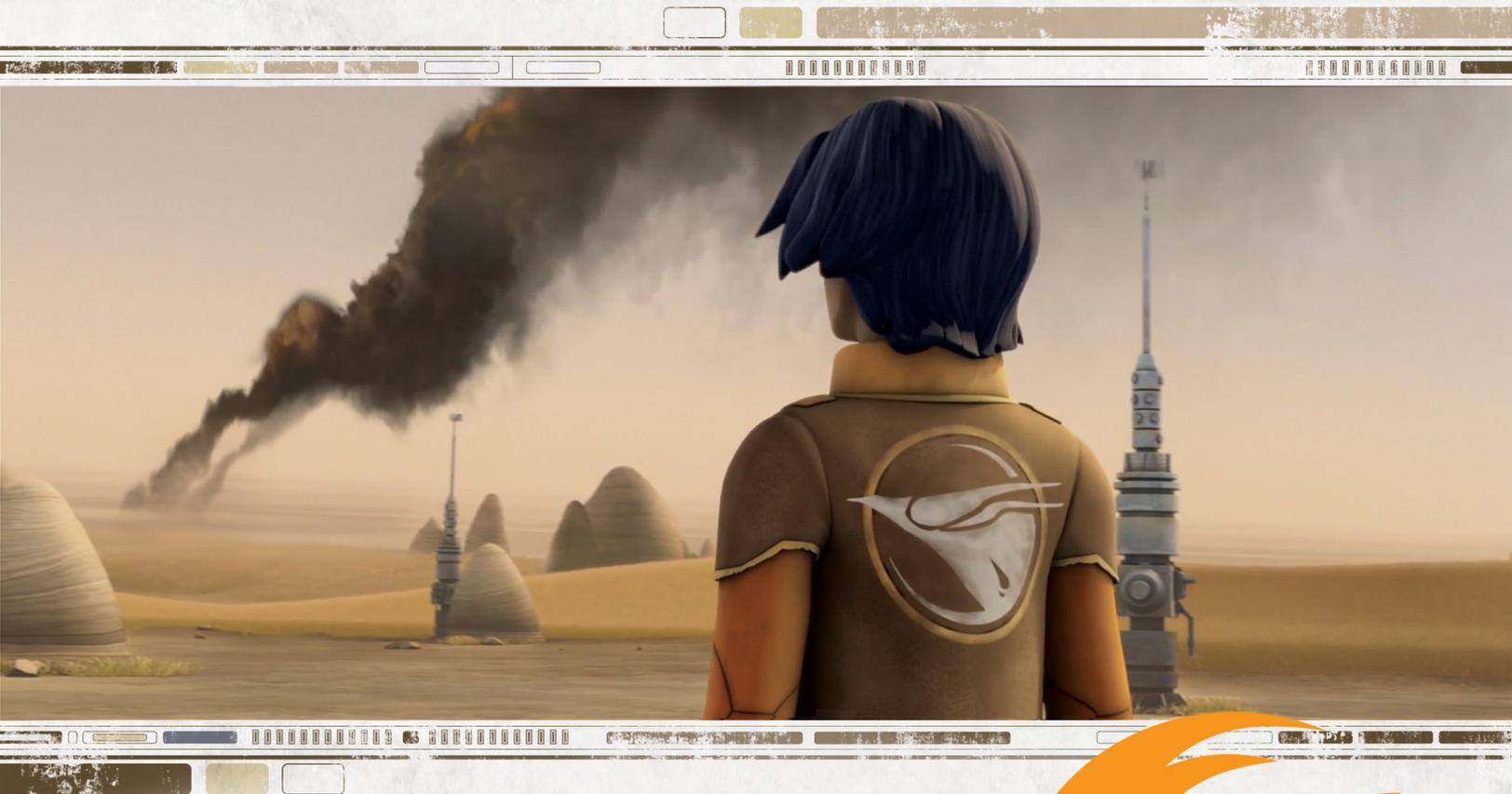


STAR WARS REBELS

BEGINNER GAME



SHADOW OVER TARKINTOWN



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WELCOME TO THE STAR WARS REBELS BEGINNER GAME!

You are about to begin your fight against the Empire on the planet Lothal, just like the heroes of *Star Wars Rebels*. With little more than your wits and skills you will face the overwhelming odds and terrifying foes of the Empire while fanning the flames of rebellion started by the crew of the Ghost. This is a roleplaying game module, designed for Fantasy Flight Games' Star Wars Roleplaying lines (*Edge of the Empire*, *Age of Rebellion*, and *Force and Destiny*) and is intended to serve as an introduction to roleplaying games or to a new system.

