ORIGINAL ADVENTURE
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CONTROL YOUR DESTINY

STAR WARS©
ROLEPLAYING GAME

Damsel in Distress

A *Star Wars Roleplaying Game* Adventure

By Stephen Kenson

d20 system

It is a time of desperate struggle. The Rebel Alliance, working from their secret bases, fights against the stranglehold of the Galactic Empire. Rebel spies gather information about the Empire's strengths and weaknesses, seeking a vulnerability the Alliance can exploit. A Rebel ship carrying information vital to the Rebellion is trapped, as the forces of the Empire close in for the kill. The crew's only hope lies in an Alliance rescue party reaching them in time...

Damsel in Distress is an adventure for the *Star Wars Roleplaying Game* designed for four to six 1st-level heroes in the Rebellion era, although it works perfectly well for other eras with some slight modifications. The group is assigned to a rescue mission to help save a damaged Rebel Alliance ship, the *Stellar Damsel*, and recover the information the ship was carrying.

Background

Rebel spies placed information on board the starship *Stellar Damsel.* Unfortunately Imperial agents discovered the whereabouts of the stolen data and opened fire on the ship. The *Damsel* was damaged but managed to go into hyperspace before its hyperdrive motivator cut out, leaving it stranded. Sending a distress signal to the Alliance, the *Damsel* sought shelter in the nearby Miro asteroid field, with Imperial forces close behind. The Alliance has dispatched a rescue team to save the crew of the ship and recover the data.

Getting the Heroes Involved

The heroes most likely are members of the Rebel Alliance sent to rescue the *Damsel*. At least one of them should have the Piloting skill, and it's recommended that one or more of them have the Repair skill, in case they encounter hyperdrive problems. If no one has that skill, you may want to provide an astromech droid to make emergency repairs.

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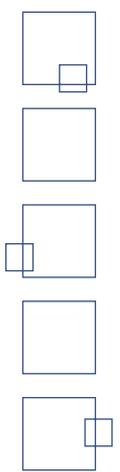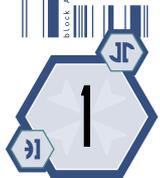
The heroes may be the only Alliance volunteers available for the mission, or the only ship close enough. They also might know someone on board the *Stellar Damsel* (like Guro, the first mate; see Scene 2), making the mission more personal and possibly causing some conflict between the need to recover the information and to rescue the crew.

Scene 1: Tracking the *Damsel*

The heroes make their way into the asteroid field while Alliance ships stage an attack on an Imperial Star Destroyer as a distraction. Read the following aloud to the players:

> As the blurred starlines of hyperspace rush past, you review the details of your mission: The Corellian corvette *Stellar Damsel* was carrying vital information acquired by Rebel spies when she was fired upon by an Imperial Star Destroyer. The *Damsel* suffered heavy damage before she was able to seek shelter in the Miro asteroid field, hiding out inside one of the larger asteroids. Imperial forces are sweeping the asteroid field, searching for the ship. The field is vast, so the search is slow and painstaking, but it's only a matter of time before they locate the vessel.
>
> Your mission is to get inside the asteroid field and get the *Damsel* out any way you can. If the ship isn't salvageable, you're to recover the data and take the remaining crewmembers on board. An Alliance Nebulon-B frigate and a squadron of X-Wing fighters are going to stage an attack on the Star Destroyer to provide a distraction for you to slip into the asteroid field unnoticed. You won't have much time to complete the mission once the attack begins.
>
> The ship's hyperspace transponder begins beeping. You're coming up on target. Here goes nothing!

The heroes are on board *Knight Errant*, a modified YT-1300 Transport on loan from the Rebellion. A few moments after the characters' ship emerges from hyperspace, Alliance forces emerge on the other side of the asteroid field and attack the Star Destroyer.

The player characters and the *Damsel* must observe communications silence to avoid being detected by Imperial ships. This makes it difficult for the characters to determine where the ship is hiding. The Miro field is vast; it would take weeks to search it completely.

