

# **Lost Horizon**

**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 07**

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You never know what you're going to find out in the wilds of space.

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This module is for the Star Wars role-playing game line produced by Fantasy Flight Games. Star Wars is the property of Lucasfilm Ltd. and The Walt Disney Company.

# Pregame Info

## **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 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 the adventure.

Check for player's **obligations** and who they are to.

Check player's **morality** score and see if they are below 40.

Check player's **Emotional strength/weaknesses**. In this mod there is a lot of darkside energy on the ship so player's weaknesses should come out more. In a situation where a PC's emotional weakness would be triggered not acting on it is a Difficult (◇◇◇) **Discipline(wil)** check.

Threat and advantage are referenced in Appendix 1.

Details of the Star Destroyer are in Appendix 2.

The salvage ship details are in Appendix 3.

Enemy Stats are in Appendix 4.

Once the PC's disembark the Harrier take note of the instructions at the beginning of ACT 2 as they apply to the entire ship.

The default space suits have 3 hours of oxygen in them.

Players may make **cooperative rolls** by combining one character's skill and another player's attribute. Players may **assist** others with their rolls if they have the skill as a class skill or ranks in the skill. Checks done this way will affect all players with threat and failure results.

Players were not given the Y-wings for this mission.

Zero-G is considered Difficult terrain. Important to note that it does not negate encumbrance.

You may need a d4 d5(10) or d6

If players wash on search rolls allow them to roll again with no penalty

## **Act 1: No Rest**

***After being called in for a favor from Sable & Gebu, smuggling some refugees from the empire to a more recently colonized planet in the outer rim, you are on your way to receive your payment at the planet Farstine. The planet is Imperial controlled, but they have assured you that the local authorities have been payed off, and that you will be able to complete your business with them and get the cargo promised for the job. You arrive in the Farsteen system and are hailed by the planet's landing docks.***

***“Unidentified craft, you have entered Imperial Space at planet 1156-54. Transmit landing authorization immediately.”***

***With the landing codes given to you by Sable & Gebu you are hailed again.***

***“Proceed to receiving dock 32, your cargo will be loaded on soon as you land.”***

***You are permitted to land on the planet where your cargo, heating units and hardened power cores, are loaded into your hold. With these last ones the base should be up and running at full power in all areas of the base. Something that will be a very warm welcome in more ways than one. The only thing that's left is getting a power generator large enough to power the orbital bombardment shields that the Rebellion received plans for building. The units are complete but they have yet to be able to build a power source large enough that wouldn't have to also drain the reserves from the rest of the entire base.***

Players can do some shopping for gear and tools before they depart if they wish. This part is solely meant for players to pick up any equipment they may have forgotten to buy before the mod. There is a black market here that will sell them weapons of appropriate rarity as well for obligation to Sable & Gebu. The black market can be found with a successful Average (◇◇) **Streetwise(cun)** check. If they have over 20 cumulative obligation they can get a □ to the roll or □□ if they have over 40 as they know what or who to look for to find representatives of the organization. If they get 3 advantage or a triumph on the roll the rep has a schematic of the player's choosing of appropriate rarity for 5000 credits. Otherwise they can buy any restricted items, of appropriate rarity, without obligation. Once players are finished they get back on the ship and leave.

***Once you all have finished loading up your cargo, you are on your way. You break atmosphere input your coordinates and the stars sweep past you as you enter hyperspace. After this long of a mission you are glad that this last leg has gone so smoothly. After almost a week in hyperspace the ship's sensors pick up a faint distress signal.***

Assuming the person in the cockpit picks up the signal read the following.

***As you hone in on the signal a holo recording comes to life with very broken message. The image that shows up is that of an imperial officer. “Imper... abled... systems... help... shut dow... andon...”***

At this point the PCs will likely debate among themselves on whether or not to follow the signal. It is possible they will take it upon themselves to track the signal down. Protocol would at least have them realize to call rebel command to see what they want them to do. They can try to clean up the message with a Difficult (◇◇◇) **Computers(Int)** check. ***“Imperial ship Horizon... systems... disabled... Help... systems for the ship have been shut down... abandoned ship.”***

If they call rebel command read the following. ***The image of Crix Madine comes up on the holo terminal. "This is command Harrier, what's the problem?"*** Once they explain the situation ***"Hmm, this is interesting. We can't let this opportunity go but we can't get our ships there for at least a couple days. Harrier, you are hereby ordered to alter your course to the coordinates the signal is originating from. Confirm the location and make sure it's not some trap set for us. If initial scans seem favorable try to secure the bridge and call us. We'll mobilize and get our engineering teams out there. The power generator from one of their ships could be just what we need to power the orbital bombardment shields.***

If for some reason they ignore the signal and go back to base, during the debriefing if they mention the distress signal they will be given the same instruction. If asked why they're going back alone it's because a single ship is fast to get back up and running as opposed to the resources needed to pull together for a salvaging operation of that size. Eventually they should make it to the coordinates of the Star Destroyer.

