

RENDEZVOUS AT ORD MANTELL

A FREE ADVENTURE FOR STAR WARS: EDGE OF THE EMPIRE

Originally Written by Andy Collins, appearing in Star Wars Gamer #1

Edited by Chris Perkins and Jeff Quick for the Star Wars d20 System

Converted to SW:EotE by Jonathan "Donovan Morningfire" Stevens

This adventure is set during the Rebellion Era and is intended for a rookie group of characters, serving to introduce the players to the system as well life on the seedier side of the galaxy. This can either be run as a stand-alone one-shot, or be used as the starting point for a newly-formed group's own adventures in a galaxy far, far away.

GETTING STARTED

If you want to read up on Ord Mantell, you can check out the entry on Wookieepedia found at http://starwars.wikia.com/wiki/Ord_Mantell.

Ideally, there should be some connection between the heroes, although the adventure still works if they're all meeting for the first time. The heroes should have a general reason why they are on Ord Mantell in the first place, particularly if this adventure forms the starting point for your campaign. For this campaign, it should be assumed the heroes do not have access to a ship (they probably have one, but it's currently undergoing repairs). Here a few ideas based around a hero's career:

Bounty Hunters: You came here in search of your quarry and the price on their head. Alternatively, there's enough shady characters in search of "problem solvers," ensuring a reliable stream of under-the-table work to cover your expenses.

Colonists: Any world needs administrators, and many who are interested or involved with illegal activities tend to flock to the planet. Some wind up on Ord Mantell with the intent of just "passing through" yet have never left for their intended destination.

Fringers: Many of the natives of Ord Mantell, particularly those who hail from the wilder areas of the planet, would be considered fringers just from developing the skills they need to survive. Or, the hero could have come from an even more backwater world on their way to reaching what passes for civilization.

Hired Guns: Be they bodyguards, brawlers, mercenaries, or discharged soldiers, there's plenty of call for people that handle themselves in a tough situation.

Smugglers: Lawless characters, from gamblers to pirates to petty thieves, are drawn to Ord Mantell due to its use as a midpoint on many hyperspace routes, or just simply for the lawless atmosphere that allows such individuals to thrive.

Technicians: Pilots and pirates alike can always find use for someone that can repair or upgrade their equipment and ships. And there's always the chance of acquiring some bit of rare or illegal gadgetry from the thriving black market.

If you plan to play a character in this adventure, please don't read any further. The information that follows is meant for the Gamemaster's eyes only. Besides, if you do read ahead, you'll spoil the story, and where's the fun in that?

ADVENTURE BACKGROUND

Set a year or so before the fateful Battle of Yavin, for this adventure the heroes will be recruited to help stranded explorer recover her crashed ship so that she can blast off from this rough-and-tumble world and get on with some sensitive business. But first, they'll have to deal with uniformed thugs in a bar brawl, navigate rocky canyon mazes, elude a bounty hunter, and then deal with a band of fringe-dwelling raiders.

The explorer is Human woman named Renci Tosh (see **Appendix I: NPCs**), who is actually a Rebel spy and recruiting agent, posing as a freelance scout to conceal her seditious actions against the Galactic Empire. Unfortunately, she had a run-in with some Imperial TIE fighters on her last mission, and while she was able to escape, her starfighter suffered mechanical problems as a result of the brief battle, forcing her to crash-land on Ord Mantell, and not that far from the frontier settlement of Great Rock. As Tosh made her way towards the town, she was intercepted and imprisoned by a group of thugs working for a local crime boss; in spite of her injuries, Renci was able to escape her crude cell and fled into the streets. At the same time, a group of raiders discovered the crash-site and have since hauled Tosh's crippled starfighter to salvage what they can and sell the rest for scrap.

SCENE I: A FATEFUL MEETING

Read or paraphrase the following text to the players:

You're gathered together in Qexi's, an absolute dive of a cantina filled with the dregs of the galaxy. Most of the current flock of customers mostly consist of Humans, though a number of Bothans, Rodians, and even a couple Trandoshans. Things have been pretty quiet for you of late, and while you know that it won't last, you figure that you might as well take advantage of it while you can.

The quiet conversations are interrupted when a Human woman enters the cantina, and from what you can tell, she's certainly not a local; her clothes, while a little roughed up, are of better quality than can usually be found in the local market. She takes a quick look around and then heads for where the heroes are currently sitting. If the heroes are all strangers, she instead heads for wherever the most capable-looking hero is sitting. Before they can speak, she puts a finger to her lips before glancing furtively across the room. After a few moments, she turns back to the heroes and asks in a low voice:

"Any chance you'd be interested in helping a girl in trouble?"

Assuming the heroes are interested and communicate as much, the woman continues:

"Glad to hear it. The name's Renci Tosh, and as I'm sure you guessed, I'm a visitor to this world, and I seem to have fallen afoul of the local criminal element. I could use some help getting back to my ship. I can't pay you now, as I left all my goods back at the ship, but once that's recovered, I can promise a reward of 500 credits apiece. So if you're interested, we need to get started right away. Can you help me?"