Fortunately, the crew of the *Damsel* has taken steps to make it easier for help to locate them. The ship emits a coded distress signal using a very weak frequency the crew hopes the Imperials will dismiss as background radiation, but which an astute Alliance observer might be able to pick up. The players must make a Computer Use check (DC 12) to detect the *Damsel* signal (and figure out that it is a coded message, not merely an unusual energy reading) and pinpoint it as coming from inside one of the larger asteroids in the depths of the field. Keep in mind that heroes who Take 10 in making the checks succeed at them automatically, but it takes additional time.

Once the crew has learned the ship's location, they have to get there without being spotted by the Imperials. A

Piloting check (DC 15) is needed to maneuver through the asteroid field safely and reach the *Damsel*'s location without being detected by the Imperial ships. On a failed check, a pair of TIE fighters spots the heroes' ship and comes after them.

Craft: Alliance Transport: Corellian Engineering Corporation YT-1300 Transport; **Class:** Transport; **Cost:** 25,000 (used); Size: Small (26.7 m long); **Crew:** 1 to 2 (Normal +2); **Passengers:** 6; **Cargo Capacity:** 100 metric tons; **Consumables:** 2 months; **Hyperdrive:** x2 (backup _12); **Maximum Speed:** Ramming; **Defense:** 21 (+1 size, +10 armor); **Shield Points**: None; **Hull Points:** 120; **DR:** 10.
  Weapon: Laser cannon; **Fire Arc:** Turret; **Attack Bonus:** +7 (+1 size, +2 crew, +4 fire control); **Damage:** 4d10x2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Craft: TIE fighters; **Class:** Starfighter; **Cost:** 60,000 (new), 25,000 (used); **Size:** Diminutive (6.3 m long); **Crew:** 1 (Skilled +4); **Passengers:** None; **Cargo Capacity:** 65 kg; **Consumables:** 2 days; **Hyperdrive:** None; **Maximum Speed:** Ramming; **Defense:** 24 (+4 size, +10 armor); **Shield Points:** None; **Hull Points:** 60; DR: 5.
  Weapon: Laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +12 (+4 size, +4 crew, +4 fire control); **Damage:** 5d10x2; **Range Modifiers:** PB +0, S −2, M/L n/a.

Scene 2: Found!

The heroes find the *Stellar Damsel*, badly damaged. They have the opportunity to chase off some mynocks and start getting the stranded crewmembers to safety. To begin the scene, read the following aloud:

> You track the signal to an asteroid the size of a small city, a vast chunk of jagged rock, drifting in space. The faint signal comes from deep inside the asteroid's rocky surface. Scanning the surface, you see several dark craters left by impacts of smaller rocks. One particularly deep crater holds the dark entrance to a cave or deep crevasse into the asteroid.

Piloting the ship into the cave opening requires a Pilot check (DC 10). A failure results in 2d10x5 hull points of damage to the ship or one of its systems (particularly the weapons or the hyperdrive). (Keep track of this total, as it is cumulative with further damage that may be accrued in Scene 4.)

Once the heroes are safely inside the asteroid, read the following aloud:

> The cavern extends deep into the asteroid. Ahead, lit by the glow of your ship's lights, is the Corellian corvette *Stellar Damsel*. There are numerous burn scars on her hull and a lot of damage. The remaining lights on the ship flicker on and off sporadically as you watch. As you draw closer, sensors show that there are still people alive on board, but the *Damsel*'s power readings have grown very weak.

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Suddenly, the asteroid shudders and rumbles slightly. Small pieces of rock break off from the cavern and pelt your ship. From the *Damsel*, a flock of shadowy forms takes wing and flutters through the darkness toward you. You've got a bad feeling about this.

