

STAR WARS®

The Anguish of the Indictor

An adventure for use with STAR WARS: *The Roleplaying Game*

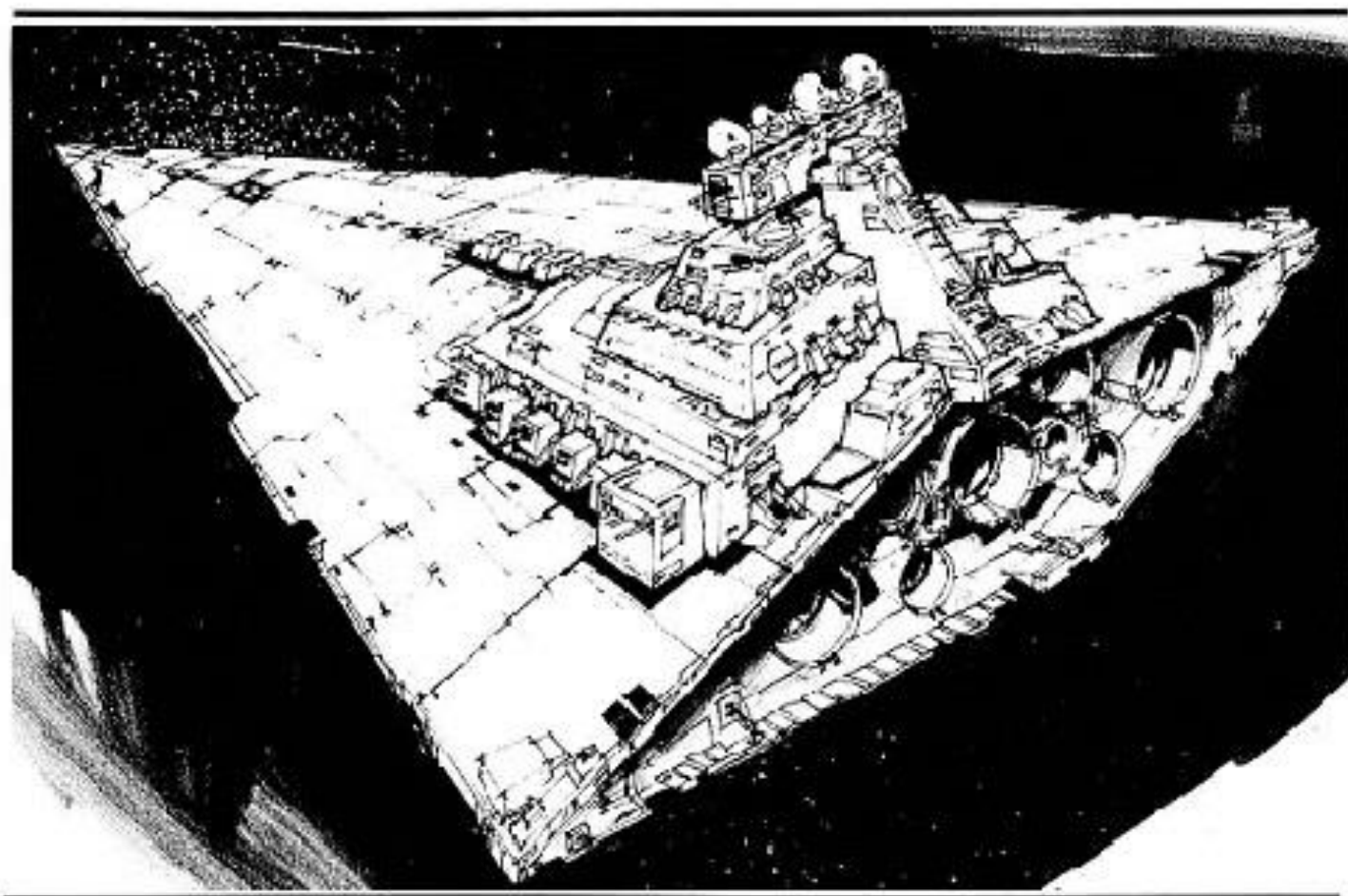


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STAR WARS®

The Anguish of the Indictor

by Daniel Bayarri Martinez



Special Thanks to: Carlos Bayarri, Jordi Bartrolí, Francesc I. Mauri, Marc Andrés, Rafael Vilaplana, Camilo Castro, Pablo Bayarri
and the whole "Cumulative Perception" group .

I ntroduction

The Anguish of the Indictor is an adventure for use with *Star Wars: The Roleplaying Game*. It is designed for up to six player characters and a gamemaster. If you want to run a player character, stop reading now. The information in this book is for the gamemaster only; he should read it entirely before play.

In this Adventure...

When the Star Destroyer Indictor joined the battle over the forest moon of Endor, its crew did it with the certainty of having at their reach the victory that would put an end to the Rebel Alliance. History is about to prove them otherwise.

The destruction of the Second Death Star and the presumed death of the Emperor stuns the imperial forces, which are quickly overwhelmed by the rebels. Those aboard the Indictor must fight for their lives while the world they have known up until now falls apart around them.

The Adventure

The characters group is made up of crewmembers of the Imperial Star Destroyer Indictor. They might be navigators, radio operators, gunners, technicians, auxiliary staff, transport and fighter pilots or marine infantrymen or women. Their spaceship has suffered severe damage and is being hit hard by the rebel forces, which, encouraged by the destruction of the Second Death Star, seem to have the upper hand in the battle. Lost among the surrounding destruction they must test their skills to find a way to escape before the Indictor is blown to pieces.

Adventure Background

Just two weeks ago, the Imperial Star Destroyer Indictor embarked the 208th legion and got ready to join the fleet being assembled to ambush the Rebel Alliance forces around the forest moon of Endor. On its way to the reunion coordinates though the Indictor intercepted the rebel corvette Pella and, after disabling it, captured senator Moo Fe Taa and most of his crew.

The Indictor joined the Battle of Endor with the Pella crew still captive in its detentions blocks. This was going to be the battle that put an end to the Rebel Alliance and during the first phase of it it looked like the imperial victory was inevitable. The destruction of the Death Star II and the presumed death of the Emperor turned the tide abruptly. The Mon Calamari cruisers dominate the battlefield now and the rebel fighters are inflicting lots of damage on the imperial navy fleet. The Indictor is among the spaceships who have suffered the most and is about to collapse. The interior of the Star Destroyer is a complete mess. Decks are collapsing,

explosions setting complete sections on fire; depressurization is clawing its way through the ships the void reclaiming deck after deck. Systems are blacking out and going off all over. This might be the end of the once proud flagship of the Imperial Navy.

A special character

To provide an extra twist to the plot one of the player characters can be provided with a special and secret background. It will introduce himself to the other characters as another crewmember of the Indictor and nothing about him will tell otherwise. This character will actually be one of the captured crewmen of the rebel corvette Pella who was being transferred from a detention block to another when the corridor he was walking by exploded due to a direct hit from one of the rebel fighters proton rockets. Amid the chaos and confusion that followed the character escaped, changed himself into an imperial uniform and moved on. He does not know in which deck he is now nor how to get back to the detention block or how to escape the ship. His main objective would be to free senator Moo Fe Taa and lead him to a safe place. Moo Fe Taa, a thick Twi'lek, is an important asset for the Republic. The last he knew from him was that he was being held at Detention Block C24. To add more hilarity it is recommended to provide this special character with the uniform of a high rank officer. That way he will be allowed to impose his seniority over other characters if he wants to.

The Main NPCs

Here are brief explanations of the major non-player characters and what their plans and motivations are.

Colonel Jetero: Oinot'na Jetero is the commanding officer of the 208th Legion embarked in the Imperial Star Destroyer Indictor. Jetero is a tall and slender human native of Coruscant whose narrow blue eyes exude hate and contempt. Loyal to the bone most consider her a true fanatic. Unable to cope with defeat and failure her men fear her and will not dare defying her authority nor even when sent to suicide mission.

