



XI

OPERATION: SHELL GAME

INTRODUCTION

Welcome to an introductory adventure for **AGE OF REBELLION**. This adventure is designed to send a team of beginning Alliance operatives into Imperial-occupied space while introducing major game concepts and rules along the way. Before beginning, the Game Master should read the entire adventure. The players should create their characters, requisition equipment, and establish their individual or group Duty.

While this adventure introduces game concepts and rules, it does not necessarily introduce the Player Characters to each other. With Alliance agents, it is possible that the Player Characters do not know one another prior to the mission briefing, or they may have worked together on previous missions. The players should decide what relationships the Player Characters have, if any, prior to the mission starting.

ADVENTURE SUMMARY

Alliance High Command has recently become aware that a prototype starship from an as-yet-unknown Imperial testing facility is being moved to a more high-profile location in order to undergo end stage testing of its unique properties. The information concerning this transfer is extremely delicate, and truthfully the Alliance came into possession of it largely by blind luck.

Unfortunately, the testing is taking place over a very short period of time, so mobilizing the Alliance's top operatives for a strike to retrieve the prototype will be impossible; it falls to a relatively untested team of op-

eratives to try to retrieve the starship in question.

The Player Characters assemble at one of the closest Alliance bases, one set in Corva Sector, near the border of the Outer Rim Territories. Corva Sector is firmly under Imperial control, but the Empire's resources there are relatively scarce, allowing the Rebels to sneak in without being noticed and keep a low profile. In fact, the Alliance assets in Corva Sector almost never undertake missions within the sector itself in order to prevent drawing attention and causing an increase in the Imperial presence. As a result, the

strike against the Imperial facility where the prototype is being tested will have the element of surprise in its favor. Or at least, that's the theory.

The first stage of the mission is gaining entry into the Imperial facility in question. Alliance command opens the door for the team, providing them with a stolen shuttle and forged credentials, but it falls to the team members themselves to carry off the ruse. Once they gain entry into the facility itself, the plan is much less concrete: the Alliance has no access to the schematics of the station itself and so the group must improvise as they search for the prototype. The myriad activities taking place within a standard Imperial military facility afford the Player Characters numerous opportunities to pursue side objectives and fulfill their individual Duties.

The final stage of the mission begins when the Player Characters finally secure the prototype. The departure of the secretive starship will immediately alert the Imperials aboard the space station that the Alliance is attempting to secure the ship. They immediately scramble several squadrons of TIE fighters and bring one of the system capital-scale ships in to attempt to recapture the prototype. Fortunately for the team, the Alliance anticipated such a potential outcome and has a squadron of X-wings ready to intervene.

What was intended to be a simple getaway rapidly becomes a pitched battle in space between the Rebel Alliance and the Galactic Empire.

INVOLVING THE PLAYERS

Assembling a party of Player Characters in **AGE OF REBELLION** is a simple matter: the Alliance desperately needs someone to complete an important mission, and no one else is available; the Player Characters are the Alliance's only hope. It may be that the characters are a long-standing mission team, or they may have been assembled specifically for this mission. The players may wish to make this choice beforehand, or the GM may decide that it is necessary for the purpose of the adventure that it be established one way or another. Regardless, all parties need to be familiar with the idea in the beginning so as to avoid any unfortunate character creation errors that might diminish enjoyment of the game.

Prior to starting play, the GM should make a Duty check to see if any of the Player Characters' Duty is activated. If so, the GM should try to incorporate it into the adventure. Then the players roll to generate the pool of Destiny Points for the session.

EPISODE I: WELCOME TO TITAN BASE

After ensuring all game preparation is complete, read or paraphrase the opening crawl aloud:

It is a time of civil war. Throughout the galaxy, the outmanned and outgunned REBEL ALLIANCE battles the GALACTIC EMPIRE. The Rebels have scored their first victory, destroying the DEATH STAR. Despite recent upheaval, the Galactic Civil War does not dominate the galaxy.

The REBEL ALLIANCE has discovered a plan by the Imperial Navy to test a new prototype starship, one that could decimate the Rebel fleet. Unable to allow the weapon to remain in the hands of the EMPIRE, the Alliance deploys a team of operatives in an attempt to capture the prototype before it can be used against them. ...

The Player Characters begin the game with a rendezvous with an Alliance transport on a minor world's starport a few hours from their destination: Titan Base. The captain of the transport is a very surly and laconic near-human with no interest whatsoever in having a conversation with the Rebels. Once they take off, he orders everyone off his bridge and does not come out. The two-hour trip to Titan Base is an opportunity for

the characters to meet and converse with one another before their arrival, so that they have a more cohesive group when they arrive at the base. Upon their arrival, read the following text:

As you disembark, your senses are assailed by the typical conditions of a hangar bay. There are workers and droids scurrying in every direction, another light freighter, and four X-wings. A woman is looking at a datapad as you step down. "Everybody here?" she asks. "I'm Lt. Shara, Logistics Officer. You've got a briefing in ten minutes, but I'd bet my pay that it's going to be at least a half-hour before the brass is ready. In the meantime, get some food, grab a rest or shower in the barracks, or whatever. Just stay out of the way."

As she says, Lt. Shara is just a logistics officer and is responsible for moving things from place to place, but knows little about the reasons why. She can, however, provide a wealth of information about Titan Base itself, though she will not, under any circumstances, provide its system location unless she is instructed to do so by a superior. She tends to be highly occupied with her duties, as do most Alliance personnel in the hangar bay, but if asked, she or one of the other atten-

dants in the bay can give the Player Characters quick directions to any of the locations described in the following section; the base isn't that large, after all.

TITAN BASE

In most respects, Titan Base is a typical Alliance starfighter base, and the Player Characters will be largely familiar with the layout if the GM wishes to inform them of its basic amenities. Each location within the base has its own personnel, and those personnel may have information that is of use to the Player Characters, either in the fulfillment of the mission they are undertaking or in assisting them with secondary objectives that they may discover during its execution.

COMMAND CENTER

The command center of Titan Base is generally restricted access for most personnel, and although the security droids stationed outside its door will not stop anyone from entering, they will remind Player Characters that they should only enter the CC if they have the necessary credentials and relevant business. However, since the Player Characters are scheduled to have a meeting within a matter of minutes, no one objects to their presence.

The CC is relatively quiet, with half a dozen beings working diligently at their stations supervising communications, sensor information, and analyzing data. When the characters enter, they will be greeted by Captain Aleene, a female Bothan who identifies herself as second-in-command of Titan Base, although technically that is a rank she shares with the Alliance Intelligence Officer on-site (this is a matter of some political conflict between the two of them, actually).