***The blur of stars come back into focus as you exit hyperspace at the coordinates the signal originated from which bring you to the edge of wild space. With no nearby star to light the surrounding area, the only way you know that there is a ship is the radio transmission coming from its location. The Harrier's scanners bring up the image of the imperial ship showing an older Victory I-class Star Destroyer.***

At this point the players have a few options depending on what ideas they come up with.

Scanning the ship takes an Average (◇◇) **computers(int)** check. Success tells that many of the systems on the ship are offline. For advantage/threat see table 1-1 in Appendix 1.

Navigating to the hangar bay is an Average (◇◇) **Piloting(space)** with ■■■ for pitch darkness. The Harrier has external lights which will eliminate the setback dice if the PCs think to activate them.

Once the PCs make it to the hangar read the following.

***The main ship hangars opening seems more like the mouth of some unknown creature from the depth of wild space as you carefully maneuver the Harrier into the docking bay. The lights from the ship the only thing illuminating the area. The ship's scanners show that the main gravity systems seem to be offline, as well as the temperature regulation. Across the hangar is another ship that is one seen commonly used by salvage teams. Much larger than your YT-1300, and likely housing a crew of 50-60, it stands in stark contrast of the imperial designed fighters and shuttles that sparsely cover the rest of the hangar bay.***

The PCs will have to suit up in order to leave the ship, which there are plenty of space suits within the ship designed to fit each PC on the ship regardless of their race.

Hailing the scavenger ship will yield no response as there is no one on board to answer. The hull is also closed up and cannot be easily accessed. If they come up with a plausible way to access the ship See Appendix 3 for the Scavenger Barge should the PCs force their way in.

### **Alternate Path**

Should any of the PCs somehow know the layout of a Star Destroyer, either by being a previous Imperial, certain talents, or specific knowledges, it is alternatively possible to fly to the bridge directly as there is a connector port.(see Appendix 2) However it is closed off and lacks the power to currently function. The controls and electronics are frozen so getting power back into the port is a Difficult (O◇◇)■ **Mechanics(int)** check. If successful they can get directly into the bridge, and just go directly to the scene below. And they won't have a chance to explore the salvage barge unless they make their way to the hangar.

## Act 2: To the Bridge

See **Back at the Harrier** if someone decides to stay while the rest go out.

***As you disembark the Harrier you are greeted by a still and silent darkness of the derelict starship. Ice particles float in the air and the little light you have reflects off glints of frost from the surfaces of everything around you. Equipment and storage containers float around the area that aren't bolted down. You enter the cold, silent space as you begin to float in the vacuum.***

See Appendix 2 for more details and exploration on the sections of the ship. Getting to the bridge requires going through multiple sections of the almost kilometer long starship. These include multiple **athletics(Br)** and **coordination(Agi)** checks as the lack of gravity on the ship itself requires the PC's to navigate the interior while floating in darkness. PC's who float or have their own built in propulsion do not need to make the **athletics** checks, however will still have to make **coordination** checks. Both checks are Average (◇◇) with a ■ added in each section for debris on top of Zero-G difficult terrain. No light source automatically adds ■■■ to the coordination checks unless they have the Farsee force power or some sort of visual augmentation equipment which allows for seeing in the dark. See **Appendix 2** for setback dice for each section. Failure on the athletics check will upgrade the Coordination checks once (O◇). Failure on the coordination checks will incur 1 damage per failure and 1 strain per threat for running into debris. Along with the no lights and debris there is no heating on the ship which is highly noticeable by everything being covered in frost. This will require **resilience(br)** checks in each section. The section below is for a straight shot to the bridge without stopping. Droids are not immune to these effects, but do to their non biological nature have 2 checks before they start getting setback dice.