The cave where the *Damsel* is hiding is home to a flock of six mynocks, which attached themselves to the exposed power cables on the ship, draining the power systems and preventing the ship's crew from making much headway in terms of repairs. The asteroid is also geologically unstable; tidal forces from the asteroid field and the deep cracks and crevasses are slowly breaking it up. It would take some time to happen naturally, but things like blaster bolts and other weapons-fire could speed things along (see Scene 3).

After the slight tremor, the mynocks fly toward the heroes' ship, seeing it as a fresh source of food. The group can try and drive off the creatures on the same round they approach, but they have enough time to get off only a single shot with the ship's laser cannon (if a character other than the pilot is in position to target the cannon) before landing. Once they've attached themselves to the ship, the mynocks can be removed only by going outside the vessel and using hand-weapons.

If the mynocks are not removed, they will begin chewing at any exposed power systems until they seriously damage the ship or at least drain the power levels enough to become a problem. If the heroes go outside to deal with the mynocks, they experience a few more minor tremors, which send small chunks of rock flying. Anyone who fails a Reflex save (DC 10) takes 1d4 damage and gets knocked off the ship, flying off into the cavern.

Mynocks (6): Vacuum parasite 1; Init +0; Defense 12 (+2 natural); Spd 8m fly; VP/WP 6/11; Atk +0 melee (1d4, bite), +0 ranged; SQ electricity resistance 10; SV Fort +2, Ref +0, Will −3; SZ M; Rep 2; Str 10, Dex 10, Con 11, Int 4, Wis 4, Cha 6. Challenge Code: A. Skills: Hide +4, Move Silently +6.

A simple Repair check (DC 15) allows a hero to repair the mynocks' damage within a few minutes. If the damage to the power systems is severe, the creatures succeeded in draining some of the ship's power as well—enough to impose a −2 penalty to further Piloting checks (see Scene 4).

After dealing with the mynocks, the heroes can make contact with the *Stellar Damsel's* crew, using a tight-beam, short range commlink or simply going over to the other ship and knocking on an airlock. Guro, the ship's Sullustan first mate, greets them. He informs them that the captain is dead, killed in the attack. Only he and a handful of other crewmembers remain alive. Guro doesn't think it likely that the *Damsel* will be able to make it out of the asteroid field, much less evade any Imperial ships. She's too badly damaged. He also expresses concern over the state of the cavern they are hiding in. Guro felt tremors like these back on Sullust, right before a cavern decided to collapse. He advises leaving the cave as soon as possible.

The surviving crew of the *Damsel* can fit on board the heroes' borrowed ship, but only just. The *Damsel's* docking port is damaged, so the crew will have to transfer over to the *Knight Errant* in spacesuits. They have only a limited number of suits that still function, so half of the crew will have to make the trip over, then the heroes can return with suits for the other half.

Guro carries a small datacard that contains the secret information the heroes came to find. If they ask about it, he willingly entrusts the datacard to them. Otherwise, he keeps it on his person at all times and guards it with his life.

Scene 3: Troopers

The Imperial Commander figures out the attack is only a distraction and sends some TIE fighters back into the asteroid field. Spacetroopers come after the *Damsel* and the heroes have to fight them off. Read the following aloud:

Half of the *Stellar Damsel's* remaining crew has been transferred over to your ship and you've made it back with their space suits, so the remaining crew members can suit up. Acting-Captain Guro finishes securing the helmet of his suit and gives you a thumbs-up sign when a dull boom rocks the *Damsel*.

"Another tremor?" a crewman asks, but Guro doesn't agree.

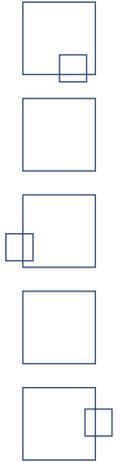"That was no tremor," he says. "Look!"

You look out the porthole of the *Damsel's* airlock to see several large forms outside. They are clad in bulky white armor that gleams in the light from your two ships as they drop into position on the hulls, the mechanized gauntlets of their space armor clenching like metallic claws. Spacetroopers, the Empire's most feared commandos—and they've got both ships in their sights!