Dexterity: 3D+2, **Blasters** 6D+1, **Dodge** 4D+2, **Melee Parry** 4D+2; **Knowledge:** 3D, **Bureaucracy** 4D+1,

Intimidation 6D, Tactics 5D; **Mechanical:** 2D+2; **Perception:** 3D+2, Command 6D+1, Search 4D+1; **Strength:** 2D+2, Brawling 4D+1; **Technical:** 2D+2,

Senator Mo Fee Ta: Moo fee Ta is a prominent leader among the Twi'lek and a firm supporter of the Alliance to restore the Republic efforts to defeat Emperor Palpatine. The large twi'lek with a pink colored skin was on its way to the Rebel alliance meeting in which the Battle over the forest moon of Endor details were to be discussed when his starship, the Pella, was intercepted by the Indictor. Although his crew made his best to have him escaping the imperial forces in the end the 208th legion assault troops took over the Pella and Moo fee Ta and his men were imprisoned in the Star Destroyer detention block. Moo fee Ta is a reasonable person, a veteran diplomat and is considered a sage by the twi'lek.

Dexterity: 2D+1, Blasters 4D+1, Dodge 2D+2, Melee Parry 3D; **Knowledge:** 4D, Bureaucracy 5D+1, Economics 6D, Languages 5D, Protocol 5D+2; **Mechanical:** 2D+2; **Perception:** 3D+2, Bargain 5D+2, Command 4D+1, Persuasion 4D+1; **Strength:** 3D+2, Brawling 4D+1; **Technical:** 2D+1.



S

cript

Character 1: Hello?

Character 2: Hello?

Character 3: Where the hell are we?

Character 4: Dead?

Character 6: I am sure being dead does not hurt like this.

Character 4: A minute ago I was running towards the escape pods at deck 43.

Character 6: I guess that gives us something from where to start.

Character 5: Anyone has any idea of what shit is going on?

Character 2: The guy over there told me he saw the Death Star explode.

Character 1: Was that before or after that hardsteel rod went through his head?

Character 3: That is not possible. Death Star was indestructible.

Character 5: So they said about the first one and we all know how it ended up.

Character 6: If it has not been destroyed, how do you explain the beating we are being given?

Character 1: We must evacuate the spaceship before they blow it into pieces.

Character 4: Has anyone any idea on where are the nearest escapes pods?

Character 2: That way (pointing to the left).

Character 3: Are you serious about the Death Star exploding? What happened to the Emperor then? Wasn't he onboard?

Character 5: Sure he was. I presume him dead too.

Character 2: Or, may be that way? (pointing right)

Character 6: Let's all focus. If we really want to find out what happened to his highness we first need to get our asses out of this dying ship.

Character 5: Good. Which way then?

Character 1: There are plenty of corpses that way so... probably better if we go in the opposite direction.

Character 4: That one looks like Kevin from comms. Poor lad. He was married to a technician back in Corellia.

Character 3: To which sections were you appointed?

E

pisode one

Deck 42

Summary

The adventure begins with the characters recovering conscience at an unknown corridor inside the Imperial Star Destroyer Indictor. They are bruised and disorientated. They fear for their own lives and the nightmare has only just begun.

Start the adventure

Hand the script at the end of this module to the players and assign each of the parts. The parts are labelled Character "1st", Character "2", and so forth. If you have six players, each player reads one part. If you have fewer players, assign additional parts to each as necessary. You must read the "Read Aloud" first, as it opens the scene in the script.

Read Aloud

A long time ago, in a Galaxy far, far away ...

These are days of joy for the Galactic Empire. The victory over the Rebel alliance looks closer than ever and the trap set to destroy the core of its fleet over the forest moon of Endor ought to grant the Empire the opportunity to silence them forever and bring back the peace to the Galaxy, but something seems to have gone wrong. Everything was running as per the plan when a cataclysm hit the Indictor, shaking the whole spaceship. All of a sudden, the previously innocuous rebel ships have become a major threat and they are putting more damage than the Indictor can soak up. Explosions are devastating deck after deck and the crew has started to panic.

A large deflagration close to where you are sends loads of shrapnel flying in all directions mutilating those around you. Then comes the too bright light, the heat and the silence. You pass out.

When you wake up again it takes a few seconds to recall who you are and what you were doing. Then the sound of the alarm sirens and the battle outside hits you again. As far as you can see, there is only dust, debris and corpses around you...

Absolute chaos

The characters wake up in an indeterminate place inside the Imperial Star Destroyer Indictor. A terrible scene unfolds in front of them. What used to be a service corridor in one of the intermediate decks has turned into a jumble of twisted hardsteel beams, bended

ceramic panels and damaged machinery. There are several inert bodies scattered to their left and right. A faint greenish light flashes intermittently and a loud buzz drowns every other sound. Sudden bright sparks light up the scene from time to time.

The characters do not know how long has gone since they passed out nor where actually are they now. While they try to recover and make sense of what happened the whole room will be shaken violently. Each shake will be preceded by an explosion from somewhere above them. They may identify these as laser canons hitting the hull of the Star Destroyer not far from where they are. The last of these blasts will be powerful enough to cause a large section of the ceiling still left to detach from its supports and to fall down on their heads.

The room in which the characters are is three meters wide and long enough for the ending on each direction to disappear into the darkness. There are no visible doorways or side corridors. The light from the each time more common sparks will allow them to identify the area as the Deep Space Communications section at deck 42 or somewhere close to it.

As the character move forward in one direction or another explosions will continue to shake the ship. Suddenly a fallen speaker will come to life with a sharp beep followed by the broken voice of a man clearly in despair. The speech will be interrupted and resumed several times as torpedoes hit the destroyer outer hull. When the rumble finally allows for it to be heard, it will include at least two voices and will go as follows:

- *This is Captain Zeraus from the command deck. The ship has suffered severe damage and we have started an evasive maneuver to flee the sector. Those of you able to evacuate must do it immediately. I repeat. Those of you able to evacuate must...*
- *Everybody freeze!!!*
- *What the hell are you doing here?*
- *Sit down!!!*
- *I am the commander of this starship and you are no one to give me orders!!! Put that blaster down immediately!!!*
- *Shut the fuck and sit down!!!*

Several blaster shots are then heard before the connection goes dead. Characters are now free again to move in any direction they want. Looking for an escape pod will look as a sound decision. Throw at them several strong shakes and a temporary loss of gravity, which will make them, and, the debris they are surrounded by, float for a few seconds before falling down abruptly. Allow them to locate some lighted escape path sections and

signs encouraging them to keep on advancing.

At some point they' will find a functioning sign informing the deck 42 escape pod section eleven is just round the corner. Unfortunately, the path is blocked by a heap of debris and rubble. Removing it will be considered a heroic task but a narrow path can be cleared enabling a person to move through if a Dexterity test is passed.

The first character to go through will find himself next to the door leading to the escape pod section. The door is closed but people in the midst of an argument can be overheard on the other side. Before any of the characters decides to open the sliding door, two blaster shots will put an end to the dispute. The door will then open abruptly. A crewmember in a uniform from the engineering division will run through it just to be shot dead from his back. The body of the late engineer will block the door, which will remain open.

In the inside, a major holding a blaster pistol stands next to what seems to be the last escape pod available. – *Anyone else has any doubt about my seniority here?* – He will say. – *Great then. You embark, Not you, the blond lady from administration department.* - He is surrounded by half a dozen men and women in diverse uniforms. One of them is on his knees, sobbing next to a corpse. The rest are packed together with their backs against the wall. The escape pod seems to be almost full.

Indictor Crew

The following stats can be used for most of the Star Destroyer Indictor crewmembers. Feel free to modify them to fit your needs.

DEX 2D; blasters 3D+2, dodge 3D+2; KNO 2D; MEC 2D; PER 2D; STR 2D; TEC 2D.

Each crewmember will have up to three specialist skills with a stat of no less than 4D+2.

All will wear their uniform and most will have a hand weapon, mostly blaster pistols. Some may have other specialist equipment with them, like tool belts, body armor or helmets.

