

# The Traitor's Gambit

## Episode I of Star Wars: Dawn of Defiance

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### Starting the Campaign

The Dawn of Defiance campaign opens some months after the rise of the Empire, with the Clone Wars a very recent and vivid memory for most beings in the galaxy. The Empire has begun tightening its grip on star systems throughout the galaxy, and Darth Vader stands at the newly declared Emperor's right hand, crushing any opposition and hunting down the last remnants of the Jedi Order. In these short months since the fall of the Republic, many have joined the Empire willingly, including the Core Worlds whose Human nobles stand to benefit a great deal from its tyranny. Similarly, many others have begun rebelling against Imperial oppression, finding themselves driven out of their homes (or worse) and forced to live in a galaxy that tolerates no opposition to the Empire. Throughout the Dawn of Defiance campaign, the heroes must deal with the reality that the Empire is a monolithic threat without any kind of organized opposition, and dealing with agents of the Empire can be dangerous.

Despite the difficulties the heroes face in terms of Imperial dominance, they are in a unique position to deal the first significant blow against the Empire. In the first adventure, the heroes will come face to face with the man who will become their clandestine benefactor, Senator Bail Organa. In the new Empire, seditious acts are punished harshly, and as such the heroes will find that they must be extremely cautious in their actions. With nowhere to run and nowhere to hide, the heroes of the Dawn of Defiance campaign may find that a one-way trip to Kessel is the best they can hope for if they fall into the hands of the Empire.

The first act of the campaign (comprised of the first three adventures - The Traitor's Gambit, A Wretched Hive, and The Queen of Air and Darkness) introduces the heroes to one another and to some of the key figures in the campaign. Over the course of the first arc, the heroes discover that the Empire has a secret project in the works that could have dire consequences for the galaxy if it comes to fruition. Thanks to the help of former Imperial Admiral Gilder Varth, whom the heroes should rescue at the conclusion to the first adventure, the heroes learn that the Empire's secret project has left a trail of money and slaves that they can follow to find the truth. During the first three adventures, the heroes travel to famous planets such as Alderaan, Bespin, Cato Neimoidia, and Felucia, fighting Imperial stormtroopers, destroying secret labs and prisons, encountering vile Hutt gangsters, and participating in a dangerous sabacc tournament where the buy-in might be more than they can afford. The first adventure, The Traitor's Gambit, is relatively straightforward, allowing the heroes to become accustomed to one another and the Saga Edition rules. Each subsequent adventure leads the heroes down new paths and introduces different styles of play.

Certain kinds of heroes will find it easier than others to flourish in the Dawn of Defiance campaign. First and foremost, the heroes should view the Empire as both a threat and an enemy. As the major villainous entity of the campaign, the Empire represents something that is to be feared and loathed, and characters with Imperial sympathies will likely find themselves in conflict with the overarching plot. Otherwise, the heroes can come from almost any background and profession. As long as they are willing to fight against the Empire (both covertly and openly), they should find the campaign engaging and exciting. Not every hero needs to be an idealistic freedom fighter; smugglers, bounty hunters, and free traders have just as much to gain from weakening the Empire as rebellious troops do. If the heroes' motivation is personal profit or increasing their own power, they could do worse than to work for Bail Organa. Not only is he rich, but he is also powerful and influential, and his influence could very easily be transferred to any heroes that get on his good side.

Throughout the adventures in the Dawn of Defiance campaign, the Gamemaster will be presented with tips for how to use the destiny mechanic (Saga Edition Core Rulebook, page 112) to its fullest. Sidebars in each adventure will indicate when the heroes have taken a significant step toward a particular destiny, letting the GM know that it is time to award the 24-hour destiny bonus. The three destinies that see the most use in the Dawn of Defiance campaign are destruction, discovery, and rescue, though players with other destinies also can be of great use. Gamemasters whose players choose to have a destiny should feel free to award bonuses at points throughout the campaign where they feel appropriate, though some destinies might require more work on the part of the GM to integrate.

### Adventure Summary

After a chance encounter on a space station with a desperate agent of Senator Bail Organa of Alderaan, the heroes negotiate with a local crime lord and obtain valuable cargo intended for the Senator. Once they deliver the cargo, the heroes learn that it is actually a man frozen in carbonite who carries secret information for the Senator. Based on this information, the heroes are hired (as friends of Bail Organa, enemies of the Empire, or freelance entrepreneurs) to fly to the planet Felucia and discover the fate of a turncoat Imperial Admiral. If the Admiral still lives, they are to bring him back to Alderaan.

The heroes arrive to find Felucia under tight Imperial control. After a brief skirmish with some Imperial starships in orbit, their ship makes a hard landing on Felucia to avoid detection. The ship is damaged, though Captain Okeefe believes it can be repaired. Once they are prepared, the heroes venture out into Felucia’s jungles in search of signs of civilization. After fighting their way through the local flora and fauna, they discover a hidden village of Felucians that have fled deep into the jungles to escape Imperial oppression.

The heroes negotiate for a guide to take them to a nearby Imperial facility known to the locals as the “Vanishing Place.” In truth, this is a prison for Imperial dissidents and traitors where Admiral Varth is being held. The heroes prepare to set off for the prison when a cry goes up in the village - a scout trooper has just spotted the village and is headed back to alert the Empire! This leads into a chase scene in which the heroes ride kybucks in pursuit of the scout trooper. Once the trooper has been stopped, the heroes convince the Felucians to lead them to the Imperial base immediately so that they can rescue the Admiral and stop bringing danger to the hidden village.

The heroes and their guide set off for the Imperial prison facility. It is heavily guarded from the outside, but the Felucian guide knows a secret way in. Once inside the base, the heroes find it more lightly guarded (and more along the lines of what they can handle). During the search for Admiral Varth, the heroes come across a communication from Imperial Naval Command indicating that Inquisitor Draco is en route to Felucia to take custody of the Admiral. The heroes fight their way through the facility and eventually find Admiral Varth in the detention block. They free him and head back to the secret entrance where their Felucian guide supposedly awaits their return.

Unfortunately, the heroes find trouble instead. Their guide lies dead, and Imperials are gathering outside the facility. About this time, Captain Okeefe sends the heroes a message: She has completed repairs to her ship and can pick them up when they are ready. On their way to the roof, the heroes must deal with the cruel Captain Vischera and his genetically modified bodyguards. Once they reach the roof, they board Okeefe’s ship and blast off from Felucia.

The adventure concludes as the heroes bring Admiral Varth to the rendezvous point designated by Senator Organa. There, the heroes are introduced to the Nebulon-B frigate Resurgence, which has been commissioned by Organa to serve as a mobile hiding place for the Admiral. Aboard the Resurgence, Admiral Varth is debriefed and provides the heroes and Senator Organa with information related to a top-secret Imperial project.