The spacetroopers have orders to capture both ships, and they will try to take some of the Rebels alive for questioning. If that proves too difficult, the spacetroopers will not hesitate to use deadly force. Although there are only four of them, their space armor and heavy weapons (grenade damage can destroy the ship's shields and hull points) make them very dangerous opponents. More importantly, their presence reveals that the Star Destroyer knows the location of the *Damsel* and more Imperial forces must be converging on the area. The squad only has a matter of minutes before the asteroid is bombarded by TIE-fighters.

The troopers show up right as the *Knight Errant* is about to take off, leaving the heroes with a choice: Do they stand and fight with ranged weapons or flee in the ship?

Three of the troopers will attempt to land on the ship and commence boarding, while one blasts away at the *Knight Errant's* hull points. Boarding requires a successful Tumbling check (DC 15) for each trooper attempting to board.

Spacetroopers (4): Human Thug 3; Init +0; Defense 16 (+6 armor); Spd 10m; VP/WP —/12; Atk +3 melee (1d3, punch), +3 ranged (3d8, blaster rifle); SQ Immunities (see text); SV Fort +3, Ref +1, Will +1; SZ M; Rep 1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

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Equipment: Spacetrooper armor (magnetic couplers allow adherence to any metal surface), blaster rifle, grenade launcher with 8 fragmentation grenades, calming.
Skills: Climb +3, Intimidate +4, Jump +3, Knowledge: Imperial Army +2, Profession: Stormtrooper +4, Spot +2.
Feats: Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (simple weapons).

The fight with the spacetroopers seriously destabilizes the asteroid. The heavy weapons-fire blasts chunks of rock from the cave walls until the tremors become stronger and more frequent. Eventually, a powerful tremor rips through the asteroid, and it begins to come apart. This should happen when the heroes win the fight against the spacetroopers or when it looks as though they're going to lose (causing the spacetroopers to retreat).

The heroes have to pilot their ship out as huge chunks of stone detach themselves and fly across their path and the cave entrance collapses. A Piloting check (DC 20) is needed to make it out of the cavern in one piece. A failure means the ship takes 6d6 damage, which may complicate matters in the next scene.

Scene 4: The Escape

The characters and the *Stellar Damsel* have to get past the remaining TIE fighters and out of the asteroid field to make the jump to hyperspace and escape. To get things started, read the following aloud:

> You clear the mouth of the cavern just as it collapses and the entire asteroid is shaken by a powerful tremor. The tidal forces tear the asteroid apart; sending huge chunks of rock several times the size of your ship spin- ning out in all directions. You swerve and dodge as flying rocks rush past your ship. Suddenly, the proximity alarm sounds and a small group of TIE-fighters scream out of space from behind a nearby asteroid. They're heading directly toward you, laser cannons blazing!

The heroes' ship can make it out of the asteroid field in 5 rounds. Once they are free of the field, a hero can begin the calculations for the jump to hyperspace with an Astrogate check (DC 15). Every 2 points by which the hero exceeds this DC reduces the amount of time it takes to program the coordinates by 1 turn.

The whole time, six TIE fighters chase the ship through the asteroid field and fire on them. The TIE pilots must succeed at a Piloting check (DC 20) or fall victim to a spiraling asteroid that smashes into their diminutive fight- ers. The heroes' in their larger ship have it a bit easier: Their pilot must succeed at a Piloting check (DC 15) to navigate the field successfully (with a -2 penalty if mynocks drained the ship's power earlier).

Once the heroes' ship clears the asteroid field, they see the Star Destroyer closing on their position. If they do not jump to lightspeed 5 rounds after getting out of the field, the Star Destroyer attempts to seize their ship with its tractor beam. (See pp. 182 and 178 of the *Star Wars Roleplaying Game* for details on the use of a tractor beam and the Piloting checks required to resist it and escape.)

