

# **3720:1**

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

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

**By: Rain Pletcher**

**Adventure: FAtG 06**

**Release Date: 01/??/2017**

A new ruler places a loyal sector into question.

## **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.

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

Be aware of characters with Resource Procurement Duty or others that may color certain events.

## Plot Summary

King Caelinus had led the people of Attia through the tumult of the Clone Wars and into the early days of the Galactic Civil War. While he did not overtly support the Rebellion, his world was able to exercise a right in their constitution to break away from the Galactic Empire. As a backwater world, it was not an important place to exert control and in the Quence Sector it was far closer to Wild Space than it was to the Core.

With the rulers of the planet unwilling to grow involved in the Civil War (and if anything friendly to the Rebellion), it served as a great point for Rebels to use on supply routes. Now, however, three rebel supply ships have disappeared - and so has the Nebulon B Escort Frigate that went to investigate. After the King's sudden demise, the new Queen (at a precocious age of eight) has been installed to rule the system. And the Empire has moved to take over proper control of the system.

Commander Antilles leads the party to investigate and salvage as many resources as possible from the lost ships. When the players arrive they find themselves coming out of the system into an asteroid field that was not on the previous star charts. A quick landing down onto the planet brings them to the wreckage of the *Penitent* and the scatter. The NPC crew will remain to do salvage as the others are summoned to the court of Queen Astarte.

The Queen's older brother has been captured for collusion with the rebels and thus the puppet monarch has been placed on the throne. The Party will have a few days to convince advisors that the planet should side with the rebellion rather than fall into lockstep with the Imperial Authority.

No matter the result of the negotiations, the players will find themselves rushed to leave the planet - resulting in a dogfight between the repaired rebel fighters and the Imperial presence above.

## Act One - Introduction

***Meeting up in an unassuming little cantina on a dustball in the Outer Rim wasn't unheard of - though Rebel Command had sent the crew out with the Harrier and its requisition allotments for a combat mission. The belting green skinned Twi'lek diva on stage was a plus to most of the shady bars they'd been in. The unassuming dark haired man in a slightly ill fitting outfit in the corner had eyed them from the moment they came in. This must be the contact.***

Players may do any requisition for the mission through the rebels now - though they do not have any specifics on the mission other than it was potentially a conflict based mission and low profile. Attentive characters (Perception or Vigilance checks ◇◇) will spot two other people in the Cantina watching Wedge's back. And characters with an Easy check on Knowledge: Galactic Civil War will identify Commander Wedge Antilles - survivor of the Battle of Yavin, before they sit down.

***The man offers the passed codewords you were given - something about the nerf herds coming in early this season - and then once he has your response he offers a small nod. "Thank you for coming. I'm Commander Antilles. I apologize for the secrecy but it has been suggested by General Riekan that we attempt to maintain a lower profile on this mission. I trust you made it here okay." For some - it is hard to believe this plain looking and humble man is the hero who flew with Commander Skywalker to destroy the Death Star. He doesn't have the swagger of some pilots you've met.***

***"I wish I had better news to share but over the past few weeks we have lost three supply ships that were carrying vital equipment for the infrastructure of Echo Base. A week ago Captain Carita brought the Penitent in to investigate. We never picked up a communication after he came out of***

***hyperspace. So now it falls to us to look into the matter. We may be a little cramped together on your ship but my crew and I are not likely to complain.”***

No doubt the players are going to have a lot of questions and Wedge is going to do his best to be upfront with the party with any information he has.

- The Penitent had travelled to Attia in the Quence Sector. It was near major trade lines and used as a common point on rebel smuggling and supply runs due to the favorable opinion the ruler of the system had. King Caelius has a son, Prince Marinus who has run weapons to the Alliance in the early days when the need was most desperate.
- The *Penitent* itself was a Nebulon-B Escort Frigate, it housed a number of rebel starfighters. The previous ships were a variety of medium and bulk cruisers carrying goods and supplies for the Rebels.
- The primary objectives of the mission are to discover if the trade route is no longer sustainable and to recover any lost supplies. The *Penitent* as an escort frigate held at least two flights of starfighters (approximately six ships) and that would be a painful blow for the Rebellion if not at least partially recovered.
- The planet's culture has a strong adoration of heroes and fighter pilots especially. It is why Wedge was chosen to lead the mission. If their cover is blown, his renown as a hero of the Rebellion can potentially help them.
- Rebel spies have no knowledge of any greater than usual Imperial movement in that area but rebel intelligence is spread thin across the galaxy.
- Wedge will be accompanied by two crew members who he will introduce when asked about them.
- Overall, they have little information other than a need to try and recover as much

as possible and keep a low profile if they can.

The players will be accompanied on their ship by two additional NPCs - the first is Derek "Hobbie" Klivian - or as he introduces himself, the man who missed the battle of Yavin by having a jungle disease. A blonde, Imperial defector pilot who, like Wedge, is a member of the Rogue Squadron.

The second is Zaniah Nova. She is a dark skinned human with golden cornrows and does not officially work for the Rebellion. She is a member of the Sable & Gebu's Recovery and Extraction Team. She has a business like demeanor but is also quick with a sarcastic joke and even a flirty bit of banter with a PC who approaches her the right way. She is a technician there to help the team recover as much as possible.