The major will point his weapon towards whoever enters the room and will walk into the escape pod without turning back. Even if the characters shot him down the pod door will automatically close and leave its berth. The characters will see how it departs, with the forest moon of Endor as background and the battle still on raging around it. Suddenly a TIE fighter will appear from nowhere colliding with the pod in a bright blowup. The pod will transform into a bunch of wrecked ceramic and hardsteel pieces around which the corpses of those travelling in it will orbit aimlessly. The fighter on the other hand will lose his right panel and accelerate into a spiral course, which leads it towards the escape pod section in which the characters stand. They have just

a few seconds to evade the crash but will need to fight to open a path for themselves among the other fleeing crew.

When the fighter finally hits the hull, the blast will breach it and a depressurization process will start. The void will draw in the section air and with it everything and everyone it can reach. The characters need to overcome Strength/Lifting tests to advance towards the door and Dexterity/Dodge ones to avoid the debris being sent towards them.

The first character to make it to the other side of the door will meet there another member of the crew who made it to the spot first. He has opened the door controls' panel and is trying to close the door to secure the corridor they are in. The man is scared and will not accept orders nor respect seniority. He will leave everyone behind, including all other characters, if no one prevents it, and will fight back anyone doing so.

When the last character makes it to the other side of the door there will still be two people in the escape pod embarking room. A navigator is not far from the door bracing for a handhold. He can make it on his own but still needs a minute or so. Farther way a low ranking officer from the medical division has secured her position by setting her body against a bulkhead but she is not moving. If they want to rescue her, they will need to come up with a creative solution. Once the door is closed, the system will not allow for it to be open again.

Up or down

The group will now have time check what the situation is. Ideally a few of the men and women they met by the escape pods will have made it to this side of the door and will have joined them. Other than the navigator and the medical division officer referred to before the survivors might include the arrogant mechanic who attempted to close the doors while everyone was still trying to make it to the other side, a middle aged navigator, a technician from engineering and someone from logistics.

The door they just closed is slightly bending in, fighting the force of the void on the other side. The corridor light is dim and the muffled sounds of blasts and explosions of the battle on the outside can still be heard. This is deck 42 and the corridor was used by the droid administration and control staff. There is debris all around and if they inspect the doors along the corridor they will find small offices in which the furniture has been toppled, meeting rooms in a complete chaos and workshops with tools and spare parts all spilled over the floor. The corpse of a droid technician who banged his head badly will be located in one of the workshops. Everyone else has vanished. Computer terminals are almost all down or malfunctioning. Those still working are running droid management applications which show about seventy per cent of the droids onboard being off. They can be manipulated to produce other reports if desired. If none of the characters does it one of the NPCs with them may suggest it could be a good idea to check what is going on to take a decision on where to head to. A general damage report of the ship will be the best they will be able to get from these terminals.

Just after a large explosion shakes the corridor violently once again a door will open some sixty feet ahead of the leading character. An R5 series droid whose top conical piece is missing will come out of it at speeding up the corridor and crashing against the wall. It will then produce a steep beep and will immediately go off. The room it came from is a large droid repair workshop. About a dozen droids are parked here, waiting for repairs. Those connected to the power supply units have had their circuits burned due to a high voltage exposure. There are several MSE-6 partially assembled. A RA-7 protocol unit is laying on the floor. It has a leg missing which he is holding in his left hand. The protocol droid will welcome the characters and will plead them to reinstall its leg. If it is done the droid will follow the characters from now on making useless and annoying comments, thanking them repeatedly for saving its life and shouting *-We are all gonna die!* - Every time the group is under threat. The only other droid worth looking at is a R4 series astromech with a battery problem. It is now off and its battery will last only for ten minutes unless it is replaced by a new one.

At the end of the corridor, there is a group of turboelevators. They are off but if the doors are forced open the elevator shafts become accessible. A ladder runs through them connecting all the decks above and below. While deciding which way to go the speakers will squeak and after several high-pitched beeps a female voice will address will finally come through.

- This is colonel Jetero of the 208th Imperial Legion and presently the highest-ranking officer in this starship. Captain Zeraus treason to the Emperor has forced me to take over the command of the Indictor. We are not going to be known for fleeing the enemy. Every surviving crewmember must return to its battle stations immediately and prepare to deliver a final and merciless blow to the Rebel fleet. It is an order. Return to your battle stations immediately. -

A new squeak and a set of bright sparks plus some dark smoke coming out the speaker will put an end to the transmission. Colonel Jetero is a well-known fanatic. Use the characters backgrounds to recall past encounters with her which will show him as a ruthless and mean officer who will doubtlessly give his life for the Emperor. The NPCs still with the characters will add to this perception by exclaiming *- That jerk will kill us all -* and *- I bet she will ram the Indictor through one of the rebel battleships if she has a chance to. Someone ought to climb up there and take back the bridge or we are all doomed -*

Now the characters have to choose which direction do they take. Do they climb up the ladder towards the command deck or downwards looking for an escape pod in any other decks below? Only half of the NPCs with them will follow their decision. The other half will take the opposite direction.

Damage Report I.

C:\Terminal 42H-RK12

C:\damage report

C:\star destroyer Indictor

C:\engines

Main I. Out of Order

Main II. Out of Order

Main III. Working. Performance 74%

Secondary I. Out of Order

Secondary II. Working. Performance 67%

Secondary III. Working. Performance 43%

Secondary IV. Out of Order

C:\power plant

Main. Out of Order

Secondary. Working. Performance 83%

C:\live support

Working. Performance 79%

C:\hull

Integrity 67%

Decks 1, 2, 4, 9, 13, 15, 16, 17, 18, 19, 21, 32, 33, 34, 36, 37, 39, 48. Depressurized.

Decks 3, 5, 6, 7, 12, 21, 22, 24, 26, 28, 35, 40, 42. Partially depressurized.

C:\weapon systems

Heavy turbolaser batteries 1, 2, 4, 6, 7, 8, 9, 10, 11, 12, 13, 15, 16, 17, 18, 19, 20, 21, 22, 23, 25, 27, 28, 29, 30, 32, 33, 34, 36, 37, 39, 42, 43, 45, 46, 48, 49, 50. Out of order.

Turbolaser batteries 2, 3, 4, 11, 15, 16, 17, 18, 19, 20, 21, 22, 24, 25, 26, 28, 29, 30, 31, 32, 34, 36, 37, 39, 42, 43, 45, 47. Out of order.

Heavy Ion Cannons 1, 2, 4, 5, 7, 8, 9, 10, 11, 12, 13, 15, 16, 17, 18, 19, 20. Out of order.

Tractor beam projectors 1, 2, 4, 5, 6, 7, 9, 10. Out of order.

C:\shielding

Right dome. Out of order

Left dome. Out of order

C:\sensors systems

Running emergency sensor arrays

C:\crew

No data

C:\complement onboard

TIE/in 12 units.

Interceptor TIE 5 units

Lambda shuttle 3 units.

Evac. Pods 42 units

C:\operative

Emergency protocols activated.

Self-repair protocols activated.

Progress index 24%

Time left for complete repair 21.045 hours.

C:\warnings

Evacuation recommended

E

pisode Two

Deck 45

Summary

Having survived the alarming decay of the Star Destroyer in which they were serving as crew the character must now climb up to the commanding deck to win it back from the 208th Legion and its fanatic leader. If they succeed, they will still have a chance to maneuver the spaceship in time to avoid a catastrophe.

