

STAR WARS

The Great Kyber Heist

An Adventure for use with *Star Wars: The Roleplaying Game Revised and Expanded*

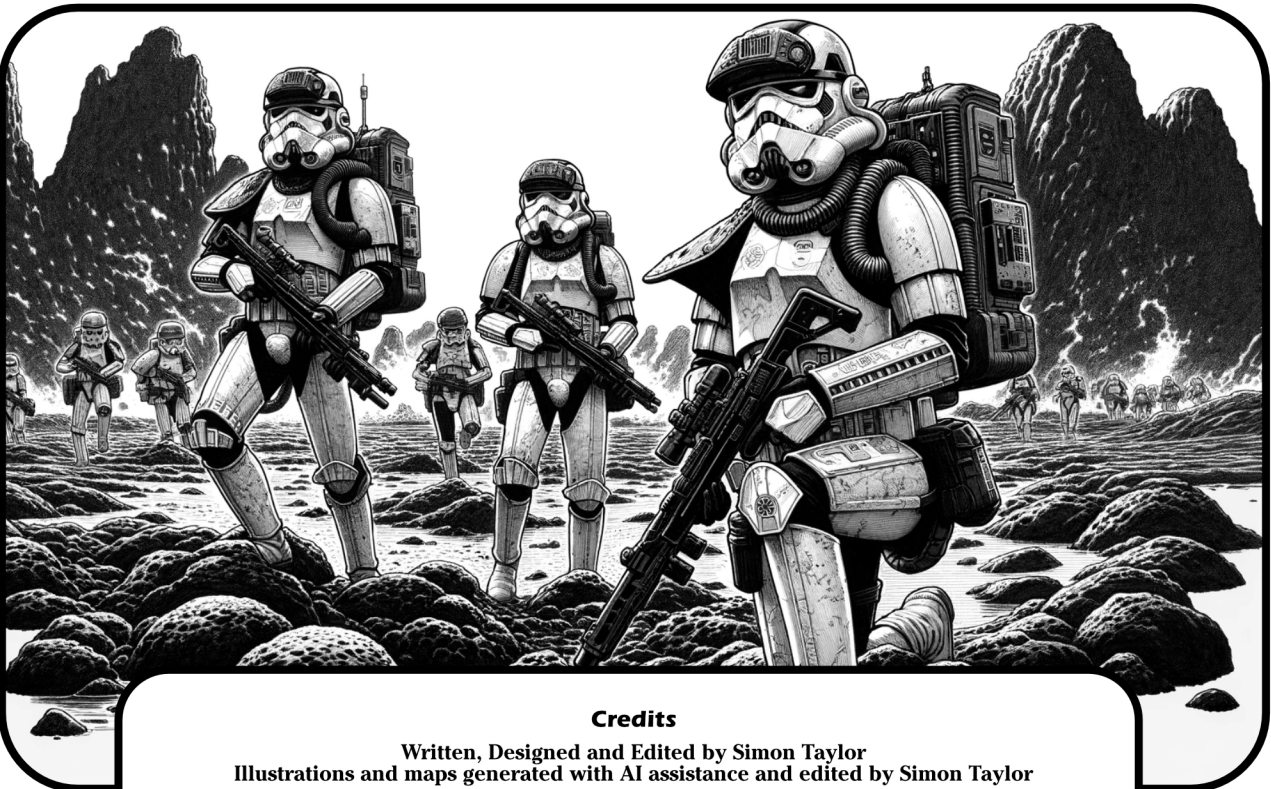


Embark on a daring mission to intercept a vital Imperial shipment on the volatile world of Krynnaar



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The Great Kyber Heist



Credits

Written, Designed and Edited by Simon Taylor
Illustrations and maps generated with AI assistance and edited by Simon Taylor

Dedication

To Ian, Chris, Ben, Colin, Will, Phill, Carolyn, Adam and Paul: This adventure is a tribute to our shared journeys in a galaxy far, far away. Thanks for the memories and the enduring friendship around our gaming table.

Legal Disclaimer

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"The Great Kyber Heist" is an independent, fan-made adventure and is not officially endorsed by Lucasfilm Ltd., nor is it affiliated with the Star Wars franchise. This adventure has been created purely out of admiration for the Star Wars universe and is intended for personal use only. It will not be sold, distributed for profit, or used in any commercial capacity. Any and all Star Wars trademarks and related content are the property of Lucasfilm Ltd. and their respective owners. This fan-made adventure is meant to celebrate the rich and inspiring world of Star Wars, shared among fans for non-commercial enjoyment.



Introduction

In the vast expanse of space, the iron grip of the Galactic Empire casts a shadow of fear and oppression. Emperor Palpatine's might, enforced by a formidable military presence, holds sway over thousands of worlds. Across the galaxy, systems live in a constant state of dread, aware that at any moment, the Empire's overwhelming power could bring about their destruction or subjugation.

Yet, in the face of such tyranny, a glimmer of hope persists. A courageous group of individuals, unwilling to succumb to the Empire's ruthless dominion, has united under a common cause. This alliance of rebels, driven by a vision of liberation, seeks to overthrow the Empire and restore the glory of the Old Republic, an era marked by peace and wisdom. Emboldened by triumphs like the recent and pivotal Battle of Yavin, they inspire others throughout the galaxy to believe that freedom is not just a distant dream, but a possibility within reach.

This is the backdrop of Star Wars: The Roleplaying Game, a saga where the timeless struggle between good and evil unfolds amidst the mysteries of the Force. *The Great Kyber Heist* is an adventure designed for four to six players and a game master. If you're stepping into the shoes of a character, hold back now – reading further will unravel the surprises and spoil the thrill of discovery for you and your fellow adventurers. However, if you're assuming the role of the game master, continue on to weave a tale of adventure, bravery, and intrigue in a galaxy far, far away.

Preparing To Play

Before diving into *The Great Kyber Heist*, it's essential for the game master to become as familiar with the ins and outs of this adventure as a Jawa is with a droid. The initial escapades are intentionally malleable, allowing for a burst of creativity. The game master has the freedom to sprinkle in longstanding allies or adversaries, adding a personal touch to the narrative.

As the players navigate through Kryn timer, they might leap into action in ways as

unpredictable as a Hutt's mood. With a solid grasp of the story, the game master can deftly handle these spontaneous decisions, ensuring the adventure flows smoothly.

The Great Kyber Heist is an exercise in cunning and guile, where quick thinking and a sharp wit are the keys to success. It's an adventure that channels the spirit of the galaxy's slickest rogues and most daring rebels, perfectly suited for fresh recruits to the cause or veterans of the Rebel Alliance.

Adventure Background

In the shadow of the Galactic Empire's relentless expansion, a daring plot takes shape on the volcanic world of Kryn timer, setting the stage for *The Great Kyber Heist*. The once-obscure planet, discovered centuries ago by DuraStar Corp's intrepid scouts, had remained a relatively quiet mining hub, its wealth of minerals like diatium and meleenium drawing a hardy community despite its harsh environment.

However, the tranquility was shattered when Dr. Syra Vondar, a brilliant yet unassuming geologist working for DuraStar, orchestrated a ruse that would change Kryn timer's fate forever.

Dr. Vondar, secretly a dedicated agent of the Rebel Alliance, concocted a plan to deceive the Empire. She announced the discovery of Kyber crystals, knowing full well that the substance unearthed was merely proto-Kyber, devoid of the true Kyber's legendary properties. This faux discovery set the Empire's greedy eyes upon Kryn timer, leading to an abrupt and forceful occupation under the directive of Imperial Prefect Jerus Wilmiytt. Prefect Wilmiytt, with his iron-fisted rule, swiftly displaced the Corporate Council's respected leader, Torren Fysk, instigating discontent among the local populace.

The abrupt transition from a corporate-led council to a stringent Imperial regime rattled the community. Prefect Wilmiytt's stringent quotas, enforced by squads of labor droids, coupled with his disdain for the miners' plight, fanned the flames of rebellion.

Unbeknownst to him, his actions played right into Dr. Vondar's hands, who sought to uncover the Empire's real Kyber supply lines and their purpose.

Amidst this turmoil, the Ecliptic Circle, a criminal syndicate led by the shrewd advosec Lod Mindon, saw an opportunity. Exploiting the chaos, they began to extend their influence, weaving a web of black market deals and information trade. Mindon, always one to capitalise on instability, became an unexpected player in the unfolding drama.

Into this volatile mix steps a team of Rebel Alliance SpecOps agents. Assigned to meet Dr. Syra Vondar on Krynnaar, they are oblivious to the true nature of their next assignment. Dr. Vondar's plan, risky and bold, hinges on their success.

Adventure Synopsis

A covert Rebel operation unfolds on the fiery world of Krynnaar. The dedicated geologist Dr. Syra Vondar's gambit of falsifying a Kyber discovery has drawn the Empire's gaze, resulting in an ironclad occupation. However, the esteemed geologist's true intent is to trace the Empire's shadowy Kyber trail, using worthless proto-Kyber as the lure.

The PC's, a Rebel Alliance SpecOps team, are thrust into this deception, their first rendezvous with Dr. Vondar derailed by her sudden disappearance. Her loyal protocol droid K2-3PO steps into the breach, revealing Dr. Syra's mission's true nature within the infamous spaceport cantina, The Melting Pot, run by the wily Twi'lek, Tavis Goba.

Hot on the trail of the errant droid, the cool-headed ISB's Lt. Ilexa Vost and her specialist volcanic environment stormtroopers storm the cantina, seeking the rebellious robot and some ID's it has stolen, a clash becomes inevitable. Amidst blaster fire, Goba's quick thinking leads the team to T-47s, ready to whisk them towards their next perilous encounter.

At DuraStar Corp HQ Tower, the SpecOps team face reprogrammed security droids and vigilant Imperial forces. The alternative, boarding the Conveyex, an armoured monorail transport, pits them against the formidable Lavatroopers and the predatory Zaalix Flyers. Success lies in securing the S-Thread Tracker to the proto-Kyber shipment, but a mission update from K2-3PO sends the team spiralling. Dr. Vondar, now a

prisoner aboard the Imperial Cruiser Finality in orbit, becomes a priority target for rescue.

Episode Three plunges the team into the dark underbelly of Krynnaar's underworld. Oogle 'Farseeer' Speetac, a Boosodian infochant, offers a dubious lifeline: meet with Lod Mindon, the Ecliptic Circle's kingpin, and barter the proto-Kyber for passage aboard the stolen Imperial Shuttle *Trydonium*. But Mindon's duplicity unveils the true worthlessness of the proto-Kyber, and treachery quickly ensues.

Infiltrating the Finality becomes a high-stakes gambit as Lt. Vost looms, threatening Dr. Vondar's life in an airlock-turned-cell. A frantic race ensues, with tech-savvy PCs disabling the bulkhead lock under fire. The team's resolve and cunning are tested as they endeavour to liberate Dr. Vondar and preserve the secret of the proto-Kyber.

"The Great Kyber Heist" is a tale of rebellion, espionage, and daring in the face of overwhelming odds. It's a narrative that demands quick thinking, bold action, and a touch of recklessness. The adventure concludes with the potential for a significant Rebel victory, or the crushing weight of Imperial retribution. The fate of the galaxy's hope for freedom hangs in the balance, a balance the PC's have the power to tip.

Main Characters

Lt. Ilexa Vost: A relentless Imperial Security Bureau (ISB) officer, Lt. Vost is known for her cold efficiency and unwavering loyalty to the Empire. With a keen strategic mind and a no-nonsense approach, she poses a formidable obstacle to the Rebel operatives. Her ruthless tactics and determination make her a persistent threat throughout the mission.