Once introductions and conversations have happened - the players can move to the ship and head out. The trip from Tatooine to Attia will give them a couple days in hyperspace to craft, plan and talk as they like. If the tables are new to each other, they can have some time for in character conversations - just don't bog the whole day down in it.

The players will still be allowed to pilot the Harrier if they wish or they may surrender control of the ship to the higher ranking pilots but Commander Antilles will not push for command. The PCs are the stars here - it is their baton to pass over. The bolded text in other parts is written with the assumption the players control their craft - if they gave it to Wedge or Hobbie, simply adjust as appropriate.

## Act Two - Arrival

***The alarm bells start to sound from the cockpit - pulling the crew's attention into the chair. As soon as the pilot is sitting down the hyperdrive is shutting down suddenly and the drop back to real space is a frightening view. Asteroids that weren't on any of the navigation charts surround the Harrier and if it weren't for a quick tug on the stick, you'd all be making quick acquaintance with the giant one whose gravity shadow pulled you out of hyperdrive.***

***"This isn't right," Wedge calls from the computer. "The system doesn't have this sort of asteroid activity."***

***"Well it does now, Commander," Nova responds.***

***"We are picking up a distress beacon from the planet's surface. Take us in," Wedge orders. Then after a moment's pause he adds, "I'm picking up Imperial signatures as well, be careful."***

The asteroid field surrounding the Harrier is not incredibly dense but it is still dangerous. On the other hand - as they are not being actively pursued they may go nice and slow. An average difficulty (◇◇) piloting roll can get the players to the planet. A hard (◇◇◇) piloting roll can utilize the asteroid field to hide from the Imperial ships on the way in.

If the Rebels are picked up on their way in (they don't opt for the higher roll or they fail) make a note of it for Act 4. The Imperials will send more ships to intercept them on their way out and do so more quickly. A failure on either piloting check will result in a Major System Failure Critical Effect - a small careening asteroid damages the hyperdrive and it will be down until it can be repaired. The greater impact of this will also be covered in Act 4.

If the party does not avoid the Imperials - they will be able to see at least a single Lancer Class

Frigate above the planet and pick up the presence of TIE flight patrols.

***As you break through the atmosphere and head towards the coordinates from the distress beacon you get your first sight of Attia proper. A large, arid planet with plant life covering much of the surface. Its extensive valleys, plateaus and mountains would make the planet an excellent place to train fighter pilots - no doubt why their culture values them so highly. But it isn't long until the still smoking ruins of the Penitent come into view. The Nebulon B lays spread in ruins across the planet's surface.***

***Much of the hull has been compromised and the long spine broken into two. The parts are spread over a few square miles but the main point of concern - the hangars - appear to be at least partially intact.***

The characters have approximately an hour of in game time to scavenge, explore and work over things. There are at least as many starfighters as there are players that could be repaired and salvaged from the wreck as well as other systems. The starfighters are also accompanied by astromech droids. Players spending their time salvaging may roll the force die among the ruins.

- On a single DSP - they find only the tragedy of war - dead bodies, mangled limbs and the relics of those rebel soldiers who died.
- On two DSP - they find a unique keepsake - either a letter to a spouse, a piece of jewelry such as a wedding ring or some other matter. They may either leave it among the ruins and suffer a small morality hit or they may bring it to the victim's family. While they have the burden the GM may incur a once per session setback die to any test based off Presence or Intellect as memories of the loss freshly flood the character's mind. (Chances to resolve it will be included in future modules).

- On a single LSP - A valuable but damaged piece of equipment is found and is small enough to carry on the ship. Some examples include medical droids, bacta tanks, power droids, computer systems.
- On a double LSP - The character finds a piece of intelligence gained by the crew that will be valuable to Rebel Command if successfully returned. If the character has Tech Procurement, Counter-Intelligence, Intelligence or Internal Security as their duty - they can bring this back for extra duty points.

may make periodically to recover more gear but the GM should try and persuade them into the palace.

Commander Antilles is quick to dispatch his two crew to start on the recovery efforts and within a short period of time there is a thrum of engines coming in. A group of speeders arrives - manned with the Planetary Military to investigate the situation. Their leader, Captain Tullus will demand that rebels come with him to the palace to present their case for being on the planet.

The party may ask some questions - he is not looking to start a fight (even with his clearly superior odds) and is compassionate enough but still under orders. He is here under the authority of Queen Astarte, new ruler of Attia. The young queen has taken over the throne since her father's passing and her brother's conviction by Imperial authorities. The planet has not yet agreed to join the Empire and they make their case in court but must come along. The Imperial Presence came shortly after news of the King's passing and with the intent to bring the new ruler into the fold. The young queen is guided by six major advisors who the party will have to win over.