Aleene is aware of the characters' presence and the nature of their mission, but while she is friendly toward them, she will not reveal any information pertaining to the mission itself, as she considers such a thing unprofessional for someone in her position. She will answer questions about Titan Base itself and its personnel, however, and can identify any of the other personnel described in these locations as well as the command staff:

- Titan Base's commander is a male Mon Calamari named Elemack, who is reserved and competent, but seems to take a great deal of his duties personally, particularly if missions fail. He is under a great deal of stress presently due to an overdue Special Operations team, which is what necessitated the Player Characters be brought in.
- The other significant player in Titan Base's command structure is Captain Jannis, a male human who serves as the Intelligence Officer. Jannis is an abrupt and dismissive person who forms no attachments to others, viewing everyone and everything

as an asset. He is intensely disliked by base personnel but respected for his skill at his job. (Aleene reveals this information as part of her subtle, Bothan attempts to undermine Jannis's authority.)

- While she does not reveal mission particulars, Aleene will mention that the characters may be conducting a mission in a delicate location where additional information may be easily at hand. In particular, she emphasizes, during the mission the team should keep their eyes open for sensitive information such as sector fleet deployment details and scheduling. Such information would be quite valuable to the Alliance.

HANGAR BAY

As the sight of their arrival, the goings-on in the base's hangar bay are largely described in the text above. It is easily the largest and busiest part of the base, which is natural given that Titan Base is primarily a starfighter base. Lt. Shara can be found there, as she can be most of the time.

Other prominent personnel include Jayce Terril, the commander of the base's X-wing squadron, and Chief Engineer Sorren, a Sullustan who oversees the mechanic crews that maintain the base's contingent of ships. Terril is remarkably reserved and quiet for an X-wing ace, and regards the newcomers with intensity.

Sorren is quite bubbly and gregarious (unusually for someone in such a stressful position) and eager to talk to anyone who wishes to strike up a conversation. Although Lt. Shara will brush off any attempt at conversation in order to continue her duties, Terril and Sorren will be able to talk and will impart the following information to anyone interested:

- Titan Base is home to an X-wing squadron that primarily conducts missions in adjacent sectors. Nightmare Squadron is known for lightning-fast attacks that decimate Imperial targets and leave little in the way of survivors, hence their somewhat aggressive name.
- Nightmare Squadron is presently being prepared for something Terril refers to as "an ambush double," where the squadron jumps to a dead spot and waits there to make a micro-jump to an actual target as part of an ambush. The squadron is scheduled to depart whenever the mission team deploys, and both Terril and Sorren believe that the fighters will play some sort of role in the Player Characters' mission.
- "The Hammer," an Imperial space station of some importance within Corva Sector, is the site of a training facility for Imperial pilots, which is one of the reasons that Nightmare Squadron is not normally deployed within the sector. Terril and his pilots are eager to test their skills against the Imperials, how-

ever. Still, if the mission takes the characters to the Hammer, both Terril and Sorren recommend acts of sabotage to ensure that they are not grossly outnumbered by TIE fighters upon their escape.

THE BARRACKS

The barracks are very nondescript and cramped in their layout, just as one might expect a military base to be. The troops stationed at Titan Base are organized into three duty shifts, and divide their waking hours between security duties and training exercises, as well as filling in with any menial labor that the base's limited droid contingent is inadequate to take care of on their own.

The barracks themselves are remarkable only in how bland they are: they consist of simple, uncomfortable cots, footlockers for each enlisted man, and a smattering of furniture such as tables and chairs where the men sometimes play cards or partake in other leisure pursuits.

At the time the Player Characters come by, the duty shift has just changed and several soldiers are present, unwinding a bit before they grab some rack time. Five are playing a game of sabacc while another, a male Duros named Krudar, is cleaning his personal blaster while sitting on one of the bunks. The men playing cards are not interested in conversation, and are quite stand-offish toward outsiders. Krudar is a bit more amenable, although he still regards newcomers somewhat indifferently until they prove themselves, which the Player Characters will not have time to do. If a Player Character makes an **Easy (◆) Leadership check** or an **Average (◆◆) Charm check**, Krudar will become a little more talkative, and can give them the following information:

- The mission currently being organized is not being assigned to the Alliance troops stationed at the base, and the troops' commander is not happy about it.
- Titan Base has a resident team from Special Operations, but they are presently overdue from a mission and rumor among the enlisted men is that they may have been captured or killed in action.
- Scuttlebutt at the base is that the Imperials have some new weapon in testing and the base commander wants it destroyed before it can be brought to bear against the Alliance.

WEAPONS RANGE

Titan Base is largely subterranean, as is often the case with starfighter bases, having been built into a mesa on an uninhabited planet in one of Corva Sector's more remote systems. A large natural cavern lies beneath the base itself, and it is here that the com-

mander of the ground troops stationed at Titan Base has set up a weapons range and testing ground where she can put her men through their paces and ensure that they are ready when they are called upon by the commander. Most of the troops go through maneuvers in the weapons range daily, driven by the fanatic perfectionism of their commander, a female Twi'lek named Lieutenant B'wek.

B'wek is in the weapons range overseeing target practice and is not at all pleased to see the Player Characters; she believes that the mission being organized should have been assigned to her and her men, not some newcomers. Getting on B'wek's good side is quite difficult, given her natural prejudices, and requires either a **Hard (◆◆◆) Charm** or **Leadership check**, or an impressive display of weapons proficiency to gain her favor. Player Characters hoping to accomplish the latter will need to make a **Hard (◆◆◆) Ranged (Light)** or **Ranged (Heavy) check** with one of the standard issue weapons at the range. If the characters manage to win over B'wek, she may be willing to give them the following information:

- Allegedly, the mission they are undertaking involves a secondary Imperial station known to everyone as "the Hammer," due to its characteristic shape.
- B'wek has seen orders indicating that her men may be deployed to serve as secondary search-and-rescue forces for the missing Special Operations team if they do not appear within the next three days. It is her opinion that they have been captured by the Imperials and are being held somewhere in Corva Sector.

MISSION BRIEFING

After a little time familiarizing themselves with Titan Base and its personnel, the Player Characters are alerted to the impending briefing by a call through the base intercom which informs all new arrivals to report immediately to the primary briefing room attached to the command center. Several others, including Shara, Jannis, and Terril are present.