Dr. Syra Vondar: A geologist with a secret allegiance to the Rebel Alliance, Dr. Vondar is the architect behind the proto-Kyber ruse. Intelligent and resourceful, she is driven by a deep conviction to undermine the Empire's oppressive regime. Her capture by the Empire adds urgency to the mission, complicating the team's objectives.

K2-3PO: Dr. Vondar's faithful protocol droid, K2-3PO, plays a crucial role in communicating her plans to the Rebel team. With advanced vocoder technology capable of mimicking Dr. Vondar's voice, K2-3PO serves as a reliable and informative guide,

providing essential mission details and updates.

Lod Mindon: The cunning advoszec leader of the Ecliptic Circle, a rising criminal organisation on Krynnar. Mindon is opportunistic, shrewd, and well-connected. His offer to help the Rebels is driven by self-interest, believing the proto-Kyber to be valuable. His true intentions are as layered as his involvement in Krynnar's underworld.

Torren Fysk: The deposed political leader of Krynnar, now the head of a burgeoning Rebel cell. Fysk's transformation from a respected figure to a Rebel leader showcases his resilience and commitment to Krynnar's freedom. His gruff exterior masks a strategic mind and a deep-seated desire to liberate his planet

PLANET LOG

Planet Name	Planet Type
Krynnar	Hot Terrestrial
Type: Terrestrial	
Temperature: Hot	
Atmosphere: Type 1 (Breathable)	
Hydrosphere: Dry	
Gravity: Standard	
Terrain: Volcanic, Mountains, Lava Fields	
Length of Day: 29 Hours	
Length of Year: 428 Local Days	
Sentient Races: Humans 74%, Twi'leks 12%, Others 14%	
Points of Interest: DuraStar Corp HQ Tower, Kyrrin Landing	
Imperial Garrison 32-Besk, Krevan Lava Lake	
Spaceport: Standard Class	
Government: Imperial Occupation (formerly corporate)	
Tech Level: Space	
Major Exports: Minerals and Metals (various)	
Major Imports: Technology, Medical Supplies, Foodstuffs	

SYSTEM DATA

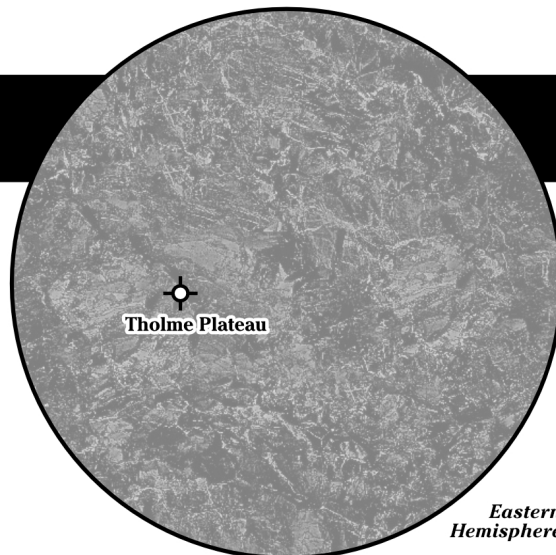
System Name: Krynnar

Star Name: Krynnar Prime

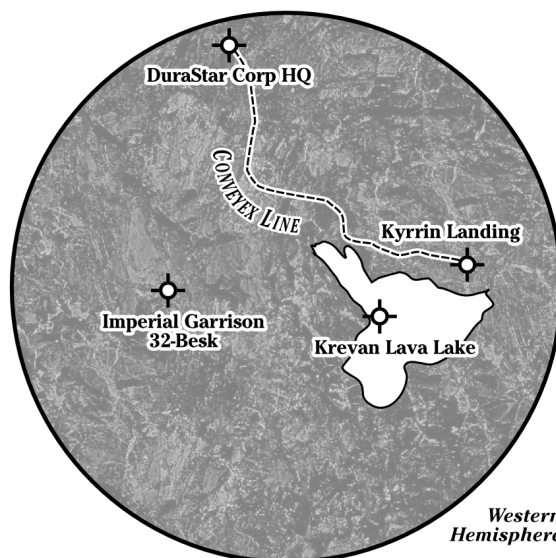
Star Type: Red Giant

ORBITAL BODIES

Name	Planet Planet	Moons
Tarnis	Barren Rock	0
Ryllis	Frozen Terrestrial	1
Krynnar	Volcanic Terrestrial	2
Golanthar	Gas Giant	12
Vaylar	Gas Giant	5



Eastern Hemisphere



Western Hemisphere

World Summary

Krynnar is a volcanic world situated in a system the same name, nestled in the relatively new Dantiri sector and sharing close proximity to the Kadbrin Corridor hyperspace lane.

Discovered 500 years ago by scouts from Durastar Corp, this volcanic world, initially known for its rich deposits of minerals such as diatium, meleenium, and neuranium, recently became the center of attention due to a falsely reported discovery of Kyber crystals. Dr. Syra Vondar, the chief geologist for Durastar Corp, orchestrated this ruse, revealing a substance resembling the prized Kyber crystals. This proto-Kyber, however, lacks any of the highly sought-after properties associated with true Kyber crystals, serving only as a convincing façade. The revelation of these 'Kyber crystals' has led to the swift Imperial occupation of Krynnar, spearheaded by Imperial Prefect Jerus Wilmiatt. His rigorous enforcement of quotas and reliance on Imperial labor droids has caused friction with the planet's populace, notably after displacing the well-regarded local leader, Torren Fysk. Meanwhile, Rennik Sull, CEO of Durastar Corp, harbors misguided aspirations of forging a lucrative alliance with the Empire, overlooking the potential pitfalls of such a collaboration.

Amidst this backdrop, the Ecliptic Circle, an emerging criminal organisation in the sector led by the cunning Lod Mindon, has begun to assert its influence on Krynnar. Their rise in the chaotic environment following the Imperial takeover presents yet another layer of complexity to the planet's situation.

Episode One

Rendezvous on Krynnar

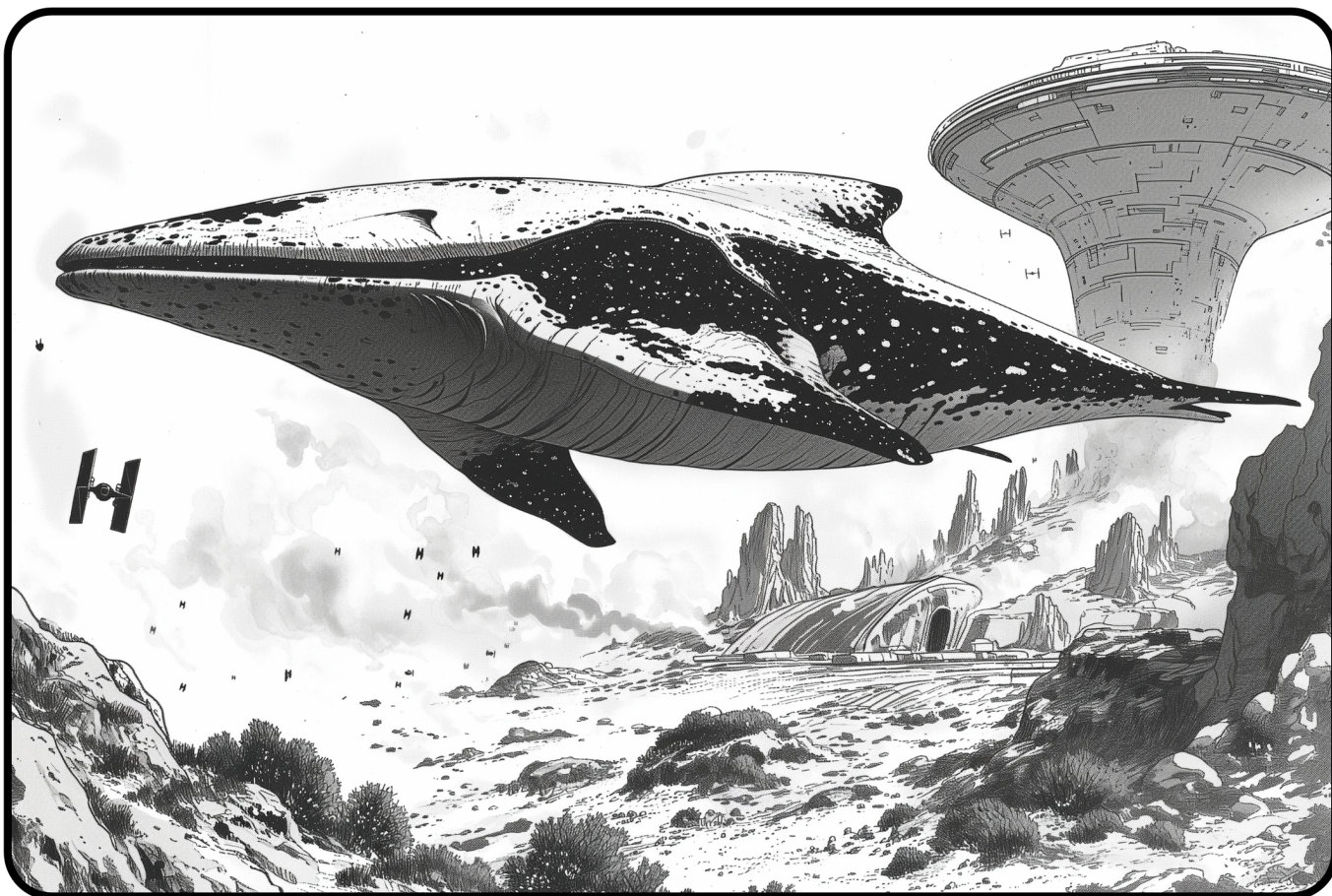
Summary

The adventure begins with a Rebel Alliance SpecOps team (the player characters) touching down in Kyrrin Landing spaceport on the volcanic surface of Krynnar. Their mission: to rendezvous with Dr. Syra Vondar for a critical briefing on their next assignment. Instead of the doctor, they are greeted by her droid, K2-3PO, amidst the smoky ambiance of The Melting Pot cantina. The droid divulges the true nature of their mission: to intercept and tag a shipment of worthless proto-Kyber crystal, masquerading as the real deal to mislead the Empire.

As the team digests this information, the cantina's tension spikes. ISB Lieutenant Ilexa Vost, with a squad of specialised Volcanic

Operations stormtroopers (Lavatroopers), bursts in. Their quarry: the Rebel cell believed to be operating from within the DuraStar Corp HQ. The ensuing firefight is as intense as the nearby volcanic eruptions, with blaster bolts lighting up the dim interior.

With the help of Tavis Goba, the cantina's quick-thinking Twi'lek proprietor, the team escapes through a secret passage, leading to a garage housing modified T-47s. The airspeeders, adapted to withstand Krynnar's extreme heat, are their only shot at reaching the Conveyex Railcrawler and accomplishing their mission.



Read Aloud

It is a time of unrest and opportunity in the galaxy. The malevolent GALACTIC EMPIRE tightens its grip on the Outer Rim, seeking to crush the burgeoning REBEL ALLIANCE under the heel of oppression.

On the volcanic world of KRYNNAR, a daring plan has been set into motion. DR. SYRA VONDAR, geologist and covert Rebel agent, has lured the Empire with the promise of Kyber crystals, drawing its forces to the planet. Her true motives for this foolhardy manoeuvre are known only to the leaders of Alliance.

Now, a team of Rebel operatives has been dispatched to rendezvous with Dr. Vondar and implement the next phase of her audacious gambit...