The Captain insists Wedge comes along as the groups leader but will allow Hobbie and Zaniah to remain and continue their repair efforts on their ship and the other rebel ships. A PC with Resource Acquisition duty may be allowed to remain but it will largely sideline the character for the meat of the session. If they choose to remain there are a series of rolls in the Appendix they

### **Act Three - The Palace**

***The spacious skiffs make travel to the Attian Aurea an easy and relatively pleasant trip across the rocky landscape. The capital city is nestled in the base of a deep valley, a city of a few million built into the rocky crevasses and natural land of the planet. The palace is a massive structure in the center of the valley - and as you near you can spot a few Lamda-class shuttles on another landing pad with Imperial markings. It seems you will not be alone.***

***Captain Tullus is quick to show you inside, a few quick comments on his commlink as you are led into the main audience chamber. Atop the throne is a girl somewhere under ten years of age and a pair of older advisors whispering in her ear. You can spot the Imperial delegation close to the throne - a few pilots at the front amid other mid-level functionaries in dress uniforms.***

***A bellowing voice calls out, "May all be aware, the splendid benevolence of Queen Astarte of Attia brings into her everlasting mercy the gallant Commander Wedge Antilles, vanquisher of the Death Star, hero of the people, slayer of his foes, master of space and sky... and his allies among the Alliance to Restore the Rebellion."***

***There's a small pause in Wedge's step but he continues to move, muttering quietly, "Well, so much for a low profile..."***

The Imperial forces have been pressuring the local ministers to guide the Queen to support the Galactic Empire but the timing of arrival of the PCs are putting a wrinkle into their plans. The people of Attia have a degree of hero worship that colors much of their personality and culture and so with a group of Rebels here they will have a chance to prove themselves more worthy than the Imperial presence. The party will have the opportunity to meet with the six ruling ministers to prove the Rebel cause with shows of personal

bravado while Wedge will be stuck in the general assembly telling stories.

The Imperials are essentially led by, as the biggest hero of the group, Baron Soontir Fel. There is little love lost between Wedge and Fel but they are largely engaged in personal debate and tales on the floor. Once the party has a few minutes to react - continue with the text below.

***"We welcome the Alliance to Restore the Republic, as envoys of the galactic political movement, you shall be provided every chance to sway our government over the next few days. But first, tonight we shall dine in your honor," the minister beside the young Queen declares to the room. He sweeps his hands out, "Our ministers are yours to call on as your rivals have - we welcome your learned testimony and the proof of your heroics. We simply ask that you maintain peace under our roof and do not wander too far. Servants will show you to your quarters and you shall want for nothing. In the coming days - you will meet with our Ministers of War, Culture, Commerce, Science, Intelligence and Justice at your leisure amidst our hospitality."***

The party is given excellent lodgings, far more pampering than they've had before. The culture on the planet is decadent and somewhat over the top - only slightly more restrained and classy than a Nar Shaddaa. Characters interested in vice and gluttony can sate themselves on rare foods and the attention of dancers well into the nights. A feast is held in their honor on the first night and they will spend a few days here. Character's prone to excess, however, should also keep in mind that it may impact their performances as seems appropriate. And after their meeting with the Minister of Commerce - they may feel some guilt in what they enjoy as well.

The Imperials will not interact with the Rebels outside the main courtyard - but the palace security will intervene if the Rebels attempt to sabotage their foes. Both sides are nominally

here under a truce for parley with the third party government. If the PCs attempt something and are caught then they will immediately be expelled and move to Act Four.

Security will not immediately remove the player's weapons and armor but will ask them to be left in their chambers. If the party does not comply - they will be actively followed by a security detail but not forced.

Each minister will take up a fair portion of the characters day - they may see them in any order and may see two or three a day depending on the pace they wish to work at. As long as they are meeting here, it gives their allies more time to salvage and repair crafts out at the field so they may find some value in dragging time out here. The meetings follow a similar basic pattern - they will be an interview section with the entire group and then a chance for a single member of the group to display their skills in a challenge to prove their worth. The Ministers they will meet with are War, Commerce, Intelligence, Science, Culture and Justice. If they are tied at the end - the Chancellor of State will cast the deciding vote to where the planet's allegiances ultimately fall. Ultimately the Q&A portions are chances for characters to genuinely think on some issues and define their characters - it is a chance for development but if the module is running long after the first few - feel free to abridge these in later meetings.

### **Minister of War**

The minister of war is a tall, broad man with a bushy mustache and a bald pate, every bit the classical hero gone to pasture. Minister Titus has a hearty laugh and a friendly clap on the soldier for the PCs and they meet overlooking a training field for the young men and women of Attia. As a friend of the captured Prince, he is predisposed towards the Rebels and is quick to get them drunk as they chat and his questions are far more philosophical than practical unlike some of the other ministers. All he will judge them on is their performance on his training course.

### *Questions*

- Under what circumstances should a soldier be happy to meet their doom?
- Is it better to find peace at a conflict or to wipe the enemy completely off the face of the galaxy?
- What is a soldier's role when peace comes? Should service equal a greater voice in government?

### *Challenge*

Minister Titus has put together a challenging obstacle course fitting his opinion of the arts of soldiery. One ambassador from the player's group may show their mastery of the crafts of war and attempt to run the course. If they are carrying their own weapons, Titus will ask them to leave them here. He will supply them with a survival knife and send them down the rope from his balcony into the obstacle course.

The course begins in a densely wooded area where the player must track their way out - Survival (◇◇). Upon clearing the woods two targets pop up, requiring the player's choice of Brawl (◇◇) or Melee (◇◇) for each target. Climbing over a high wall embankment - Athletics (◇◇◇) will drop the player down into a live fire range. A standard blaster rifle is there and as soon as it is picked up two target drones fly off in separate directions. Ranged Heavy (◇◇) and (◇◇◇) respectively will allow the player to knock them down. Finally - upon shooting down the drones, they will notice a wounded dummy and have the chance to perform first aid with Medicine (◇◇).