When the Player Characters enter the briefing room, read or paraphrase the following aloud:

Conversation dies down as Commander Elemack enters the room. "Take your seats, please," he says gruffly. "We have no time for socializing. However, it's only fair to inform you that you were not our first choice for this mission. Titan Base's Special Operations team is missing in action, and none of our other local assets are available. You are our last option, and we don't have the time to bring in outside operatives." He pauses for a moment. "This is likely not something you are accustomed to hearing. If you have concerns, now is the time to give them voice."

This rather unusual confession on the part of the base commander is a test of sorts by Elemack to determine if the team has the proper psychological make-up to handle the mission. He will be pleased if they respond with some mild degree of indignation, even more so if they instead make it clear that they will prove they are the right beings for the job.

Overt hostility toward the commander or others as a result of this secondary status will only reinforce to the commander that this is a last-ditch effort that may well fail, and he will become less enthused about the chances for success. If the characters are particularly abrasive, he may limit the resources he affords them as a result, becoming unwilling to lose additional assets in what he considers a mission with an extremely high risk of failure.

Regardless of how the briefing begins, after a few moments, the commander continues with the essential information concerning the nature of the mission:

Elemack lifts a simple remote and the lights dim. A rotating hologram of an Imperial freight ship appears above the conference table. "I cannot overstate the importance of this mission. If you have questions as the briefing progresses, it is imperative that you ask them." He looks over to the others and nods, indicating to them that they may present the mission statistics.

THE MISSION PARTICULARS

Rather than present a lengthy explanation to be read directly to the players, the mission briefing should be handled as a back and forth exercise between the various members of the briefing team and the characters themselves. As the commander has said, questions and comments are welcome throughout the briefing, although in many cases the characters may ask questions that will be answered by information that has not yet been imparted.

The most relevant facts of the mission are as follows:

- Imperial freighter *IM-873X*, a Star Galleon, has been making precisely scheduled trips to Corva Sector for more than six years. Recently, the ship was delayed by a period of eight days, something that has never happened in the better part of a decade. This anomalous incident caught the attention of Alliance Intelligence.
- Intelligence analysis of the Galleon's fuel capacity and range provided a limited number of ports of call that the ship could have used for refueling. The list of Imperial grade starports was eliminated from the list through slicing into records of the Bureau of Ships and Services records.
- The stellar cartography data gathered by Intelligence estimated the Galleon's delay was due to a

trip into the Styler Nebula, a region wherein the Alliance has long suspected a secret Imperial development facility is located.

- A single unencrypted communiqué was intercepted by Intelligence referring to a prototype for an unknown project called Operation: Shell-cracker. Contextual clues from the communication seemed to indicate it was a small-scale ship designed for use against fleet-scale capital ships.

At this point the true nature of the mission has essentially been revealed, and the characters may have significant questions. Unfortunately, there is very little information available about the prototype itself or its nature. Truthfully, the Alliance only knows that it exists, and suspects what its ultimate purpose is. Beyond that, they have nothing but conjecture and hypothesis, none of which they wish to burden the characters with because doing so will predispose them toward certain outcomes in their mission; command prefers its operatives to remain fluid. Jannis will tell them what he can about the mission, but frankly they have almost nothing to go on. It's an exceptionally dangerous undertaking with grossly little intelligence to base their choices on.

Elemack walks around the table and says, "Your mission is to infiltrate the Hammer, discover the nature of Project: Shell-cracker, and then steal the prototype. If taking it intact proves impossible, then you are to destroy it at all costs. Whatever the outcome, we cannot permit a weapon of this nature, whatever that nature might be, to remain within the hands of the Empire. Questions?"

Obviously, there are a large number of unknown factors in the mission. The good news, if it can be called such, is that once the team is inside the Hammer, things are much simpler, because there is no significant secondary security cordon inside the station other than the one that will presumably exist around the prototype itself, and by the time the team is ready to breach that, it will be the end of the mission. Inevitably, the characters will inquire about the plan of insertion, at which point, the commander will turn the meeting back over to Captain Jannis.

"Four months ago, an Imperial survey vessel stumbled across an Alliance safeworld. Fortunately, there were SpecForce teams training there, and they captured the vessel before the planet's location was compromised. They submitted a false report and the ship was turned over to Intelligence. Reports were filed to maintain the illusion that the crew is still operating.

"The last report places the ship relatively nearby, and near enough to a neutron star to have sustained significant electronic damage. So, if the ship were to appear at the Hammer and request repairs, it would not be unreasonable, particularly if you have credentials."

The Player Characters are provided with a *Lambda*-class shuttle, a pilot if need be, and forged credentials that will allow them to successfully pass for an Imperial survey crew. This should get them into the Hammer, but from there, they will be responsible for locating the prototype and acquiring (or destroying) it. After that, the escape from the Hammer is up to them, and perhaps the most dangerous portion of the mission. If rules for the *Lambda*-class shuttle are needed, they can be found on page 182.

Fortunately, as Terril informs them, Nightmare Squad will be nearby to serve as a proper escort if the prototype makes it free of the station's tractor beams (which he mentions the team will need to disable unless they are better pilots than anyone on his squadron). Before it reaches that point, however, they will not intervene; doing so does not statistically improve

the chances of success and risks exposing the existence of a starfighter base in the sector. Such a risk is worth it to secure the prototype, but unless it makes it clear of the station, the chances are not worth it.

As the Player Characters take on the role of a survey crew, the question of equipment may come up. Imperial survey officers rarely carry military-grade equipment beyond standard issue sidearms, so that may significantly hinder the sort of weapons that they may take with them. On the other hand, however, survey corps members do tend to carry large kits with them, containing all sorts of supplies for their wilderness explorations and such. This allows the Player Characters to smuggle in an array of different gear, including disassembled weapons if they are so inclined.

In a worst case scenario, Lt. Shara can, if properly plied, scrounge up an old exploration droid that can be used to contain some of the larger, more obvious components of blaster rifles, should the Player Characters desire to sneak such things into the station rather than appropriate them once they arrive. In general, however, assume that the Player Characters can carry blaster pistols, but no more than two larger weapons at most, and only then if they specifically take steps to conceal them within other survey equipment.

EPISODE II: LAY THE HAMMER DOWN

Deployment to the Hammer takes place on the aforementioned captured Imperial survey vessel, with the charming transponder identification code of The Emperor's Vision. The characters are accompanied at the very least by an old astromech droid, R2-M5. Em-five's purpose is to upload a specifically tailored set of data to the ship's navicomputer after the ship emerges in the system where the Hammer is located. This will prevent any Imperial examination of the computer's data revealing the location of Titan Base.

The team is instructed to either wipe the droid's memory after it has served its purpose and bring it with them aboard the prototype, or destroy it so that it cannot give away any essential information. How the characters wish to proceed with the droid is up to them.