If pressed, Renci claims to be an explorer who experienced mechanical difficulties while heading back from surveying a remote Outer Rim world for potential resource-mining by a small industrial outfit. Attempts to see if she's lying reveals that she's not giving the heroes the whole truth, but most of them will be experienced enough with life on the galactic fringe to know that everyone's

hiding something. Truthfully, she was trying to find out why the Empire had set-up a research station in such a remote part of the galaxy, but that's a plot seed for another adventure. If the heroes want to try and barter for a higher pay-out, it's an Average Difficulty, and if successful Renci will grudgingly agree to raise the reward to 750 credits each (she's desperate) but won't go any higher.

If the heroes refuse to help Renci, she utters several curses under her breath and quickly gets up to leave the cantina. At this point, the GM can create their own adventure on the fly, or use one or more of the suggestions in **Appendix II: If The Heroes Don't Take the Bait** to bring the heroes back into the adventure.

INTERRUPTED!

Just as the heroes complete the deal or Renci is halfway to the exit, a group of men wearing crude uniforms and carrying blaster pistols (two men plus one additional man per hero in the group) burst through the door and start looking around. Their brash entrance means that Renci or the heroes are surprised, but have the men make an Easy Perception check to notice Renci. If the crude men fail and the heroes don't immediately attack, they will begin to rudely look for a woman matching Renci's general description until they find her, either by spotting her or interrogating the bar patrons. When they do find her, the crude men attempt to drag her away, telling anyone that tries to interfere that this is "official business" and not any of their concern. An Easy Perception roll informs the heroes that their uniforms are those of a "private security firm," with an Average Streewise check letting them know the firm is actually a protection racket operated by one a local crime lord.

Renci is unarmed and injured, so she won't be much help in a fight, so she takes cover and tries to remain hidden from the crude men during the battle, although if things start to badly for the heroes, she'll grab a blaster from a fallen character and defend herself.

The rest of the cantina's occupants do their best to avoid the fight, either by fleeing for one of exits or cowering underneath their tables. The bartender will make a few futile pleas of "No blasters, no blasters!" before also cowering behind the bar. The Gamemaster should make use of any threat results to have these bystanders wind up in the line of fire, making things a bit harder on the heroes.

If any of the heroes move to attack first, have them make a Cool check, otherwise everyone will roll Vigilance to determine the initiative order.

Assuming the heroes win and agreed to help Renci, she insists that they get out of town as quickly as possible before more trouble shows up looking for her, and by extension the heroes. If the heroes hadn't agreed to help her before, Renci will make one last plea for help, citing (correctly) that by attacking the thugs, they've pretty much cast their lot with her as far as their employer is concerned, so they might as well get paid for their troubles.

SCENE 2: INTO THE WILDERNESS

The heroes can linger in town if they want, or if they feel the need to pick up any supplies, but Renci will remind them almost constantly that they need to leave, the sooner the better. If they remain in town too long, another group of thugs comes to find them, making it clear the longer they linger, the more attacks the heroes are going to have to deal with.

Once the heroes are safely out of town, they must backtrack Renci Tosh's original trail through a maze of rocky canyons. She can easily find the starting point – where the patrol captured a few hundred meters outside of town – but the heroes must follow her tracks back to her ship with a Hard Survival roll. Renci's aid will allow one hero to upgrade one of their ability dice into a proficiency dice; if the heroes completely fail, Renci will roll her eyes and do the tracking herself, rolling against an Average difficulty.

The crash site is 20 kilometers away, and will take nearly two day's worth of walking to reach. If the heroes want, they can arrange to rent a cargo speeder (treated a 5 point Debt Obligation applied to whichever hero arranged the rental unless they happen to have 1000 credits on hand, which is the minimum rental cost and covers three days), then the journey will be that much quicker.

For every two hours of travel or rest, roll d% on the table above to see whether the heroes encounter anything while traveling through the canyons, adding +10 to the result at night. After any encounter in which the heroes take their attention away from the tracks, they must relocate the trail with an Easy Survival check.