The players, having spent the hyperspace trip onboard the battered YT-1300 light freighter *Midnight Vagabond* poring over their mission dossier, are well-aware of what awaits them on Krynnar. They have been briefed on Dr. Syra Vondar's strategic deception of the Empire, her arrest, and the critical importance of their mission. The Imperial presence on Krynnar is heavy, with stormtroopers and TIE patrols a common sight since the 'discovery' of Kyber.



However, unbeknownst to the Empire, their quarry is nothing more than proto-Kyber, a clever ruse orchestrated by the rebel geologist.

The Planetary Profile of Krynnar, as detailed in the Introduction, is stored on their data pads, providing insights into the planet's geography, political landscape, and the significant Imperial and criminal elements at play. Their briefing includes the recent upheaval caused by the Empire's takeover and the displacement of the Corporate Council's leader, Torren Fysk, by the newly appointed Imperial Prefect, Jerus Wilmiett.

Inform the players that their characters have had ample time to strategise during the trip and should be prepared to hit the ground running. They are aware that their actions here could change the course of the Rebel Alliance's struggle, and their every move must be calculated with precision and care.

As they disembark from the *Midnight Vagabond* onto a landing platform in Kyrrin Landing, Captain Ottow giving them a curt "clear skies" pilot salute as he leaves on the spaceport formacrete. The players' characters are immediately engulfed by the oppressive heat of Krynnar. The spaceport is alive with activity, a throng of traders, miners, and labour droids, all under an ever vigilant Imperial gaze.

The Melting Pot

The rebel team heads into the underbelly of Krynnar's society: The Melting Pot cantina. Describe the dim lighting that barely cuts through the haze of alien conversations and the smell of cheap liquor mixed with the scent of a dozen different species. The cantina consists of clashing cultures and suspicious dealings and easy to see how the place earned its infamous name.

Tavis Goba, the proprietor, a scrawny Twi'lek whose leathery skin has seen better days, cleans a glass with a dirty rag. His head-tails give an involuntary twitch as the party enters, a subtle sign that he's noticed the new arrivals but is trying not to draw attention to it.

Prompt the players to make *Perception* rolls to survey the crowd (*Moderate* difficulty). Success means they notice that Dr. Vondar is indeed absent, failure could result in a false sighting or missing the true significance of certain patrons.

As the players scan the room, narrate how a bulbous-headed Boosodian brushes past them. Half of his many eyes flick over the group, lingering just long enough to be unsettling but not so long as to be overtly suspicious, before he slips out the door.

Inform the players that their commander had briefed them on a specific phrase to use when approaching Tavis Goba. This passphrase is a signal that they are the contacts Dr. Vondar was expecting.

Read-Aloud

As the rusted doors to The Melting Pot grind open with a squeal, your ears are immediately assaulted by the raucous din of a hundred conversations and the heady aroma of illegal spices. The air is thick with smoke and the walls resonate with the low murmur of a jazz band playing in the corner. Behind the bar, a gaunt Twi'lek diligently polishes a glass, his eyes briefly flicking up to meet yours before returning to his task.

A boosodian with many eyes dotted all over his bulbous head passes close, giving you a once-over before sauntering out into the street beyond. The Twi'lek barkeep nods to you, reminding you of the phrase you need to give him in order to begin your mission."

The phrase the PC's have been instructed to say is: "Twins suns set on Tatooine." After a tense moment, the nonchalant twi'lek whispers under his breath, "but hope rises here."

With this phrase answered correctly, the PC's now know they're dealing with Tavis Goba.

If the PC's mention the boosodian to Tavis or any other patron here, they be informed that he's the local infochant, Oogle 'Farsee' Speetac who make his living trading information to whoever can pay for his services. They're told that the informant makes a point of looking at everyone in detail and not to pay too much attention to it. If the PC's follow after the crafty boosodian, he'll have already disappeared down a back alley concealed by soot-covered mining.

The Hidden Rebellion

The cantina's facade of disreputable dealings masks a growing pulse of rebellion that beats in its secret underground chamber. Tavis Goba, the wiry twi'lek proprietor of The Melting Pot, responds to the player's code phrase with a knowing look and a subtle nod, indicating that they have come to the right place.

Behind the counter, Tavis deftly taps a sequence on the dome of an ostensibly defunct astromech droid. With a hiss and a click, a hidden door swings open, revealing a stairway hewn from the native igneous rock, spiralling down to a room below.

As they descend, the sounds of the cantina are replaced by the hum of machinery and hushed voices. At the base of the stairs lies a chamber, its walls lined with monitors and equipment. Six figures, clad in a mixture of civilian and patched-up military garb, work intently. Their eyes dart up to the newcomers with an air of suspicion.

A portly man with a muscled physique that speak to a life of labor, steps forward. His demeanour is gruff and his blue eyes hold a spark of defiance. He introduces himself and confirms the grim reality: Dr. Syra Vondar has vanished, and with her, a crucial piece of the Rebel plan. He gestures behind him to the rusty orange protocol droid with modified goggle-like photoreceptors, indicating that it holds the key information they need.

Read-aloud:

A section of the cantina's backroom wall shifts aside with a quiet groan, revealing a hidden stairway that descends, carved from the planet's basalt rock. The secret door slides shut behind you. The stairway opens into a clandestine chamber, where a group of six solemn-faced individuals pause their work to size you up."

"The chamber, lit by the soft glow of monitors, buzzes with the quiet intensity of a Rebel cell in the throes of planning. A man whose build and bearing speak of both strength and hardship, acknowledges you with a gruff nod. 'Torren Fysk, former Public Director of Krynna's deposed Council, all thanks to the Imperial takeover.' He pauses to let his words sink in. 'You're looking for the doctor, but she's not been in contact for a few days,' he says, his voice as rough as the local rock. 'K2-3PO here will fill you in. We've got a lot riding on this— and on you.' He finishes by

pointing a thumb behind him at the back of the room where a rusty orange protocol droid stands, large photoreceptor's glowing in the darkness.

Protocol Droid Plea

K2-3PO introduces himself in his own synthesised voice, tinged with an almost apologetic tone. As the droid begins the briefing, its voice modulator shifts, and Dr. Syra Vondar's voice emerges, clear and articulate, from the droid's speakers. It's a disconcerting experience, hearing her voice issue forth from the droid, but it adds a layer of authenticity to the message.

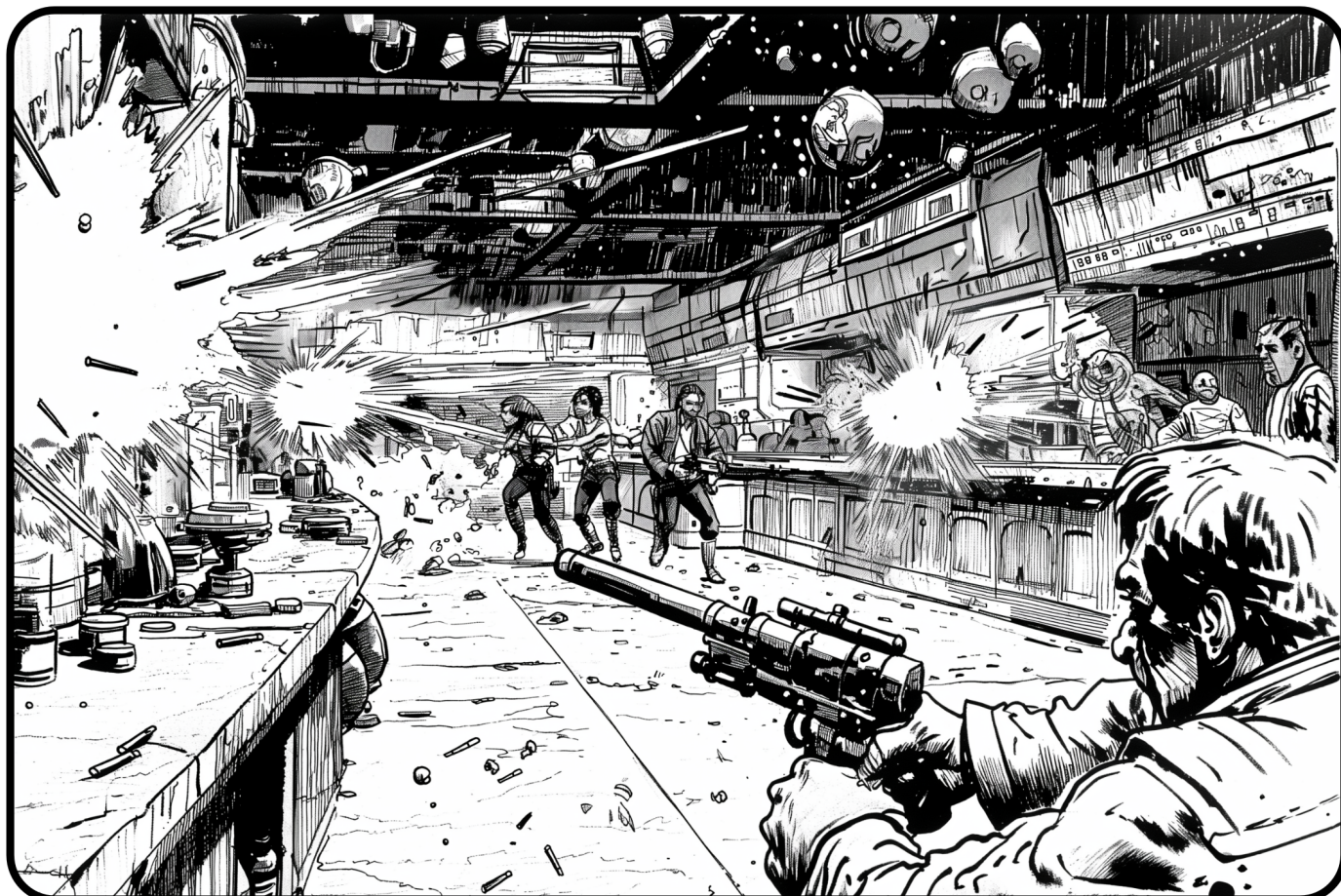
The players can ask K2-3PO questions following the briefing. Depending on their line of inquiry, have them roll a Moderate difficulty *Knowledge* or *Investigation* roll to gain additional insights or clarifications on specific aspects of the mission.

Read-aloud:

As K2-3PO's photoreceptors fix upon each of you, the droid's voice shifts seamlessly from its own to that of Dr. Vondar. "Greetings. I regret that circumstances prevent my being there in

person,' the droid begins, its voice now undeniably Dr. Vondar's. 'The Empire's grip tightens, and I find myself pursued and in the Imperial spotlight, but our mission remains paramount. You must intercept the Kyber shipment being transported to Kyrrin Spaceport from DuraStar Corp's HQ Tower via the Conveyex Railcrawler line. It is crucial you place the S-Thread Tracker we will provide you on the shipment, to uncover the Empire's intentions. The crystals we've offered them are not real. They're a proto-kyber, a facade, a necessary deception and one we hope will be upheld until the tracker leads us to their final destination.'

"In order to make our ploy convincing, you must steal some but not all of this shipment. Once the tracker is in place, we can follow the Empire's trail. We thought that if obsession with this material had died along with the destruction of the Death Star at Yavin. Looks like we were wrong. Kay-Too has ID's stolen from DuraStar Corp HQ Tower. They will provide access to the Conveyex station within the tower. You need to access the



tower's main computer, find out which carriage the shipment is being carried on, unlock its hatch, then head to it. My loyal droid will assist you in any way he can. I wish you success and may the Force be with you."