Some types of characters, particularly Commanders, Engineers, and Spies, may wish to gain more information about the Hammer before their arrival. If this is the case, they may be able to glean the following sorts of information by making an **Average (◆◆) Knowledge (Galactic Civil War) check**:

- ✨: The Hammer is positioned in a minor system an hour or two off of the Corva system, for which the sector is named. The station plays a major role in supplying smaller capital ships from the

Corva fleet, and is stationed just far enough out of the way to prevent further congestion of the Corva system. In addition to its value for supply, the Hammer is a training facility for pilots. The nearby asteroid belts are notoriously stable and allow for certification for high-speed, close-quarters ship combat.

- 🗡️: The Hammer is an old, refitted Firestar-class Orbital Defense Station, manufactured during the days of the Old Republic by Rendili StarDrive. It presently serves as a staging point for secondary fleet maneuvers in Corva Sector. As part of its refitting, the Hammer has a TIE complement of two full squadrons of twelve, for a total of twenty-four standard TIE/ln starfighters.
- 🗡️🗡️: Despite its origins as an orbital defense station, a sizable portion of the Hammer's armaments have been removed to make room for additional storage and work space. It relies primarily, but not exclusively, on fighter support for defense.
- 🗡️: A station the size of the Hammer has a crew of approximately 500 naval personnel, plus a large number of droids. With gunners, security forces, and pilots, the total number of crew is increased to approximately 750.

WELCOMING COMMITTEE

As soon as the Player Characters' vessel emerges from hyperspace in the Hammer's system, read:

The blue clouds of hyperspace drops away, replaced by white stars that streak into view. In the distance, a hammer-shaped station hangs in orbit around a blue-grey planet. The ship's comm comes to life: "Attention, unidentified vessel. You are not a scheduled arrival for this system. Maintain your present course and identify yourself immediately or face military censure."

This is an opportunity for Player Characters who emphasize interaction skills to take the lead and ensure that the group is not suspected of any oddities. The agreed-upon story concerning damage to the ship's electronic systems has been supported with carefully staged damage inflicted by Intelligence agents, and the credentials that the Player Characters have been provided with will take several hours to be detected as forgeries, either through background checks in a massive Imperial database or through repeated scrutiny of physical documents of one form or another.

Regardless, despite the harsh tone of the initial communication, the Imperials have no particular reason to disbelieve the Player Characters, and as long as the crew keeps their cool and sticks to the story (and avoids any particularly horrendous skill roll results), everything should go relatively smoothly.

There will be an uncomfortable few moments of silence after transmitting the details of the ship's identity to the Hammer, after which you may read the following to the players:

"Attention, The Emperor's Vision. Your transmitted credentials have been confirmed. You will follow the transmitted heading and dock at Imperial station HM7-R, where your physical credentials will be examined. If all is in order, you will be permitted to effect repairs as needed to continue your mission."

The sterile message carefully omits what may happen if your credentials cannot be validated, although you can easily imagine exactly what that outcome might be.

The initial stage of the insertion goes easily, as expected. Alliance Intelligence tends to do very well with forged credentials, after all, and this is no exception. Now the difficult part of the mission, the one dependent upon the Player Character themselves, begins.

NON-HUMAN PLAYER CHARACTERS

A valid concern on the part of the Player Characters may be that the presence of non-human characters on the mission team is going to raise eyebrows on an Imperial station.

Fortunately, the Imperial Survey Corps is one branch of the Empire that does actually use aliens on occasion, such as the Shistavanens and others. Allow the players to devise options of their own, but if they are stumped, below are some suggestions:

- Alien characters may be explained as detainees, and as such may be remanded to the detention center. This may benefit the Player Characters in terms of the optional mission to liberate captured Rebel operatives, described later in this episode.
- Alien characters may be presented as secondary members of the corps, which is a form of indentured servitude that is recognized, if not respected, among Imperial military ranks.

Once the survey vessel enters the station, read or paraphrase the following aloud:

There is a series of metallic thuds as the station's tractor beam deposits your vessel on the deck of the hangar bay. From the viewport you can see a trio of other vessels, two light military freighters and a diplomatic shuttle of some sort.

The hiss of the exit door seems loud, and the men waiting for you at the bottom are exactly what you would expect to see in an Imperial facility. The officer glances at his datapad and looks at you in a distracted manner. "Imperial Survey Vessel ISV-7X8. You're a little far away from your normal rounds, aren't you?"

Interacting with the hangar logistics officer is a relatively simple procedure. He is not particularly invested in his duties. As long as the characters present their credentials and succeed at an **Easy (◆) Charm** or **Deception check**, they can convince him that they are who they claim to be, at least for now.

The questions are just a formality, really. Once the characters reach this point, barring any particularly foolish decisions on their part, they have gained access to the Hammer. Since the Hammer is not a standard Imperial station, built as it is on an older chassis, the customs officer admitting them to the station

will provide the characters with a single datapad that gives them the layout of the station as well as specifically delineates the portions of the station to which they have access.

THE HAMMER

The layout of Hammer is somewhat simplistic, given its older model and limited function. However, there are three levels of security clearance with regard to the Player Characters: Low, Medium, and High Security. Low Security areas do not have regular security details and are accessible to the Player Characters with no restrictions. Medium Security areas can be accessed by the Player Characters, but require them to show their credentials each time, which increases the chances that they might be detected as forgeries. High Security areas are not accessible to the Player Characters for any reason, and if they are discovered in one of those areas they will immediately be placed in detention.

The officer hands back your documents. "Very well then," he says, his tone remaining disinterested. "Your vessel will be processed as soon as it can be worked into the duty roster. Droid crews will complete a diagnostic within forty-eight hours, at which point the actual repairs should be completed shortly thereafter.

"You are being issued seventy-two hour level one security passes. You will have access to all common areas of the station, and you have temporary quarters assigned. Any failure on your part to adhere to your security restrictions will result in disciplinary action and insubordination charges. Do you understand your restrictions?"

FREIGHT HANGAR BAY [LOW SECURITY]

This large bay is where the characters enter the Hammer, and is where their ship, *The Emperor's Vision*, remains throughout the entirety of their visit. Given the nature of their mission, it is relatively unlikely that they will be utilizing the survey vessel as a means of escape, but the ship remains without security regardless. Droid maintenance crews will be working on the ship shortly after the Player Characters arrive. It will take approximately forty-eight hours for the droid's findings to be analyzed by an Imperial technician, at which point they will realize that the damage to the survey vessel was deliberately inflicted rather than suffered as a result of an environmental stimulus. Unless they wish to tamper with the maintenance droids for some unknown reason, there is very little that warrants the Player Characters' attention in this hangar.