D% Result	Encounter
01-50	None. The heroes don't see or hear anything unusual... this time.
51-60	Hazardous Terrain. The heroes encounter a patch of dangerous terrain, such as quicksand, a thicket of poisonous shrubbery, or an unstable hillside.
61-65	Rodian Savrip Hunter. A local hunter is following the lead of a Mantellian Savrip, a deadly predator unique to this world. Teerik hides on a ledge (opposed Perception vs. his Stealth) until he determines the heroes' intent. He's not interested in fighting the heroes and flees if attacked. If the heroes approach peacefully, he'll respond in kind, and warn the heroes about fighting a savrip unprepared.
66-70	Bounty Hunter! Having gotten wind of Tosh's escape and hoping to score some extra credits, one of the local bounty hunters have tracked the heroes down. The bounty hunter will attempt to sneak up on the heroes, with Renci being his primary target, shooting with his blaster set to stun. While he only needs to capture Tosh, he'll gladly take any heroes she can get, figuring that she can get a decent price for capturing those who "aided and abetted" the prisoner's escape.
71-98	Wilderness Noises. Have each hero make an Average Perception check. Those who succeed hear noises (such as animals chirping, rocks tumbling, or a bird crying overhead). These don't represent a threat, but do serve to either keep the heroes on their toes or encourage them to let their guard down after a few false alarms.
99-100	Mantellian Savrip! This fearsome beast is hungry and looking for a meal, particularly one that walks on two legs. Have the savrip make a Perception check, with the difficulty based on what pains the heroes are taking to be stealthy; Easy if they're just stomping around or are using speeders, up to Hard if they're actively trying to be quiet. If the savrip fails, then the heroes have a chance to avoid the encounter by remaining quiet and hidden, otherwise the beast attacks and fits until it's been taken Wounds equal to or greater than one-half its Wound Threshold.

During the trek, Renci tries to feel out the heroes' attitudes towards the Empire and the Rebellion. She doesn't directly reveal her own leanings, but a Cool (Hard difficulty) roll reveals that her queries are more than mere conversation.

THE CRASH SITE

Renci Tosh crashed her starfighter (a Longprobe Y-Wing; see **Appendix III: Vehicles**) right at the edge of the canyon maze, where the cliff walls give way to a rocky area of badlands. When the heroes finally locate the crash site, they discover that Renci's ship is nowhere to be found, much to her surprise and dismay. Read or paraphrase the following to the players:

Well, you've followed the trail up to the very edge of the canyon maze. Beyond the cliff wall stretches a rocky landscape, dotted with mesas and ravines. Scorched earth and a small impact crater verify that your new friend's ship crashed here, but there is no vehicle to be found. Renci turns to you with a look that is equal parts frustration and bewilderment on her face. "Uhh... would you believe it was here when I last saw it" she asks in a slightly apologetic tone of voice.

The heroes may want to investigate the crash site, using either Perception for a quick scan or Surveillance for a more in-depth look. Perception is rolled against a Hard Difficulty, while Surveillance has an Average Difficulty instead. If the check succeeds, the hero discovers drag marks leading away from the site and into the badlands, which are accompanied by two sets of animal tracks (bantha tracks, requiring either a Knowledge: Xenology roll at Hard Difficulty or the one Advantage to properly identify them).

If any of the heroes manage to roll three Advantages or a Triumph on their roll, the searcher also finds four distinct sets of booted humanoid tracks as well as the drag marks and animal tracks. These belong to the raiders who found Tosh's craft and dragged it back to their lair, though there's no way for the heroes to know that fact.

From here, it's clear the heroes must follow the trail (an Easy Survival roll) back to the raider's lair. However, just as they are getting ready to leave the crash site, they are attacked by a bounty hunter (use the stats from the Bounty Hunter! entry from the encounter table above). He used the heroes' focus on investigating the site to get into a defensible shooting position just inside the canyon maze, and starts out at Medium range. Heroes making ranged attacks will suffer one setback die to their roll because of this, though heroes that rush to engage in melee will suffer no such penalty. If the heroes acquired a cargo speeder, on a Despair result the speeder is destroyed during the fight.