Assaulting the command deck

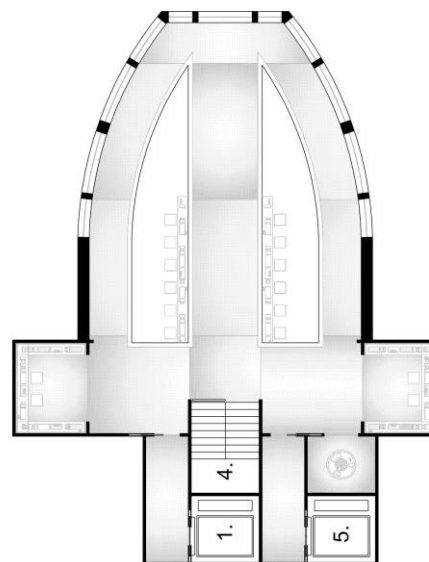
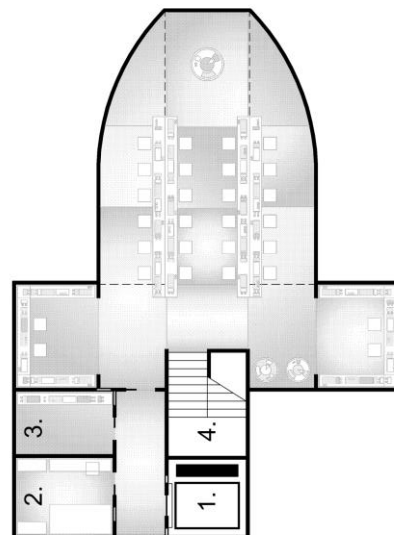
To reach the command deck the characters must climb up the ladder inside the elevator shaft. It is just three levels up to deck 45, the lower level of the command deck, from where they stand at the beginning of the episode. Unfortunately, the elevator cabin has stopped at deck 46. It has lost its holds and lies poorly balanced above their heads, blocking their path to the upper level of the command deck. The split wires around it convulse in a spasmodic dance throwing sparks all over the place. If the characters have decided to take any of the droids at deck 42 with them, they will need to find a way to lift them up here. The protocol droid can climb the ladder at a slow pace but the astromech cannot.

The door leading from the shaft out to deck 45 is firmly closed. The electronic opening system is out of service and repairing it will require to overcome test of average difficulty. There is a manual emergency opening system, which requires for a lever to be pulled down to unblock the doors. A difficult Lifting test is to be passed to bring the lever down. Once this is done, the doors can be slid sideways applying a reasonable force. Since the cornice by the elevator doors is really narrow, only two people can be allowed to work on the electronic panel, the lever or the doors at a time. When the doors are finally opened, the lights will go off leaving the deck in complete darkness. This will last just a few seconds after which lights will blink twice before finally coming back again.

The hall on the other side of the elevator doors is rectangular. At the far end of it, the double doors to the command deck remain closed. Two simple doors are aligned on the wall in front of the elevator. The first of them leads to a restroom in which the corpses of half a dozen men and women can be found. The corpse of Captain Zeraus is among them. The other dead bodies belonged to two navigators, a comms officer, and a radar operator. The six have been shot and then dragged to this room. The voices of two men arguing about something will reach the characters in the hall from behind the second door. When at least half of the characters are inside the hall a blast will be heard inside the room in which the two men are arguing.

C ommand deck of the Indictor

Lower level Deck 45.



Upper level. Deck 46.

- | | |
|---------------------------|-------------------|
| 1. Elevator from deck 42. | 4. Stairs |
| 2. Restroom. | 5. Turboelevator. |
| 3. Technical room. | |

The lights will go off again and darkness will last some twenty seconds to be replaced by a dim green light.

The two men arguing will then be resumed to be interrupted by a message the characters will not be able to hear but to which one of them will answer with the following:

- *We are working on it, madam. It will take a couple minutes more at the most, madam.* -

Inside the room there are two storm troopers kneeling in front of an open electronic panel. They have removed their helmets and are working on the wiring and circuits. Their blaster carbines are also resting on the floor next to them. They are not expecting any visit so whenever the door opens they will look at it in surprise.

The door leading to the command deck was equipped with a biometric recognition system which required an iris check to activate it. The system has received a point blank blaster shot though and the door will now open immediately when someone gets three feet away from it on either side.

The command deck itself is divided in two levels. The lower one, on deck 45, is used by the navigators and lower rank officers while the upper one, on deck 46 is used by the captain and the main officers. The upper level is open to the one below allowing the officers to pass down their orders. Right now in the lower level, there are eight navigators and low ranking officers sitting at their stations. They are working on their terminals with their heads down. Their holsters are empty. They have been stripped of their blaster pistols by the storm troopers of the 208th Legion. Walking up and down the aisle four storm troopers in their combat armor make sure none of the navigators gets distracted.

Four additional storm troopers patrol the upper level while colonel Jetero and two of his headquarters officers stand at the front most of the command deck observing the ongoing battle. From time to time, a fighter passes by the great glass wall, sometimes close enough to get a glimpse of the pilot face. When this happens the officers seem to retreat a little bit, scared, but colonel Jetero stays firm, his hands at this back, staring forward unflappable.

The Indictor, whose exterior hull has lost most of its plates and is intermittently lighted by the blasts and explosions of the lasers, seems to be veering to its left. Its

bow almost aligned to the center of a rebel MC80 cruiser. Most of the other imperial spaceships are maneuvering to evade enemy and leave the battlefield. There is no sign of the Death Star.

The characters will not be welcomed to the command deck. Only if they used a subterfuge to enter it unnoticed, will they avoid getting all the attention from the storm troopers in patrol who will consider them a threat immediately. The officers on the upper level will order their troopers to expel the newcomers from the command deck and if a shooting starts will send their comrades from the upper level downstairs to help them. The navigators and all the other staff will drop to the floor and try to avoid being shoot. Those braver may try to get hold of a weapon and join the characters and their colleagues but most will just hunch down beneath the terminals.

If the characters outperform the storm troopers colonel Jetero and those of his men left will fall back to the emergency elevator in the upper level and flee downwards.

Collision course

When the shooting is over, amid the crackling of the hit terminals and the moans of those wounded, an aseptic female voice will inform those at the command deck about the maneuver initiated while colonel Jetero was commanding the ship having being completed:

-Veering complete. New course set. Attention, major obstacle detected blocking the present trajectory. Collision imminent. -

The last two sentences will be repeated thrice. Through the front window of the command deck the profile of a Mc80 cruiser will be clearly visible. It takes most of the visual field and the Indictor is accelerating towards it. If the spaceship course is not modified the Star Destroyer will ram the cruiser, most probably destroying both ships.

Anyone trying to modify the present course will immediately notice the Indictor rudder control systems were damaged during the shooting. At least four circuit panels in four separate positions of the command deck need to be repaired, each of them needing a difficult test of Starship Repair to be passed to complete the task. Not passing a test will mean a spark or minor explosion damaging yet another panel which needs to be equally repaired. If the new veering does not start in less than five minutes, the collision will be unavoidable.

Whenever all the circuit panels are giving green lights the maneuver will start. The Indictor will dive sharply to avoid the rebel cruiser. The damaged artificial gravity system of the Star Destroyer will not be able to cope with the steep change in the direction having those inside the command deck sent upwards and then again downwards unless they can grab a handhold on time. The cruiser laser canons will concentrate their fire on the Indictor damaging it further and lighting its upper hull with bright explosions.



Repairing the rudder

What follows is an alternate system to solve the "Repair the rudder" scene. Instead of asking the players to roll for Starship Repair to get the rudder working again hand them the following four series. Only one of the six possible answers given is right. Each player whose character is attempting to repair a panel gets one of the series. He cannot share it with the other players and must solve it on his own. Countdown one minute and check the answers. Do not tell them if they got it right or not, but just how many of them had the right answer and how many did not. They will have another minute to go through it. If they want, they can exchange their series on each go but can comment on them. If they cannot get all the answers right on the fourth attempt the Indictor is doomed.

Right answers are 1:E, 2:C, 3:D y 4:F.

FIRST PANEL

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FOURTH PANEL

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After a few minutes of tense maneuver, the two ships will slide one over the other with several antennas being split but no major additional damage suffered.

Once the maneuver is over the landscape in front of the Indictor appears empty and clear of obstacles. The rebel fighters keep harassing the ship but most of them are focusing on those presenting a larger threat. If none of the characters suggests it, an NPC will jump towards the hyperspace console. *–Let’s get out of here!!!* – He will say and will have the Indictor jumping on the hyperspace on one of the pre-programmed destinations available in the computer. *– Ok, this is gonna hurt. Secure yourselves!!* -

The inertia blast of the hyperspace jump will be extremely powerful. The artificial gravity system unable to counter it completely. Characters will need to secure themselves by grabbing a console, a handrail or a bulkhead.