The Imperial running the course was able to achieve five of seven tests. If the players are able to tie or surpass it, they win Titus's support.

### **Minister of Commerce**

Minister Caesius is a large nosed, humpbacked man, worn down by age and with cracks as deep in his face as the landscape of the planet. He wears ill fit robes on his aged body and smells of sourness. He does not offer snacks or matters of

comfort to the players. Instead, once they are sat he will launch into his questions immediately. He has a specific concern and reason to not support the rebels. Rather than an array of questions, he has a single question that may branch off into further debate.

***“Our economy is built on particular traditions and institutions. It is our understanding that the Rebellion, if it were victorious would outlaw these habits. What provisions do you offer the people of Attia to allow them to retain their slaves?”***

If the PCs are unwilling to allow any flexibility here, then short of multiple critical successes on the challenge, he is going to throw his support behind the Empire. If the characters are able to Negotiate against a (◇◇◇) Difficulty then they can come up with a compromise solution to this question that will prevent a morality hit for agreeing to allow the planet to keep it's slaves. Otherwise, if they win the planet's support the specter of compromise will hang over their shoulders and impact morality.

#### Challenge

Caesius is quick to remind people that while the heroes of other fields often receive much of the credit, armies would starve without their quartermasters, spies would be nowhere without financiers and science and culture are nothing without the endless flow of credits they absorb. Even justice, he observes, has a price tag.

He has concocted a complex board game to play against him from a single opponent that will test their ability to both understand the multiple competing needs of resources and be willing to be cutthroat. Gameplay comes down to three tests. Negotiation (◇◇◇), Skullduggery (◇◇◇) and Vigilance (◇◇◇). They must pass two of three to win the game - and if they score triumphs or three advantage on those two, Caesius is sufficiently impressed with their wiles to overlook their answers to his previous questions.

## Minister of Intelligence

The minister of intelligence is a lean man with aquiline features, a sharp and aristocratic man with a stentorian tone to his speech. Minister Severus is thoughtful and allows the players to speak at length, interjecting rarely to catch as much as he can from them. He favors the Empire as a more secure option but can genuinely be swayed by persuasive or sound rhetoric.

#### Questions

- What measures does the Rebellion have in place to defend worlds sympathetic to its cause from acts of espionage?
- With the sudden events concerning the death of the King and imprisonment of the Prince, what can the party do to ensure the health of the Queen?
- The appearance of the Asteroid fields has spooked the local people, how would the party handle the situation?

#### Challenge

Severus wants a practical display of spycraft - he will charge one of the PCs with recovering a small pin from the footlocker of the captain of the guard. He provides enough information and equipment for the would-be spy to craft a fake identity as a slave, use Deception (◇◇) to convince the guards that they can enter the guard's living areas. From there they will need to implement Stealth (◇◇◇) to sneak by the sleeping and idle guards to reach the captain's footlocker. The footlocker has a lock which can be picked with Skullduggery (◇◇) to reveal the pin. The pin, however, is trapped for sudden movement and the Spy needs to either pass a Cool (◇◇◇) or Coordination (◇◇◇) check to retrieve it.

If the alarm is set off - they may attempt an Athletics or Brawl check (◇◇) to quickly escape in the confusion. The minister and party can observe via a holocam and will stop matters from getting out of hand. If the agent does not successfully retrieve the pin, then that is an obvious failure. If they do so without setting off

the alarm it is a clear success. If they do set the alarm off, then the strength of their answers will be the determining factor.

### **Minister of Science**

Minister Flavia is a heavy set and serious woman with short hair with a severe part. Her demeanor suggests she largely finds these exercises to be a waste of her time. She has largely made up her mind that she is in support of the Empire but the players have a chance to change her mind. Her questioning style is sharp, she is not looking for flowery speeches but direct knowledge. She is going to demand follow up knowledge from her general questions.

#### Questions

- What possible interests does the Rebel Alliance have to a scientific mind when the funding and infrastructure comes with the Empire?
- The Empire has state of the art technology, how can the Rebels hope to overcome that with ships that are decades old and in disrepair?

#### Challenge

Flavia is going to have one of the PCs stand up to represent the baseline knowledge and education of the average Rebel agent. The player will be able to make four Knowledge: Education rolls against a (◇◇◇) to reflect their knowledge of different areas of science and mathematics as she prompts them to list charts and tables memorized in school and applications of various formulas. As she is largely hostile to the party, they will need to succeed at all four checks and answer her questions well to woo her to their side.

### **Minister of Culture**

Minister Octavia is an aristocratic looking woman in her later fifties, with curls falling past her cheeks in greying tones. She has good cheer in her eyes and considers this an interesting

opportunity to meet new people. She is particularly interested in the stories of the players and this gives them an opportunity to tell their back stories in greater detail.

#### Questions

- What has driven each person to join the Alliance? Where do their passions lie?
- What is each person's motivation to go on living against the ennui of the universe?
- What does love and devotion mean to the characters?

