, and so it is the least well guarded. Ryder Azadi, former governor of Lothal, can be found here.

Gamma: Gamma Vault is the most standard vault in the facility, with an average population of prisoners and guards. Marinus of Attia can be found here.

Epsilon: The Last Resort, as it's known, is the place where the bodies of the deceased are incinerated. The prisoners facing their last days are transferred to this facility, so while it has the lowest population of any of the vaults it is also under the heaviest guard. This is where Kyle Katarn can be found.

Sigma: Sigma is the home of the most violent criminals the Imperial forces have captured. Serial killers from a dozen worlds, bounty hunters who stay on the Empire's bad side, and other serial outlaws form the harshest prison population in the base. Saw Gerra can be found here.

Note: Freeing prisoners confers a specific bonus. These bonuses can be found in Appendix III.

### **Finding Kyle Katarn**

Kyle Katarn can be found on the 6th floor of Vault



Epsilon. The players will have to work to convince him that they aren't Imperials, without tipping off the nearby droids. Katarn is confident and headstrong, even facing down death itself, and won't be easily convinced. This should be a Daunting (◊◊◊◊) social roll to convince Kyle that they really are here to help. If they do, he can answer a series of questions:

What did you find out? ***“Let’s get out of here and I can answer that.”***

How did they catch you? ***“I got stupid around a group of Hutt thugs and they tipped the Empire off to my location. I never was any good at Sabacc, and cheating them out of their money didn’t go over well, so they took it a little personal.”*** (this is a lie; Katarn was actually captured while investigating a hidden Imperial R&D facility)

How can we get out? ***“I’ve been around two vaults, Alpha and Epsilon. Near as I can tell, the only way out is through Alpha.”***

R&D project, with direction personally from the Emperor himself. Just getting the name of the project was all Katarn was able to do before getting captured by Imperial Security.

## Rewards

15XP

1000 Credits

10 Duty

+5 duty for Combat Victory, Recruiting, Personnel, Intelligence, Sabotage

## Act III: All That, And More Besides

After the players have found Kyle Katarn, they are contacted by Luke Skywalker who has picked up another Lambda class shuttle entering the atmosphere. An actual Imperial inspection of the facility is due to begin, blowing the players' cover. They will have to fight, argue, and cajole their way out of the base, with at least one combat against the End of Line security droids (with a number of droids equal to twice the size of the party) in the Alpha Vault on their way out.

## Conclusion

On returning to Hoth base, Katarn reveals that he was captured after discovering something called Project Starkiller. It's the Empire's most secretive

# Appendix I: Major NPCs

## Captain Jarna Suul

Jarna Suul is a mid-level operative within the Rebel intelligence network with dreams of taking over the whole operation. Experienced from her time as a slave to the Hutts, she is far more intelligent and observant than any, even other Rebels, give her credit for. Her years in Nal Hutta and Nar Shaddaa have given her a unique, if cut-throat, view of how the Rebellion needs to operate. She is fiercely loyal to her companions, yet paradoxically has few issues abandoning an asset after it has outlived its usefulness. Her main role in this adventure is to assess the player characters and see if they are assets she can use on more dangerous assignments.

Relevant stats

Intellect 3

Presence 3

Willpower 3

Skills: Negotiation 2, Leadership 1, Charm 4, Coercion 3

## Luke Skywalker

Luke Skywalker is a hero of the Rebellion and the pilot who destroyed the Death Star. Rumors are rife through the Rebellion that Skywalker is the last of the Jedi, a rumor that is easily made thanks to the presence of a lightsaber and holocron on Luke's person at nearly all times. Despite his elevated status in the Rebellion, Luke is still very much a young man and not totally confident in himself or his abilities.

Relevant stats:

Agility 5

Cunning 2

Intellect 2

Pilot (Planetary) 4

Pilot (Space) 3

## End of Line Security Droid

Faced with a surplus of Battle Droids following the end of the Clone Wars, the Galactic Empire repurposed the aging units into a variety of different roles. Reprogrammed to be loyal to the Empire, the End of Line Security Droids are equipped for crowd suppression, interrogation, and general security. They are, however, not very intelligent nor well equipped to handle new situations.

Modified B1 Battle Droid (Mook)

Brawn 1

Agility 2

Intellect 2

Cunning 1

Willpower 2

Presence 1

Skills: Blaster Heavy 1, Lore Underworld 1, Lore Galactic Law 1, Perception 1, Vigilance 1, Coercion 2  
Weapon: E-5 Blaster Carbine (modified): DAM: 8  
CRIT: 4 RNG: Medium ENCUM: 2 HARD POINTS: 3  
Special: Stun Setting

End of Line Command Droid - BR-8

A repurposed Droid Command unit from the Clone Wars, BR-8 is primarily an administration and supply commander. Its memories of the Clone Wars were long ago erased, replaced with a single-minded dedication to the efficient running of the End of Line. He is far craftier than he appears, and has taken great personal satisfaction in breaking the great Wookiee hero Tarfful (though he does not recall it, Tarfful defeated him at the Battle for Kashyyk during

the Clone Wars). He is suspicious of the players, but will not order an attack on them until given reasons to do so.