Checks:

Hangar Bay: **resilience(br)** Easy (◇)

Vehicle Storage: **resilience(br)** Easy (◇) ■

Crew Quarters For: **resilience(br)** Easy (◇) ■

Crew Quarter Aft: **resilience(br)** Easy (◇) ■■

Officer's Row: **resilience(br)** Easy (◇) ■■

System Control: **resilience(br)** Easy (◇) ■■■

The **resilience(br)** roll starts Easy (◇) and adds ■ for every new section they explore up to ■■■. After that the die roll will start to upgrade. Continue this trend until the heating system is turned on. Failure on the resilience checks will upgrade the difficulty of the **athletics(br)** checks. See advantage/threat 2-1 table for spending options. Take into consideration players equipment, any heating they may be able to generate can keep the cold at bay. If players fail the resilience checks the following effects occur on table 2-2

Once the PC's make it to the bridge they are given the next scene.

***Upon entering the bridge the entire section of the ship like the others is dark and silent. Except you can hear the faint voice of someone on the level above you. As you make your way to the command level above the source of the voice becomes clear as the recording that you picked up as the distress call is repeating its broken message.***

The ship's consoles are powered down but are still being supplied energy. They can try and bring up the ship's systems themselves with a Daunting (◇◇◇◇) **computers(int)** check. Success allows them to bring up the status of any of the systems that they wish. The systems that are down are the microgravity, shields, heating, propulsion, and general power to various areas of the ship. Heating, shields, and general power can be restored from the bridge. Gravity and propulsion have to be restored from engineering. A schematic map of the ship can be brought up through this method.

Alternatively they can clean up the message with an Average (◇◇) **computers(int)** check. Regardless of which one they choose to do the broken message will clean itself up. Depending on which way they get the systems back up time the second part of the scene accordingly.

***As you work the computer terminal the broken up transmission clears up. "Imperial ship Horizon has been rendered inoperable, and the self destruct systems of the ship has been disabled. Do not come to help. The systems for the ship have been shut down and locked, and the crew have all abandoned ship."***

If the PCs succeed in bringing up the systems themselves read this as they are beginning to leave the bridge. Otherwise read it directly after the previous part if they only cleaned up the message.

***The holo-recording suddenly comes up with a new image of the imperial officer who recorded the previous message and looks at you. His face solemn "Hello, if you are watching this recording then you have decided to not heed my warning. Suffice it to say I'm afraid that this ship will now be your graves. This vessel was meant as an experimental combat research station with it's combat crew as the experiment. During the experiment many of our systems were taken offline and we have not been able to recover them. I tried to send out a signal for anyone else to stay away, but you're here which means I failed. Now all I can say is this, may the force be with you." The holo-recording ends and you hear what sounds like a distant roar of metal grinding and air suction through the vents.***

If the PCs haven't gotten the computer's system up yet they can continue to try. Feel free to lower the difficulty, or give boost die for creative problem solving.

Before they leave the bridge there is a signal through their comms. ***"H-h-h-hello? Ca... C-c-c-c-can you hear mmmme?"***

Assuming that the PC's don't ignore it after they respond the voice will continue ***"Mmmmy name is v-v-v-Vosh, and my shhhhhhip-mates and I came here t-t-t-t-to salvage this shhhhip. B-b-b-but we were ammmmbushed by something. I don't knnnnnow what they were, but I just wwwwant to get out of here. P-p-p-p-please help!"***

Vosh is located in the recreational section of the ship as that had the most supplies of food storage and other to help them stay alive on the ship. They can trace his location with an Easy (◇) **computers(int)** check.

### **Dealing with Vosh**

First the players must decide if they are going to help Vosh or not. If they don't go to help him at all, players will receive 4 conflict. If they decide to have him meet them where they are they will get 2 conflict, as they are still thinking selfishly. If a player is considered a paragon of morality the effects are doubled.

Vosh and his crew mates arrived here about a day before the PC's did and were promptly over run by the sith spawn. Vosh has been hiding out for the last 18 hours and had started to succumb to the cold before the the players started to turn the systems back on. At this point he is ready to just get out of the ship whether it's on the ship he came in on or on the Harrier. If the PC's don't go find him right away he will start constantly try and get the PC's attention wondering where they are. If the PC's have decided to start

searching the ship instead of making their way to him he will make his way to the hangar to try and get on the Harrier and take it if he can.