**STAR WARS: DAWN OF DEFIANCE**

**Episode I**

**THE TRAITOR’S GAMBIT**

It is a dark time in the galaxy. The evil Galactic Empire has spread from the Deep Core to the Outer Rim, and everywhere the Empire’s tyranny can be felt.

Fleeing from the oppression of the Emperor’s minions, agents of Senator Bail Organa have run to a remote space station above Brentaal. Known to be a vocal opponent of the Empire, Organa may be the last hope of freedom in the galaxy.

In the hopes of stopping these dissidents before they can reach the Senator, the Empire has alerted its forces on Sel Zonn Station, where the struggle for liberty rages on, and the first sparks of rebellion have begun to burn. . . .

**Part 1: Prelude to Defiance**

The Dawn of Defiance campaign opens on an unsuspecting space station orbiting the Core World of Brentaal. Sel Zonn Station is little more than a travel and cargo port, just like dozens of others in orbit around the world. However, the station is also home not only to the Empire and its lackeys among the nobility of Brentaal, but also to the beginnings of the first major resistance group - that of your heroes. In part 1 of The Traitor’s Gambit, the heroes arrive on Sel Zonn Station to find that enemies of the Empire have been struggling to gather a valuable piece of cargo and make their way to Alderaan. When the heroes become embroiled in the plot, they find that they are rescuing an undercover agent frozen in carbonite who has valuable information for Senator Bail Organa. After some run-ins with local information brokers and Imperial agents, the heroes leave Brentaal and head for the scenic planet of Alderaan. Before the adventure opens, you (the GM) should determine whether the heroes already know one another or whether they are on Sel Zonn Station by chance. If the heroes already know one another, they have simply come to the station for the same reason as many other travelers - to rest, relax, refuel, and prepare for the next leg of their journey. If the heroes do not know one another before the adventure begins, discuss in advance what has brought each hero to Sel Zonn Station. They might be criminals escaping justice on Brentaal, fugitive Jedi on the run from the Empire, legitimate traders or businesspeople passing through, or nobles who have traveled to Brentaal to investigate their financial interests.

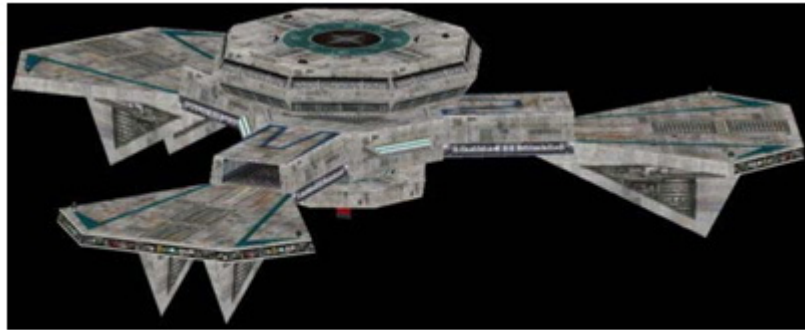
## Sel Zonn Station

Sel Zonn Station is one of over a dozen XQ2 Space Platforms in orbit around Brentaal. Manufactured by Bengel Shipbuilders some years before the beginning of the adventure, Sel Zonn Station has not flourished since the rise of the Empire. Though it still sees a great deal of traffic from Brentaal and from travelers, the Empire has allowed large sections of the station to languish and fall apart. Thanks to the rise of anti-alien sentiment, especially on the Core Worlds, the more run-down sections of Sel Zonn Station are now inhabited by aliens. As such, a rift divides the station - wealthy, privileged Human Imperial loyalists occupy the nicer sections of the station, while all others are relegated to worn and sometimes dangerous secondary sections. If the heroes arrive at Sel Zonn Station together aboard the same ship, read the following boxed text aloud.

Seemingly motionless among a sea of starships and satellites above the twinkling world of Brentaal, Sel Zonn Station grows larger in your view every second. A central pylon forms the bulk of the station's mass, and three landing platforms leading to docking bays extend from the central section, equidistant from one another and jutting out into space. The dorsal side of the station features a disc shaped secondary structure, on top of which blinking lights indicate the presence of a landing platform reserved for wealthy patrons.

The interior of the space station conforms to the Imperial standard. Since Sel Zonn Station orbits a Core World, it is far better maintained than other structures of its age, and the main areas see constant renovations and repairs. However, a few steps off of the beaten path quickly reveal that the station is rotting from the inside out. A short walk away from the main venues leads to decrepit sections of the station, filled with broken lights, tarnished metal walls, missing deck plates, and all manner of suspicious aliens that have been driven out of the nicer sections by the Empire.

Aboard Sel Zonn Station, all doors and walls are made of metal and conform to the standard statistics for objects (Table 9–1, page 151 of the Saga Edition Core Rulebook). The station's central computer system has an Intelligence of 14 and a Will Defense of 17. The station's information terminals, which can be found at regular intervals throughout public areas and in private rooms, have a starting attitude of indifferent toward anyone who uses them. These terminals can provide basic information on the layout and facilities of the station, but not much else. Each terminal is connected to the central computer system, which has a hostile attitude toward anyone that attempts to access its systems.



A typical XQ2 Space Platform.

In addition to providing boarding and supply services, Sel Zonn Station is host to a number of businesses that cater specifically to travelers. All shopkeepers on Sel Zonn Station sell at the prices listed in the Saga Edition Core Rulebook. Almost all shops are located on the Promenade, though a few are off the beaten path. Some of the most popular establishments include:

**Gundark's Cantina:** Owned and operated by a gruff Human male named "Gundark" Saff, Gundark's Cantina is a place where people from all walks of life can come to relax. Though Gundark himself shows some anti-alien bias, he does not prevent non-Humans from patronizing his establishment. As such, it is a popular meeting place for nearly anyone on the station, and it features a large number of secluded booths for private conversations.

**The Credit Chip:** A local casino that attracts a wide variety of patrons, the Credit Chip is operated by a quiet and brooding Human named Cecil Vane. Vane doesn't like what the Empire has done to the station, especially since they don't take it too well when he cheats Imperial officers out of their money. The most popular games in the galaxy, including sabacc and pazaak, see a lot of play

here.

**Delgas Medical Supplies:** A corporate medical practice and pharmaceutical supplier, Delgas Medical Supplies provides care to those who can afford it. The chief doctor in the practice is Byra Fenn, a talented Human woman with secrets to keep. Dr. Fenn has had extensive dealings with one of the 5 station's information brokers, a protocol droid named Switch, and she owes him several favors.

**Mechanical Allies:** A droid repair and sales shop, this is one of the few businesses run by a non-Human that hasn't been shut down by the Empire. Operated by an untrustworthy Twi'lek named San, Mechanical Allies sells all manner of droid parts and reconditioned droids. Despite the fact that most of his droids are faulty, San has remained in business thanks to his own savvy and his ability to buy off the Empire from time to time.