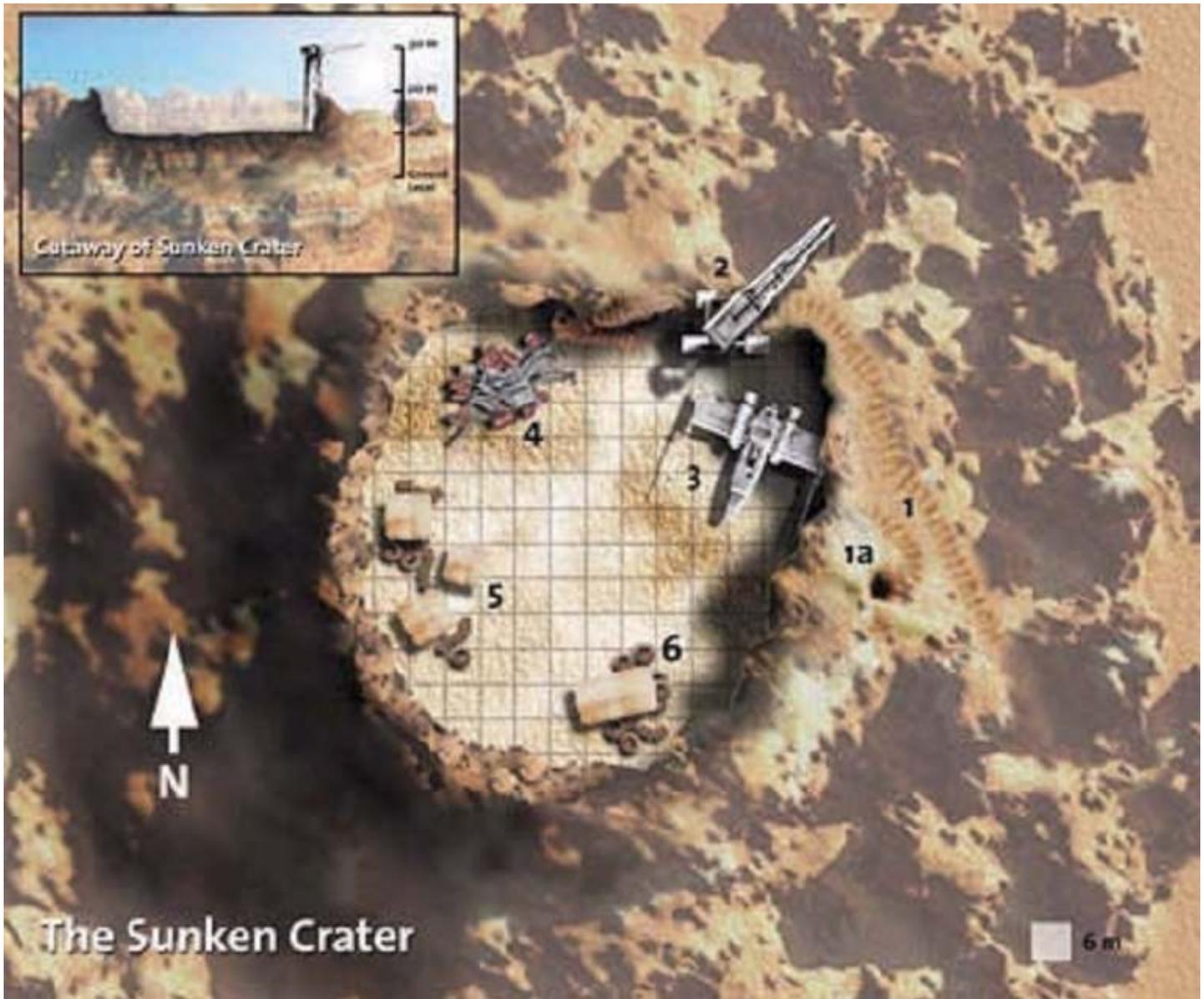
If there are more than three heroes or the heroes are particularly adept at combat, add a pair of apprentice hunters (pg201, EotEB) to keep some of the challenge intact for this encounter.

A Note on Skill Checks

One of the more interesting aspects of Star Wars: Edge of the Empire is the generation of Advantages and Threats from a skill check, which can either make things easier for the heroes or increase the difficulty of a given task. Feel free to get creative with the effects available when Advantages and Threats are generated, using them to enhance the narrative of what might otherwise turn into fairly boring travel and search sequences.

SCENE 3: THE SUNKEN MESA

Like most planets with extensive wilderness areas, Ord Mantell has its share of fringe-dwelling raiders who prey on those that wander too far from civilization. A small band of these raiders have converted a collapsed mesa into a base of operations.



The mesa itself is 20 meters high, but the entire center of the plateau collapsed long ago, forming a stable “floor” within the mesa’s wall. The inner area of the mesa is about 10 meters above the surrounding terrain, and approximately 10 meters from the top of the wall. A single rough staircase climbs up the eastern wall to the entrance.

1) Entrance and Guard Post

Two banthas graze on scrub brush growing around the base of the mesa, and a makeshift crane leading up the side of the mesa is affixed to the top of the cliff. Allow each hero a Perception check (Average Difficulty) to notice the crude steps, which are actually closer to handholds, cut into the cliff wall. This requires a successful Athletics (Easy Difficulty) to scale, while trying to climb the cable requires a Average difficulty Athletics test since it’s too far from the cliff to brace against it.

However, the entrance is not unguarded, as there are two raiders hidden in a niche (labeled 1a on the map) halfway to the top. On a successful Perception check (opposed if the heroes are trying to be stealthy, otherwise Average difficulty), the raiders notice the heroes, and will attack as soon as the heroes get within Close Range, gaining a boost die due to the precarious position the heroes are in. Should combat last more than three rounds, assume that the remaining raiders inside the mesa have become aware of the disturbance and will take appropriate measures to defend themselves. (Normally, they'd be more alert, but since their leader Yarroq is gone, they're enjoying the rare opportunity to relax.)

The heroes might choose to ascend without using either the cable or the handholds. This requires an Athletics roll with a Hard difficulty. The benefit to this is that any hero using this option will completely avoid the guards' attention, though they will show up if any fighting breaks out inside the mesa later.

2) Makeshift Crane

The raiders built a ramshackle winch assembly from scrap metal and several lengths of industrial-strength cable. After dragging Tosh's craft to the base of the plateau, they hitched the banthas to the crane and used pulleys to raise the small fighter up and over the mesa wall. Despite its jury-rigged nature, the crane is quite stable and can easily support the weight of several characters.