Average difficulty Lifting tests will need to be passed to avoid being sent towards the back of the deck hitting furniture and walls alike. Fortunately thirty seconds inside the jump the inertia blast will be gone allowing everyone to relax. Those still alive will start to cheer. It has been major defeat for the Empire but they have made it out of it alive and that needs to be celebrated.

The destination of the hyperspace jump is not actually relevant as it will be seen later on but characters do not know it yet and may spend the following minutes planning which their next step will be. Any surviving navigator or operator stationed at the command deck at the beginning of the battle will be able to confirm the destruction of the Second Death Star. Nothing is known about the fate of the Emperor.

Ten minutes later the conversation will be abruptly disrupted by a major explosion somewhere in the lower decks. The rumble and shake so impressive it will be felt in the command deck. Immediately after the explosion, the Indictor will leave the hyperspace hitting those at the command deck with a new inertia blast. Dexterity test will be needed to get hold of something on time not to be hurled around and suffer damage.

Once the inertia blast is over the characters will be left on the float with no gravity for about two minutes before a new hyperspace jump starts without anyone having asked for it. The whole procedure will repeat itself at random intervals of two to ten minutes with hyperspace jumps starting and being disrupted once and again. The peaceful minutes in between inertia blasts can be used to inspect the hyperdrive computer which is obviously malfunctioning.

Putting an end to the loop will ask for a new Starship Repair difficult test, or a blaster shot to the console. When any of the two happens, the Indictor will leave hyperspace and float adrift in the void. The rudder is not working but at least gravity is back.

The main computer will produce a new Damage Report and lights announcing an incoming message will flash in all the consoles. If someone accepts the connection a hoarse voice will come out of the main speaker. The connection comes, goes, and is interrupted several times by white noise and creaks.

- By the Emperor shake!!! What the hell are you doing up there?!?! Stop having us jumping in and out of the hyperspace. The reactors are damn fucked and I have a major leak of cooling gas which will kill us all unless I seal it...

While the engineer goes on with his ramble, a new threat will make itself known. The main computer has identified a major asteroid field in the path of the Indictor. It will take 97 minutes to reach the asteroids which, with no shields and the hull as damaged as it is, means the collapse of the spaceship.

Damage Report II.

C:\Terminal 42H-RK12

C:\damage report

C:\star destroyer Indictor

C:\engines

Main I. Out of Order

Main II. Out of Order

Main III. Out of Order

Secondary I. Out of Order

Secondary II. Out of Order

Secondary III. Out of Order

Secondary IV. Out of Order

C:\power plant

Main. Out of Order

Secondary. Working. Performance 41%

C:\live support

Working. Performance 53%

C:\hull

Integrity 67%

Decks 1, 2, 4, 9, 13, 15, 16, 17, 18, 19, 21, 32, 33, 34, 36, 37, 39, 48. Depressurized.

Decks 3, 5, 6, 7, 12, 21, 22, 24, 26, 28, 35, 40, 42. Partially depressurized.

C:\weapon systems

Heavy turbolaser batteries 1, 2, 4, 6, 7, 8, 9, 10, 11, 12, 13, 15, 16, 17, 18, 19, 20, 21, 22, 23, 25, 27, 28, 29, 30, 32, 33, 34, 36, 37, 39, 42, 43, 45, 46, 48, 49, 50. Out of order.

Turbolaser batteries 2, 3, 4, 11, 15, 16, 17, 18, 19, 20, 21, 22, 24, 25, 26, 28, 29, 30, 31, 32, 34, 36, 37, 39, 42, 43, 45, 47. Out of order.

Heavy Ion Cannons 1, 2, 4, 5, 7, 8, 9, 10, 11, 12, 13, 15, 16, 17, 18, 19, 20. Out of order.

Tractor beam projectors 1, 2, 4, 5, 6, 7, 9, 10. Out of order.

C:\shielding

Right dome. Out of order

Left dome. Out of order

C:\sensors systems

Running emergency sensor arrays

C:\crew

No data

C:\complement onboard

TIE/in 8 units.

Interceptor TIE 2 units

Lambda shuttle 3 units.

Evac. Pods 12 units

C:\operative

Emergency protocols activated.

Self-repair protocols activated.

Progress index 12%

Time left for complete repair 43.736 hours.

C:\warnings

Collision course. Time to collision 97 minutes.

Evacuation recommended

E

pisode Three

Deck 30

Summary

The Indictor fled from the battle over the forest moon of Endor but it is so heavily damaged it can't start an hyperspace jump nor even attempt a simple maneuver to avoid the dense asteroid field it is heading to. Characters must evacuate the Star Destroyer as soon as possible and their best opportunity are the ships still docked in the hangar bays. To reach them they will need to face several dangers and walk through the detention blocks in which many of the Pella rebels are being held.

N o command deck assault?

If the characters decided not to get involved in the assault to the command deck as described in the Episode Two the events in it will still take place and their consequences will echo through the scenes in which the characters are involved from then on.

The sharp dive to avoid the MC80 cruiser may take place at any moment surprising the characters in whatever they are doing. The same will happen with the inertia blast of the first hyperspace jump, the abrupt braking and the repeated jumps caused by the malfunction of the computer system. Whether if they can identify these by what they are or not will depend on their skills and knowledge.

Once the Indictor finally calms down and starts drifting towards the asteroid field the characters may get the Damage Report II from any terminal they come by.

Going down

Both damage reports provide a list of the functional ships and escape pods still available. To get additional information on their location and status the characters will need to find a working terminal and roll for Computer Programming. Depending on the success level of their roll the information available will differ. An Easy success will provide minor information. All the ships still on board are at the decks 11, 9 and 7 hangar bays. The escape pods, if any, on decks 26 to 8. On an Average success at least three of the Tie/In will be identified as ready for combat at the hangar bay of deck 7. One of the shuttles is waiting at deck 7 and the other ships at deck 11. Of the last group at least one Lambda shuttle needs repairs. On a Difficult success or higher

further information on the ships will be provided. One of the interceptor came back from the battle damaged. Two Tie/In weapons systems are reporting problems and a third has a faulty left panel. A third of the escape pods left seem to be damaged and at least two have been just activated and the launch procedure has started.

The only way down to the decks in which the ships are waiting, be it from deck 45 or from the command deck, is through the shaft of the elevators. Elevators throughout the ship are not working but the shafts are equipped with a ladder which can be used to climb or descend from one deck to another. Emergency lighting is off though, and the trip will require skill and effort. Most of the doors leading to the decks below number 45 are locked and the panels on them report major depressurization, fire or other dangers. Manual opening is still available via a large lever placed next to them but not advisable. From deck 35 downwards the characters will start to experience a suction force pulling them down. The more they descend the stronger the suction will be. The shaft is blocked just below the doors leading to deck 29. A pile of scrap metal protrudes from one of the sides vibrating. The air in the shaft is escaping it through the narrow cracks on its side, hissing on its way out. The closer a character gets to the blocking pile of scrap metal the harder the pulling he will have to resist. Any small or medium objects not secured may also be pulled down towards the cracks and may even disappear through them. All of a sudden, the door leading to deck 31 will bend in and crack. Something big is pushing against it from the other side and it looks like it may break into the shaft anytime soon.

The door to deck 30 can be opened if the emergency lever is manipulated. The doors will move apart a maximum of two feet and can be forced a feet further if a Difficult Lifting test is passed, but they will immediately close whenever they are released. The doors will also close if the emergency lever is not somehow blocked and even then the force it makes will eventually split any blocking object used. As soon as the doors start to slide a dense yellowish smoke will filter from the other side. The smoke will swirl downwards immediately

On the other side of deck 30 doors the smoke is so dense it obscures the corridor so that nothing out of arms reach can be seen. It also makes breathing hard and for every five minutes spent in it without a proper protection a character will need to pass an Average Stamina test. If the test is failed, the character will suffer a -1D penalty. A second failure will double that penalty and a third one will incapacitate the character. Basic measures like using a piece of cloth to protect the mouth and nose will double the time a character can spend without taking the test.