STARFIGHTER HANGAR BAY [MEDIUM SECURITY]

The secondary hangar on the Hammer has been refitted to serve as a starfighter bay, complete with the unique apparatus necessary to dock standard TIE fighters (the unique and distinctive shape of the fighters requires that they perch atop a tower-like structure for maintenance and recharging). Due to the aggressive rotation for pilot training that takes place at the Hammer, fully half of the TIE fighters are on maneuvers at any given time while the others are recharging and undergoing maintenance. This bay is serviced primarily by Imperial personnel rather than standard issue droids, which makes it more difficult to bypass scrutiny in the bay.

SECONDARY OBJECTIVE: TIE SABOTAGE

Whether as a result of their own initiative or as a result of information given to them by Engineer Sorren or Jayce Terril from Titan Base, the Player Characters may take it upon themselves to sabotage the fighters currently located within the secondary hangar bay in order to ensure that the team's exit from the station will be as painless as possible.

This act of sabotage is no mean feat, however, and can prove very difficult for those making the attempt. The simplest way is to destroy the system that governs the hangar bay door, or the system that releases the docking clamps that release the fighters. Both of these systems could be corrected, but it will take time, and the alternative is to physically disable the clamps themselves, which would be extraordinarily time-consuming and virtually impossible to complete without being detected. The procedure for this particular objective would unfold as follows:

- Once in the hangar bay, gaining access to a computer terminal that would allow such an act of sabotage to take place requires an **Average (◆◆) Charm** or **Coercion** check.
- After gaining access to the computer terminal, establishing an immediate lockdown of either the hangar doors or the docking clamps requires an **Average (◆◆) Computers** check. Establishing a time delay for one of these effects increases the difficulty to a **Hard (◆◆◆) Computers** check.
- If the hangar bay doors are sealed, it will take approximately two minutes for the Imperial personnel in the area to override it. If the docking clamps have been damaged instead, it takes five minutes. In either case, this provides an excellent head start for the Player Characters at the time of their escape from the station.

IMPERIAL TECHNICIAN [MINION]



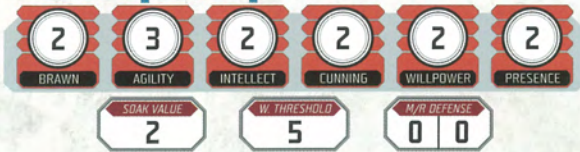
Skills (group only): Mechanics.

Talents: None.

Abilities: None.

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), tool kit.

TIE PILOT [MINION]



Skills (group only): Gunnery, Piloting (Space)

Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit.

DETENTION CENTER [HIGH SECURITY]

The Hammer has a small detention center that is marked on the datapad with clearly indicated security checkpoints. During the time that the Player Characters were at Titan Base, several Alliance personnel may have speculated about the possible capture of the base's Special Operations team. These speculations are correct, the team has in fact been captured, and is being held at the Hammer until such time as they are remanded into the custody of a higher authority. The only other prisoners presently being held in the detention center are a pair of Imperial troopers, one of whom is being held for insubordination and the other for dereliction of duty.

SECONDARY OBJECTIVE: RESCUE ALLIANCE PERSONNEL

Whether as a result of a deliberate investigation or by pure happenstance, the Player Characters may take it upon themselves to liberate Titan Base's Special Operations team. They were apprehended elsewhere, but their particular set of "crimes" ties them fairly closely to Corva Sector, and so they were discreetly moved back here to try to determine if there was any formal Alliance presence within the sector.

They have been detained within the station for more than two weeks, and all five members of the team are suffering from numerous injuries and repeated torture. None of them have surrendered any information yet, but it is only a matter of time; no one can hold out indefinitely, and it should be quite obvious to the

Player Characters if they see the prisoners or perhaps see video feed of them that they are on the brink of being broken.

Unfortunately, freeing the prisoners is one of the most difficult undertakings the mission team can set their sights upon. To begin with, the detention center, while small, is perhaps the most heavily guarded portion of the station other than the prototype hangar itself. Further complicating the matter is the disabled state of the prisoners themselves. Three can walk under their own power, but move quite slowly; the other two cannot move without assistance. The team consists of the following:

- **Nattus Breely:** A former smuggler and bounty hunter, Breely is frighteningly intense and leads missions through a combination of raw charisma and complete intimidation. He is still mobile, moving largely through sheer determination alone.
- **Wettan Garn:** A middle-aged human woman of unassuming appearance, Garn is the team's weapon specialist and is by far the most dangerous member of the team regardless of circumstances. Her repeated attempts to escape have resulted in a number of vicious beatings, leaving her unable to walk under her own power.
- **Llek Huron:** A near-human male, Huron is the team's back-up pilot and droid specialist. He has lost an eye during a particularly unpleasant interrogation and is probably the member of the team closest to the breaking point.
- **Yotuu:** A Gotal confidence man who serves as the team's procurement specialist, Yotuu has not been treated kindly by the anti-alien Imperials. He is the most grievously wounded member of the team, and is only barely conscious.
- **Ty Breely:** Nattus's young cousin and the team's technical expert. The Imperials at the Hammer suspect (correctly) that the younger Breely may be Force-sensitive, and are holding him for an Imperial Inquisitor scheduled to arrive to collect him in three days time. He is the least damaged of the team because of this.

Successfully gaining access to the detention center is a feat in and of itself. There are six armed and armored security guards present in this section at all times, and being permitted past the security access point at all requires a **Daunting (◆◆◆◆) Charm, Deception, or Leadership check**.

Assuming the Player Characters gain access to the detention center, they are watched extremely closely by the security forces. They will not be permitted to access the computer station, which is exactly what they need to do if they wish to override the security locks on high-value prisoners such as the Rebel team. This requires an **Average (◆◆) Computers check**.

Successfully completing this task, however, immediately alerts any remaining security forces in the center to what is going on, which will result in an immediate attack on the part of the Imperial personnel.

If the detention cells are opened successfully, and presumably the security detail is dealt with in one manner or another, the Rebel team is more than ready to depart the area. They are in unfortunate condition, however, with only two of the six able to move under their own power. Even if the team members help one another, there will still be two prisoners who are so wounded that they need Player Characters to help them leave the detention center.

Within ten minutes of disabling the security forces in the center, a standard communications check-in will be missed, and a station-wide alert will be sounded. If this happens, ten additional Imperial troopers will be instantly deployed to each High Security location, and Medium Security locations receive an additional five troopers as well.