#### Challenge

Octavia challenges the party to choose one person to tell their tale, in as compelling of a way as possible. If it were to be memorialized for all time, how would they want it told? In story? In dance? In song? Then they are to perform it for her impromptu on the spot. The first roll is Cool (◇◇) to maintain their calm and composure in being asked to create this in such a manner - a failure incurs a setback die on each performance roll. The story must then be told in three parts but what the players roll depends on what form of art they wish to tell it in (along with your insight) for example Dance may be Coordination where an epic tale could be Charm or Leadership, Acting could be Deception and particularly creative groups may use Computer or Mechanics for some paths. Roll each against (◇◇) and track the total amount of advantage gained (success it turns out, doesn't always matter in art). If they finish with at least five advantage against the three rolls then Octavia is suitably smitten with the performer and will invite them to dine with her that evening.

### **Minister of Justice**

Magister Lucius is - as likely appropriate - a taciturn man with a sharp mind and little written on the surface. He believes that the Empire is responsible for the death of King Caelinus but is unwilling to reveal as much directly. His tone may come across prosecutorial but he is most

interested in truth above other issues. As such any attempts to bluff are going to be met with harsh and short tones. If the players, after the challenge, suspect his belief then they may attempt to curry favor by suggesting ways to punish the Empire.

#### Questions

- The Alliance purports to restore the Galactic Republic but the senate had many issues, what lessons can we learn in building a new government?
- Following the destruction of Alderaan, what guarantee do any worlds have of support from the Rebels?
- Will individual worlds be allowed to determine their own punishments for crimes or will there be a surrendering of autonomy to a central control?

#### Challenge

The Magister will lay out a simple case before one of the PCs. A man had invited someone into his home and was then betrayed by the guest. He provides facts and data of this betrayal and then asks the PC to create a legal basis for this case. Either Knowledge Outer Rim (◇◇) or Knowledge Core Worlds (◇◇◇) may be used to craft the case and then a Charm roll (◇◇◇) may be used to argue the case. Knowledge of the law matters more to the Magister - so if they are charming but fail the knowledge roll, they will have a hard time gaining him on their side. And their observation of Imperial wrongdoing with the royal family may carry more than anything else.

If the players have played the module Breakout - they may already know the fate of Prince Marinus (whether they saved him or simply know he was slated for execution). Providing either bit of information will sway the Magister's support towards the rebel cause even though the Prince has not returned to his people.

#### Final Judgement

Once the party has met with all six of the ministers and attempted their challenges, they'll be summoned back. In the event of a tie (with three ministers supporting them and three supporting the Empire) the decision will be made by a single roll of the Force die representing the whims of the Minister of State having spoken with the Queen and the fighter pilots.

If the planet comes down on the side of the Rebellion:

***Once everyone has assembled again in the main courtroom, the Queen, dwarfed by her throne smiles precociously. "Under the advice of my ministers, the people of Attia will support the bid to restore the Galactic Senate."***

***There is an immediate uproar from the room, many frightened over what that would mean and the ministers unsure of the future simply grim. One of the Imperial officers cries out, "This is an outrage," but Baron Fel rests a hand on him to calm him. The renowned Imperial pilot simply grins towards Wedge, "I have looked forward to flying against you, Commander."***

***The Imperials move out from the palace's main room as one - and Minister Titus calls out, "Ready our pilots, I believe we will need them."***

The Attian's will dispatch the party back to their ship as soon as they are ready. Wedge will immediately instruct one of the PCs to reach out to Klivian to prepare the ships for a possible fast exit and to call in the rest of the Rogues. They have secured the allegiance of an outer rim world and have a lot to be proud of if they survive. Before they leave, the Minister of Justice will stop them and offer a small box.

***Inside the small box that Magister Lucius hands you is a small bracelet with a large yellow gem setting that almost seems to gain more radiance than it takes in. "This token is a measure of alliance from the people of***

***Attia to the Rebel Alliance. It is traditional that it be worn by one of political authority and in good health.”***

If the planet comes down on the side of the Empire

***The young Queen seems to have an almost evil grin as she rocks back and forth against the large throne. The gloating grins of the Imperials does well to inform what the decision clearly has been. “Attia shall join the Galactic Empire like loyal subjects to a throne. We would have you leave our world as quickly as possible.”***

***Soontir Fel grins a moment towards Wedge, “See you in the sky, Antilles.”***

***Minister Titus calls out, “The ambassadors of the Rebel Alliance will be given safe passage from the planet, such is our tradition.”***

***Wedge raises a brow, stoic and it seems to state volumes about how much he trusts tradition.***

Losing the planet means not being able to continue recovery and scavenging and losing a possible trade route. It will hurt but the immediate concern for the players has to be getting off the planet safely. Captain Tullo will collect them onto a sky skiff as soon as he can and bring them back to their ship. On the way, Wedge will call back to Klivian to expect a rough exit.