"The droid's voice modulates back to its original setting, awaiting your questions, its mechanical eyes betraying none of the emotion conveyed in Dr. Vondar's message.

Should the PC's have further questions before they embark on their mission, please use the below as suggestions. These are purely provided as examples to provide interactive fuel to a lively exchange.

- **Player Question:** "How heavily guarded is the Conveyex transporting the proto-Kyber?"

K2-3PO: "Analysis suggests a contingent of Lavatroopers are on board. The Empire is not taking any chances with what they believe to be Kyber. Stealth and cunning will be your allies in this endeavour."

- **Player Question:** "Is there a specific weak point in the Durastar Corp Tower's security we can exploit?"
Torren Fysk: "Since the Empire's takeover, they've beefed up security. But the ore waste chutes on level three have less surveillance. It's a risk, but it might be your best shot at getting in unnoticed."

- **Player Question:** "Can we trust this Boosodian informant, Speetac?"

K2-3PO: "Speetac is known to play multiple sides. Exercise caution. His information is valuable, but his allegiance is always to the highest bidder."

- **Player Question:** "What's the plan if we get caught?"

Torren Fysk: "Caught? You're not planning to get caught. But if things go south, blend in with the workers. The Empire's too arrogant to tell one miner from another. Use that."

- **Player Question:** "What kind of support can we expect from the locals?"

Torren Fysk: "The people here despise the Empire, but they're scared. You'll find a few willing to help, especially if they think you're fighting back. Look for those who've

lost the most - they have little left to fear."

- **Player Question:** "Any advice on dealing with the Ecliptic Circle?"
K2-3PO: "The Ecliptic Circle thrives in the chaos created by the Empire. Avoid direct confrontation if possible. However, if you must engage, be decisive. They are known to be quite vengeful."

- **Player Question:** "What exactly is an S-Thread Tracker, and how do we use it?"

K2-3PO: "An S-Thread Tracker is a sophisticated tracking device, one of the most advanced in the Rebel arsenal. It's designed to emit a signal that can be traced across vast distances in space, undetectable by standard Imperial scanning technology. To activate it, simply attach it to the shipment. Once in place, it will transmit real-time location data, allowing us to track the shipment's destination. Placement must be discreet; if the Empire discovers it, the entire mission is compromised."

The ISB Calls

Once K2's briefing is over, there's a disturbance in the cantina above. The efficient and ruthless ISB agent Lt. Ilexa Vost enters the cantina, flanked by six Volcanic Operation Troopers more popularly known as 'Lavatroopers'.

Read-Aloud:

The cantina's raucous atmosphere comes to a chilling halt as the entrance flings open, revealing Lt. Ilexa Vost, flanked by six imposing Lavatroopers. Her gaze sweeps over the patrons like a predator surveying its prey. The Lavatroopers fan out, blasters drawn and ready. Vost steps forward, her voice cutting through the tense silence."

"We know you're here, Rebels. Surrender now, and you'll be treated fairly under Imperial law. Resist, and the consequences will be dire.' Her eyes lock onto a random patron, a signal understood by her troops. A blaster shot rings out, and a patron slumps to the floor. 'You have one round to comply,' Vost declares.

Lt. Vost as a cold, calculating ISB officer. She is ruthless but not reckless, and her approach is methodical. She exudes authority and her presence is intimidating. Vost is a skilled tactician, making her moves with precision and expecting results. She's not one for lengthy negotiations, preferring direct action to achieve her objectives.

If the players are in the secret rebel hideout, a frantic staff member from the cantina contacts them via the intercom. "Imperials! They're here for the droid and the IDs!" he gasps. Torren Fysk, hearing this, turns to the players. "We can't let her intimidate the locals, or worse. We need to act fast. Are you with me?"

This situation requires quick thinking and decisive action from the players. They must weigh the risks of confronting Vost and her squad against allowing the situation in the cantina to deteriorate further. If the players choose to intervene, they will need to formulate a quick plan to deal with the Lavatroopers without endangering the cantina's patrons further.

She will also use fire from the Lavatroopers to cover her escape should she take a wound. The lieutenant will call in reinforcements should her force be reduced to half its number (RTT Imperial Troop Transport arrives with 10 additional Lavatroopers in 3 rounds).

The difficulty of the players' actions will depend on their approach. A direct assault is challenging, requiring both combat skills and tactical planning. A stealthier approach or a diversion to outmanoeuvre Vost and her team might be possible (possible opposed *hide/sneak* versus Lt. Ilexa's *search* rolls), depending on the players' creativity and execution.

Speeder Getaway

In the wake of Lt. Ilexa Vost's aggressive incursion, Tavis Goba quickly leads the players to a hidden garage beneath the cantina. Here, they discover a fleet of modified T-47 Airspeeders, each adapted to withstand the scorching heat of Krynna. As the GM, you set the stage for their impending high-speed journey across the volatile landscape.

Read-Aloud:

Tavis Goba hurries you through a concealed door behind the bar, leading you down a narrow, dimly lit passage. The

sounds of the cantina fade into a distant echo as you emerge into a spacious garage, its walls lined with tools and machinery. Before you stand several T-47 Airspeeders, their hulls modified with heat-resistant plating and additional cooling vents. Goba gestures towards the vehicles. 'These will get you where you need to go. Fast, nimble, and they can handle Krynna's heat. Just keep them steady over the lava flows.'"

The T-47s in the garage are essentially Rebel airspeeders, repurposed for the extreme conditions of Krynna. They maintain the original model's agility and speed, crucial for navigating the planet's treacherous terrain. However, their modifications include enhanced cooling systems and heat-resistant armor to endure the intense volcanic heat.

Rebel Alliance Lavaspeeder

Craft: Modified Incom T-47 Airspeeder

Type: Modified civilian airspeeder

Scale: Speeder

Length: 5.5 meters

Skill: *Repulsorlift operation: airspeeder*

Crew: 1, gunner: 1 (can coordinate)

Crew Skill: Varies widely

Passengers: None

Cargo Capacity: 10 kilograms

Manoeuvrability: 3D

Move: 350; 1,000 kmh

Body Strength: 3D (4D versus heat damage)

Weapons:

Power Harpoon

Fire Arc: Rear

Crew: (co-pilot)

Skill: *missile weapons*

Fire Control: 2D

Range: 25-50/100/200

Damage: 3D

In order to mask their approach to DuraStar Corp's HQ Tower, the PC's must make two *Moderate repulsorlift operation* rolls to fly as close as possible to the lava flows. Failure results in the airspeeder flying too close to a geyser of lava as it erupts, causing 3D speeder scale damage. A TIE/In Fighter is then dispatched from the tower to investigate. Another *repulsorlift operation* roll (*Difficult* this time) is required in this instance.

Episode Two

Caper On The Conveyex Express

Summary

In Episode Two of *The Great Kyber Heist*, the Rebel team, briefed by K2-3PO, uses modified T-47 Airspeeders to reach DuraStar Corp HQ Tower. Their mission: to infiltrate the Conveyex Station and plant an S-Thread Tracker on the proto-Kyber shipment. Evading DP-5 Security Droids on the lookout for flagged IDs, they potentially access the station through the less guarded Ore Waste chutes. After hacking the central computer, they'll pinpoint carriage #175-50JT. Boarding this isolated carriage requires tactical acumen, with tow cables from their speeders utilised to extract a crate, lending credence to their cover as robbers.

The mission intensifies aboard the moving Conveyex. Each carriage is guarded by two Lavatroopers, with an extra four in

their target carriage. An unexpected skirmish with manta-like zaalix flyers escalates the situation.

A subsequent message from Dr. Vondar, via K2-3PO, reveals the reason for her absence: she has been captured by the Empire and is in need of urgent for rescue aboard the Imperial *Inexorable*-class Light Cruiser *Finality*. Her plight underscores the mission's gravity, risking the exposure of the proto-Kyber ruse.

Let Me See Your Identification

As the players approach the DuraStar Corp HQ Tower, they find themselves amidst a growing line of personnel, each awaiting their turn to pass through the stringent



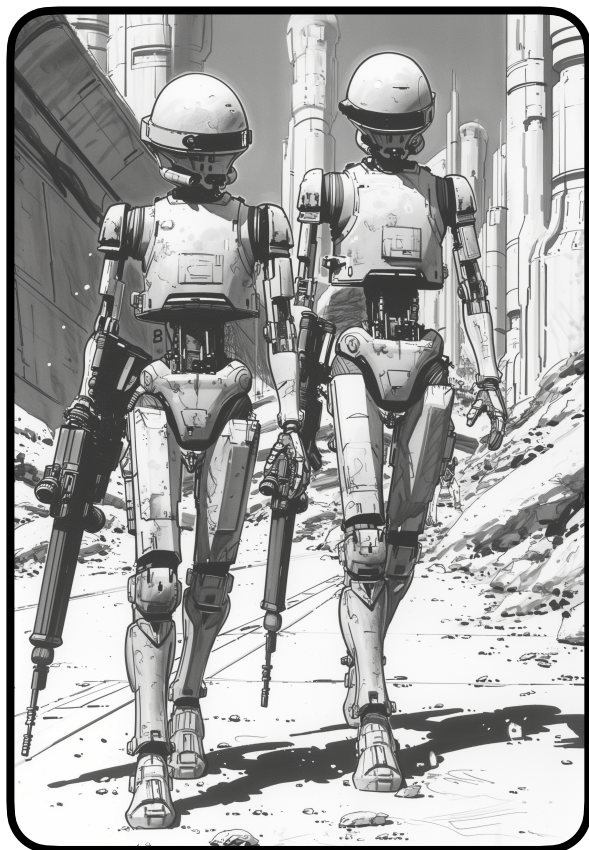
security checkpoint. The immense, mushroom-shaped tower looms overhead, its silhouette dominating the volcanic dust hazed skyline. The entrance is guarded by DP-5 corporate security droids, methodically checking IDs under the watchful eye of a sneering Imperial officer, a symbol of the Empire's tightening grip on Krynna.

Read-Aloud:

On a long walkway leading into the DuraStar Corp HQ, you see a line of workers and corporate staff, a mix of resignation and unease on their faces as they inch forward. The entrance is flanked by DP-5 security droids, their mechanical eyes scanning each ID with unerring precision before admitting entry. Beside them stands an Imperial officer, his smirk betraying a sense of superiority as he oversees the process.

You could remind the players to make an *Easy Difficulty Knowledge* roll. Success prompts K2-3PO to suggest an alternative entrance: "There are Ore Waste chutes on Level 3 that might be less guarded," he advises. "You should be able to reach them via your airspeeders."

An *Easy perception* is required for the PC's to overhear hushed conversations in the



queue. "I heard IDs were stolen recently," whispers one worker. "That's why the droids are so thorough," murmurs another. "Ever since the Empire took over, everything's tightened up."

If the PC's decide to approach the droids and the Imperial officer, their stolen IDs will immediately raise a red flag. In this scenario, offer them a chance to talk their way out of it with a *Very Difficult con* roll, a perfect moment for using a Force Point. Failure leads to the DP-5 droids opening fire with stun blasts while the officer hurriedly calls for backup and retreats into the tower.