The smoke seems to come into the corridor through the grills running by the base of the walls and can be identified, via an Average test of Starships Repair or Technology, as cooling gas from the reactor systems. It is hard to walk around the contaminated area. The blinding smoke combined with the debris forcing everyone to a slow pace. From time to time the characters will come by the corpses of other crewmembers, most of which lay on the floor curled. They wear all sort of uniforms and come from different divisions but the characteristic black uniforms from the security team are especially common.

Some fifteen minutes inside the contaminated area, the sound of an automated door sliding back and forth will be heard. The door is blocked by the corpse of a technician which prevents it from closing itself reinitiating the process once and again and producing the characteristic thump each time it hits the dead man. The technician, a sergeant, is obviously dead, intoxicated by the toxic gas. The door his corpse is blocking leads to a small service room the sidewall of which is covered by large consoles and technic panels. Several of them are open and the wiring has been cut here and there. From here the different deck systems were monitored and controlled. Four basic systems can be manipulated from the consoles: Lighting, Life Support, Security and Gravity. There is not enough power to run them all and the dead technician was trying to divert part of it from one to another. Passing a Computer Repair test the balance can be altered to fit the character wishes. Each system can be set to three different status: Off, Basic or Full. Right now, they are all set to Basic except for Gravity which is set to Full. The character manipulating the console can reset them but for every system going up one level another must go down a level too.

The outcome of modifying Gravity system status will be immediately noticeable. At Basic level, the artificial gravity will be reduced to half a g, with the characters not floating but having to take care of what actions do they initiate and the energy they dedicate to them. Setting Gravity system to Off will have the whole area in null gravity, with debris on the float. The same will happen with Lighting system. Turning it to Off will becloud the whole deck which will from then on be lighted by dim greenish emergency lights.

Modifying the Security system status will have no noticeable outcome but it may affect future scenes.

If Life Support system is set to Full the smoke extractors will start to work removing the yellowish toxic gas at a pace fast enough to make the air breathable again in three minutes. As soon as it goes down to Basic or Off the yellowish smoke will creep from the outlets again to quickly take over the deck.

The characters need to declare the final position of all four systems before each Repair Computers roll is done. The first attempt will require to overcome an Average test. Every time a system is reset the console will sizzle and sparks will bright up the room. Each subsequent roll will be harder than the one before and once a test is failed the damage to the console will be so heavy no more resets will be possible.

I nfirmary

Most probably, the characters or the NPCs accompanying them will need medical aid at one point or another. The Indicator main Infirmary was located in deck 37 but a torpedo blew it up during the Endor Battle. Anyhow, all over the starship minor emergency medical bays used by section or deck medical officers can be found.

The gamemaster may place one of these along the route of the characters if it feels like it. Most of the time they will be in total disarray but Search tests could be used to locate medpacks or other basic resources. More complex equipment like diagnosis scanners or medical droids might also be available if the gamemaster considers it appropriate. Whether if they are functioning, have enough power or need repairs is also up to the game master criteria.

R epair Droids

The Indicator is equipped with a self-repair system which started working as soon as it suffered the first laser and torpedo hits. The system includes several droid teams whose objective is to set back to work those systems which have gone down. The characters will surely come across several of these droids trying to remove debris, repair damaged wall panels, restore connections, repair computers or correct any other issues they were programmed to. Usually these will be MSE or R3 droids which will pay no attention to the characters but might take orders from them. They might also be an annoyance putting an effort to repair something the characters damaged voluntarily.

The corridor labyrinth goes on from here again. Characters will advance among the debris, broken ceiling panels, corpses, heavily damaged droids and collapsed bulkheads.

Detention block

While looking for a way to reach the lower decks and the hangar bays the characters will come by a group of storm troopers from the 208th legion. At least a couple of them have their helmets off and the armor of almost all of them is scratched and banged. There are as many of them as player characters and those with the helmet off are manipulating the control panel of the detention block entrance door. It is impossible to move down the

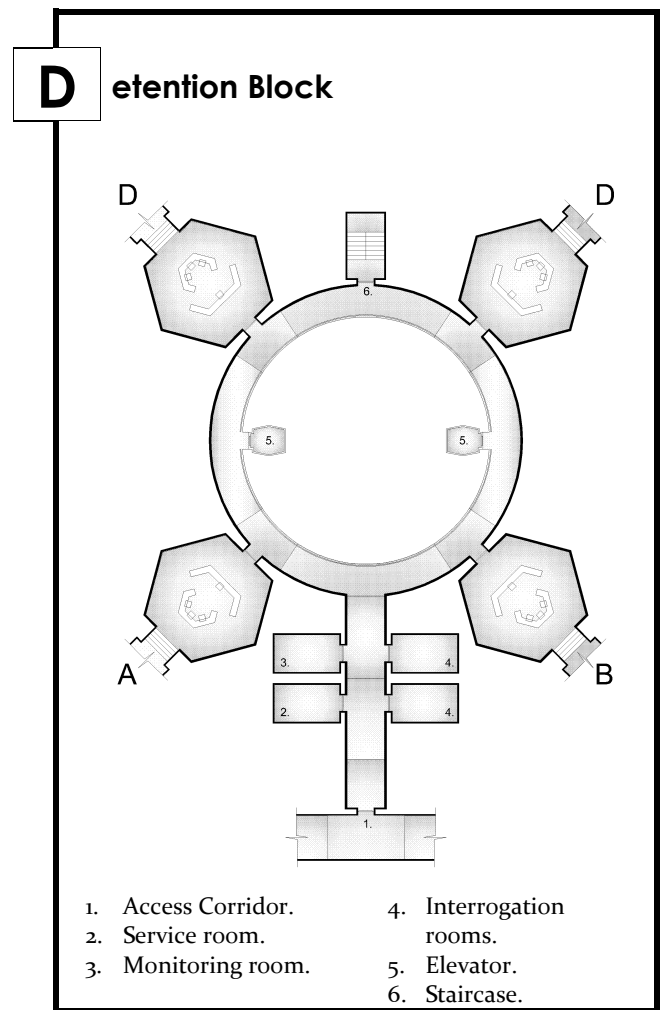
corridor without being noticed by the storm troopers.

The arrival of the characters group will not upset the troopers. They will act amiably informing them there is no way out down the corridor as most of the deck in that direction is depressurized. They are trying to break into the detention block to check if the vertical circulations there are still practicable. Their goal is to reach the hangar bay at deck 11 where they have been ordered to meet their commander and whoever is left of their unit. They will also inform the characters they have been warned to watch out for a rogue group of traitorous crewmembers who captured the command deck and might be dangerous.

The troopers are not skilled enough to get the door open and will ask any technician among the characters to take a look at it. All doors leading in and out of the detention block were automatically closed as part of the emergency protocol launched when the Indicator took the first blows. This was done to make sure no prisoner took benefit of the situation to escape the block. Overriding the protocol from the inside is really hard and to make it harder the panel circuit has been damaged by a high voltage spike. To get the door open the characters will need to pass a Hard Security test. A metal rod could be used as crowbar to pry it open. A Hard Lifting test will need to be passed if the characters choose brute force instead of technical skill. Other alternatives can be designed if the previous ones fail. A duct may run over the ceiling into the detention block but is too narrow for most people to move through it. Athletics or Contortionism tests taken by a small sized character may allow him or her to slip through it and get a clearer picture of the control panel from the other side reducing the difficulty of manipulating it from the outside. Explosives enough can be found in a stockroom further down the alley to blow the door, if a Demolition test is passed. Unfortunately, an inventory droid guards the stockroom and will even use violence to defend his supplies. Whatever the players may come up with that looks feasible should be backed by the gamemaster.

Once the door is open the characters, those still with them and the storm troopers will be able to access the detention block.

Most probably, the characters will now how the ship detention block is organized. A gangplank runs along the perimeter of huge cylindrical void extending from deck 20 up to deck 35. Four cell corridors, named A, B, C and D, preceded by a security checkpoint are connected to this central space on each deck and only every five decks, starting from deck 25, a corridor, like the one the characters will reach when they first enter the detention block, leads out of the premises. Two elevators attached to the gangplank used to travel up and down the void and an emergency staircase can be used when these are not working. By the access corridors there are two interrogation rooms, a monitoring room and a service room. The cells on the upper levels, from the 30th to the 35th, are used for minor security cells. These include crewmembers who committed any non capital offenses. Brawling, drinking too much, offending an officer, failing to show up for duty and that sort of offenses might be punished with a few days at the brig.