If they get to him quickly Vosh will stay with the PC's but will continuously urge them to head back to the hangar to leave. Vosh is mostly a social encounter of continuously trying to calm him down and convince him to stay with the group. This can be done with either **Charm(Pr)**, **Coercion(Wil)**, **Leadership(Pr)** or **Deception(Cun)**. The checks start at Average (◇◇) and start adding ■, on each successful check after the first. After ■■■ start upgrading dice. Once the PC's who is trying to keep Vosh calmed fails read the following.

***“You don't know what you're talking about, we're all gonna die here if we don't leave now!”***

The PC will get 1 attempt to get a hold of the situation with a Difficult (◇◇◇) check. If they failed the previous check with a despair the do not get the attempt. If they get him under control again continue with the checks where they left off. If they fail after this point Vosh decides to take things into his own hands.

***Vosh raises his weapon to you “We are leaving now, staying here any longer is suicide! I won't die here like the rest of my crew did. I am leaving this ship with or without you.”***

If the PC's tell him no at this point and seem like they're willing to kill him he will run off back toward the hangar. If has less than 3 sections to go through before getting to the hangar he will arrive without incident. If he has 3+ he will take 3 damage for every section from enemies. He starts at half strain and HP. Vosh's stats are the same as the pirate captain on pg. 394 in the EotE core rule book.

If the PCs are able to keep him with them for the entirety and get to the boss fight and they have not found one yet, Vosh will mention the Missile Tube on the Ghtroc.

### **Back at the Ship**

There is the possibility that the Harrier is instead hooked up to the bridge's access portal. And the situation will change so just make sure you describe something similar for the situation.

Players who decide to stay in the ship won't have much to do until the ship gets started up. Once the star destroyer starts up read the following. ***The lights to the hangar bar start to all come up and the energy fields to the entrances come online. A much more welcome sight being able to see the entirety of the hangar rather than the darkness that sat just beyond the Harrier's flood lights. The Harrier's sensor indicate that air pressure has been introduced back into the hangar allowing you to leave the ship without a suit.***

After a little while the Harrier's proximity sensors will start to go off. The signal will start faint as there are only a few sith spawn becoming active again and will gain in size as more and more start moving. Eventually spawn will make their way into the hangar(or access port if they are connected to the bridge) and will try to get onto the ship if there are any organics on the Harrier. Try to make this part as terrifying as possible for the person(s) in the Harrier.

If Vosh makes it to the hangar alone: Depending on how far he had to go to get back here he may be fine, or he may be roughed up. He will go to the Ghtroc first as long as there isn't any damage to the ship he will get on and fly off. If the PCs tried cutting their way in and the hull is damaged he will attempt to take the Harrier. Things he will do are:

tell whoever is on the ship to open up and let him on. If this is done He will attempt to take them hostage and fly the ship out.



Failing that he will go back to the Ghtroc get a data spike come back and then proceed to commandeer the ship.

Lastly if he arrives and the Harrier is being set on by spawn they will go after him If the players do not help he will die. This gains the player(s) in the Harrier 6 conflict.

## **Act 3: Fight or Flight**

There are multiple ways to finish this mission, none of them are wrong. Some outcomes are just worse than others.

### **Option 1: Kill 'em All**

It's possible that the PC's have come across some of the sith spawn on their way to the bridge. To rid the ship of the spawn they will have to kill the Spawn Lord that resides in Engineering. Specifically it has made itself a home just under the main power core inside the gravity well. The PC's must kill the Spawn Lord in order to rid the ship of the infestation.

### **Option 2: Call for Backup**

Players may want to abandon ship and tell rebel command of the presence on the ship. They can get back to the hangar the way they came. See **The Long Way Around** below for mechanics to use getting back to the hangar. If they make it back to the ship's hangar without an encounter there will be a forced encounter of 10 adolescent and 1 mature.

If the PCs decide they're going to run and make a ruckus getting off the ship is considered more of a chase scene as the sith spawn will start coming at them in hordes from every direction. The PCs will have to make 4 successful hits against the creatures to keep them at bay in every section they pass through all the way back to the hangar that holds the Harrier. Successfully activating qualities such as Linked, Blast and Autofire count as additional successful hits. If the PCs don't get enough hits the horde will advance a number of range bands equal to the number of unsuccessful hits. If the horde gets into engaged range roll a die equal to the number of PCs at the table (IE 6 players means 1d6) that many of the players take 4 damage non reducible. The range starts at medium and every maneuver taken gets the PCs 1 more range band away like normal.