DuraStar Security Droids

Model: Arakyd DP-5 Sentry Droid

Height: 1.8 meter

DEXTERITY 2D

Blaster 5D

PERCEPTION 2D

Search 4D

STRENGTH 3D

Brawling 5D

Equipment: Blaster Rifle 5D, datapad, internal comlink

Imperial Officer

DEXTERITY 2D+2

Blaster 4D, dodge 4D

KNOWLEDGE 3D

Bureaucracy 5D

Tactics 4D

MECHANICAL 2D+1

PERCEPTION 3D

Command 4D+2

STRENGTH 2D+1

TECHNICAL 2D

Security 3D

Equipment: Blaster pistol 4D, comlink, command cylinders

Waste Chutes

If PC's enquired about a less well guarded entry into the DuraStar Corp HQ Tower, K2 will indicate the Level 3 Ore Waste Chutes. They might have no security stationed on them, but they are no less hazardous an option.

Read-Aloud:

As you pilot your T-47 Airspeeders halfway up the towering structure of DuraStar Corp HQ, the large, tube-like Ore Waste chutes loom into view. These industrial arteries, used for expelling

unwanted materials, present a daunting and unconventional entry. You carefully manoeuvre your speeders close, ready to climb into the dark circular tunnels before you.

The players now need to execute a series of challenging maneuvers to enter and ascend through the chutes. First, they must position their airspeeders close enough for them to make the jump into the chutes. This requires an Easy Dexterity roll. Once inside, they face the danger of Ore waste being periodically expelled from the chutes.

For the climb up the inclining chutes, require the players to make two *climbing/jumping* rolls. Set the difficulty at *Moderate* for these rolls. Success means they manage to climb further up the chute without incident. Failure results in them taking 3D damage from the harsh impacts of the ore waste.

If a player rolls a one on the wild die during these climbing rolls, not only do they take the 3D damage, but they are also knocked towards the chute's opening. They must then make a *Moderate Dexterity* roll to grab onto something and avoid falling out. If they fail this roll, they begin to fall from the chute, potentially to their death.

However, there's a chance for salvation. Other players who are still in their T-47s can attempt a *Moderate repulsorlift operation* roll to swoop in and catch their falling comrade before they plummet to the ground.

Encounters In the Tower

Upon entering the DuraStar Corp HQ Tower, the players face the palpable tension of an Imperial-occupied facility. If they've entered through the main checkpoint, roll once on the encounter table below; if through the chutes, roll twice. For duplicated results, re-roll to ensure variety in their experience.

Random Encounter Table (Roll 2D6):

Roll Result

- 2-3 Imperial Patrol:** A squad of stormtroopers conducting a routine patrol. Requires a *hide/sneak* roll (*Moderate*) to avoid detection.
- 4 No Encounter:** A quiet corridor.
- 5 Maintenance Crew:** Non-hostile workers who might raise an alarm. A

con roll (*Moderate*) can convince them you belong here.

6 No Encounter: An empty office space, no immediate threats.

7 Security Droid Checkpoint: A group of DP-5 Security Droids inspecting IDs. See 'Let Me See Your Identification' above for how to run this. The checkpoint can be avoided by rolling again on this table.

8 No Encounter: A storage room offering a moment of respite.

9 Overheard Conversation:

Employees discussing increased security.

10 No Encounter: An unoccupied meeting room.

11 Imperial Officer and Troops:

Encounter with an officer and two stormtroopers. Requires a *con* roll (*Difficult*) or combat.

12 Faulty Elevator: An elevator malfunction. Requires a *Technical* roll (*Moderate*) to operate or find another route.

As the players navigate the tower, use the encounter table to bring the environment to life. Whether it's sneaking past an Imperial patrol, bluffing their way through a checkpoint, or capitalising on overheard conversations, each encounter should highlight the omnipresent nature of Imperial control and the tension that grips the facility. Encourage the players to think creatively, whether they choose stealth, persuasion, or direct confrontation to handle these challenges.

Slicing In

In this crucial part of the adventure, the players must skilfully access DuraStar Corp's central computer to gather vital information for their mission.

Read-Aloud:

As you slip into the bustling Conveyex Station, a lone, unattended computer terminal catches your eye, nestled between stacks of cargo crates. The glow of its screen beckons you, promising access to the information you desperately need.

The players must now undertake two critical opposed *computer programming/repair* rolls versus *Imperial slicers'* 6D in that

skill. The first roll is to pinpoint the exact carriage holding the proto-Kyber shipment, identified as #175-50JT. The second roll is to discreetly unlock the hatch of the designated carriage, allowing for entry once aboard the Conveyex.

Failure on either roll results in the terminal locking down and triggering an alert to nearby DP-5 droid units. Within two rounds, a patrol of two DP-5 droids will arrive to arrest the players. A *Moderate con* roll can fool these droids, buying the players time or a chance to escape.

The players may notice an R2 unit, R2-EJ6, nearby. With an *Easy persuasion* roll, they can persuade the droid to attempt the hack using its *7D computer programming/repair* skill. R2-EJ6's assistance could be crucial, especially if the players' skills aren't up to par against the slicers.

Once they have successfully obtained the necessary information and unlocked the hatch to carriage #175-50JT, the players must move quickly to board the Conveyex before it departs. Remind them of the importance of their T-47s and magna harpoons, both for extracting a crate of proto-Kyber and for their getaway.

As the Conveyex begins to depart, emphasise the urgency.

Read aloud:

The Conveyex rumbles to life, its engines a low growl that resonates through the station. Now is your chance to board unnoticed. Lavatroopers on the platform seem to be still awaiting their assigned carriages. Their hesitation provides an opportunity to slip onboard.

enter each carriage, with four taking positions in carriage #175-50JT. The players have a narrow window to board and find their target before these troopers become a significant obstacle.

The 'Kyber' Heist

The Conveyex, a formidable armoured transport, snakes its way across the volcanic landscape of Krynnaar. Its droid brain hums in the cabin, guiding the linked chain of 24 carriages on elevated rails. You and your team are in position. The stakes are as high as the rail the Conveyex races along.

For the players on the Conveyex, if they failed to identify the correct carriage (#175-50JT) earlier, determine their success in finding it now by rolling a D6 each time they arrive at a new carriage. On a roll of 1-2, they find the right carriage; otherwise, they must keep searching. The armoured plating of the transport is designed to suppress intrusion by outside sensor scans.

Players attempting to unlock carriage hatches from the outside must make a *Difficult security* roll to locate and manipulate the manual release. Successfully opening a hatch this way will trigger an internal alarm, alerting the Lavatroopers stationed inside. Two troops at a time (starting with two from the target carriage) climb to the top and fire upon any intruders they can see. Every time two are dealt with, another two will appear the next round.

Inside each carriage, two Lavatroopers stand guard, with four in the target carriage. If the players inside are not stealthy, these troopers will engage them. Making the jump between carriages is a *Moderate climbing/jumping* roll. The PC's have grapple hooks and high tensile wire with which to attach themselves, preventing any deadly falls. Fitting the S-Thread Tracker is straightforward, but hiding it requires a *Difficult hide* roll to ensure it remains undiscovered.

For the players in a T-47, positioning the airspeeder to use the magna harpoon to snatch a crate involves a *Difficult repulsorlift operation* roll to line up over a top hatch. Once in position, a *Moderate Dexterity/missile weapons* roll is needed to successfully latch onto a crate with the harpoon and pull away. If the failed the repulsorlift roll, this shot will be *Very Difficult*. Lavatroopers on top of the carriages will open fire on any speeders flying over the transport, making this manoeuvre even more challenging. Players atop the Conveyex must make an *Easy Dexterity* roll to maintain their balance. Every player should be aware that their rebel utility belt includes a grapple hook and wire, essential for securing themselves while moving on the outside of the transport.

Once the S-Thread tracker is secure and the PC's have at least one crate, their objective has been completed, for the time being).

Lavatroopers

DEXTERITY 3D

Blaster 5D, dodge 3D+2, grenade 3D+1, heavy weapons 3D+1

KNOWLEDGE: 2D

MECHANICAL: 2D

PERCEPTION: 2D+1

Command: 2D+2, search 3D

STRENGTH: 3D+1

Brawling 4D

TECHNICAL 2D

Equipment: Modified Stormtrooper

Armor (Provides +2D physical, +1D energy, +3D resistance to naturally occurring heat sources and environmental hazards of volcanic environments), blaster rifle (5D damage), thermal detonator (10D damage, 0-2/8/12, Blast Radius: 0-2/8/12/20), comlink, utility belt with supplies

Zeelix Attack!

As the Conveyex hurtles through Krynna's jagged landscape, a massive shadow looms overhead. A Whulk, a gargantuan creature of the skies, glides gracefully past, its vast silhouette eclipsing the sun momentarily. From its underbelly, a

swarm of zeelix fliers - small, carnivorous, manta ray-like parasites - detach and dive toward the Conveyex with a predatory hunger, targeting anything on the outside of the transport.

Roll 2d6 to determine the number of zeelix fliers that engage the players and Lavatroopers on the Conveyex.

Zeelix Flier

DEXTERITY 3D

Dodge 4D

PERCEPTION 2D

Search 3D

STRENGTH 1D+2

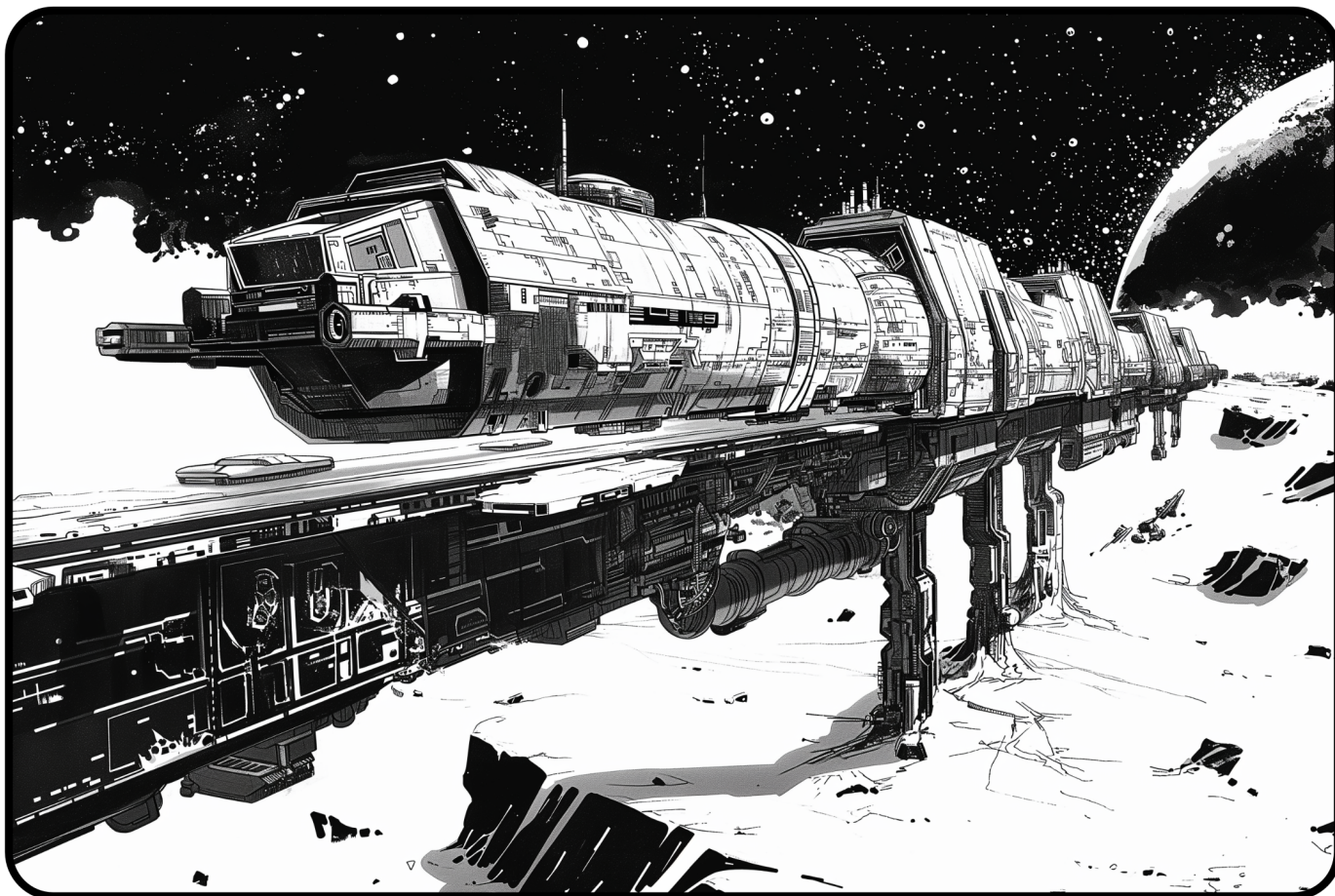
Bite 3D (3D damage)

Special Abilities:

Flying: Zeelix fliers can move swiftly through the air, making them hard to hit.