If the heroes' ship suffers severe damage (e.g., after it has lost its shields, after half the hull points are gone, or after a particularly critical hit), the unreliable loaner's hyperdrive goes offline. (These conditions apply only to this particular ship, not to all vessels in its class.) One or more of the heroes with the Repair skill can spend 2 rounds trying to reset the hyperdrive (DC 15) while the ship dodges laser blasts. (Note that the Repair skill cannot be used untrained.) Meanwhile, someone else can calculate the course for hyperspace, hoping the drive will be repaired in time to make a difference.

Once the heroes make the jump to hyperspace, they're safe. They return to their headquarters to deliver the data and receive the accolades and congratulations from their superiors for a job well done.

Craft: TIE fighters; **Class:** Starfighter; **Cost:** 60,000 (new), 25,000 (used); **Size:** Diminutive (6.3 m long); **Crew:** 1 (Skilled +4); **Passengers:** None; **Cargo Capacity:** 65 kg; **Consumables:** 2 days; **Hyperdrive:** None; **Maximum Speed:** Ramming; **Defense:** 24 (+4 size, +10 armor); **Shield Points:** None; **Hull Points:** 60; **DR:** 5.

Weapon: Laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +12 (+4 size, +4 crew, +4 fire control); **Damage:** 5d10x2; **Range Modifiers:** PB +0, S −2, M/L n/a.

Craft: Imperial Star Destroyer; **Class:** Capital; **Cost:** Not available for sale; **Size:** Colossal (1,600 m long); **Crew:** minimum 5,000, maximum 37,085 (Normal +2); **Passengers:** 9,700 (troops); **Cargo Capacity:** 36,000 metric tons; **Consumables:** 6 years; **Hyperdrive:** x2 (backup x8); **Maximum Speed:** Cruising; **Defense:** 12 (−8 size, +10 armor); **Shield Points:** 300; **Hull Points:** 700; **DR:** 30.

Weapon: Turbolasers (60); **Fire Arc:** 4 batteries front, 4 batteries left, 4 batteries right; **Attack Bonus:** +6 (−8 size, +2 crew, +8 fire control, +4 battery fire); **Damage:** 5d10x5; **Range Modifiers:** PB −6*, S −4, M −2, L +0.

Weapon: Ion cannons (60); **Fire Arc:** 4 batteries front, 3 batteries left, 3 batteries right, 2 batteries rear; **Attack Bonus:** +3 (−8 size, +2 crew, +5 fire control, +4 battery fire); **Damage:** Special; **Range Modifiers:** PB −6*, S −4, M −2, L n/a.

Weapon: Tractor beam projectors (10); **Fire Arc:** 6 front, 2 left, 2 right; **Attack Bonus:** +2 (−8 size, +2 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB −6*, S −4, M/L n/a.

Wrapup

The Data

It's completely up the Gamemaster to decide the nature of the vital data carried by the *Stellar Damsel*. It could be information on Imperial troop movements, plans for a new Imperial weapon, or any other piece of data important to the Rebellion. Making use of the data can lead into all kinds of other adventures for the heroes, if the Gamemaster desires.

Rewards

The team gets to split an award of 1,000 XP. Any hero who risked his or her life to save the team, the crew of the *Damsel*, or to complete the mission also should receive a Force Point.

About the Author

Stephen Kenson has been a freelance writer in the role-playing-game industry for more than five years and a gamer for longer than he'd care to admit. He's written for a number of games including SHADOWRUN, MARVEL SUPER HEROES, and DRAGONLANCE®: FIFTH AGE®. His work appears regularly in *DRAGON* magazine and on the official DUNGEONS & DRAGONS® website: www.wizards.com/dnd.

Steve maintains his own personal website as well, featuring gaming articles he has written and some information about his current projects. Visit his home page at http://members.aol.com/talonmail or contact him by email at talonmail@aol.com.

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