If the ship is left intact Rebel command will tell the party to hold their position and wait for them to arrive with reinforcements. At this point going back into ship will be an uphill battle in wiping out the sith spawn as they will have to fight their way to the Spawn Lord. The PC's will have a fight in every room leading to the Spawn lord. The closer they get the more they will have to deal with. All fights start at medium range. See Appendix 2 for each section's enemies.

If the PC's try to go through the maintenance shafts the **Vigilance(wil)** increases to Daunting (◇◇◇◇) since the spawn are fully mobile and using the shafts as their main mode of travel to move through the ship.

### **Option 3: It's the only way to be sure**

Players will possibly see this threat one that can't be controlled and feel they need to destroy the ship. The only way to do this is from the power core itself. Rigging the powercore to overload and blow requires 3 Average (◇◇) **Mechanics(int)** check to set it to overload at different parts of the core and a Difficult (◇◇◇) **Computers(Int)** check to set a delay long enough for them to get back to the hangar. If in battle while they are trying to set the core to explode PCs may make 1 attempt on the checks per round. Multiple PCs may make the attempts for less time taken. The **Computers(Int)** check has a limit on attempts. If they fail the computers check they will have 1 additional chance with an increased difficulty, if they fail again there is not enough time to get to back to the Harrier and they will have to find the escape pod in the crew section. On failure read the following.

***As you set the power core to blow a synthesised voice speaks through the ship's system.  
"Attention self destruct sequence activated. You now have 15 minutes to reach minimum safe distance."***

Getting off the ship is considered more of a chase scene as the sith spawn will start coming at them in hordes. The PCs will have to make 4 successful hits against the creatures to keep them at bay in every section they pass through all the way back to the hangar that holds the Harrier. Successfully activating qualities such as Linked, Blast and Autofire count as additional successful hits. If the PCs don't get enough hits the horde will advance a number of range bands equal to the number of unsuccessful hits. If the horde gets into engaged range roll a die equal to the number of PCs at the table (IE 6 players means 1d6) that many of the players take 4 damage non reducible. The range starts at medium and every maneuver taken gets the PCs 1 more range band away like normal.

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There are a couple ways to get down to the engineering station, whichever way the players decide to go will present their own challenges.

### **Through the vents**

The quickest and direct way to get there is to go through maintenance shafts through the detention block. These spaces are cramped and only allow for people two abreast to travel through. With no gravity currently on the ship, going between floors through this option isn't too hard to navigate. There are also sith spawn in the ventilation. There will be 3 Difficult (◇◇◇) **Perception(cun)** or **Survival(cun)** checks to navigate through the ventilation. Failure leads the PC's down dead ends. For this part keep count of cumulative threat generated. Every 3 threat on the **Perception** or **Survival** checks will cause an encounter with sith spawn in the maintenance shafts. Encounters come up as follows. If the PC's succeed on a check they then will make an Average (◇◇) **Vigilance(wil)** check to notice sounds of the spawn in the shafts coming toward them.

1st Adolescent (5)

2nd Mature (1)

3rd Adolescent (10)

4th Adolescent (5), mature (1)

5th Adolescent (10), mature (2)

6th Adolescent (10x2), mature (2)

### **The long way around**

If going back through the ship they will have to continue making the **Athletic(br)** and **Coordination(agi)** checks through the debris of the sections leading back. However it does give much to the use of cover and or force move powers should players wish to employ such tactics. Similar to the above section players will have to be on the lookout for Sith spawn. For this option use the rules for searching the areas for encounters on top of Difficult (◇◇◇) **Vigilance(wil)** checks to not be ambushed. Failure on these checks will start a combat encounter the amount of threat generated will determine the type. See Appendix 1 3-1. Threat will be saved up on successes until a failure occurs. Describe it in a way noises getting louder/closer to build up the sense of being stalked/chased.

The path through the ship to where they need to go, which can be seen if they got the map, is as follows.  
**Bridge>System control>Officer's Row>Crew Quarters>Combat personnel>Engineering**

### **Lair of the Spawn Lord**

***As you make your way down the shaft of the ship's power core the scenery begins to change. The walls start to take on a chitinous texture as something along the walls builds up. The material hangs off of catwalks and clings to the walls, however the core itself is untouched. As you get down to the controls of the gravity well everything is covered with the material. Storage crates, computer terminals, as well as on the floor has been completely taken over.***

Finding the terminal is an Average (◇◇) ■■ Perception(cun) or Vigilance(wil) check. Once finding the right terminal tearing the carapace from the surface. An Average (◇◇) Athletics(br) is required to pull it off. Accessing the computer terminal after that is simple and the PC's can reactivate the micro gravity. Once the micro gravity is turned on read the following.