BR-8

Brawn 2

Agility 2

Intellect 4

Cunning 3

Willpower 2

Presence 2

Skills: Blaster Light 3, Knowledge Underworld 3, Lore Galactic Law 3, Perception 3, Vigilance 1, Coercion 4

Weapon: E-5 Blaster Carbine (modified): DAM: 8

CRIT: 4 RNG: Medium ENCUM: 2 HARD POINTS: 3

Special: Stun Setting

SPECIAL: Adversary 2

## Appendix II: Layout of the End Of Line

other vaults can be controlled, and information can be obtained about the prisoner population. The relevant difficulties are listed in Act 2.

The End of Line was originally a Hutt's treasure vault, and so it isn't constructed like other Imperial facilities.

The only landing pads are near the first of the five Vaults, Vault Alpha. The landing pads are connected to the Vault by long, open air concrete walk ways. The toxic atmosphere and high winds of Pujool make the walk to Vault Alpha from the landing pads treacherous to navigate and lethal to all organic life that is unprotected against the elements.

Each Vault is 15 stories tall, and connected to one another by an exterior wall. This gives the End of Line a large, open air courtyard that also allows for navigation from one vault to the next. Organic life must be suited in environmental suits to navigate the courtyard, just as they would at the landing pads.

The Vaults themselves were designed more to display opulent grandeur than house prisoners, though the Empire has made do. Each Vault is a tall tower, navigable only by a large freight elevator in the center of the Vault. At each landing is a group of 8 cells, with a guard presence varying depending on which tower the players are in.

Each cell is a plain steel room with one bed, a small hole for waste, and no other amenities. They are each protected by red, glimmering force fields controlled by individual access locks.

The command and control for the End of Line is in the Alpha Vault. From here, the cells for each of the

## Appendix III: Prisoner Backgrounds

### **Saw Gerra**

Saw Gerra is an aged Rebel, held here without cybernetic limbs and allowed only his necessary cybernetics to allow for his continued function. His operations in the Mid-Rim eventually caught up to him, and he was taken in years ago by an effort led by the Imperial Inquisitors. He has spent years in the End of Line, never giving up hope that a rescue would come.

If the players manage to rescue Saw, he will confer a Boost die on all attack rolls made against Imperial targets, but he will require someone to carry him as he cannot walk without assistance.

### **Marinus, Prince of Attia**

Prince Marinus of Attia is something of a lovable rake. He is from the royalty of an outer rim planet that is (if the names here didn't give it away) inspired by the Roman aristocracy. Dark hair, dark eyes and hawkish features - the man cuts an impressive silhouette in his cape and blaster but after a month of torture and in prison garb he's somewhat less impressive. Marinus of Attia is a long-time Rebel smuggler and supporter, throwing in with a pirate gang when his own personal fortune ran dry. It was on one such pirate run that he was captured by Imperial Intelligence, and has been held in the End of Line for several months.

If they manage to rescue Marinus, he provides a Boost die on all Stealth rolls the players may make.

### **Ryder Azadi**

Ryder Azadi, former governor of Lothal, is a symbol of political resistance throughout the Outer Rim. Lothal breaking away from Imperial control is

considered one of the Rebellion's greatest victories. He was captured while making political overtures for the Rebellion to Corellia. As an older man, he's lost much of what made his heroic stand against the Empire possible, but he still has a sharp mind.

If they manage to rescue Ryder, he confers a Boost die on all Social rolls the players may make.

### **Tarfful**

Tarfful was the Last General of the Wookiees. He led the creatures to victory against the Separatists at the Battle of Kashyyk near the end of the Clone Wars, but as the Republic became an Empire, he was one of the first voices to speak out against it. As the Empire enslaved the Wookiees for labor, one of their first captures was Tarfful. His spirit was long ago broken, and he has taken to serving the droid masters of the End of Line. Convincing him that hope still exists would be a powerful feat. GM Note: Any rolls to convince Tarfful to join the group should be stepped up with destiny points, and should be Daunting difficulty as the base.

If Tarfful does get rescued, his knowledge of the droids and their weaknesses is invaluable. He gives the players an automatic success against all droids.

### **Kyle Katarn**

Kyle Katarn is a rogue, in every sense of the word. Operating as a smuggler in the less populous parts of the Outer Rim, Katarn fell into working for the Rebellion when offered contracts by Jarna Suul. Though he'd never admit it, he's become something of a true believer in the cause over the years as he's found more and more signs of Imperial abuses of power.

In combat, Kyle Katarn operates always at the end of the round, and throws an additional ranged attack of  $2d12 + 2d8$  with whatever equipment he's salvaged (likely a droid blaster from Appendix I)