There are two primary sources of law enforcement aboard Sel Zonn Station. The Empire has a moderate presence, with a garrison aboard to keep the peace and enforce Imperial law. In addition to the stormtroopers and Imperial officers, Brentaal's planetary security force keeps a watchful eye on everything that happens on Sel Zonn Station. The planetary security force gets along well enough with the Empire, though questions of jurisdiction have caused tension between the two in the past. For the most part, the planetary security force operates out of the local security office, where it keeps a number of cells open for criminals and malcontents. Those captured by the Empire, however, are incarcerated in the security office briefly before being transported via shuttle to the planet's surface. Customs enforcement is relatively light simply because large cargo haulers cannot dock with the station. As such, usually only a single customs officer is on hand for any cargo inspection.

The main commercial area of Sel Zonn Station is known as the Promenade. Filled with shops of all kinds, as well as large, open seating areas with fountains, plants, and other decorations, the Promenade is where Brentaal’s nobles and other station visitors go to enjoy themselves. Security is tight on the Promenade, and Imperial stormtroopers are on hand at all times to keep the peace. Additionally, the Empire tries to keep the area free of aliens, and as such they harass any non-Humans moving about the Promenade. Although they won’t go so far as to arrest anyone, they often try to start fights with aliens just to have an excuse to lock them up. For this reason, most non-Humans tend to stay clear of the Promenade, except on rare occasions.

## First Contact

When *The Traitor’s Gambit* opens, the heroes are congregating (either together or by chance) in the Promenade, where their destinies await them. It is a typical day on the Promenade, with a slightly sparser crowd than usual. When the heroes arrive, read the following text aloud:

The Promenade is filled with the bustle of revelry and commerce. Spilling out of the gambling halls are the sounds of victory and the moans of defeat, while the music of local bands issues from the cantinas. Only a handful of citizens mill about in the main areas of the Promenade, a few gazing out the massive windows at the planet Brentaal hovering below. Businesspeople hawk their wares to the passersby, and a few Imperial stormtroopers make their way down the main avenue of the Promenade on their usual patrol at a leisurely pace.

After the heroes have had a moment to soak in the sights and sounds of the Promenade, give them each a chance to make a DC 10 Perception check. Those who succeed on the roll notice two men loitering on the Promenade who do not appear to be part of the larger crowd. Each seems to be scanning the crowd closely as though looking for someone, though they pay no attention to the heroes. Those who succeed on the Perception check with a roll of 15 or higher also notice that, despite wearing normal traveling clothes, each man is carrying a hold-out blaster tucked into his jacket, and both men are wearing identical garments. Those who succeed on the check with a 20 or higher also notice that both men seem to be whispering to themselves, obviously speaking into hidden comlinks.

Within moments, a slender woman wearing the greasy clothes of a mechanic stumbles down the Promenade. Though she is trying to hide it, she has clearly been wounded somehow, and she looks disheveled. Once the heroes have had a chance to see the woman, the two men make their way toward her, and she turns and runs toward the nearest hero (or toward the heroes who are closest to one another). She pleads for assistance, offering credits to anyone who will help her. The two men give chase, and the first encounter begins.

The woman is Maya, an Alderaanian Security agent, and the men are undercover informants for the Empire. See “Promenade Shootout” for information on running the encounter.

Development: Once the heroes subdue the Imperial informers and defeat the stormtroopers, they must quickly get to safety before reinforcements arrive. If the heroes did not manage to save Maya, a datapad she carries contains notes on “V14” and “Switch” as clues to the location of some valuable cargo. The heroes should be able to make Gather Information checks to learn what those words mean. A successful DC 10 check reveals that V14 is a deep storage bay on the station. A successful DC 15 check reveals that information, plus the fact that Switch is a well-known droid information broker that operates from a secret location within the station. The heroes should be able to figure out that something important (and possibly profitable) is going on, and they should be on the right track to discover V14’s secrets.

If the heroes keep Maya from being killed in the fracas, she directs them to safe quarters where they can talk. She is still grievously wounded and has a persistent –10 condition on the condition track that can be removed only with surgery or a dip in a bacta tank. However, despite her injuries, she tells the heroes enough to set them on the right path. They need to get to deep storage bay V14, where a droid named Switch can provide them with the location of some very valuable cargo. According to Maya, Switch was responsible for receiving and storing this cargo, which was shipped all the way from the Deep Core. Maya was supposed to contact Switch, recover the cargo, and deliver it to Senator Bail Organa of Alderaan. She reveals that she is a member of Alderaanian Security and part of Organa’s personal security detail, and that she was waylaid by the Empire mere hours after arriving on the station. Apparently, the fact that she works for a vocal opponent of the Emperor has flagged her as a troublemaker, and the Empire wants her off the station one way or the other.

If the heroes agree to help her further, Maya assures them that Bail Organa will be happy to reward them for their efforts, and she emphasizes that the work they are helping her with could save the lives of many innocent beings. She doesn’t go into more detail than that, but she assures the heroes that her mission advances the cause of good. If the heroes can procure the cargo from Switch, she will provide them with transport from Sel Zonn Station to Alderaan. Unfortunately, due to the recent confrontation, the heroes will need to keep a low profile, and Maya herself must remain safe in her quarters until fully healed.

If the heroes take her up on her offer, Maya entrusts them with directions to bay V14 and tells them to contact her when they procure the cargo.

## Deep Storage Bay V14

If the heroes want to learn more about the deep storage bay V14, they can do so in a variety of ways. Any informational computer terminal on the station can confirm that bay V14 is on a level that is off limits to non-Imperial personnel. If the heroes attempt to access further information on V14, it is considered general information and can be obtained with the Use Computer skill. A successful check reveals that bay V14 is in a section of the station that has been quarantined for over a year and a half, yet no maintenance requests have been made for

repairs to that section. Additionally, the terminal reveals that deep storage bay V14 is located along one of the station's primary exhaust systems, meaning that exhaust conduits should be running right through the storage bay.

A Gather Information check regarding storage bay V14 has a DC of 10 and counts as learning local news or rumors. Success reveals that despite the fact that V14 is in a quarantined zone, a large number of aliens are often seen going into that zone. Rumor has it that the aliens operate some kind of criminal organization out of that section of the station, and that a contingent of Gamorreans is always on guard near the deep storage bay.

An attempt to learn secret information about bay V14 has a DC of 20 and reveals that since the quarantine was put into place, the station manager has been taking bribes to keep it that way. The bribes are delivered to the manager on a monthly basis by an unsavory-looking Twi'lek, and though the Empire doesn't like it, the local security forces ensure that Imperials never get too close to the quarantined areas.