3) Captured Starfighter

Renci Tosh's badly damaged Y-Wing Longprobe sits here underneath a tan-colored tarp. The raiders are planning to sell it for scrap (in fact, their leader Yarroq is trying to find a buyer). They don't have the skill or resources to repair the amount of damage done to it. Making the craft spaceworthy again requires a significant amount of work in the form of at least a weeks' time and proper repair facilities, as well as a Mechanics (Hard difficulty) check with at least three successes in order to make the ship flyable. Given the costs involved in parts and tools, the players would need to incur a 15 point Debt Obligation, and even Renci will suggest that they give the ship up as a lost cause and will instead settle for salvaging what she can from the on-board navicomputer and sensor logs.

4) Supply Depot

Stacks of boxes, crates, and barrels litter this area, all pillaged from travelers, outlying settlements, and garbage dumps. An hour spent digging through the junk turns up one of the following items (each time an item is found, cross it off the list and re-roll if it comes up again in a later search). Feel free to substitute other items of similar value if desired.

There is one raider allegedly keeping watch, but he's too busy watching a holo vid on a small holo-player (GM's choice as to holo vid's contents).

Broken items can be repaired as though they had suffered Moderate damage, with the exception of the jetpack, which is treated as having suffered Major damage.

Roll d%	Items Found
01-20	2d10kg of foodstuffs
21-50	4d10kg of water
51-52	1d4kg of low-grade spice
53-60	1d6 extra reloads
60-65	Heavy blaster pistol, broken
66-70	Slugthrower pistol
71-75	1d6 stim packs
76-79	Electrobinoculars, broken
80-83	1d4 datapads, broken
84-89	Scanner goggles
90-93	Tool kit
94-95	Medpac
96-99	Glowrod
100	Jetpack, broken

5) Raider's Tents

Each of these three tents has two crude bunks strewn with clothes and various personal items (nothing of any real monetary value). The tent in the center has two resting raiders (who may be alerted by sounds of combat at Area 1). The tents are otherwise identical.

6) Yarroq's Tent

The leader of the raiders is a Trandoshan named Yarroq, whose brash confidence and physical power allow him to maintain control over the otherwise unruly group of raiders.

Yarroq's tent is twice as big as those of the other raiders, though it's scarcely better in terms of amenities. There's a small table with three chairs littered with flimsiplast copies of maps of the surrounding area and cargo manifests. There is a locked footlocker at next to crude bunk, with a Hard Skulduggery check needed to pick the lock. The footlocker contains credits equal 250 times the number of heroes involved in the adventure, two extra reloads.

However, Yarroq's tent is not entirely empty of occupants, as his lithesome Twi'lek lieutenant and paramour Gida Luroon is leaning back in one of the table's chairs, and is coming off a death stick high. Normally Yarroq keeps a tight rein on her addiction, but since he's away, she's taken the chance to indulge herself. She'll come to her senses if any fighting occurs within the mesa itself, or if more than three rounds pass once the sentries start attacking the heroes during their ascension of the mesa. In her drug-fueled fury, she will fight until dead or unconscious, and ignores any offers of surrender.

Once you feel the heroes have poked around the raider's base long enough (about an hour or so), or they have finished salvaging what they can from Renci's starfighter, move on to the next scene.

SCENE 4: THE LEADER RETURNS

Once the heroes have poked around the raider's base long enough (figure at least an hour) or they have finished salvaging the data from Renci's starfighter, Yarroq returns to the mesa.

Assuming the heroes encountered and defeated the guards at Area 1, Yarroq immediately suspects a problem when he notices the guards are gone (his men know better than to abandon their posts after what happened to the last raider that ditched guard duty). He and his retinue of raiders approach quietly, keeping alert for signs of intruders or thieves; assume they automatically succeed on their Perception checks to notice the heroes. Unless the heroes thought to post their own sentry, figure that Yarroq and his men succeed on their Stealth checks to approach the mesa undetected, otherwise have Yarroq and the hero on watch make opposed checks, pitting Yarroq's Stealth vs. the hero's Perception.

Upon catching sight of the heroes, Yarroq will attempt to ambush them. Have the heroes make Vigilance checks (Hard difficulty if they are actively engaged in some task, such as salvaging the Y-Wing's logs or rummaging through the supply depot, otherwise Average Difficulty). If any of the heroes are successful, they become aware of Yarroq and his men trying to set-up an ambush and can warn the rest of the party. Otherwise, the heroes are caught by surprise and the raiders get to attack for one round without reprisal. To determine initiative, have the heroes roll Vigilance while Yarroq and his raiders roll their Cool.

Yarroq and his raiders fight bravely, though he will flee if things start to go too badly (all his raiders are killed and he's suffered Wounds greater than half his Wound Threshold), and will quite happily accept offers of surrender from the heroes, figuring he can ransom them to friends or relatives back in town. The exception to this is if it becomes clear that Gida has been gravely injured or killed, then all bets are off and Yarroq will fight until he or the heroes are unconscious or dead.