## **Act Four - The Escape**

***Before you even land, you can tell that the team left behind for recovery has been working hard. Recovered fighters sit next to the Harrier in various states of preflight and the two member team scrambles about as the skiff drops you back down.***

***“Scanners show they’ll be coming in hot, Commander,” Klivian is quick to report with a morbid smile, “This is why they don’t send you to talk to people, Wedge.”***

***“We can’t all have your pretty face, Hobbie,” Wedge quips before grinning. “Alright, whose flight trained on an fighter?”***

Help the party spread itself out in a way that keeps the most people involved in the battle to come - characters who could man a gunner turret in a Y-Wing can pair with someone else. Wedge would prefer that his fellow Rogue pilot the Harrier as it is loaded down with recovered technology and not going to be worth much in a straight up fight. Each fighter has been loaded with an astromech droid so if the party is trying to escape the planet quickly they will have that option. Characters not normally strong pilots can still see the value of trying to bring fresh fighters back to the rebellion.

Once the party is set up...

***“Alright,” Wedge’s voice crackles over the helmet as the shadows of TIE fighters come up across the sun. “Some of you have never done this before - I’ll engage their leader, the rest of you are just clearing the way for the cargo to get back. Run hot on your torpedos but make sure you save one in the tube in case one of those Lancer’s is blocking our escape.”***

If the party did not use the asteroid field to screen their path to the planet read the following as well.

***As soon as Wedge finishes his instructions, the Imperial ships are on top of you. A full***

***wing of TIE fighters descends hot with blasts of laser fire into the ruins. Wedge throttles up straight at the flight of TIE Interceptors leading the group, angling for the distinctive red-striped TIE.***

The scale of this encounter is going to vary greatly on the party - they should be challenged but you can always bring in fresh waves of TIE fighters if they are going through them too easily rather than start with a ridiculous number from the start.

To begin - there should be two TIEs pursuing the Harrier, two TIE per PC Fighter and three TIE Interceptors to engage Wedge. The TIEs on the Harrier and Interceptors are primarily meant to be set dressing but they may attempt to engage them. Arrange TIE groups engaged with the PCs as 3 man minion groups. (This will allow two yellow, one green for Piloting and Gunnery at full strength).

If the party did not screen with the asteroids in the beginning, one Imperial fighter group gets to automatically act at the beginning of each round thanks to their advanced planning.

If the Harrier suffered the Hyperdrive damage and a player did not remain behind working on the salvage effort, players suffer one setback die in the first round as the fighters have not had as thorough of a preflight and diagnostic system run.

Each Fighter Group not engaged by a PC fighter will pursue the Harrier instead. If more than one Fighter Group follows the Harrier at the end of the round, that round will automatically go to the Empire.

If PCs engage the Interceptors - they may only contribute Advantage at that point to Wedge and may not the Harrier. Similar, if they hunt the initial fighters on the Harrier they can not contribute to Wedge.

If PCs attempt to engage Soontir Fel he will use Brilliant Evasion to shut the first one down completely. They should be encouraged to return

to the main combat by Wedge and a scene appropriate spray of blaster bolts across the Harrier.

Usually one to two waves of fighters should appear each round if the PCs are clearing them at a good rate which they certainly will. If you need a larger threat - a group consisting of a Lambda Shuttle flown by a Pilot Ace with two TIE fighters as squadron armor (see AoR GM Kit for Squadron rules if needed but essentially the TIEs simply provide it 'extra' HP) can be sent in on certain waves.

The TIE Interceptors are flown by Pilot Aces with one level of Adversary.

For this fight, Advantage and Threat on the player's rolls (not NPCs) may either be utilized by standard mechanics or used to impact the other battles. A player may use advantage to either help the Harrier crew or Wedge in their escape and fight respectively. The GM may use Threat to boost Fel's chances or help the TIEs chasing the YT-1300. Tally what was used at the end of each round to determine the current flow of the battle.

The battle lasts five rounds before they break the atmosphere (and one additional round to engage the Lancer) - The Harrier can collect any pilot that goes EV during those rounds.

If Wedge has more advantage than threat for three+ rounds, he sees to it that the players receive a commendation for their service and any pilot that donated more than three advantage gets Starfighter Approval. In addition, he manages to wound a major Imperial officer.

If Wedge has less advantage than threat for three+ rounds - he is badly injured in the escape. He may not be able to fly during the Battle of Hoth or upcoming mods.

If Hobbie has more advantage than threat for three+ rounds, the full cargo makes it safely back to the Rebels.

If Hobbie has more threat than advantage for three+ rounds, the cargo bay is partly destroyed by enemy fire and Nova is wounded trying to put the fire out, incurring debt for the rebels to Sable & Gebu for the injury of their personnel.

After the fifth round of battle, the fighters punch out of the atmosphere and find the large Lancer-frigate directly in front of them. However, as at least three PCs saved Photon Torpedos (or two and Wedge if he won his fighter duel) they are able to blast through it.