When the heroes finally arrive in the vicinity of deep storage bay V14, they find that they have entered a very neglected part of the station. Many of the lights have burned out, and blaster marks and carbon scoring mar the walls, ceiling, and floor. The area reeks of ozone and electrical fires, and pools of coolant litter the hallways at regular intervals. After winding their way through a near-labyrinth of decrepit corridors, the heroes come upon bay V14, which is guarded by a pair of Gamorreans wielding vibro-axes. (Use the generic thug statistics on page 284 of the Saga Edition Core Rulebook for the Gamorreans.)

If the heroes approach openly, the Gamorreans take no hostile actions and seem concerned only with blocking the doors. If the heroes approach stealthily, the Gamorreans are not likely to notice and seem more interested in conversing in their grunting language than in watching for outsiders. If the heroes attempt to persuade the guards to let them in to see Switch, they might find it easier than they suspect. The Gamorreans begin with an indifferent attitude toward the heroes, provided that the heroes do not attack them on sight. If the heroes make a successful Persuasion check to shift their attitudes to friendly, the guards let them inside. A bribe of at least 50 credits grants the heroes a +5 circumstance bonus on any Persuasion checks against the guards.

Once the heroes enter bay V14, read the following text aloud:

The deep storage bay is as run-down as the hallways leading up to it, with entire metal plates missing from the floor and a huge, open exhaust shaft near the back of the room. Large crates litter the area, creating the appearance of a haphazard mess, and the air has a distinct smell of sweat and fumes that makes the entire area unpleasant. Flickering lights provide modest illumination, and a burst pipe along the ceiling leaks blue fluid down one wall. Near the center of the room is an item that seems very out of place - a large, finely crafted desk made of Japor ivory wood, which means that the desk is both priceless and rare. Sitting peacefully behind the desk is a protocol droid with shiny, ebony coverings that seem to soak up light and offer only the slightest reflection. The droid's eyes flicker slightly, as though imitating a person blinking rapidly.

At first glance, Switch, the protocol droid information broker, appears to be the only occupant of the storage bay, but several of his thugs and associates are also spread throughout the room. Three bodyguards hide behind crates scattered around the room, and the heroes can make Perception checks (opposed by the thugs' Stealth checks) to notice them. Additionally, Switch's most valued companion - a blue-and-red astromech droid with the designation R5-B8 - beeps and burbles quietly besides the protocol droid, seemingly lost in its own world. Lastly, Switch's majordomo, a Twi'lek thug, stands quietly off to one side, not actively hiding but also not clearly visible until the heroes approach the desk.

## Meeting with Switch

Switch is a curious protocol droid that has clearly gone a long time since his last memory wipe. A self-fashioned information broker and budding crime lord, Switch has aspirations to sophistication that are likely remnants of his protocol droid programming. With a male personality and a Coruscanti-Imperial accent, Switch could fit in among Brentaal's nobility if he were not a droid. When he speaks, he does so cheerfully and lightly, as though his power and prestige leaves him without a care in the world. It is unclear how a protocol droid managed to convince a number of living beings that he should be their leader, but the fact that the thugs follow Switch loyally is a testament to his persuasive skills and his acumen as a crime lord.

When the heroes arrive in bay V14, Switch greets them warmly and welcomes them to his domain, regardless of how they enter. Even if the heroes killed the Gamorreans to get inside, Switch seems unfazed. As a protocol droid, he has no concept of the fragility or the value of life, a fact that makes him both easy to get along with and incredibly dangerous. After introducing himself and R5-B8, Switch offers the heroes a drink from his extensive collection of beverages; for a droid that does not consume, he has exceptionally refined tastes. Once his guests have been made comfortable, Switch explains that his services are available to anyone who can pay, and he implores the heroes to tell him why they have come.

The heroes have several challenges throughout their encounter with Switch, though only one is critical to the ongoing plot of the adventure. They must convince the droid to reveal the location of the cargo he is keeping for Maya and to turn that cargo over to them. The following encounter challenges demonstrate how the heroes can affect the outcome of the encounter:

**Critical Challenge:** The heroes need to get their hands on whatever cargo Switch is holding for the Alderaanian Security officer, Maya. Switch begins the encounter indifferent toward the heroes. If they can shift his attitude to friendly, Switch acknowledges that he is holding cargo for Maya but does not tell them where. If they manage to get Switch talking, however, their options expand greatly.

Once Switch has a friendly attitude, he is willing to accept payment to release the cargo to the heroes. For the “eminently reasonable” sum of 1,000 credits, they can take the cargo wherever they wish. If the heroes don’t have that much money, or if they don’t want to spend that much, Switch is willing to accept less, provided that one or more of the heroes agrees to supply him with information on a regular basis from wherever their travels may take them. Each hero who agrees to this deal reduces the required payment by 200 credits. Of course, the heroes can agree with no intentions of sending information to Switch in the future, but doing so might have dire repercussions. (Any such consequences are beyond the scope of this adventure, but feel free to include your own adventures and enemies later in the campaign.) On the other hand, the heroes might like the idea of working for a droid crime lord, even indirectly, which can open up plot hooks of its own.

Once Switch is satisfied, he reveals that the cargo is in the main docking bay on Blue Deck, a section of the station heavily traveled by Imperial loyalists and one of the few places where Imperial ships dock. If the heroes fail to convince Switch to give them the cargo, they might have another chance to succeed; see the development section of “Arrival of Ganga Lor” (below).

**Auxiliary Challenge:** After learning that they will be obtaining a person frozen in carbonite, the heroes might press Switch for more information on why the agent was smuggling himself from Empress Teta. This information requires a bribe of 200 credits, which the droid accepts only if he has a friendly attitude toward the heroes. If the bribe is paid, Switch reveals that the Alderaanian Security agent was spying on the Empire’s secret interests in the Deep Core. In the months since the rise of the Empire, hundreds of warships have sealed off the few known trade routes into the Deep Core, only allowing wealthy Imperial loyalists in or out of that region of space. Over the last few months, the Empire has set up the Deep Core Security Zone, and Emperor Palpatine himself has overseen the transfer of large amounts of resources and nobles loyal to the Empire into the Deep Core. The frozen security agent had been scouting one of the dozens of worlds that the Empire had discovered during its recent expansion into the Deep Core.

**Auxiliary Challenge:** In addition to the possibility of working for Switch, the heroes have a chance to make the droid a permanent contact and ally in the Core Worlds. If the heroes manage to shift his attitude to friendly, Switch is open to the idea of providing information the heroes need, wherever they may be. However, convincing Switch that this is a good idea is a bit more difficult. A down payment of 500 credits is enough to convince the droid that a deal is in his best interests. Other kinds of compensation work as well, provided that any items offered have a market value of roughly 500 credits.