Swarm Tactics: Zeelix fliers gain a +1D bonus to their attack rolls when in groups of three or more.

Players on the outside of the Conveyex must defend themselves against the zeelix fliers.



The troopers are equally surprised and will focus on the fliers, which may provide the players with a momentary advantage or distraction.

Once half of the zeelix fliers have been defeated, the remaining ones retreat back to their host Whulk. This encounter should be fast-paced and chaotic, emphasising the unpredictability and danger of Krynnar's wildlife.

The Doctor's Dilemma

As you secure the last of your objectives on the Conveyex, K2-3PO's voice crackles through your comlink, shifting seamlessly into Dr. Syra Vondar's voice. "I regret not being able to meet you as planned," she begins, her tone betraying a hint of urgency. 'By the time this message reaches you. The Empire will have taken me aboard the Imperial cruiser Finality, in orbit. They want me to verify the kyber shipment in front of them. If I am forced to reveal the truth about the proto-Kyber, our entire plan unravels. I am prepared for what may come, but I cannot stand by and watch as more worlds suffer under the Empire's tyranny."

This message from Dr. Vondar, delivered by K2-3PO, adds a new layer of urgency to the mission. The players now know that Dr. Vondar is being held on the Imperial cruiser Finality and is in imminent danger of exposing the entire ruse to the Empire.

The players must quickly decide their next course of action. Will they attempt a daring rescue aboard the Finality, or will they focus on completing their original mission with the proto-Kyber? This decision will impact the adventure's trajectory and could have far-reaching consequences for the Rebel Alliance.

Encourage the players to discuss and weigh their options. Consider the risks and rewards of each decision. A successful rescue could save Dr. Vondar and protect the secret of the proto-Kyber, but it would undoubtedly be a perilous endeavour. If she is forced to reveal the true nature of the crystal, Dr. Vondar will be executed and their efforts on Krynnar will be for nothing. Whatever diabolical plans the Empire still has for kyber in the wake of the Battle of Yavin will be left to foment into something that will surely lead to further subjugation of more free worlds.



Episode Three

Finale on the Finality

Summary

Episode Three of *The Great Kyber Heist* sees the Rebel team back in Kyrrin Landing spaceport, now tasked with an urgent rescue mission to save Dr. Syra Vondar from the clutches of the Empire aboard the Imperial Cruiser *Finality*. The team faces a critical decision on how to reach the cruiser orbiting above Krynnaar.

One option is the heavily guarded Imperial *Lambda*-class shuttle *Trydonium*, set to transport the proto-Kyber shipment. Stormtrooper presence has intensified following the heist alert, making this approach highly dangerous. Alternatively, Oogle Farseeer Speetac, a Boosodian infochant, directs the team to Lod Mindon, the Advoszec leader of the Ecliptic Circle. Mindon, believing the proto-Kyber is genuine, offers passage aboard a Broadhorn-class garbage scow, contracted for maintenance of the Imperial fleet. However, when his survey droid reveals the Kyber's falsehood, the team may need to flee amidst a barrage of blaster fire from Mindon's enforcers.

Upon reaching the *Finality*, a 350-meter wedge-shaped cruiser, the team faces the challenge of slicing into the starship's central computer system. They discover that Dr. Vondar is trapped in an airlock, not a cell, with Lt. Ilexa Vost menacingly holding the airlock release! The situation becomes a tense race against time to rescue Dr. Vondar before the arrival of the false Kyber shipment and the potential end of both the geologist and the entire operation on Krynnaar. This episode ends with a tense climax, where the PC's realise that Dr. Vondar is bait in a trap set by the insidious Lt. Ilexa Voss!

Rebel Stowaways

The rebel team will need to find a way to get onboard the *Finality* in orbit. They were

brought here by the YT-1300 *Midnight Vagabond* but that freighter is unavailable and it wouldn't be allowed to dock on an Imperial vessel.

Using the spaceport's central computer and an *Easy computer /repair* roll or talking to the locals with an *Easy streetwise* roll, the PC's will learn that there's an Imperial *Lambda*-class shuttle ready to take off for the *Finality* from the landing apron soon.

Read aloud:

As you survey the Imperial lambda-class shuttle *Trydonium* from a discreet vantage point, you can't help but notice the formidable security detail. Two platoons of Lavatroopers, their armor gleaming under Krynnaar's harsh sun, are stationed around the shuttle. Among them, a menacing E-Web Repeating Blaster stands ready, its crew watchful. The shuttle, attached to an extra holding container beneath its hull, represents a near-impossible target. Yet, within that container lies your precarious path to the *Finality*.

Approaching the *Trydonium* undetected requires a *Very Difficult sneak* roll due to the heightened security. Once aboard, finding a spot to hide, particularly in the extra holding container under the shuttle, necessitates a *Difficult hide* roll. The container is not only cramped but also where the Kyber shipment is being stowed, adding another layer of risk.

To aid their approach, the players can brainstorm distractions. A successful *Knowledge/tactics* roll (*Easy* difficulty) can yield several viable options:

- **Power Surge in a Nearby Building:** Rigging a minor explosion or power disruption could draw a squad away to investigate. Effects: Reduces the number of troopers guarding the shuttle by one-third and the *sneak* roll to *Medium*.

- **Fake Emergency Broadcast:** Sending a false alarm about a Rebel sighting or emergency elsewhere in the spaceport could scatter some of the troopers.
Effects: Half of the troopers temporarily leave their post, lowering the sneak roll difficulty.
- **Sabotaging a Nearby Vehicle:** Causing a vehicle to malfunction or explode creates chaos, diverting attention.
Effects: Engages one platoon, including the E-Web team, in containment efforts.

Implementing these distractions will require additional skill checks pertinent to the chosen plan, such as *demolitions* for an explosion or *communications* for a fake broadcast (*Medium* difficulty).

If the PC's get caught attempting to sneak into the *Trydonium*, they will be arrested, placed in binders and taken to the newly set up Imperial Office of Criminal Investigations (formerly the local constabulary's HQ). There they will be interrogated by Lt. Ilexa Vost (she makes a point of being the officer to prey their secrets from them). Without the PC's to save her, Dr. Vondar's crystal authenticity test proves negative and she will be executed and Imperial retribution against the peoples of Krynnaar will be swift and merciless. This is the highest risk option they have at their disposal.

Farseer's Offer

As you regroup and weigh your options, a figure emerges from the shadows of the bustling spaceport. The many-eyed Boosodian, Oogle 'Farseer' Speetac, the alien that regarded you in the cantina earlier approaches with a sly grin. "Word travels fast in the underbelly of Krynnaar," he begins, his numerous eyes flickering with countless secrets only he knows. "I hear you're looking for a ride to the *Finality*, and perhaps I can provide just what you need."

Speetac reveals he knows about the stolen Kyber and the players' need to board the *Finality*. He offers to guide them to Docking Bay 74, where they meet Lod Mindon, leader of the Ecliptic Circle crime gang and his enforcers. The docking bay houses the *Bottom Feeder*, an aptly named

battered old *broadhorn*-class garbage scow contracted to the Empire.

Read aloud:

As you enter Docking Bay 74, the stark contrast between the hustle of Kyrin Landing and this secluded area is palpable. Ahead, the worn and battered form of a rectangular space transport sits idly. Its presence is overshadowed by a group of formidable figures awaiting you. At their center stands Lod Mindon, the diminutive but no less intimidating advoszec leader of the Ecliptic Circle, his gaze sharp and calculating. Flanked by his armoured enforcers, diverse in species but united in their menacing demeanour, Mindon steps forward. "I believe we have mutual interests to discuss," he states, his voice carrying a hint of both opportunity and threat.

Mindon proposes a deal: the players can use the *Bottom Feeder*, (fitted with a tracking beacon in case anyone is foolhardy and desperate enough to steal it), to discreetly board the *Finality* during its garbage collection routine, in exchange for the kyber crystals. Encourage the players to engage with Mindon, whether through negotiation,



persuasion, or preparedness for a potential conflict. This is an excellent opportunity for them to demonstrate their diplomatic skills or to devise a cunning plan.

If they agree, Lod's aged geological survey droid, SU-22 trundles forward on a frail chassis to analyse the glittering wares.

These six enforcers pose a silent threat, watching proceedings intently, ready to act on Mindon's command. The players should be aware of the potential for a violent confrontation, especially if negotiations go south or if they decide to seize the scow by force.

After a long contemplative pause (providing the PC's with 2 rounds to plan their potential escape), the venerable mechanical reveals the crystals are fake, tensions escalate. The players now face a critical decision: engage in a firefight to seize the *Bottom Feeder* or negotiate an alternative solution.

For a potential firefight, prepare for combat rolls against Mindon's enforcers. Should the players choose to steal the *Bottom Feeder*, remind them of the consequent price that Lod will surely place on their heads. Lod will be incensed that the PC's have deigned to deceive him. Unless they succeed at a *Very Difficult persuasion* roll (give the PC's +10 on their roll if they respond with a good reason they shouldn't be killed/good roleplaying).

Ecliptic Circle Enforcers

DEXTERITY 3D

Blaster 5D, dodge 4D, melee 4D

KNOWLEDGE: 1D+2

MECHANICAL: 2D+1

PERCEPTION: 2D

Search 3D

STRENGTH: 3D+2

Brawling 5D+2

TECHNICAL 1D+1

Equipment: Duraplast Armor (Provides +1D+2 physical, +1 energy, +1D resistance to naturally occurring heat sources and environmental hazards of volcanic environments), blaster rifle (5D damage), vibroblade (STR +2D damage), comlink, utility belt

Onboard the Finality

As the PC's dock onto the *Finality*, they are completely unaware that Lt. Ilexa Vost is onboard, having predicted they would

attempt to rescue Dr. Syra Vondar. She has laid a trap and is getting ready to spring it.

Read-aloud:

Your vessel glides towards the imposing silhouette of the Imperial Cruiser Finality. Its immense structure, a testament to the Empire's might, looms large against the starry expanse. Inside, you exchange tense glances, the weight of your mission bearing down on you. Dr. Syra Vondar's life and the fate of rebel worlds hangs in the balance.

As the players make their stealthy approach (which should be the obvious approach on such a heavily guarded vessel), emphasise the need for caution and precision. Any mistake now could jeopardise the entire mission.