## Epilogue & Rewards

***Amid the blast of fire from the explosion, four additional X-Wings come into view, and there's a crackle over the headsets. "Rogue Two, this is Rogue Leader. How about we get you home?"***

***The jump to hyperspace in the cockpit of the fighter goes naturally as the whistling astromech droid finalizes coordinates.***

There is a wide variety of ways this operation could end.. So basic reward is - making it back alive - 10xp and 10 Duty, 500 Credits

- A character with Political Support Duty gains 15 additional Duty for securing Attia to the Rebel Cause.
- A character with Personnel or Recruitment gains 5 additional duty for securing Attia to the Rebel Cause.
- A character with Resource Procurement gains 5 additional Duty for the Harrier making it out with a full load and an additional 5 if they did not have a cargo fire.
- A character who finds the intel with the appropriate specialty gains 5 additional Duty.
- A character with Space Superiority Duty gains 15 additional Duty for the battle, and an additional 5 Duty if Wedge comes through unscathed/Soontir Fel is wounded.
- Characters who receive Starfighter Approval in their files may request on future missions to be given a surplus Y-Wing to fly to support the team. All such requests are of course subject to Command discretion (module needs).
- For each X-Wing recovered, add one duty point. For each salvaged piece of equipment and Y-Wing add a half point of duty rounded up. This is applied to the group as a whole.
- If the rebels secure Attia, they will have a bracelet with a powerful potential

lightsaber crystal within it whether they realize it or not - insert appropriate Lore checks here. They have a few options - they may turn it over as the political gift it is intended, in which case it will go to Princess Organa. As a lightsaber crystal they may turn it over to the only Jedi they know the location of in the form of Commander Skywalker - or if they try to find Jin-lo either one will accept it for safekeeping but chastise them that it should go to whom it was intended. They may keep it for themselves for later. Or they may fence it through a criminal organization. Because the gift was given to the Rebellion - if they decide to hold onto it for themselves they will risk a small loss of duty for the mishandling of Rebel property (it was given in front of Commander Antilles)\* and depending on their Morality - a small loss of their moral compass. If it is fenced instead of kept - they may gain five points of obligation to Han Solo to avoid the duty loss as they will provide political cover for it. The value of the the crystal is 1000 credits per PC. If one person tries to take it for themselves, they will only be able to get 2500 credits.

- +5 XP if the player does not take Starfighter Approval or Crystal

## **Appendix One - Planetary Datacard**

### **Attia**

The world of Attia is a harshly beautiful planet on the far reaches of the Outer Rim. It sits very near the end of the Five Veils Hyperspace Route and relatively close to the Llanic Spice Run. It has a large but isolated economy with diverse manufacturing interests and mineral reserves. Since withdrawing from the Senate after the end of the Clone Wars, they have developed a personal army and starfighter defense program on the planet with their own defensive craft.

The world population of the world is considerably lower than a core world but it is a populous and civilized planet. The capital city is the largest on the surface at just over three million people - with a few other major cities and an overall population on the planet of close to sixty million. The Attian government holds mining interests throughout the system - with extraction operations running on the gas giants and moons of the neighboring planets.

The system has a large red sun and Attia is the only planet capable of life within the system. The asteroids currently near the planet are out of place. They have been moved to form a screen on the hyperspace route by a combination of tractor beams and gravity well projectors. It was a test of prototype Imperial sabotage systems - however the resource allocation is currently very heavy. On the other hand - it allows a few small capital ships to effectively lock the system down.

The terrain of the world is arid and severe. The planet is prone to deep valleys and high mesas and plateaus. The temperature is temperate to cold, but there is rich plant life in the valleys and more than enough ability to grow crops on the planet.

## Appendix Two - Outside Normal Operations

There are three main areas in which the party may break out from the structure of the module and this provides some basic guidelines to help in those situations.

### Players Staying to Salvage

Short of a character having Resource Procurement, Wedge will order them to accompany him on the primary mission on the planet. However, if their duty to the rebellion is in this area, he will allow them to stay at their request. Obviously - there is not going to be as much material for this person to enjoy but here are three small vignettes you can pivot to so they don't have to sit on their hands for two hours. Run one after the first, third and fifth minister meetings (and in whichever order you like).

One: Amidst the wreckage, they can find a failing stasis pod from the medical bay. An officer aboard the ship had been placed into a medical stasis before the wreck and is therefore still alive but the machinery is failing. The player must act quickly with a Mechanics (◇◇) check to scavenge enough power circuits to stabilize the system. If they fail the check they may initiate a systems override on specific medical functions to prolong the officer's life (at some damage to their non-essential body parts). Medicine (◇◇◇) allows them to make the appropriate decisions in the system to run on lower power. The officer is an engineer who can be taken out of stasis at a rebel base. If rescued, he will install an Advanced Targeting Array onto the Harrier at no cost.

Two: There are extensive amounts of damaged and semi-functional weaponry from the ship. A character may devote a considerable amount of time to securing their area and preparing for danger. They may route generators to some of the weaponry on the Frigate with a Mechanics (◇◇) test and program a Friend or Foe autofire system with Computers (◇◇◇) to defend their landing point. If they do so this will earn one point

of advantage to both Wedge and Hobbie's piloting challenge for the first two rounds while the weapons remain in range. The character may also attempt to reverse engineer a weapon to the Harrier with a Mechanics (◇◇◇◇) test to patch it in. This provides a forward arc Light Blaster Cannon for the duration of the adventure - being a patch job if they want to maintain it past the adventure they will need to pay 1000 credits to add sufficient parts to keep it from burning through systems. This will add an additional advantage to Hobbie's challenge in each round as he will be able to fire against enemies without a turret gunner.

Three: Zaniah Nova is a gregarious woman and prone to flirtation (regardless of the gender). If the character has shown mechanical skill through either of the previous efforts or repairing the Hyperdrive damage, Zaniah will sneak out to share a rationed meal with them. It can be played as a light and pleasant social scene or something more romantic as the situation demands. Note in the records if they have a bond.