**Auxiliary Challenge:** Once the heroes convince Switch to turn over Maya’s cargo, they also have the opportunity to make a bit of a profit. In addition to the cargo he is holding for Maya, Switch has a crate of bottles of Corellian ale that is bound for Alderaan. If, over the course of their conversations with the protocol droid, the heroes mention that they have access to a ship, Switch offers them a small fee to deliver the ale to Alderaan, with the promise of 500 additional credits on delivery. The Corellian ale is stored in the same docking bay as the frozen security officer, in a crate that can be carried by a single person. If the heroes agree to deliver the crate, they can do so without complications once they arrive on Alderaan. The credits will be sent to an account that Switch sets up on Alderaan, from which the heroes can easily retrieve their payment.

**Ad-Hoc XP Award:** If the heroes successfully negotiate with Switch for the frozen Alderaanian Security agent, award them experience points as if they had defeated a CL 2 opponent.

| Switch (CL2)                                                                                                                       |
|------------------------------------------------------------------------------------------------------------------------------------|
| Medium droid (3rd-degree) nonheroic 1/noble 2<br>Force 1<br>Init +0; Senses Perception +2<br>Languages Basic, Binary, 3 unassigned |
| Defenses Ref 12 (flat-footed 12), Fort 11, Will 15<br>hp 10; Threshold 11<br>Immune droid traits                                   |
| Speed 6 squares (walking)<br>Melee unarmed +0 (1d3)<br>Ranged hold-out blaster +0 (3d4+1)<br>Base Atk +1; Grp +0                   |

| Switch (CL2)                                                                                                                                                         |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Abilities Str 8, Dex 9, Con —, Int 13, Wis 13, Cha 14                                                                                                                |
| Talents Presence                                                                                                                                                     |
| Feats Linguist, Skill Focus (Deception, Persuasion), Skill Training (Deception, Knowledge [bureaucracy], Knowledge [galactic lore]), Weapon Proficiency (pistols)    |
| Skills Deception +13, Knowledge (bureaucracy) +7, Knowledge (galactic lore) +7, Knowledge (social sciences) +7, Persuasion +13 (may intimidate as a standard action) |
| Systems walking locomotion, basic processor, translator unit (DC 5), 2 hand appendages, vocabulator                                                                  |
| Possessions hold-out blaster, audio recorder, comlink, datapad, R5-B8 astromech droid                                                                                |

Arrival of Ganga Lor



A member of the Chevin species.

Once the heroes have concluded their business with Switch, an unexpected visitor arrives. If the heroes left the Gamorrean guards alive, they now die squealing amid a hail of blaster bolts, which can easily be heard from inside bay V14. Bursting into the room is Ganga Lor, a Chevin gangster, and a handful of his thugs. When he pushes his way into the room, Ganga Lor shouts in Basic, “So you thought you could hide your deal with the offworlders from me, droid? I’m tired of not getting my cut! Turn him into a scrap heap, boys!” With that, Ganga Lor’s thugs attack Switch and the heroes, who are now caught up in a gang fight. See “Ganga Lor’s Grudge” for information on running the encounter.

**Development:** Switch is most grateful for the heroes’ assistance in the fight. If they had not yet convinced the droid to turn over Maya’s cargo, he agrees to do so now (otherwise, he agrees to one of the auxiliary challenges free of charge). Additionally, if the heroes need medical attention, he promises to call in a favor with Dr. Fenn of Delgas Medical Supplies to get them treated free of charge. If Switch does not survive the encounter, the heroes can learn the location of Maya’s cargo by slicing into the computer in his desk. It has an Intelligence of 14, a Will Defense of 16, and an attitude of indifferent toward anyone who tries to use it other than Switch or R5-B8. When the encounter with Switch is concluded, the heroes can head to Blue Deck’s main docking bay and retrieve the cargo.

Blue Deck

Blue Deck is one of the nicest and most dangerous sections of Sel Zonn Station. Reserved almost exclusively for Imperial loyalists and off-duty personnel, Blue Deck is a combination of luxury and fanatical devotion to the Empire. Everything on Blue Deck is pristine and well maintained, with none of the technical problems seen elsewhere on the station. Propaganda posters for Emperor Palpatine cover the walls, and the insignia of the Empire is found almost everywhere the eye can see. Stormtroopers guard every entrance and exit to Blue Deck, and while they examine everyone closely, they make no move to stop anyone from coming or going - at least, not often.

The anti-alien bias encountered on the Promenade is even worse here. Shopkeepers steadfastly refuse to serve non-Humans, and cantina bouncers prevent them even from entering the establishments. Very few aliens walk the halls of Blue Deck, and those that do are usually servants or slaves of nobles and Imperial agents. When the heroes arrive on Blue Deck, read the following text aloud:

As the turbolift doors slide open and you step out onto Blue Deck, it is like entering a wholly different space station. The floors are polished and possess a metallic sheen, and the massive windows along one wall grant the most magnificent view of Brentaal available on the station. Maintenance and service droids flit about from one place to the next, keeping everything clean and ordered.

Moving about the halls of Blue Deck are large numbers of Humans, most of them wealthy by all appearances. They pay little attention to the few aliens found in the area, except, perhaps, to sneer as they pass.

When the heroes reach Blue Deck, they might head directly to the main docking bay, which is fine but leaves them ignorant of developments in the hangar bay. If the heroes take the time to make a Gather Information check to retrieve local news and rumors, they discover that the Empire has just sent an entire squad of stormtroopers to the main docking bay to check out some suspicious cargo. If the heroes do not try to make a Gather Information check, they can learn the same information by making a successful DC 20 Perception check to overhear two nobles talking about the situation.

Skig Banos, Imperial Informant

As the heroes make their way across Blue Deck, they see a face that might be familiar. Any heroes who managed to notice the two Imperial informants on the Promenade before Maya approached them now also notice a similarly dressed man on Blue Deck. In fact, any hero who succeeds on a DC 15 Perception check realizes that this man was on the Promenade earlier but fled at the first sign of blaster fire. The man is Skig Banos, an Imperial informant and world-class coward. With a mop of greasy black hair and a physique that is little more than skin hanging off bones, Skig looks a bit on the pathetic side. His beady eyes and oversized nose give him a more sinister edge, causing him to resemble a wild womp rat eager to escape captivity.

If the heroes confront Skig, he immediately tries to escape. If the heroes manage to stop him without making too much of a ruckus, they should be able to interrogate him and get a bit more information about what is going on. Skig is too afraid of being harmed by the heroes to raise an alarm, and though his attitude begins as unfriendly, a successful Persuasion check can move him to indifferent. Similarly, a successful Persuasion check to intimidate Skig automatically moves his attitude 1 step farther toward helpful, regardless of his attitude when the check is made.