Upon successfully docking with the *Finality*, the players must disembark their vessel and blend into the cruiser's daily operations. If they've arrived disguised as garbage crew or stormtroopers, a *Moderate* difficulty con roll is required to maintain their cover, should they be engaged by crew members (increase this difficulty if they are attempting to convince crew should they be in an area their cover would not allow access to).

Navigating the corridors of the *Finality* without drawing attention requires a series of *sneak* rolls. Start with an *Easy* difficulty for less secure areas, gradually increasing to *Moderate* as they move closer to critical sections of the ship.

The players need to locate Dr. Vondar without alerting Lt. Vost. Encourage them to interact with the environment, such as eavesdropping on conversations or accessing data terminals. Eavesdropping requires an *Easy Perception* roll, while hacking into terminals needs a *Moderate computer programming/repair* roll (with a command cylinder from the pocket of an Imperial Officer). Interrogating lower-ranking officers or crew members to glean information about Dr. Vondar's location would involve *Moderate persuasion* or *con* rolls.

Remind the players that the *Finality* is teeming with Imperial personnel. A failed roll might not immediately blow their cover, but it will certainly raise suspicions, potentially leading to increased security measures or scrutiny.

As the players progress, keep the tension high. Remind them that time is of the

essence as they delve deeper into the belly of the Imperial beast.

Creating an Alarm

Players may create distractions or use the cruiser's systems against the Imperials. For instance, triggering a false alarm elsewhere on the ship to draw troops away requires a *Moderate computer programming/repair* roll.

Finding Dr. Vondar

The below information can be uncovered by the PCs once aboard the *Finality*, using either the ship's central computer or a command cylinder inserted into a terminal:

- **Location of Dr. Vondar:** Dr. Syra Vondar is being held in Airlock A17, located on the port side of the Main Deck, near the secondary command center. (Easy computer programming/repair roll or no roll needed with command cylinder)
- **Lt. Ilexa Vost's Control:** Lt. Ilexa Vost has remote control over Airlock A17 from her personal command terminal

in the Security Hub, located on Deck 4, Section D3. (*Very Difficult computer programming/repair* roll or no roll needed with command cylinder)

- **Patrol Schedules:** A security log indicates that Stormtrooper patrols pass by Airlock A17 every 10 minutes. The next patrol is scheduled to pass in 7 minutes. (*Moderate computer programming/repair* roll or no roll needed with command cylinder)
- **Security Cameras:** There are two security cameras covering the corridor leading to Airlock A17. Camera feeds are monitored from the central surveillance room on Deck 3. (*Moderate computer programming/repair* roll or no roll needed with command cylinder)
- **Airlock Override Mechanism:** The airlock's manual override panel is hidden behind a maintenance hatch directly opposite to Airlock A17. The override code is 'Delta-3-9-Tango.' (with this code, the PC's will be available to override the airlock at its source without a security roll).



- **Vost's Tactics:** A confidential report reveals that Lt. Vost plans to use Dr. Vondar as bait to lure out rebels. She has set up additional surveillance and traps around the airlock area. (*Very Difficult computer programming/repair roll or a command cylinder with no roll*)
- **Communications Jamming:** The *Finality's* internal communications can be temporarily jammed from a control terminal in Engineering Bay 2, hindering Vost's ability to command her troops effectively. (*Difficult computer programming/repair roll or a command cylinder with no roll*)
- **Emergency Escape Routes:** Maintenance corridors near Airlock A17 lead to an emergency escape pod bay, which is less guarded and could be used for a quick extraction. (*Easy computer programming/repair roll*)
- **Security Lockdown Procedures:** In the event of a security breach, specific bulkhead doors will automatically close. The security protocol manual details how to bypass these lockdowns using nearby control panels. (*Moderate computer programming/repair roll*)
- **Vost's Personal Schedule:** Lt. Vost is due for a routine security meeting in the Command Center on the Upper Deck, approximately 15 minutes from now, potentially leaving the security hub less guarded. (this is false information planted by Vost designed to lure the PC's to her)
- **Stormtrooper Barracks Location:** The nearest Stormtrooper barracks to Airlock A17 are two decks down. In case of an alarm, it would take approximately five minutes for additional troops to arrive at the airlock. (*Easy computer programming/repair roll*)

Stealth and Strategy

Approaching the airlock requires a series of three *Moderate* difficulty *stealth* rolls. The players need to avoid patrols and surveillance cameras, using the ship's layout to their advantage. The layout of the ship can be gained quite easily from any terminal on the ship (no roll required). All corridors have maintenance tunnels that run along

side them, providing a relatively unimpeded route to Airlock A17 where Dr. Vondar is being held. Failure on at least one of those rolls involves with an encounter.

Roll 1d6. **1** = two stormtroopers stood in a corridor idly chatting, **2-4** = a WED maintenance droid who mistakes the PC's for technical crew, **5** = an Imperial tech working on a power relay, **6** = an Imperial officer, suspicious of why the PC's are in this area.

The Spacewalk to the Airlock

Once the PC's are aware of Dr. Vondar's location, the PC's could opt for a risky spacewalk in order to reach her airlock from the outside of the *Finality*. Each player must don an emergency space suit, available on any ship, before embarking on this risky endeavour.

With time running out and options dwindling, you don a suit and prepare for a daring external manoeuvre. Exiting through the airlock, the vastness of space engulfs you. The *Finality's* massive hull stretches out before you, its surface bristling with sensors and weaponry. You navigate carefully along the hull, the small thrusters on your suit your only guide towards the airlock holding Dr. Vondar.

Navigating the exterior of the *Finality* requires a series of rolls. Each player must then make a *Moderate dexterity* roll to manoeuvre along the hull of the *Finality* towards Dr. Vondar's airlock. Use of the grapple hooks and lanyards on a spacesuit utility belt will be enough to secure them to the ship, preventing from drifting away on a failed roll. A total of three rolls will get the PC's to the external airlock. A *Moderate security* roll is needed to sabotage the locking mechanism so it never opens. If the PC's line up their own ship over this airlock, they might be able to open it airlock and eject Dr. Vondar into their own ship. A *Difficult space transports* roll is required to pull this manoeuvre off without alerting Lt. Vost to their ploy.

Throughout the spacewalk, players must be mindful of Imperial sensors and patrols. A *Moderate sneak* roll is advisable to avoid detection by the cruiser's external detection network.

This part of the adventure tests the players' technical skills and nerve as they

perform a high-stakes spacewalk on the hull of an Imperial cruiser. The success of this manoeuvre could mean the difference between saving Dr. Vondar or a tragic end to their mission.

Vost's Trap

Upon reaching Airlock A17, the players are confronted with the holographic image of Lt. Vost. She reveals that she allowed Dr. Vondar's message via K2 to reach the PC's as part of her trap. The players soon realise that the situation is a setup, and Vost has the upper hand.

You approach Airlock A17, the tension palpable in the cold, metallic air of the Finality. The corridor leading to the airlock is ominously quiet, the only sound being the muffled thrum of the cruiser's engines. As you reach the airlock, a sudden burst of light startles you. The air shimmers as a ghostly blue holoprojection of Lt. Ilexa Vost materialises before you. Her expression is one of cold satisfaction, her eyes sharp and calculating. "Ah, the would-be heroes," she begins, her voice laced with a dangerous calm. "I must commend you on making it this far, but did you really think it would be that simple? Dr. Vondar's location was never a secret, merely bait in a well-laid trap. And here you are, exactly where I wanted you. Surrender now, and I won't eject the good doctor into the void. Resist, and well... I'm sure you understand the 'gravity' of her situation." Her image flickers off, but her gaze never wavers, as it disappears.

The players can attempt to negotiate or deceive Vost. A battle of the minds ensues, with an opposed *con/persuasion* roll versus her *willpower*. Along with good roleplaying (+5 to their roll), this will be enough to buy time, but the cunning officer cannot be swayed from her ultimate goal of capturing them all.

If the players refuse to surrender or fail to convince Vost, she alerts a nearby squad of 10 stormtroopers to exit their hiding places in nearby corridors, rushing in to apprehend them. If the troops meet resistance, they have been ordered to use stun blasts only.

Captured!

If captured, the players are detained alongside Dr. Vondar, leading to a potential prison break scenario. If they manage to fight off the troops, they must quickly decide how to rescue Dr. Vondar while still dealing with the threat posed by Vost.

Of course, Vost has the PC's imprisoned with Vondar in order to listen in to their conversations, to see how much more she can learn about their rebellious intentions.

The Escape and Pursuit

Ultimately, whether by escape pod (there is a bay of them near to Airlock A17) or via a starship, if the PC's manage to escape from the Finality with Dr. Vondar, Lt. Vost will personally pursue them, having watched their every move from the Security Hub.

Read aloud:

With Dr. Syra Vondar safely in tow ship, make a desperate dash away from the Finality. The engines roar to life, propelling you into the star-strewn expanse of space. But your relief is short-lived. An Imperial TIE Interceptor, painted solid black, screams out of the cruiser's hangar, hot on your tail. The familiar and ice-laced tones of Ilexa Vost comes through on your comm unit: "you're not getting away that easily, rebel scum. You're capture fuels my next promotion."

The players now face a thrilling space chase, with Lt. Vost in pursuit. The chase starts at Medium Range. This encounter tests the team's piloting skills and their ability to think under pressure. Lt. Vost is a formidable pilot. Use a piloting skill of 5D for her maneuvers and attacks. She will attempt to disable the players' ship without destroying it, aiming to capture them. She wants them alive and she prides herself on her pinpoint accuracy to knock out their engines (any damage result she inflicts on the PC's vessel will affect the engines only, leaving them dead in space).

Two more TIE/In Fighters join the chase after the first. Vost has requested the captain of the *Finality* not to fire upon the PC's as she wants them alive for questioning.

ISS Finality

Craft: Rendili Stardrive Inexorable-Class
Star Cruiser

Type: Light Cruiser

Scale: Capital Ship

Length: 350 meters

Crew: 1,092; gunners: 40; skeleton:
420/+15

Crew Skill: Astrogation 4D, capital ship
gunnery 5D, capital ship piloting 4D+2,
capital ship shields 4D, sensors 3D+1

Passengers: 400 (troops)

Cargo Capacity: 3,000 metric tons

Consumables: 1 year

Hyperdrive Multiplier: x1

Hyperdrive Backup: Yes

Nav Computer: Yes

Manoeuvrability: 1D

Space: 7

Hull: 4D+1

Shields: 2D+2

Sensors:

Passive: 30/0D

Scan: 60/1D+2

Search: 90/2D+2

Focus: 4/3D+1

Weapons:

10 Turbolaser Batteries

Fire Arc: 3 front, 3 left, 3 right, 1 back

Skill: Capital ship gunnery

Space Range: 3-15/35/75

Fire Control: 2D+1 *Damage:* 5D

20 Laser Cannons

Fire Arc: 3 front, 4 left, 4 right

Skill: Starship gunnery

Space Range: 1-3/12/25

Fire Control: 1D+2

Damage: 3D+2

2 Ion Cannons

Fire Arc: 1 left, 1 right

Skill: Capital ship gunnery

Space Range: 1-10/25/50

Fire Control: 2D

Damage: 4D

The Bottom Feeder

Craft: JT-731 *Broadhorn* transport

Type: Medium freighter

Scale: Starfighter

Length: 30 meters

Skill: Space transports: Freightier

Crew: 2 (pilot, co-pilot/navigator); skeleton:
1/+5

Crew Skill: Varies widely

Passengers: 4

Cargo Capacity: 250 metric tons

Consumables: 2 months

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Manoeuvrability: 1D

Space: 4

Atmosphere: 295; 850 kmh

Hull: 3D+2

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/2D

Denouement

As the dust settles on the thrilling and perilous events aboard the Finality, the Rebel team finds a moment to catch their breath and reflect on their accomplishments. Despite the overwhelming odds and the cunning of Lt. Ilexa Vost, they have managed to rescue Dr. Syra Vondar and secure the S-Thread Tracker, foiling a potentially disastrous Imperial scheme. Of course, if Ilexa Vost, she will be a constant menace in the background of all the rebels' efforts going forward. Krynnar will bear the brunt of Imperial reprisal for so brazen a rescue attempt, perhaps leading to Commander Torren Fysk of the local rebel cell to call upon the aid once again.