***The wir of the generators power up as gravity is restored to the ship. You slowly float down as your feet touch the ground. As you regain your balance required to stand you are shaken as a massive form falls from above you and shakes the ground you now stand on. As the form stands from its landing you can see that it stands as tall as a bull Rancor, but it's features twisted and horrifying. Its claws huge and sharp. it's skin chitinous and thick. And sharp teeth fill the only hole in its bulbous head. It stares you down before letting out a horrendous shrieking roar, and in response other shrieks and roars come from the corridors aside of you. Swarming piles of horror writhe their way toward you from the door ways as this room more and more looks like where you may make your final stand.***

The battle starts with the Spawn lord and 2 groups of Adolescents (5). If at this point the PC have less than 2 destiny points spend one darkside point and upgrade one group to a mature spawn.

If the PCs retreat through the corridors the Spawn Lord cannot follow however it will send wave after wave of lesser spawn at the PCs. If they turn the gravity back off and try to float back up the shaft it will follow them about half-way up the shaft before just calling more minions to attack the PCs. It will use the catwalks as cover from blaster fire. While behind this cover it cannot advance but also cannot be hit. Reference **Through the Vents** for the waves that get sent to the PC's starting with **Wave 3**.

If the PCs defeat the Spawn Lord read the following. Feel free to embellish it a bit depending on how they win.

***The creature falls as the final attack lands. It's chitinous like skin begins to crumble as it falls into the floor. The remaining creatures screech and wail at you as they begin to retreat from the room though the corridors.***

The spawn in the rest of the ship without the Spawn Lord are disorganized and will run rather than fight. Mopping them up is no problem.

## **Conclusion**

### **Kill 'em All**

***With the creatures taken care of your comlinks come to life with the voice of Madine. "Harrier status report." As you report what happened on the ship silence momentarily falls over the signal before Madine begins again. "I understand good work Harrier you will be greatly rewarded for your efforts, we will bring a military contingent to make sure the ship is cleared before allowing our engineers on board, sit tight we'll be there soon."***

### **Call for Backup**

*With the creature finally destroyed your coms come to life with the voice of Madine. "Creatures are falling back everyone push for a final assault, don't leave single one alive!" After a hard fought battle the ship is cleared and the rebellions engineers are brought onto the ship. On your way back to meet with Madine you can see the effects of the battle all over the ship. Bodies littered everywhere both creatures and members of the rebellion. After meeting back up with the rest of the troops you can see that the toll of the battle was steep. 2/3 of the troops that were brought to deal with the threat was killed in the battle. Madine looks at you with weariness in his eyes. "The toll of this battle was more than I wanted to take against our troops. We'll have the shields up to resist any ships in orbit, but if a ground battle ensues who knows what our chances are at that point. Hopefully it won't come to that. Good work everyone, you will be debriefed upon return to base. Take some time off you've earned it."*

### It's the Only Way to be Sure

Successfully set timer: *As you race into the hangar bay the creatures at your heels, firing suppressive shots to keep at bay through the doorway. Everyone scrambles up the ramp as they flood through the the hangar charging the Harrier. The loading ramp finishes closing as the first of them reaches the hull. Banging and clawing can be heard on the other side. (PC pilot's name) runs to the cockpit to fire up the thrusters as one of the larger of them jumps onto the front of the glass screeching and clawing at the glass. You can hear them crawling over the hull trying to pry it open to get in. The synthesised voice comes over the ship's communications. "You have five minutes to reach minimum safe distance." The Harrier's thrusters lift the ship off the ground as the creatures struggle to hold on and fall to the ground, those who are left on are burned off as the ship passes through the field. (PC pilot's name) enters the the astrogation calculations as quickly as he/she can. As the stars start to bleed together as the Harrier enters hyperspace the ship is shook as the star destroyer behind you explodes in a brilliant array of color and force, hitting the Harrier and knocking out the hyperdrive.*