If Skig can be made indifferent, he is willing to tell the heroes almost anything so that they will let him go. This includes lying to them - he makes Deception checks every round until caught in a lie - and Skig's lies include that the Empire has discovered them, that the Empire has killed Maya, and that he's just a merchant out for a walk on Blue Deck. An indifferent Skig simply wants to get away, and he does everything he can to escape without getting killed or raising an alarm. Truthfully, Skig is equally scared of the Empire and fears that they will betray him at any time.

If Skig can be made friendly, he actually volunteers useful information. He knows that the Imperials were recently tipped off about contraband in the main docking bay (by one of Ganga Lor's toadies looking to make a few quick credits, though Skig doesn't know that) and have gone to investigate. He saw at least three stormtroopers and an officer head toward the docking bay, though he thinks there may be more in the bay. Additionally, Skig saw them moving a repulsor sled into the main docking bay, meaning that they have some heavier weapons at their disposal. With this information in hand, the heroes should be a bit better prepared for the fight ahead of them.

## Main Docking Bay

The main docking bay on Blue Deck is used by the Empire to ferry cargo and personnel from the station to the surface of Brentaal and back. Switch managed to get Maya's cargo stored here by calling in some favors, reasoning that the Empire would not think anyone would be bold enough to hide contraband right under their noses. The main docking bay is a large, open area with a control room and two side storage rooms. See "Frozen Goods" for information on running the encounter.

**Development:** Once the heroes obtain the agent frozen in carbonite, it quickly becomes time to get away from the Imperial presence on Sel Zonn Station. If the heroes managed to save Maya, she awaits their call on the comlink and sends one of her allies to pick them up. A short 5 rounds after the heroes call Maya for assistance, a large Baudo-class Star Yacht named the Banshee drifts into the main docking bay and lowers its ramp. Over the loudspeaker, the ship's captain, a woman named Sirona Okeefe, calls out to the heroes that Maya sent her to fetch them. When the heroes all board the ship, Captain Okeefe blasts off from Sel Zonn Station and makes a quick jump to hyperspace, headed for Alderaan.

If the heroes did not save Maya, you (the GM) have several options. The heroes might have met Captain Okeefe previously on the Promenade, or she might have been referred to them by Switch, who knew that they would need transport off the station. Failing that, the heroes might need to take their cargo and find a place to hide on the station until they can hire passage to Alderaan or stow away on a ship. Regardless, the heroes should take the frozen agent to Alderaan as quickly as possible.

# Promenade Shootout (Challenge Level 1)

## Setup

The open area of the Promenade features few places to hide during this encounter. The heroes find themselves boxed into a small, enclosed area when combat begins. Disperse the heroes throughout the Promenade, place the two stormtrooper recruits near the south entrance, and place the two Imperial informants at the north entrance.

## Read-Aloud Text

After the heroes make their Perception checks to notice the two Imperial informants (whether they succeed or fail), introduce Maya, the stumbling Alderaanian Security agent who approaches the heroes and pleads for assistance:

A woman with short black hair and the greasy uniform of a mechanic comes stumbling onto the Promenade, clutching her midsection as though injured. She struggles to make her way across the floor in your direction, though clearly she is having difficulty walking.

“Please, help me,” she calls out to you. “There are credits in it for you, just help me!”

Mere seconds later, two stormtroopers burst into the area from the south end of the Promenade. They raise their blasters, aiming them at the woman, and shout through their helmet speakers, “Step away from that woman. She is under arrest in the name of the Emperor!”

## Stormtrooper Recruits (2)

The Empire doesn’t send its best and brightest to Sel Zonn Station; instead, the post is usually a testing ground for new stormtrooper recruits. Though adorned with the accoutrements of normal stormtroopers, these recruits don’t have the experience that other stormtroopers do, and are prone to missing their targets under fire.

| Stormtrooper Recruit (CL1)                                                                                                                                                                                                                                                                                           |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Medium Human nonheroic 2<br>Dark Side 1<br>Init +1; Senses low-light vision; Perception +8<br>Languages Basic                                                                                                                                                                                                        |
| Defenses Ref 16 (flat-footed 16), Fort 12, Will 10<br>hp 6; Threshold 12                                                                                                                                                                                                                                             |
| Speed 6 squares<br>Melee unarmed +2 (1d4+1)<br>Ranged blaster carbine +2 (3d8)<br>Base Atk +1; Grp +2<br>Atk Options autofire (blaster carbine)                                                                                                                                                                      |
| Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10<br>Feats Armor Proficiency (light), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)<br>Skills Endurance +6, Perception +8<br>Possessions stormtrooper armor (+6 armor, +2 equipment), blaster carbine, utility belt with medpac |

## Stormtrooper Recruit Tactics

These stormtrooper recruits are solely concerned with capturing Maya, the Alderaanian Security agent. They are trigger happy, though, and are more than willing to shoot anyone who stands in their way. When the encounter begins, they attempt to stun Maya but use lethal force against any other opponents.

## Imperial Informants (2)

Recruited to report on suspicious activity on Sel Zonn Station, the Imperial informants are regular citizens who have thrown their loyalty over to the Empire. These informants don't have the same kind of training that other Imperial agents do. In fact, they are little more than eager civilians who have been given a blaster and some basic combat training. They wear plain clothes, carry hold-out blaster pistols, and keep a comlink buttoned on the inside of their collars at all times.

Dressed in traveler's clothes and carrying poorly concealed hold-out blaster pistols, these civilians seem as though they are keeping a watchful eye on nearly everyone at the same time.

| Imperial Informant (CL1)                                                                                                                                                                                                                                                                              |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Medium Human nonheroic 2<br>Init +1; Senses Perception +7<br>Languages Basic                                                                                                                                                                                                                          |
| Defenses Ref 11 (flat-footed 11), Fort 11, Will 12; Improved Defenses<br>hp 7; Threshold 11                                                                                                                                                                                                           |
| Speed 6 squares<br>Melee unarmed +2 (1d4+1)<br>Ranged hold-out blaster +1 (3d4)<br>Base Atk +1; Grp +2                                                                                                                                                                                                |
| Abilities Str 12, Dex 10, Con 10, Int 11, Wis 13, Cha 11<br>Feats Improved Defenses, Point Blank Shot, Skill Training (Persuasion), Weapon Proficiency (pistols, simple weapons)<br>Skills Perception +7, Persuasion +6, Stealth +6<br>Possessions hold-out blaster, comlink, assorted personal items |

Imperial Informant Tactics

The Imperial informants have bought into the Empire's propaganda and are willing to risk their lives to help bring enemies of the state to justice. Unlike the stormtroopers, they don't realize that Maya is wanted alive and use lethal force against her. However, when the heroes intervene, the informants ignore Maya and focus solely on the heroes.