Because of the slow speed with which the Player Characters and the former prisoners must move through the station, it is inevitable that an alarm will sound within moments of their departing the detention center. This means that, if they wish to seize the prototype from the restricted hangar bay, they will have to fight their way in. If this turns out to be the case, at least they have a few extra hands on deck for the battle.

IMPERIAL SECURITY DETAIL [MINION]

3	3	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 4		W. THRESHOLD 10		M/R DEFENSE 0 0	

Skills (group only): Ranged (Heavy).

Talents: None.

Abilities: None.

Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), blast vest (+1 soak), military comlink.

ENGINEERING SECTION [MEDIUM SECURITY]

The portion of the station devoted to engineering concerns is medium security but has a fairly low population of Imperial personnel. Most of the systems found within the area operate independently, and sabotage is not usually a concern since the most vital systems are well shielded within the station's bulkheads, and anyone who wanted to destroy the life support system, for example, would be every bit as at the mercy of the elements as the rest of the station's crew.

Due to its status as a Medium Security area, the engineering section is accessible to the Player Charac-

ters, but only if they present a reasonable purpose for their visit; the security detail is unlikely to admit them without a reason given. An **Average (◆◆) Charm** or **Deception check** will be sufficient to convince the Imperial troops that they have sufficient business in this section. Once inside, there are patrols that sweep the area every half-hour, but beyond that there is no significant security presence within the region.

One of the most significant and important aspects of the engineering section is ready access to the station's computer system in the form of technical stations at regular intervals throughout the area. Many of these will be occupied by distracted technicians or be blocked by droids who are accessing the data-ports, but a few moments of searching should provide the Player Characters access to a computer station if they require one.

SECONDARY OBJECTIVE: DISABLE AFT TRACTOR BEAM ARRAY

Either of their own volition or as a result of advice they were given by Sorren or Terril at Titan Base, the Player Characters may very well have a vested interest in disabling the tractor beams that operate on the station's aft surface. This is the surface that faces the hangar bay exit of the restricted access hangar where the prototype is presently held, and as a result it will be important that the ship not be easily recaptured only moments after departing the hangar bay. Disabling the tractor beams is an essential step in this process.

The principle purpose of the tractor beams at the Hammer is to maneuver cargo pods into and out of the various hangar bays, as well as to bring ships into the docking area. Due to the current status of the restricted hangar bay, the tractor beams on that facing are not being used on a regular basis, and disabling them should go unnoticed. The Player Characters will not necessarily know this, of course, but it does make the objective easier to achieve.

Disabling the tractor beams immediately requires an **Average (◆◆) Computers check** to do so electronically or **Hard (◆◆◆) Mechanics check** to manually disrupt the relay. Attempting to set them to automatically disable at a later time increases the difficulty of the task to a **Hard (◆◆◆) Computers check**.

SECONDARY OBJECTIVE: OBTAIN SECTOR FLEET DEPLOYMENT INFORMATION

The computer system at the Hammer is part of the sector-wide network that coordinates the activities of the Corva Sector Imperial fleet. The characters may have been informed by Captain Aleene at Titan Base that the sector's fleet movements are incredibly important to the Alliance's activities, or they may take it upon themselves to try to locate any sensitive information that might benefit the Rebels in the station's network.

Either way, if they attempt to access the most secure records in the facility, they will come across fleet dispensation records as well as the secrets of Project: Shell-cracker. (Accessible information concerning the latter can be found in the sidebar **What Is Project: Shell-cracker**, below.) Obtaining information about the fleet (or the prototype) involves a **Hard** (◆◆◆) **Computers check**, the results of which will reveal varying degrees of information:

- ✨: The exact schedule and manifests of all fleet cargo transports throughout the sector for the next six weeks are retrieved from the network.
- 🕒: The schedule and manifests for all cargo transports and the exact nature of their military escorts for the next three months are retrieved from the network.
- 🕒🕒: The size and composition of all schedule military patrols throughout the entire sector are discovered for a period of three months, including the cargo ship information described above.
- 🕒🕒: The details of all military patrols as well as sector-scale capital ships such as Star Destroyers and other vessels are located for the entire sector for a period of six months is retrieved, as well as all other information described above.

PRIMARY MISSION OBJECTIVE: RESTRICTED HANGAR BAY [HIGH SECURITY]

This tertiary hangar bay is the smallest of those found on the Hammer and is presently being used exclusively for housing the prototype and its attendant crew and support equipment. No other ships or non-essential personnel have access to the hangar at all and there

are redundant security checkpoints to ensure that no outsiders gain entry. It is quite literally the most heavily guarded location on the Hammer and, of course, happens to be the one area where the Player Characters have to be in order to fulfill their mission.

The corridor that approaches the restricted hangar is covered by a security checkpoint at both ends, separated by the length of the corridor as well as by a blast-grade security door. Gaining access to the hangar itself requires either convincing the security detail to grant the characters passage through the checkpoint or fighting their way through to the hangar itself. The latter is exceptionally difficult to the point of impossible, but it may be the method that some characters prefer. Both options will be explored in this section.

GAINING ACCESS: THE SUBTLE APPROACH

Although extremely difficult, the avenue with the greater chance of success is using deception and subterfuge to gain access to the hangar, simply because if the team attempts to fight their way in, by the time they reach the hangar it is possible that it will have been sealed, making escape much more difficult.

The first step in gaining access to the hangar is to defeat the two security checkpoints that bar the way. Each performs completely independent inspection of credentials to ensure that lax procedures on the part of one patrol cannot impair the duties of the others. Each checkpoint represents a **Daunting** (◆◆◆◆) **Charm** or **Deception check**. Each set of guards will require the characters to present the forged credentials that they were given by Alliance Intelligence, and they will be closely scrutinized both times.

WHAT IS PROJECT: SHELL-CRACKER?

As suspected by Alliance Intelligence, Project: Shell-cracker is a weapons initiative inadvertently inspired by the Rebellion's victory at Yavin. The successful deployment of starfighters against larger, hardened targets caused munitions experts within the Imperial Navy to envision a similar effort by the Empire to destroy large-scale targets, including both Alliance bases and their larger capital-scale vessels. The project combines several previously mothballed weapons projects into a single, unified effort: a ship that can circumvent ray and particle shielding to deliver a devastating payload of hull-shattering bombs.