*As you recover the Harriers systems report comes out stating all other systems are still functional. Moments later the long range coms chirp as a communication from rebel command is picked up. "Harrier what's your status?" After explaining the situation to him a brief silence is had over the com as he thinks about the situation. "I see. While it is unfortunate it's very likely that were we to bring a force to deal with the threat on board the ship we would have likely taken heavy losses. What you did was the correct course of action, however it looks like we won't be able to shield our base should the empire somehow reach us. If such a thing happen may the force be with us. Sit tight Harrier we'll send a rescue crew to your location as soon as possible. Good job out there, after this you've earned some time off once you get back. Madine out."*

Failed to set timer, assuming they fixed the pod beforehand: *With not enough time to get back to the hangar you've rushed as quickly as you can back to the crew quarters where the lone escape pod sits. The synthesised ship's voice comes on "You Now have 3 minutes to reach minimum safe distance." With the creatures closing in from multiple sides you all cram yourselves in and shut the hatch just as one of the screeching creatures comes upon the outside. Banging and clawing on the other side you hit the jettison button as the pod thrusts forward as the propulsion system drives it away from the Star Destroyer.*

If no one was left at the Harrier to fly it out, and Vosh did not escape by himself. *Looking out the viewport of the pod you see the large star ship getting smaller as it erupts into An array of brilliant colors as the force of the explosion reaches the pod and shakes violently. Once the display dies out you are left alone in the darkness. The pod has enough oxygen for a few days hopefully rebel command will send someone to look for you. Hopefully...*

*A day passes floating out in the void of space, the pod is stuffy from everyone being crammed into a space meant for closer to 3-4. The coms spring to life with a voice smooth as silk "Hello,*

**can anyone read me.” After the PCs answer “This Lando, told you I would repay the favor some day. Come on let’s get you out of here and back home.”**

If someone was able to fly the harrier.

**The Harrier closes distance to you as (PC) maneuvers the ship up to the escape pod. The pod’s internal sensors lines itself up the the docking port and locks in as you all scramble back inside. (PC pilot’s name) enters the the astrogation calculations as quickly as he/she can. As the stars start to bleed together as the Harrier enters hyperspace the ship is shook as the star destroyer behind you explodes in a brilliant array of color and force, hitting the Harrier and knocking out the hyperdrive.**

**As you recover the Harriers systems report comes out stating all other systems are still functional. Moments later the long range coms chirp as a communication from rebel command is picked up. “Harrier what’s your status?” After explaining the situation to him a brief silence is had over the com as he thinks about the situation. “I see. While it is unfortunate it’s very likely that were we to bring a force to deal with the threat on board the ship we would have likely taken heavy losses. What you did was the correct course of action, however it looks like we won’t be able to shield our base should the empire somehow reach us. If such a thing happen may the force be with us. Sit tight Harrier we’ll send a rescue crew to your location as soon as possible. Good job out there, after this you’ve earned some time off once you get back. Madine out.”**

If Vosh made it to the Hangar by himself.

**Looking out the viewport of the pod you see the large star ship getting smaller as it erupts into An array of brilliant colors as the force of the explosion reaches the pod and shakes violently. Once the display dies out you are left alone in the darkness. The pod has enough oxygen for a few days hopefully rebel command will send someone to look for you. Hopefully...**

**The coms come to life with a familiar voice “You guys alright?” the voice belongs to Vosh. “Sorry I bailed on you all. Lucky for you my conscience got the better of me. Let’s get you inside and out of here.**

## **Rewards**

Completing the Adventure: 15 XP

Duty Gained: 15

Addition Duty gains.

Combat Victory: Defeated Spawn Lord +10

Intelligence/Counterintelligence: Recovered and unlocked Captains datapad +5

Internal Security: *support*

Personnel: Making sure Vosh gets off the ship +10

Political Support: Successfully keeping Vosh on your side +10

Recruiting: Successfully keeping Vosh on your side +10

Resource Acquisition: +1 for every item found up to +10

Sabotage: Destroying the Star Destroyer +15

Space Superiority: *support*

Tech Procurement: Successfully recovering the power core for the alliance +15

Support: +2 points up to +10 for each other player’s successful duty gain.

Defeating the Sith Spawn Lord and keeping the ship in one piece for the rebellion to recover: 15 XP

If the PCs destroyed the ship without knowing if Vosh escaped or not they all receive 5 conflict for potentially murdering someone.

**Campaign recording**

**Was the power core salvaged? If so did the players call for backup and wait?**

**Were the records from the captain's quarters recovered?**

**Did Vosh survive? If so did he escape with the PCs or did he escape by himself?**