Maya, Alderaanian Security Agent

The woman begging the heroes for help is Maya, an agent of Alderaanian Security who has been grievously wounded in a run-in with the Empire on Sel Zonn Station. She has a persistent condition and is at -10 on the condition track (presented as the first statistics block below), meaning she doesn't have much fight left in her. Maya desperately reaches out to the heroes for help.

This slender, black-haired woman wears a blue uniform like that worn by many mechanics and repair crews aboard Sel Zonn Station. Her face and clothes are smudged with grease, and her look suggests that she has been in more than a few firefights.

| Maya (wounded) (CL1)                                                         |
|------------------------------------------------------------------------------|
| Medium Human nonheroic 1<br>Init -8; Senses Perception +1<br>Languages Basic |
| Defenses Ref 6 (flat-footed 4), Fort 1, Will 1<br>hp 2; Threshold 1          |

| Maya (wounded) (CL1)                                                                                                                                                                                                                                                                                                   |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Speed 3 squares<br>Melee unarmed −10 (1d4)<br>Ranged blaster pistol −8 (3d6)<br>Base Atk +0; Grp −8                                                                                                                                                                                                                    |
| Abilities Str 10, Dex 14, Con 12, Int 11, Wis 12, Cha 10<br>Feats Armor Proficiency (light), Skill Focus (Perception), Skill Focus (Stealth), Weapon Proficiency (pistols, simple weapons)<br>Skills Perception +1, Stealth +2<br>Possessions blaster pistol, combat jumpsuit (+4 armor), comlink, datapad, 50 credits |

| Maya (normal) (CL1)                                                                                                                                                                                                                                                                                                      |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Medium Human nonheroic 1<br>Init +2; Senses Perception +11<br>Languages Basic                                                                                                                                                                                                                                            |
| Defenses Ref 16 (flat-footed 14), Fort 11, Will 11<br>hp 5; Threshold 11                                                                                                                                                                                                                                                 |
| Speed 6 squares<br>Melee unarmed +0 (1d4)<br>Ranged blaster pistol +2 (3d6)<br>Base Atk +0; Grp +2                                                                                                                                                                                                                       |
| Abilities Str 10, Dex 14, Con 12, Int 11, Wis 12, Cha 10<br>Feats Armor Proficiency (light), Skill Focus (Perception), Skill Focus (Stealth), Weapon Proficiency (pistols, simple weapons)<br>Skills Perception +11, Stealth +12<br>Possessions blaster pistol, combat jumpsuit (+4 armor), comlink, datapad, 50 credits |

**Maya’s Tactics**

Maya’s chief concern is survival. She tries to find cover and hide, hoping that the heroes will take care of the Imperial agents that are after her. She will assist when possible, but her persistent condition makes her good for little besides encouragement and motivation. Maya fights defensively on every round, taking no attacks, and always tries to hide behind something to gain cover from attackers.

**Conclusion**

When the encounter ends, the heroes should realize that reinforcements are likely on the way. In fact, 10 rounds after combat ends, a squad of six stormtrooper recruits arrives. If the heroes have departed before this time, they are not pursued.

# Ganga Lor’s Grudge (Challenge Level 3)

## Setup

The heroes, Switch, and his thugs should be set up away from the door, behind some of the crates near the middle and back of bay V14. When the encounter begins, Ganga Lor and his thugs enter through the same double doors the heroes came through. Read the following text aloud when the Chevin and his enter the bay:

Blaster fire sounds from outside in the hall, and suddenly the blast doors leading into the storage bay slide open to reveal a number of armed thugs outside.In the midst of the rabble is a large Chevin, his trunk hanging low to the ground and his mouth twisted in a snarl.

“So you thought you could hide your deal with the offworlders from me, droid? I’m tired of not getting my cut! Turn him into a scrap heap, boys!”

## Ganga Lor

Ganga Lor is a Chevin petty crime lord who has been engaged in a rivalry with Switch for years. Ganga Lor came to the station around the same time as Switch, and the two have never gotten along.

This massive Chevin looks old, even for his species. His trunk hangs low and scars cross his face, giving him a weathered look that matches his leathery skin. His clothes are little more than rags, and a large blaster pistol pokes out from beneath his vest as though ready to be drawn on a moment’s notice.

| Ganga Lor (CL3)                                                                                                                                                                                                                                                                                                                                                                                                        |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Large Chevin nonheroic 3/noble 2<br>Force 1; Dark Side 6<br>Init +1; Senses Perception +8<br>Languages Basic, Chevin, Huttese, Rodese, Shyriiwook                                                                                                                                                                                                                                                                      |
| Defenses Ref 12 (flat-footed 12), Fort 14, Will 15<br>hp 21; DR 2; Threshold 19                                                                                                                                                                                                                                                                                                                                        |
| Speed 10 squares<br>Melee unarmed +3 (1d6+1)<br>Ranged blaster pistol +3 (3d6+1)<br>Base Atk +3; Grp +8                                                                                                                                                                                                                                                                                                                |
| Abilities Str 10, Dex 8, Con 14, Int 13, Wis 12, Cha 15<br>Talents Inspire Confidence<br>Feats Linguist, Skill Focus (Persuasion), Skill Training (Gather Information), Skill Training (Perception),<br>Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)<br>Skills Deception +9, Gather Information +9, Perception +8, Persuasion +14<br>Possessions blaster pistol, comlink, datapad, 300 credits |

## Ganga Lor’s Tactics

Ganga Lor is no fool, but he is a coward. He immediately seeks cover when the fight begins, letting his thugs take risks in his place. If the heroes seem to be targeting him specifically, Ganga Lor fights defensively, making no attacks to ensure that his Reflex Defense gets the full bonus. If the heroes don’t seem to be paying any attention to him, he uses the aim action and still fights defensively.

## Thugs (7)

| Thug (CL1)                                                                                                                                                                                                                                   |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Medium Human nonheroic 2<br>Dark Side 3<br>Init +6; Perception +5<br>Languages Basic                                                                                                                                                         |
| Defenses Ref 10 (flat-footed 10), Fort 11, Will 9<br>hp 9; Threshold 11; Toughness                                                                                                                                                           |
| Speed 6 squares<br>Melee vibro-ax +2 (2d10+2)<br>Ranged blaster pistol +1 (3d6)<br>Base Atk +1; Grp +2<br>Atk Options Power Attack                                                                                                           |
| Abilities Str 13, Dex 11, Con 12, Int 8, Wis 9, Cha 10<br>Feats Power Attack, Toughness, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)<br>Skills Initiative +6, Perception +5<br>Possessions blaster pistol, vibro-ax |

**Thug Tactics**

The thugs have no real strategy to their actions; they are straight-up fighters who care little for complex tactics. However, Switch’s own thugs take pains not to hit Ganga Lor’s goons - the Chevin secretly paid them to miss on purpose so that he could take Switch down more easily. If Ganga Lor sees that the fight is going badly for him, he calls upon Switch’s thugs to switch sides, which they do. (This is a good opportunity to increase the Challenge Level of the encounter later in the fight. On the other hand, if the fight is going poorly for the heroes, or if it might go either way, don’t have Switch’s thugs change sides at all.)