The lower levels, from the 20th to the 25th, are for high security prisoners. That is where the rebel captives from the Pella were being held. There are about two dozen of them alive, among them Senator Moo Fee Ta, a thick pink skinned Twi'lek. Moo Fee Ta's cell is corridor D of deck 24 and his cell will be closed whatever the conditions in the detention block are when the characters arrive. To make it worse a KX series droid armed with a blaster pistol has decided to defend the security checkpoint leading to that corridor.

The gangplanks of levels 25th, 26th and 27th have totally collapsed and those on levels 28th, 31st and 32nd are partially down. None of the two elevators is working. Three of the four huge air recyclers at the bottom of the void are still on, one of them veering so fast it may launch its blades upwards anytime soon. The corridor leaving the detention block at deck 25 has collapsed. Moreover, the emergency stairs have disappeared from deck 31 to deck 23.

The situation inside the detention block will depend on which level was the Security system set by the characters when they manipulated the console on deck 30. As long as it was kept in Full mode all the prisoners will be in their cells. Some might have suffered injuries due to diverse causes like explosions or the collapsing of bulkheads. Some might even be dead.

If the Security system was set to Basic several captives might have been able to leave their cells and might roam free but are unable to exit the detention

block by their own means. If the Security system is Off then all the prisoners will have left the cells. Any Pella crewmembers who were able to leave their cells will be doing their best to rescue his colleagues and, especially, to overcome the KX series droid at corridor D of deck 24 preventing them to free Moo Fee Ta.

A special character exposed

If the character with the especial background is being used this may be his opportunity to push for his own objectives. His false identity might also be exposed by the Pella crew even if he did nothing to help them. There is even the possibility of having the rebels thinking the character is actually an imperial undercover agent who betrayed them handing the Pella to the Empire. The gamemaster is free to play the scene as better fits him and the table mood.

At the most half a dozen other prisoners might have left their cells and will now be to flee the block at a one level or another. There might be a couple of surviving security guards zealous enough to be trying to send the captives back to the cells or to prevent them from leaving the detention block.

Basically, characters will need to look for a way to reach deck 20 exit corridor and to have the doors there open to keep getting closer to the hangar bays below. They will need to come up with a plan to overcome the obstacle the collapsed gangplanks implies and override the security protocol of the exit door.

If any prisoners have been freed, they will need to deal or negotiate with them. Rebel crewmembers at the lower levels will allow them to advance through the decks they control if the characters cooperate in the rescue of Moo fee Ta. At the same time, any storm troopers accompanying them will not accept no deal made with the rebels. The objective is to force characters to act as negotiators with the two factions or to take sides if violence is unavoidable.

KX-Series Security Droid

Producer: Arakyd Industries
Type: KX-Series Security Droid
Move: 12
Size: 2.16 meters tall
Cost: Not for sale (X,XXX estimated)
Availability: 3, R or X
Personality: Matrix: Masculine
Degree: 4

DEXTERITY 4D

Blaster 4D

KNOWLEDGE 1D+2

Tactics 3D

MECHANICAL 2D

Communications 2D+2

Ccommunications: Imperial comm frequencies 3D+2

PERCEPTION 1D

Search 4D

STRENGTH 2D

Brawling 3D+2

TECHNICAL 1D+2

Computer programming/repair: Imperial network data architecture 3D

Ssecurity 4D

Equipped With

- Carboplast-composite shell encasing (+1D vs. physical and energy damage)
- Cognitive module (Programmed with proficiency in over 40 models of Imperial transport vessel and enhanced strategic analysis specialty traitware)
- Comm package and booster (+1D to *communications* when scanning or accessing standard Imperial frequencies. Range of up to 50 km. Opponents gain a +1D bonus to their attempts at detecting the presence of the KX-unit whenever its comm booster is used, due to its network access leaving "tell-tale electronic footprints")
- Complex gyro-balance systems (Articular ring joints, servo-drivers systems, and shock-absorbing femoral struts grant a combined +1D bonus to *running*)
- Concealed data spike in each fist (Upon interface, grants +1D to *computer programming/repair*)
- Humanoid body configuration (Head, two arms, two legs)
- Olfactory sensor (Human range)
- Primary programming port access door (Located on torso)
- Recharge port (Located on upper back)
- Visual/auditory receptors (Human range)
- Vocoder assembly

E

pisode Three

Deck 20

Summary

Just ten decks above the hangar bays the characters are running short of time. The first asteroids are already hitting the hull of the Indictor and the starship has started to fall apart.

Vipers nest

Corridors outside the Detention Block at deck 20 do not look that different from those on the upper decks. Debris piles up everywhere, ceramic wall and ceiling panels gone loose expose the guts of the starships with ducts and multicolor wiring running in all directions. The light is dim and the cracking of the starship structure writhing and bending as it tries to keep inside the bubbles of atmosphere still being held in.

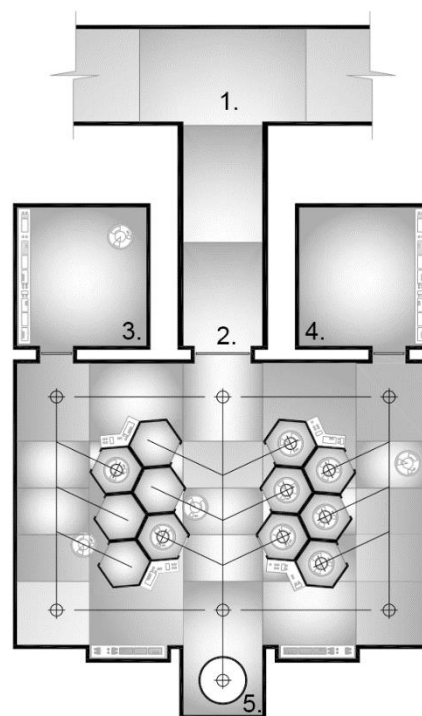
Suddenly the whole starship will tremble and the blunt sound of an asteroid impact on the outer hull will echo throughout the structure. Then will come a second one, and a third. The Indictor has reached the exterior fringe of the asteroid field. It will not take long until it hits a larger than usual rock capable of cracking it open like an egg.

The fourth asteroid will hit much closer than the other three. The bang will be deafening. The walls and ceiling will start to retort and bend in and a breeze will rise dragging with it dust and minor debris pieces which end up disappearing through the crevices in the walls. All lights will blink for a couple of second and will go off after that.

The characters have only a few seconds to run for their lives before the whole corridor disintegrates. A floodgate isolating a side corridor several feet away has started to slide down automatically. Reaching the floodgate is the only way to avoid being sucked by the void. Nothing will stop the floodgate from coming down sealing the side corridor. Asteroids keep on crashing on the Indictor which is now just minutes away from total destruction.

The side corridor behind the floodgate is sixty feet long. A set of greenish emergency lights provide the sole illumination. At the far end there are set of double sliding doors, a grim red light filtering beneath them. The door opening system seems to work properly. They lead to Hyperdrive pod bay. These pods are used to transport Viper probe droids to remote destinations. They can accommodate a person in them, maybe even two, but they have no live support system so they are useless for manned space travel. Up to twelve pods can be stationed here but one of the missing. Of those still parked three appear to be empty while all the others are occupied by Viper probe droids.

V ipers Nest



1. Floodgate.
2. Access gate.
3. Droid workshop.
4. Pod remote control.
5. Shaft to deck 11.

A collapsed droid lies on the central corridor floor. Its infrared red light is on and provides the sole lighting of the room. Another one is hanging from a rail system running over the corridors. The rails are used to have inactive droids moved from their pods to the workshop when they need repairs or reprogramming. The last of the Viper probe droids is hiding in the darkness. Its circuits have been damaged and will identify any life form he comes by as a threat attacking it. It will act as if inactive but will come to life at the most propitious moment to fire its blaster to the nearest objective. From then on will continue its hunting until it is destroyed. If allowed to the probe droid will try to activate some of its colleagues. He will use its manipulators to connect himself to each of the control panels by the pods and turn on the droid in it. He will

need a few seconds to do it during which his combat skills will suffer a penalty of -1D.