Cut Scene:

INT. IMPERIAL GOZANTI CLASS FREIGHTER
- CARGO HOLD - DAY

The hold is bustling with activity as IMPERIAL WORKERS load crates of proto-Kyber onto the freighter. The camera pans across the busy scene, stopping to focus on a PILOT, dressed in Imperial garb, as he oversees the loading.

The PILOT checks a DATAPAD in his hand, nodding in approval as each crate is secured. He sets the datapad down on one of the crates, and the camera slowly zooms in on its screen. The words written in glowing Aurabesh are clear and ominous.

AURABESH TEXT ON DATAPAD: "Priority Cargo 2346. Proceed via Sanctuary Pipeline hyper lane. Destination: ENDOR system."

FADE OUT

Reward for the Players

Each player is awarded 5-10 character points for their participation in the adventure, acknowledging their skilful play, quick thinking, and teamwork. Additionally, those who played a pivotal role in rescuing Dr. Syra Vondar receive bonus character points as a testament to their heroism and dedication to the Rebel cause. The successful placement of the S-Thread Tracker also earns them extra recognition, furthering the Alliance's efforts against the Empire.

Lt. Illexa Voss**Template Type:**

Cunning ISB Agent

Affiliation:

Galactic Empire

Height: 1.8 meters**Species:** Human**DEXTERITY 3D**

Blaster 4D, dodge

6D, melee 4D

KNOWLEDGE 4D

Languages 4D,

willpower 6D

MECHANICAL 3D

Starfighter piloting

5D, starship

gunnery 4D

PERCEPTION 3D

Command 4D, con 4D, search 5D

STRENGTH 2D+2**TECHNICAL 2D+1**

Computer prog./repair 5D, Security 5D



Physical Description: Lt. Illexa Vost is an imposing figure, standing tall with an air of authority that belies her unorthodox methods. Her uniform is impeccably tailored, yet she wears it with a nonchalance that speaks of confidence and a certain irreverence for strict military protocol.

Equipment: A custom blaster pistol (Damage 5D), an array of encrypted communication devices, Imperial code cylinder

Background: Illexa Vost is an enigma within the Imperial Navy. She climbed the ranks not through traditional means, but through a combination of cunning, raw talent, and a few well-placed victories that were too impressive to be ignored. Her unorthodox tactics and willingness to bend the rules have made her both a valuable asset and a subject of suspicion within the Imperial command structure.

Personality: Vost is a maverick, often seen as a renegade within the rigid structure of the Empire. She's known for her quick wit and sharper intellect. She respects talent and skill over rank and birthright, a trait that has earned her a mix of fierce loyalty and quiet resentment among her subordinates.

Quote: "Consider your options: adapt to the Empire or perish. I urge you to choose wisely."

K2-3PO (Kay-too)**Template Type:**

Modified Protocol

Droid

Affiliation: Dr.

Syra Vondar

Height: 1.7 meters**Species:** Droid**DEXTERITY 1D**

Dodge 2D

KNOWLEDGE**3D+2**

Cultures 6D,

languages 10D,

scholar (geology)

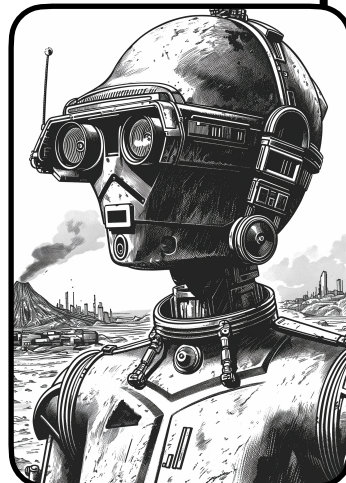
4D+2

MECHANICAL 1D+1**PERCEPTION 3D**

Persuasion 5D

STRENGTH 1D**TECHNICAL 3D**

Computer prog./repair 4D+1, Droid repair 5D



Physical Description: K2-3PO is a standard protocol droid with a rusty orange finish. The droid's photoreceptors have been modified with advanced sensors to assist in geological surveys. Its exterior shows signs of wear, indicative of many years of service.

Equipment: Photoreceptors modified with macro geological sensors (+1D to scholar (geology) rolls), internal comlink, stolen DuraStar Corp ID's

Background: K2-3PO was reprogrammed by Dr. Syra Vondar for geological survey assistance. The droid has served loyally, aiding in various covert operations for the Rebel Alliance. Its advanced sensory equipment and knowledge of geology make it an invaluable asset in Dr. Vondar's ploy against the Empire..

Personality: K2-3PO is methodical and precise, often speaking in a formal and informative manner. The droid shows a programmed form of loyalty and concern for Dr. Vondar's safety and mission objectives that seems almost human.

Quote: "While I am fully equipped to analyse geological formations, I must admit that navigating social intricacies is quite beyond my capacity."

Dr. Syra Vondar

Template Type:

Rebel Geologist

Affiliation: Rebel Alliance

Height: 1.7 meters

Species: Human

DEXTERITY 2D

Dodge 4D

KNOWLEDGE 4D

Planetary systems

5D, scholar

(geology) 6D+1,

survival 5D

MECHANICAL 2D

Communications 3D

PERCEPTION 3D+2

Value 5D

STRENGTH 2D

Stamina 3D, /jumping 4D

TECHNICAL 3D

Computer programming/repair 4D+1,

demolitions 4D, first aid 5D



Physical Description: Dr. Syra Vondar is a slender woman in her late thirties with short, auburn hair and sharp, analytical eyes. She often wears a utility belt stocked with geological tools and a sturdy, heat-resistant suit ideal for her fieldwork in harsh environments.

Equipment: Portable geology kit, Blaster pistol (Damage 4D), comlink, data pads with geological data.

Background: Dr. Syra Vondar was a respected geologist working for various mining corporations before she secretly joined the Rebel Alliance. Witnessing the Empire's exploitation of planetary resources and the suffering it caused, she decided to use her expertise to undermine Imperial operations. Syra has been instrumental in providing the Alliance with crucial information about Imperial mining activities and is highly skilled at espionage and data collection.

Personality: Dr. Vondar is methodical, observant, and deeply committed to her cause. She maintains a calm and collected demeanour, even in stressful situations. Her loyalty to the Rebel Alliance is unwavering, but she is careful not to let her true allegiance be known to her Imperial overseers.

Quote: "Crystals and rebellion – my kind of geology."

Cmdr. Torren Fysk

Template Type:

Rebel Leader

Affiliation:

Krynnar's Rebel Cell

Height: 1.85 meters

Species: Human

DEXTERITY 2D+2

Blaster 5D, dodge

3D+1

KNOWLEDGE 3D

Survival 4D, tactics

3D+2, willpower 5D

MECHANICAL 2D

Repulsorlift

operation 3D

PERCEPTION 3D+1

Command 5D, investigation 4D,

persuasion 4D+2

STRENGTH 3D

Brawling 5D

TECHNICAL 3D

Demolitions 5D, first aid 4D



Physical Description: Torren Fysk is a sturdy, muscular man in his mid-forties. His rugged appearance reflects his life of hard labor and recent rebellion activities. He has a stern face, marked by a few scars, and keeps his hair short.

Equipment: Blaster pistol (4D damage), comlink, survival gear, and chain of office signifying his former role as a leader in the Krynnar community.

Background: Torren Fysk, once a respected political leader in Krynnar, became the head of a Rebel cell following the Imperial occupation. His transition from governance to active resistance showcases his commitment to Krynnar's freedom and his strategic acumen in guerrilla warfare.

Personality: Fysk is pragmatic, resilient, and has a no-nonsense attitude. He speaks plainly and directly, often with a hint of dry humour. His leadership style is forthright, inspiring loyalty and respect from those who follow him.

Quote: "Let's save the talk for when Krynnar is free from the Empire's clutches."

Lod Mindon

Template Type:

Avozsec Crime Boss

Affiliation:

Ecliptic Circle

Height:

1.5 meters

Species:

Advoszec

DEXTERITY

3D+1

Blaster 5D, dodge 4D+2

KNOWLEDGE 4D

Streetwise 6D+1, tactics 5D, value 5D

MECHANICAL 2D+2

Repulsorlift operation 3D+2

PERCEPTION 3D+2

Bargain 5D+2, command 5D, intimidation 5D+2

STRENGTH 2D

Brawling 4D

TECHNICAL 2D

Security 3D+2



Physical Description: Lod Mindon is an imposing figure, despite his diminutive 1.5 meter height. His Advosec features are rounded, with huge black piercing eyes that seem to look right through you. He typically wears sleek, dark clothing, fitting for the leader of a shadowy organisation.

Equipment: A heavily modified blaster pistol (Damage 5D+2), encrypted comlink

Background: Lod Mindon, a figure shrouded in mystery, rose from the murky depths of Krynna's criminal underworld to lead the notorious Ecliptic Circle. Known for his ruthless tactics and sharp intellect, he transformed the Circle into a formidable force, feared and respected in equal measure.

Personality: Mindon is as charismatic as he is dangerous. He combines a razor-sharp mind with an intimidating presence, making him an unlikely and formidable opponent for his physical size. He values loyalty and competence, but his trust is hard-earned and easily lost.

Quote: "In the Circle, we don't just bend the rules – we rewrite them to our liking."

Oogle 'Farseer' Speetac

Template Type:

Boosodian

Infochant

Affiliation:

Himself

Height:

1.9 meters

Species:

Boosodian

DEXTERITY 2D

Dodge 3D+1

KNOWLEDGE 4D

Alien species 4D+2, bureaucracy 5D, cultures 4D+1, streetwise 6D, value 5D

MECHANICAL 2D+1

Communications

3D+1

PERCEPTION 4D+2

Bargain 5D, con 5D+1, investigation 6D, persuasion 5D, search 5D+2

STRENGTH 2D

TECHNICAL 2D

Computer programming/repair 3D, security 4D

Force Sensitive:

Yes

Force Points:

2

Dark Side Points:

4

Force Skills & Powers:

Sense 1D;

magnify senses



Physical Description: Speetac is of average height for a Boosodian (which still makes him tall), with a bulky frame. His skin is a mottled grey, and his face is dominated by a cluster of small, beady black eyes, giving him a somewhat unsettling appearance.

Equipment: Holdout blaster (3D+2 damage), comlink, several datapads hidden in robes, jewelled cane

Background: Oogle 'Farseer' Speetac is a well-known figure in the underworld of information brokering. His innate Force sensitivity, though limited, has given him an edge in his line of work, allowing him to sense when he's being deceived or when danger is near.

Personality: Speetac works for the highest bidder, with no affiliations to anyone but himself. Keeping himself safe and his force sensitivity off the Empire's radar is paramount to him.

Quote: "Trust my information. Even I wouldn't trust me."

STAR WARS

The Great Kyber Heist

by Simon Taylor

In a galaxy where the shadow of the Empire looms large, "The Great Kyber Heist" plunges a band of daring Rebel operatives into a high-stakes mission on the volcanic world of Krynnar.

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