The theory behind the ship is that its complex shield structure contains a lattice-like web of ionic energy that serves to disrupt the energy

signatures of other shields. Thus, while a fighter or bomber normally approaching a shielded target would impact upon its particle shielding, the Shell-cracker would penetrate this layer of defense and be able to deposit its payload upon the target. Alpha-stage testing has proven that this technology does work, although it needs a great deal of fine-tuning, and the prototype has been delivered to the testing station at the Hammer to continue testing. It is currently fitted with the shielding technology, but none of the high-yield bombs.

The above information is all accessible via a successful **Average** (◆◆◆) **Computers check** with [] in the encrypted datafiles from the Restricted Hangar Bay, and is replicated within the databanks of the prototype itself.

Additionally, each separate patrol will require an explanation as to the reason for the team accessing the hangar. GMs may, if they so choose, lower the difficulty of the Charm or Deception check slightly to reflect their superior duplicity. Alternatively, if the team includes any non-human, non-droid members, this may increase the difficulty by one or more degrees at the GM's discretion.

Once the security checkpoints are successfully bypassed, the characters gain entry into the hangar itself. Unfortunately, this is very much a case of leaving the frying pan and entering the fire. There are additional security personnel stationed inside the hangar, although not as many as in the corridor outside. The internal security forces do not actively investigate those entering the hangar, assuming that they have been inspected by the external forces. However, any strange behavior or oddities of any sort within the hangar proper will result in immediate and demonstrative action from the security forces. They will not question anyone, but rather immediately place them in custody and escort them to the detention center, then question them there.

Ironically, the greater threat to the team once they are inside the restricted hangar is the team of technicians currently working on the prototype. This is a small, hand-selected group of well trained individuals who are familiar with one another from working together long term. Outsiders will be met with immediate suspicion and confusion. Allaying their suspicions is absolutely necessary in order to access the prototype, and is difficult to accomplish.

Convincing the technical team that the Player Characters have legitimate business with the prototype requires a **Daunting (◆◆◆◆) Charm** or **Deception check**. Alternatively, it may be possible for the characters to convince the technicians that they belong in the hangar bay through a demonstration of their technical acumen, which can be accomplished with a **Hard (◆◆◆) Mechanics check**.

As if the characters have not had enough difficulty already, once they decide to actually enter the prototype, presumably for their imminent departure, they discover that it has one additional layer of security: a keycard entry system that requires not only a specific card from one of the technical crew, but also a personalized entry code. The keycards can be obtained from any of the naval engineers present in the hangar, but they will not surrender the code unless aggressively coerced through a **Hard (◆◆◆) Coercion check**. Attempting to defeat the security system without the proper credentials and code requires a **Daunting (◆◆◆◆) Computers check**.

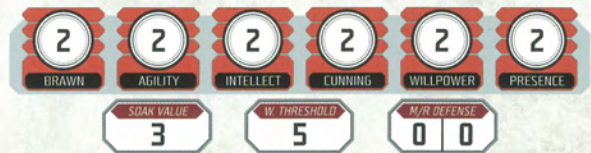
GAINING ACCESS: THE DIRECT APPROACH

Some types of Player Characters may prefer a direct frontal assault to gain access to the prototype. If so, ensure that they understand this is an exceptionally difficult, nigh-impossible task, but permit them to make the attempt if they wish.

The two security checkpoints in the corridor outside present the first obstacles. Both consist of ten standard Imperial security personnel and are separated with by a heavy blast door. In addition to dealing with the security forces, opening the door (which will be sealed as soon as the fighting breaks out) will require either a **Daunting (◆◆◆◆) Computers check** or a **Hard (◆◆◆) Mechanics check** to set demolitions.

Inside the hangar bay, there are another half-dozen security personnel as well as a dozen Imperial technicians (who are armed but who would prefer to avoid combat unless there is no other option) and a number of non-military grade technical droids.

IMPERIAL NAVY TROOPER [MINION]



Skills (group only): Perception, Ranged (Light).

Talents: None.

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), blast vest and helmet (+ 1 soak).

IMPERIAL NAVAL ENGINEER [MINION]



Skills (group only): Computers, Mechanics.

Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting).

EPISODE III: THE BATTLE FOR CORVA SECTOR

Once the Player Characters gain access to the secure hangar bay where the Shell-cracker prototype is being held, the mission begins its endgame; there is no going back, for the likelihood of accessing the hangar on two separate occasions without being detected is extremely unlikely. Presumably, the Player Characters gain access to the prototype itself after employing whatever deception or assault plan suits their needs for the end of **Episode II**. Once they access the prototype's cockpit, read the following text aloud:

The air within the prototype smells of ozone, as if electrical work had been conducted shortly before it was sealed. As you approach the cockpit, numerous lights and systems begin to power up. The good news is that internal sensors seem to respond to your presence and get a jump start on making the ship ready for take-off. The bad news is that someone outside will detect this. As you sit down in the cockpit, klaxons sound. "Unauthorized activity aboard prototype," the unnervingly calm voice of the intercom reports. "Unauthorized activity detected. Emergency hangar seal in process."

Normally, once this klaxon sounds, it is too late. Any ship attempting to exit the hangar at this point would run into a heavy particle shield, causing significant structural damage. Adding to that the fact that a heavy blast door is very slowly closing, and escape from the hanger is impossible. However, due to the unique nature of the prototype's shield arrays, the particle shield covering the exits into the void is not an issue, giving the Player Characters a handful of precious seconds to get the ship out before the blast doors close, which even the prototype will not be able to overcome.

As you watch from the viewport, rows of lights turn from yellow to green in the cockpit and troops scurry throughout the hangar bay—many of them pointing to you in the window calling for support of one form or another. The glimmering opening that leads to the vast void beyond the station begins to slowly shrink as the massive emergency blast doors begin to slide closed.

SHELL-CRACKER PROTOTYPE



Hull Type/Class: Patrol Boat/Shell-Cracker.
Manufacturer: Imperial R&D.
Hyperdrive: Primary: Class 1, Backup: None.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot, one gunner.
Encumbrance Capacity: 40.
Passenger Capacity: 6.
Consumables: One week.
Cost/Rarity: NA.
Customization Hard Points: 4.
Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Dorsal twin light ion cannon turret (Fire Arc All; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

Time is of the essence now. The blast doors will be closed in six rounds. The ship's warm-up procedure will complete in three rounds, allowing the characters only three rounds to successfully exit the hangar. They may secure additional time by making a successful **Average (◆◆) Piloting (Space) check**. Each gained on this roll reduces the amount of time start-up takes to complete by one round, although a may result in certain systems becoming unavailable for a short period of time. Once the prototype is completely powered up, it will require either an **Average (◆◆) Piloting (Space) check** to clear the doors if more than three rounds remain before they close, or a **Hard (◆◆◆) Piloting (Space) check** if three or fewer rounds remain.