The Hyperdrive pods remote controls are located in a side room to the left of the entrance. The system is off but is easy to get it back on. Operating the pods from inside is also possible but hard as they were not designed for it. An active Hyperdrive pod will automatically leave its parking position, clamp itself to the hanging rails system and slide towards the shaft and the far end of the room.

The shaft is cylindrical and just wide enough for a pod to slide down through it. It is over one hundred feet deep and end at the top of deck 11 hangar bay. Its surfaces are smooth and have no crevices so climbing down it is a hard task and any missed roll will imply a clear drop of over two hundred feet down to the hangar floor, as there are no handholds to grab on the way down. A character trying to complete the whole climb will need to pass at least three of those tests and a fourth to move from the lower end of the shaft to a gangplank running over the hangar bay. Pods and even the head of Viper probe droids can be used as platforms to travel up and down the shaft but someone will need to program or operate them from afar.

Viper Probe Droid

Producer: Arakyd Industries
Type: Viper Probe droid
Move: 15
Size: 0.6 meters tall
Cost: 10,000 (new); 4,000 (used)
Availability: 3, R or X
Personality: None
Degree: 4

DEXTERITY 2D

Blaster 4D

Dodge 4D

KNOWLEDGE 1D

MECHANICAL 2D

PERCEPTION 1D

Search 5D

Search: tracking 6D

STRENGTH 3D

TECHNICAL 1D

Equipped With

- Repulsorlift Drive
- Human Range Optical and Audio Sensors
- Telescopic and Microscopic Optical Sensors
- Audio Discrimination and Extended Range Audio Sensors
- Self Destruct Mechanism
- Simple Vocabulator (Droidspeak only)
- Blaster cannons (2) (Damage: 4D)
- Manipulator and Mobility Limbs (4)

Hangar bay

The hangar bay at deck 11 is huge. A network of gangplanks crisscrosses the upper section. These gangplanks, one of which can be reached from the shaft connecting the bay with the viper nest, grant access to the fighters hanging from them as if bats. At the far end of the gangplanks, just where they access deck 13, a set of stairs leads down to the bay main floor.

Right now there four TIE/In fighters waiting at their docking positions. The power cell of one of them is gone so it will not turn on. A second fighter came back to the bay during the battle after suffering severe damage. An automated droid is working on it but it is far from being ready. The other two are ready to fly but the weapons system of one of them is not working. All this info will be available to anyone getting into the fighters and passing an Easy Starship Repair or Piloting tests. None of the fighters has a hyperdrive and their range is limited.

On the bay main floor, there are at least four fighter wrecks. The pilots of these starships tried to dock in their damaged TIE/In and TIE Bombers during the battle but ended up crashing them. There also two Lambda class shuttles docked. The one closer to the stairs is being boarded right now. There is a group of at least fifty people by the access ramp trying to get into the shuttle. The other shuttle sits some seventy feet away unattended.

The Indicator will be by now drifting through the outer fringe of the asteroid field. The asteroids can be seen passing by outside the bay mouth. The hull has started to come apart under the bombardment it is going through and when a large rock hits it the whole structure trembles.

Whenever the characters reach the first shuttle, the situation by the ramp will be chaotic. There is obviously more people trying to board it than it can accommodate. The larger the group of the characters is the rudest the welcome they will get. No deference is paid to seniority and no orders are accepted from no one. A man by the ramp is using an energy pike to keep all other people away from it while shouting to the crowd about the shuttle not accepting anyone else. The engines of the starship will start to roar upsetting those still not on board. Pistols have been drawn now and the first casualties will come soon.

No one is paying no heed to the second shuttle and in fact, if the characters make a dash for it someone from the crowd will let them know the effort is futile. It is not working and beyond repair. If the shuttle is inspected an Easy Starship Repair test will be enough to ascertain the claim is fair but not completely true. The engines are not working but can be repaired. The task is complex though. Three Starship Repair test need to be passed of escalating difficulty, starting at Average, then Hard and finally Very Hard. To take the third test though characters will need to locate some spare parts throughout the bay. Most of the mare easy to locate but there is only one flux capacitor located in a container two hundred feet away. It is too heavy for a single person to move it and the container is not equipped with an anti-

grav system. At least four people are needed to bear the load and four Average Lifting tests need to be passed for it to be transported from its present location to the shuttle. Less people involved in the task will increase the Lifting difficulty tests at one degree per person missing.

The arrival of colonel Jetero and a bunch of his loyal storm troopers will further complicate the situation. Jetero will order his men to size the shuttle. She is not aware of the starship situation so will try to board it immediately ousting any character on board.

Lambda-class Shuttle

Craft: Cygnus Spaceworks' Lambda-class Shuttle

Type: Military shuttle

Scale: Starfighter

Length: 20 meters

Crew: 2; Gunners: 4; Skeleton: 1

Passengers: 20

Cargo Capacity: 80 metric tons

Consumables: 2 months

Cost: Not for sale to civilians

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Speed: 2D

Atmosphere: 295; 850 kmh

Hull: 4D

Shields: 1D+2

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 80/2D

Focus: 4/2D+2

Weapons:

8 Laser Cannons (fire-linked in pairs)

Fire Arc: 6 front, 2 rear

Crew: 1

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+2

Any storm troopers that made their trip down from deck 30 along the characters will bow to colonel Jetero orders turning against the characters without questioning her. The presence of any rebels from the Pella will enrage colonel Jetero even further. Anyone fighting side by side with the rebels deserves no mercy.

At some point, the shielding of the bay mouth will flicker allowing asteroids of all sizes to move through it and crash into the bay. One of them might hit the floor not far from the shuttle and then roll towards it for a few seconds stopping just a few feet away forcing everyone to hold their breath for a moment.

TIE/In

Name: Sienar Republic Systems Twin Ion Engine (T.I.E) Fighter

Type: Space Superiority Fighter

Scale: Starfighter

Length: 6.3 Meters

Crew: 1

Consumables: 2 Days

Cargo Capacity: 110 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Speed: 5D

Atmosphere: 365;1050kmh

Maneuverability: 2D

Hull: 2D

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 40/2D

Focus: 2/3D

Weapons:

2xLaser Cannon (fire-linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

If the shuttle is finally repaired and ready to take off characters can decide who do they allow on board and whom do they leave behind. The nominal maximum crew and passengers the shuttle can fit is 26 but room can be made for some additional 10 people at the cost of reducing its range. Those not being allowed on board will use their hand weapons against the starship in desperation.

Once out of the Indictor problems will be far from over. The asteroid field is now denser and the shuttle must maneuver among the rocks from the very first minute. At least five Average Piloting test need to be passed to exit the asteroid field, each failure causing 4D of damage to the starship. Just before the dice for the second Piloting test are rolled, the sensors will warn of two TIE/In fighters approaching. They just left the bay at deck 7 and are sending in a communication request. The pilots order the shuttle to land on large asteroid and to be allowed on board. They know their craft has no hyperdrive equipped and that they will not make it too far with the fighters. If the shuttle fails to concede, they will shoot warning shots on it for a couple rounds before trying to actually damage it.

If the characters agree to land the shuttle and can accommodate the two pilots on it this will be the last obstacle. If they don't they'll have to force their way out of the asteroid field with the fighters on their tail and get to a position from which they can jump into hyperspace

safely.

The characters are free to choose their destination. The shuttle has no preprogrammed hyperspace jumps so they will only avoid the need to go through and Astrogation test if they embarked an astromech droid. The Astrogation calculations might take some time during which the fighters might continue to harass the shuttle.

The closest sector is Anoat. It provides several interesting destinations of different alignment like Beshin, Hoth or Varonat. Once the calculations are done and the shuttle ready to leave the Indicator will go into the denser part of the asteroid field. A large rock will go through what is left of the hull blowing up the reactors and destroying the starship.

The End.