AFTERMATH

Once the heroes have completed salvaging the Y-Wing's computer data and have defeated Yarroq and his raiders, Renci suggests they head back to one of the nearby towns so that she can see about arranging transport off Ord Mantell. If the heroes want to plumb the supply depot, she'll grudgingly agree, feeling that the heroes have more than earned their agreed-upon pay, which she'll hand over as soon as the logs have been salvaged.

If the heroes happen to be in possession of their own starship, the repairs will have been completed by the time they get back, so they can certainly offer to fly Renci to her next destination, and while she can't afford to pay them up front, she can promise 5000 credits once she arrives and makes contact with her backers, and is willing to pay up to 7500 if the heroes make a successful Negotiate check against her Cool.

Once Renci gets ready to leave the heroes' company or the group reaches the heroes' ship, Renci pauses and says the following to the heroes:

"Look, you handled yourselves pretty well over the past few days. I must admit, I wasn't entirely honest with you. I do work as an explorer, but I'm not really scouting for mineral deposits or any of that. Rather, I'm usually scouting for information on what the Empire is getting up to out here on the galactic fringe, though I also occasionally scout for competent help for some friends of mine who are always looking for new blood. Maybe you've heard of the Rebel Alliance and their fight against the Empire?"

Frankly, we're still fairly secretive and quiet, but we're growing in power every day as more and more people come to realize just how rotten the Empire really is. If you're interested in fighting the good fight, I can put in a good word and put you in contact with some people who can point you in the right direction.

So, what do you say? You up for a chance to help restore freedom to the galaxy?"

This represents a prime opportunity for the heroes to get involved with the Rebellion. Of course, the precise ramifications of the heroes' decision rests with the Gamesmaster. Renci Tosh can certainly introduce the heroes to some minor Rebel leaders (she doesn't know Princess Leia, Mon Mothma, Bail Antilles or other top-ranked Rebels); with her good word, the heroes should get a warm reception. From that point, the Rebellion can supply the heroes with the occasional missions; nothing too serious at first, as they still need to "feel out" the heroes to see just how far they're willing to go for the cause. Alternatively, the heroes might choose to maintain their independence for now, and that's fine too. After all, not everyone is willing to take up arms against the vast might of the Imperial military; to some, that's not their idea of courage, but more like suicide.

EXPERIENCE

Each surviving hero receives XP awards as follows:

- 10 XP for each session played
- 5 XP for salvaging the data from the Y-Wing's navicomputer and sensor logs.
- 5 XP for agreeing to transport Renci off the planet.
- 5 XP for playing to their Motivations.
- 1 to 3 XP for good roleplaying

APPENDIX I: ALLIES AND ADVERSARIES

RENCI TOSH

Concept: Rebel Operative (Henchman)

Characteristics

Brawn 2, Agility 3, Intellect 3, Cunning 3, Willpower 2, Presence 2

General Skills

Astrogation (Int) 1, Athletics (Br) 1, Deceit (Cun) 1, Education (Int) 1, Mechanics (Int) 1, Negotiate (Pre) 1, Outer Rim (Int) 1, Perception (Cun) 1, Pilot: Space (Ag) 1, Survival (Cun) 1, Vigilance (Will) 1

Combat Skills

Brawl (Br) 1, Ranged: Light (Ag) 1

Talents

- *Adversary:* Upgrade the difficulty of any combat check target this character once.
- *Galaxy Mapper:* Remove one setback die from Astrogation checks. Decrease the time required for Astrogation checks by one-half.
- *Shortcut:* Add one boost die to any checks made during a chase to catch or escape an opponent.
- *Skilled Jockey:* Remove one setback die from all Pilot checks.

Soak/Defense: 3/0

Thresholds: Wound 12

Equipment: Light Blaster Pistol (Ranged – Light, Damage 5, Medium, Crit Rating 4, Stun Setting), Heavy Clothing (+1 Soak), comlink



TERRIK

Concept: Rodian Savrip Hunter (Henchman)

Characteristics

Brawn 2, Agility 3, Intellect 2, Cunning 3, Willpower 2, Presence 2

General Skills

Cool (Cun) 1, Perception (Cun) 1, Stealth 1 (Ag), Survival (Cun) 1, Vigilance (Will) 1, Xenology (Int) 1

Combat Skills

Melee (Br) 1, Ranged: Heavy (Ag) 1

Talents

- *Adversary:* Upgrade the difficulty of any combat check target this character once.
- *Expert Tracker:* Remove one setback die from checks to find tracks or track targets. Decrease the time required by one half.
- *Lethal Blow:* Add +10 to Critical Hit roll against an opponent.
- *Stalker:* Add one boost die to Coordination and Stealth checks.