**Conclusion**

When the encounter ends, Switch thanks the heroes for their assistance and tells them that Ganga Lor brought all of his cronies to the fight. Thus, the heroes have little to fear in the way of reprisals from the Chevin’s organization.

## Frozen Goods (Challenge Level 3)

### Setup

When the encounter begins, all of the enemies except for the stormtrooper on the repulsor sled are in the main hangar. Two stormtroopers flank the middle door on the western side of the hangar, waiting for the repulsor sled to move out and drag the carbonite block with it. The repulsor sled is in the upper storage room, towing the carbonite block, and emerges on the first round. The remaining two stormtrooper recruits stand by the crates on the eastern side of the hangar bay, with the Imperial officer standing a few steps away giving orders. Read the following aloud when the heroes enter the main docking bay:

The massive hangar smells of exhaust fumes and spilled coolant and appears to have seen quite a bit of activity recently. Crates stand stacked up throughout the hangar, waiting for whatever shuttle is to transport them down to the surface. Three doors lead off the left side of the room; the bottom two are close together, and the top door leads into a control room with a transparent window overlooking the hangar itself.

### Stormtrooper Recruits (4)

| Stormtrooper Recruit (CL1)                                                                                                                                                                                                                                                                                           |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Medium Human nonheroic 2<br>Dark Side 1<br>Init +1; Senses low-light vision; Perception +8<br>Languages Basic                                                                                                                                                                                                        |
| Defenses Ref 16 (flat-footed 16), Fort 12, Will 10<br>hp 6; Threshold 12                                                                                                                                                                                                                                             |
| Speed 6 squares<br>Melee unarmed +2 (1d4+1)<br>Ranged blaster carbine +2 (3d8)<br>Base Atk +1; Grp +2<br>Atk Options autofire (blaster carbine)                                                                                                                                                                      |
| Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10<br>Feats Armor Proficiency (light), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)<br>Skills Endurance +6, Perception +8<br>Possessions stormtrooper armor (+6 armor, +2 equipment), blaster carbine, utility belt with medpac |

### Imperial Officer

| Imperial Junior Officer (CL2)                                                                                               |
|-----------------------------------------------------------------------------------------------------------------------------|
| Medium Human nonheroic 4/noble 1<br>Force 1; Dark Side 3<br>Init +1; Senses Perception +7<br>Languages Basic, High Galactic |
| Defenses Ref 11 (flat-footed 11), Fort 11, Will 13<br>hp 17; Threshold 11; Toughness                                        |

| Imperial Junior Officer (CL2)                                                                                                                                                                                                                                                                                                                                                                          |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Speed 6 squares<br>Melee unarmed +3 (1d4)<br>Ranged blaster pistol +2 (3d6)<br>Base Atk +3; Grp +3<br>Special Actions Born Leader                                                                                                                                                                                                                                                                      |
| Abilities Str 10, Dex 8, Con 10, Int 12, Wis 11, Cha 13<br>Talents Born Leader<br>Feats Armor Proficiency (light), Skill Focus (Persuasion), Skill Training (Deception), Toughness,<br>Weapon Proficiency (pistols, simple weapons)<br>Skills Deception +8, Knowledge (tactics) +8, Perception +7, Persuasion +13<br>Possessions blaster pistol, code cylinder, comlink (encrypted), officer’s uniform |

Stormtrooper on Repulsor Sled

| Aratech 64-Y Swift 3 Repulsor Sled (CL4)                                                                                                                                                                                                                                                                                                                                                                   |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Large ground vehicle (speeder)<br>Init +10; Senses Perception +8                                                                                                                                                                                                                                                                                                                                           |
| Defenses Ref 14 (flat-footed 11), Fort 13; +1 armor<br>hp 32; DR 5; Threshold 18                                                                                                                                                                                                                                                                                                                           |
| Speed 12 squares (max. velocity 800 km/h)<br>Ranged medium blaster cannon +7 or drop net +7<br>Fighting Space 2x2; Cover none<br>Base Atk +5; Grp +13<br>Atk Options autofire (medium blaster cannon), drop net                                                                                                                                                                                            |
| Abilities Str 16, Dex 16, Con —, Int 14<br>Skills Initiative +10, Mechanics +8, Perception +8, Pilot +10                                                                                                                                                                                                                                                                                                   |
| Crew 1 (expert); Passengers none<br>Cargo 4 kg; Consumables 1 day; Carried Craft none<br>Payload 1 drop net<br>Availability Military; Cost 8,000 (1,800 used)<br>Drop Net - When you fire this weapon, make an attack roll against all targets in a 2-square-by-2-square area within 12 squares. If you exceed a target’s Reflex Defense, that target is grabbed (–2 penalty on attack rolls) for 1 round. |
| Medium blaster cannon (pilot)<br>Atk +7 (+2 autofire), Dmg 3d10                                                                                                                                                                                                                                                                                                                                            |
| Drop net (pilot)<br>Atk +7, Dmg 6d10 ion (grapple +13)                                                                                                                                                                                                                                                                                                                                                     |

Imperial Tactics

By the time the heroes arrive, the Empire has discovered the Alderaanian Security agent’s carbonite block, and a stormtrooper is using the repulsor sled to move it from one of the storage rooms into the main docking bay. When the heroes burst onto the scene, the Imperial officer immediately moves to take cover behind the nearest crates. As soon as the officer has line of

sight to all his allies, he activates his Born Leader talent and calls for backup. The stormtrooper piloting the repulsor sled releases the tow cable pulling the hovering block of carbonite, and the other recruits move to take down the heroes as quickly as possible.

**Conclusion**

Even if the heroes defeat the Imperial agents in this room, they probably have only a few rounds before reinforcements arrive. A squad of six stormtrooper recruits arrives 10 rounds after combat begins, so if the heroes have not escaped by that time, the fight escalates. Once the heroes call Maya, it takes 5 rounds for their escape ship to arrive. Unless they finish off the stormtroopers quickly (or call Maya before the fight is over), there might be a few tense moments in which the heroes must fight stormtroopers as they climb into the Banshee.

**Features of the Area**

This encounter features a large, open hangar bay with a number of places to hide and seek cover. Additionally, part of the encounter involves recovering an Alderaanian agent frozen in carbonite. The carbonite block has its own repulsors and hovers at roughly waist height on a Human. The block can be moved as a free action when someone else moves with it, though the person moving the block must remain adjacent to it throughout its movement. The carbonite block has DR 10, 20 hit points, a damage threshold of 20, a Strength DC of 10, and a break DC of 15. If the block is reduced to 0 hit points, the agent inside is killed.