The blast doors are looming toward you as the ship spirals out of the hangar bay into the void of space, ignoring the slew of small arms fire from the frustrated security forces within. There is a strange crackling sound as you clear the particle shield, accompanied by a shuddering sensation and a much stronger ozone smell. It might be your imagination, but you think you hear the squeal of metal-on-metal as the prototype clears the bay and breaks free of the Hammer, hopefully for good. The moment the ship is clear, you transmit the pre-arranged signal to alert the Alliance to your departure.

At this point it will become very important whether or not the Player Characters disabled the tractor beams and the station's secondary TIE/In squadron. If they have, then getting free of the station's gravity well is a relatively simple matter. If they did not, then things will be much more difficult. The aft tractor beam array will come online almost immediately as the station personnel attempt to secure the prototype before it leaves range.

Evading or breaking free of them requires two **Average (◆◆) Piloting (Space) checks** to avoid the beams altogether, and a **Daunting (◆◆◆◆) Piloting (Space) check** to escape one of them once they are caught. Fortunately for the PCs, the tractor beams are meant primarily for moving cargo and have limited range. Barring any unforeseen problems, the prototype will be clear of them within four rounds.

The second round after the prototype clears the bay, the station will begin deploying two TIE fighters per round, for a maximum of six rounds to deploy the entire secondary squadron. The pilots are under orders to disable the prototype for recapture if necessary, but if not, it is to be destroyed rather than fall into the hands of the Rebel Alliance. Imperial Navy pilots interpret this particular order rather liberally, and offer only a handful of half-hearted warning shots before attempting to destroy the craft outright. This will require evasive action, which may make any attempt to navigate clear of the system somewhat more complicated.

With the station rapidly shrinking behind you, it seems that you may make it out of this mess with your hides intact after all. The navicomputer calculations are almost complete, but of course nothing is ever that simple.

Before the final compilation finishes, the proximity sensors go off, warning you of approaching ships. A dozen TIE signatures emerge smoothly from the asteroid field nearby and accelerate toward you at top speed. Suddenly, you see the unmistakable profile of X-wings, Nightmare Squadron, as they emerge from hyperspace. The fact that you are now sandwiched between these two fighting forces is something that occurs to you only seconds later.

BELLIGERENCE AND STRENGTH

And now the battle for Corva Sector begins in earnest. The forces in question are described as follows:

HAMMER SQUADRON ALPHA

The principal squadron attached to the station is an experienced unit that has participated in numerous blockades and other actions against planetary governments that did not capitulate quickly enough. They have also engaged in sorties against a handful of pirate groups and are eager to test their skill against the Rebellion.

Even assuming that the other TIE squadrons were successfully disabled by the Player Characters while they were inside the Hammer, Alpha Squadron was deployed on maneuvers in a nearby asteroid belt and can respond as soon as the general alarm is sounded. This will certainly give Nightmare Squadron something to do while the Player Characters are attempting to escape with the prototype.

TIE FIGHTER PILOT [MINION]

Commonly disparaged by the Alliance as vastly inferior to Rebellion pilots, in truth the pilots produced by the Empire's starfighter training programs are head-and-shoulders above any other equivalent force in the galaxy, with the possible exception of the Alliance. In fact, the generally poor reputation TIE pilots have is no fault of their own, but rather a combination of their relatively fragile equipment and their lack of protective auxiliaries (shields being the most notable exclusion).



Skills (groups only): Piloting (Space).

Talents: None.

Abilities: None.

Equipment: Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flightsuit.

TIE/LN STARFIGHTER

The tiny and fragile TIE/ln has been the primary space superiority fighter of the Imperial Navy for decades now. Light, fast, and nimble, Sienar Fleet System's TIE/ln is a bare-bones, no-nonsense fighter designed to be deployed in large groups to overwhelm enemy combatants with sheer numbers.



Hull Type/Class: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 4.

Passenger Capacity: 0.

Consumables: Two days.

Cost/Rarity: 50,000 credits (R)/4.

Customization Hard Points: 0.

Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

NIGHTMARE SQUADRON

This X-wing squadron received its name from its formation, which involved bringing together some of the best reconnaissance pilots from other squadrons throughout the Outer Rim into one unit designed for lightning strikes. Nightmare Squadron's typical tactics are to hit an enemy installation before anyone knows that they are there, then get back out long before reinforcements arrive to eliminate them. So far, they have an exceptional success rate, and Terril does not intend to change that on this mission.

EPILOGUE

Presumably, the Player Characters will successfully escape the system where the Hammer is positioned with the prototype, although it is possible that they instead chose to sabotage and destroy it if they deemed it too difficult to extricate from the station. The prototype will be escorted to a pre-arranged destination in a dead system, where a ship of Alliance technicians will examine the ship from every possible angle to ensure it has no tracking devices or other means for the Empire to locate it. If that proves successful, then the ship will disappear, taken into custody by Intelligence, its ultimate fate unknown.

ALLIANCE STARFIGHTER PILOT [MINIONS]



Skills (group only): Cool, Gunnery, Piloting (Space).

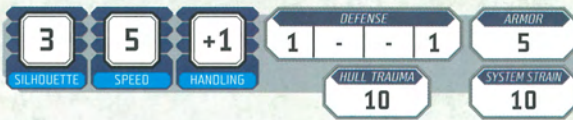
Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit.

T-65B "X-WING" MULTI-ROLE STARFIGHTER

Incom's T-65B X-wing is the Rebel Alliance's primary force projection starfighter. A powerful, capable, easy-to-fly starfighter, the X-wing combines speed and hitting power into a potent package.



Hull Type/Class: Starfighter/T-65B X-wing.

Manufacturer: Incom Corporation.

Hyperdrive: Primary: Class 1, Backup: N/A.

Navicomputer: None—Astromech Droid Socket.

Sensor Range: Close.

Ship's Complement: One pilot, one astromech droid.

Encumbrance Capacity: 10.

Passenger Capacity: 0.

Consumables: One week.

Cost/Rarity: 120,000 credits/5.

Customization Hard Points: 1.

Weapons: S-foil-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 6, Linked 1, Slow-Firing 1).

Given the extremely delicate nature of the mission and how little time and materials there were to prepare for it, the Player Characters will be celebrated by Alliance command for their performance. They may find themselves in line for promotion, a prestigious post to a more prominent sector, or simply a higher profile for subsequent missions in Corva Sector. Regardless, their performance will result in them gaining the favor of Commander Elemack, even if Intelligence Officer Jannis never seems particularly impressed.