Soak/Defense: 5/0

Thresholds: Wound 13

Equipment: Blaster Carbine (Ranged – Heavy, Damage 9, Long, Crit Rating 3, Stun Setting) with Marksman Barrel (Accurate +1), Heavy Clothing (+1 Soak, +1 boost die to Stealth checks in rocky terrain), food supplies (1 week), stimpack, utility belt



BOUNTY HUNTER

Concept: Independent Hunter (Henchman)

Characteristics

Brawn 3, Agility 3, Intellect 2, Cunning 3, Willpower 2, Presence 2

General Skills

Coerce (Will) 1, Cool (Cun) 1, Perception (Cun) 1, Survival (Cun) 2, Vigilance (Will) 1

Combat Skills

Brawl (Br) 1, Ranged: Light (Ag) 1, Ranged: Heavy (Ag) 1

Talents

- *Adversary:* Upgrade the difficulty of any combat check target this character once.
- *Expert Tracker:* Remove one setback die from checks to find tracks or track targets. Decrease the time required by one half.
- *Lethal Blow:* Add +10 to Critical Hit roll against an opponent.
- *Stalker:* Add one boost die to Coordination and Stealth checks.

Soak/Defense: 5/0

Thresholds: Wound 13

Equipment: Blaster Carbine (Ranged – Heavy, Damage 9, Medium, Crit Rating 3, Stun Setting), Blaster Pistol (Ranged – Light, Damage 6, Medium, Crit Rating 3, Stun Setting), Brass Knuckles (Brawl, Damage 4, Engaged, Crit Rating 4, Disorient 3), Frag Grenade (Ranged – Light, Damage 8, Short, Crit Rating 4, Blast 6, Limited Ammo 1), Padded Armor (+2 Soak), comlink, extra reload, stimpack, utility belt



MANTELLIAN SAVRIP

Concept: Desert Predator (Henchman)

Characteristics

Brawn 5, Agility 2, Intellect 1, Cunning 1, Willpower 2, Presence 1

General Skills

Perception (Cun) 2, Stealth (Ag) 1, Survival (Cun) 2

Combat Skills

Brawl (Br) 2

Talents

- *Feral Strength:* Increase the damage dealt on a successful Brawl or Melee attack by 1.

Soak/Defense: 6/0

Thresholds: Wound 20

Silhouette: 2

Equipment: Brutal claws and fangs (Brawl, Damage 6, Critical 4, Engaged, Pierce 1, Poisoned – opponents that suffer at least one Wound from this attack have a setback die imposed on all checks until the injury is treated; setback dice are cumulative).

SUNKEN MESA RAIDERS

Concept: Raiders (Minion)

Characteristics

Brawn 2, Agility 2, Intellect 1, Cunning 2, Willpower 2, Presence 1

Skills (group only)

Brawl (Br), Perception (Cun), Ranged: Light (Ag), Stealth (Ag)

Soak/Defense: 3/0

Thresholds: Wound 5

Equipment: Blaster Pistol (Ranged – Light, Damage 6, Medium, Crit Rating 3, Stun Setting), Heavy Clothing (+1 Soak)

GIDA LUROON

Concept: Twi'lek Raider Lieutenant (Henchman)

Characteristics

Brawn 2, Agility 3, Intellect 2, Cunning 3, Willpower 2, Presence 3

General Skills

Charm (Pre) 1, Coerce (Will) 1, Deceit (Cun) 1, Perception (Cun) 1, Planet: Ground (Ag) 1, Stealth (Ag) 1, Streetwise (Cun) 1, Underworld (Int) 1, Vigilance (Will) 1

Combat Skills

Brawl (Br) 1, Ranged: Light (Ag) 1

Talents

- *Adversary:* Upgrade the difficulty of any combat check target this character once.
- *Point Blank:* Add +1 to damage on a successful Ranged (Light) or Ranged (Heavy) attack against an opponent that at Short Range or Engaged.

Soak/Defense: 3/0

Thresholds: Wound 13

Equipment: Heavy Blaster Pistol (Ranged – Light, Damage 7, Medium, Crit Rating 3, Stun Setting), Heavy Clothing (+1 Soak)



YARROO

Concept: Trandoshan Raider Boss (Nemesis)

Characteristics

Brawn 3, Agility 2, Intellect 2, Cunning 3, Willpower 3, Presence 2

General Skills

Athletics (Br) 1, Coerce (Will) 1, Cool (Cun) 2, Deceit 1 (Pre), Perception (Cun) 1, Planet: Ground (Ag) 1, Stealth (Ag) 1, Streetwise (Cun) 2, Underworld (Int) 1, Vigilance (Will) 2

Combat Skills

Brawl (Br) 1, Ranged: Light (Ag) 2

Talents

- *Adversary:* Upgrade the difficulty of any combat check target this character once.
- *Point Blank:* Add +1 to damage on a successful Ranged (Light) or Ranged (Heavy) attack against an opponent that at Short Range or Engaged.
- *Quick Strike:* Add one boost die to combat checks against opponents that have not yet acted this round.