## Players Trying to Assault Imperials

Some players may get it in their mind that they should attempt an assault on the Imperial forces. Now - there are few very large obstacles in their way. First, they are not normally allowed to carry weapons outside their quarters and if they do so they will be followed by planetary guard. Second, if the players show any interest in this, Wedge as their commanding officer will order them to stand down. Third, doing so will obviously sabotage any negotiations with the planet and cause more ill will for the rebellion than they are likely to gain in killing these officers and bureaucrats.

If they are willing to perform an operation ignoring all of this - they certainly can though it is likely to be a suicide mission. Their chambers, like the Imperials, are guarded at all times by at least four guards outside. If they want to attempt some sort of covert operation, sneaking out through windows, scaling walls and working around - you can humor them but there should be a high degree of difficulty.

If the characters attempt to engage in violence in a public space like the court room or dinner - there is rarely less than six planetary guards in a large space or two in any given hallway. If the players are unarmed the guards will attempt to stun them and end the fight quickly. If the players are armed they will be followed by four additional guards in any given situation. (Use the Planetary Defense Force Trooper stats from the main rulebooks). In four rounds after a combat has begun, a wave of additional defenders will arrive carrying heavy blaster rifles and wearing more formal armor than their blast vest (+2 soak). Waves will arrive every three rounds following that until a full force of four times the party size has deployed. As soon as players use lethal force against the Palace Guard - they will stop using stun tactics.

Imperials engaged outside their quarters will not have weapons, but will still attempt to fight back. They do have appropriate armor to their class. Outside of an assault in the throne room - Soontir

Fel will not be with the others, instead engaged in negotiations. The Imperials have sent leaders and inspiring figures given the culture of Attia. The detachment (not counting Fel) includes one Imperial Intelligence Agents (EoE p402), two Imperial Naval Officers (EoE p 403), two Imperial Stormtrooper Sergeants (EoE p404) and one COMPNOR Agent (AoR p416). If they manage into a situation where they can attack Soontir Fel, use the stats for a Smuggler Baron (EoE p395) in a pinch. The main thing likely to save PCs if they begin this fight is that the planetary defense force will not allow the Imperials to kill the rebels.

Win or lose these fights, the government of Attia will banish the Rebels as uncouth ruffians and send them free. They will still be assaulted by Imperial Fighters on the way off the planet. If the players disobeyed Wedge's express orders during this mission - they gain zero duty on this mod.

### **Players not wanting to fly Fighters**

If the players simply do not wish to fly in the fighters, the others will adjust. Hobbie and Nova will man a Y-Wing together and Wedge will still take off in an X-Wing. Overall the battle will play in a similar fashion but the players will have a much tougher experience as there are fewer overall targets for the TIE fighters to spread out over.

The players will not need (or be able to) donate Advantage to the other fighters. Wedge and Zaniah will both be injured as they are overwhelmed during the fight.

The Pilot of the Harrier will need to determine each round for the first three rounds if they will fly through the canyons or above them. Going into the canyons will minimize the amount of enemy TIE fighters which can swarm them each round however it will also require a Piloting (◇◇◇) check each round and the use of a maneuver. If they stay in the canyon they will face a cap of four TIE fighters a round and have reinforcements capped at two per round. If they fight in the open three additional TIE fighters will come in each round and six will attack them initially. The last two rounds must be done against the higher reinforcement rate.

## Appendix Three - Soontir Fel

### Baron Soontir Fel (Nemesis 2)

Soontir Fel was considered among the best starfighter pilots in the galaxy, becoming an Imperial hero, but his journey to those heights was anything but easy. Born on Corellia to a farming family, Fel developed his piloting skills over the fields before gaining entrance to the Imperial Academy and beginning a career as a TIE fighter pilot. He served dutifully, demonstrating a strong sense of responsibility for his men. After a series of events out of his control tarnished his career, Fel was exiled to the lackluster 181st Imperial Fighter Wing, which he revived, eventually gaining its command and the title of Baron of the Empire, winning Fel a reputation as the Empire's most deadly pilot and the 181st as its most elite starfighter unit.

Br	Agi	Int	Cun	Wil	Pre
2	5	3	3	3	3

Wounds	Strain	Soak	Def
16	17	3	1R/1M

Skills: Piloting (Planetary) 4, Piloting (Space) 5, Gunnery 4, Vigilance 3, Cool 3, Perception 3, Leadership 3, Mechanics 1, Ranged (Light) 2, Discipline 3, Astrogation 2, Knowledge (Core Worlds) 2, Knowledge (Education) 2, Knowledge (Warfare) 1

Talents: Defensive Driving 3, Improved Full Throttle, Supreme Full Throttle, Tricky Target, Brilliant Evasion, Master Pilot, Skilled Jockey 2, Improved Dead to Rights, Command 2, Improved Field Commander, Form on Me, Situational Awareness

Equipment: Armored Clothing (1 soak/1 def), Blaster Pistol (dam 6, crit 3, Medium, stun)

In Interceptor: TX-3 Combat Flight Suit (1 soak/0 Def)

## **Reporting Questions**

Were the rebels able to secure Attia's support?

Was Wedge Antilles injured?

Did any character strike up a particular rapport with Zaniah Nova?

Did a character remain behind to salvage the Penitent?