Soak/Defense: 4/0

Thresholds: Wound 15, Strain 11

Equipment: Heavy Blaster Pistol (Ranged – Light, Damage 7, Medium, Crit Rating 3, Stun Setting), 2 Stun Grenades (Ranged – Light, Damage 8, Short, Blast 8, Disorient 3, Limited Ammo 1, Stun Damage), Heavy Clothing (+1 Soak), credstick worth 2500 credits



APPENDIX II: WHAT IF THE HEROES DON'T TAKE THE BAIT?

An ever-present threat to pre-written adventures of any sort, this one included, is where the GM presents an adventure hook that's designed to lead the player characters into the adventure proper, but for unforeseen reasons, the heroes simply choose to follow Uncle Owen's advice and simply not get involved in the plot. An experienced GM can usually anticipate what sorts of adventures their players are interested in, but even then the players just won't bite.

So, what if the heroes turn down Renci's plea for help? In this case, you generally have three options to fall back on. The first is to simply force the players to involve their heroes despite the lack of interest. This is by far the worst option, as it breaks the willing suspension of disbelief between the players and their characters, and may result in the players feeling as though they are being browbeaten into doing what the GM says. In fact, the GM is probably better off just canceling the night's game if they don't have anything else prepared and aren't comfortable or capable at the "seat of your pants" style of gamemastering.

The second option is to accept their decision and let them veer from the proposed mission into other adventures of their choosing or liking. This is fine, and sometimes inevitable, but if this happens too often, you risk wasting time creating plots, settings, and NPCs that never get used.

The third option is perhaps the most difficult, but can also be the most rewarding. Rather than forcing the heroes to accept Renci's plea, the GM instead alters elements of the adventure to keep the heroes involved without them feeling railroaded into a specific storyline. Here are just a few options to keep the heroes involved in such a manner for this adventure:

- The same local crime lord who captured Renci has now targeted the heroes because they were seen with her. If the heroes want to get this crime lord off their backs, they might need Renci's help to do it; once she's off-planet, the heat on the heroes should start to cool.
- The heroes keep running into the crime lord's thugs around town, and eventually choose to leave town to maintain a low profile for a little while, during which time they might have another run-in with Renci, who at this point has resigned herself to going it alone. She might still be willing to pay the heroes for their help, but she's also going to be a lot less trusting, and probably won't make the offer of introduction to the Rebel Alliance as listed in the Aftermath.
- The bounty hunter that is pursuing Renci learns of the heroes' contact with her, and decides to include them in his hunt, figuring them to be "associates" of his quarry and thus a source of information on the location of his primary target and her objectives.
- An Imperial informant recognizes Renci as a suspected Rebel operative, and concludes the heroes are also Rebels. This leads to the heroes being the subject of a semi-covert Imperial manhunt focused on the heroes, lead by an Imperial Intelligence Agent (pg202, EotEB) who is supported by four Imperial Stormtroopers (pg203, EotEB)

Try not to get too heavy-handed with these options, such as sending a group of 20 thugs after the heroes or calling in a Master Hunter to chase down the heroes. Always try to give the players a choice of options for their heroes, or at least the appearance of a choice. Even if it doesn't matter what choice they do make (and that should only rarely be true), the players should always believe that their heroes' actions, good and bad, control the outcome of the story.

APPENDIX III: NEW VEHICLE

BTL-A4 LP "LONGPROBE" Y-WING STARFIGHTER

Simply referred to as the Longprobe, this variant of the sturdy Y-Wing is designed to function as a limited scouting vessel, usually venturing into areas too dangerous for most dedicated scout craft. While not as capable in intelligence gathering, the Longprobe still packed much of the same punch as a standard Y-Wing, giving it better odds at returning from a dangerous mission and occasionally allowing the Longprobe pilot to take out a valuable target uncovered during a scouting mission.

Hull Type: Starfighter

Ship Class: BTL Y-Wing

Manufacturer: Koensayr Manufacturing

Hyperdrive: Primary: Class 1, Backup: Class 12

Navicomputer: Yes

Ship's Complement: One Pilot

Passenger Capacity: None

Encumbrance Capacity: 8

Consumables: 1 month

Cost: 125,000 credits

Silhouette: 3

Sensor Range: Medium

Speed: 4

Handling: 0

Defense: 1/1

Armor: 3

Hull Integrity: 12

Strain Threshold: 10

Weapons

Laser Cannons (Fire Arc Forward; Range Close, Damage 6, Critical Hit 3, Linked 1)

Proton Torpedoes (Fire Arc Forward; Range Short, Damage 10, Critical Hit 3, Breach 6, Blast 6, Guided 3, Limited Ammo 4, Linked 1)

LEGAL DISCLAIMER

Star Wars and all related terms are the registered trademarks of LucasFilm Limited, its associated bodies, and the Disney Corporation. **Edge of the Empire** and associated rules terminology are the property of Fantasy Flight Games. Star Wars Gamer, Star Wars d20, and the d20 system are the property of Wizards of the Coast. As such, the author of this document makes no claim of ownership to any of the afore-mentioned material.