This product does not have all of the rules required to play, you will need one of the core rulebooks or beginner games for one of the systems listed above to use this module.

WHAT IS A ROLEPLAYING GAME?

At the core of any roleplaying system, is a game designed to allow for cooperative storytelling. In this

system, one of the players is the Game Master (GM for short) who controls everything except the other players' characters. The other players each control a single character, referred to as either Hero player or Player Character and explore the world the GM controls. In this game, actions are resolved with dice rolls. The outcome of these rolls provides an element of the unknown to the story; not even the GM knows how your adventures will turn out!

WHAT IS A REBELS GAME?

A *Star Wars Rebels* game is different from either an *Edge of the Empire* or an *Age of Rebellion* game, but shares a lot with each of those settings. Like the characters of the *Rebels* TV show, the heroes of this story don't start as soldiers or commanders. They are simply scrounging a life on the planet Lothal, but soon events will unfold that will change their lives forever.

GAME MASTER ONLY!

If you are a Hero player, do not read any further. Only the Game Master should read on. Reading forward would ruin the secrets and the surprises of this adventure!



HOW TO USE THIS BOOK

This book is structured with the assumption that any or all players are new to roleplaying (or at least this system) but have an understanding of the *Star Wars* universe. While not necessary, players will probably get more out of this story if they have seen the *Rebels* TV show, as the adventure references some of the locales and personalities from that show. Fair warning: there are some minor spoilers for the first episode of the second season.

This adventure is divided into “Encounters” which could also be considered scenes in a show or movie. Each encounter deals with a particular set of circumstances and usually includes one or more obstacles for the PCs to overcome. These obstacles could include combat, negotiation, sneaking, or any number of other things. Most of the encounters include text in colored boxes that denotes it as special in some way.

Boxes of this color are notes from the designers to the GM. They explain the goal of the scene and what the encounter is supposed to provide to the story.

Text in these boxes refers to rules the GM may want to reference or provide to the players for this scene. We provide handy chapter references for each of the core rulebooks to make this easier.

Text in red boxes is meant to be read aloud to the players or paraphrased. Typically it deals with describing the scene of the encounter, often providing hooks for the players to ask questions about. Not everything the players can learn about the scene is in the text box. There is other information available for the GM to provide to the players as they choose. Each encounter will provide instructions on when to read the text. Typically there is a box at the start of the encounter, and boxes for possible outcomes at the end.



WELCOME TO TARKINTOWN

Lothal resettlement camp 43, commonly referred to as Tarkintown, is a small shanty town set up by sentient beings displaced by the Empire. The bulk of the residents are farmers whose land was “purchased” by the Empire for strip-mining to feed the shipyards of Lothal. Left with few credits, many of these farmers end up in resettlement camps like this one. Little more than a cluster of shacks and makeshift dwellings, Tarkintown is nonetheless home to a large collection of beings without the resources to improve their station.

As the story begins, each of the player characters (PCs) has ties to this small settlement, which is about to be destroyed on the orders of Darth Vader and Agent Kallus. Luckily, not all in the Imperial machine are comfortable with the wholesale slaughter of citizens, and a contact of the player characters' has passed a warning out through a secret channel. The PCs will have only moments before the Empire arrives, and should quickly realize their only option is to flee by commandeering an Imperial transport. Along the way they will have the choice to engage in activities to benefit the citizens of Tarkintown or to damage the Imperial war machine.

Three maps are included for your use in this adventure. The first is an overview of the settlement to give a rough idea of the layout. The second is a detailed encounter

map for the first encounter and the final provides details on the roadblock scene of the final battle. These maps can be used as tools to illustrate the areas of the town as the players proceed or to stage battles along the way.

ADVENTURE STRUCTURE

This module is presented as a series of encounters. Each encounter builds on the rules concepts of the previous encounters, so it is suggested they be played in the order presented. Once your players are more familiar with the rules you can explore adventures that are much less linear, but for now, encourage them to follow the book. If you and your players are feeling up to it, you can treat the adventure as more of a sandbox, this will require additional work on your part to prepare material to allow the players more free rein in their explorations.

The space between encounters is left deliberately vague. Depending on your group and your comfort level you can either include simple transition phrases such as “having bested the storm troopers you continue on to XXXX. When you arrive you find...” or you can include encounters of your own devising. It's also a great time to drop in some references to the color and flavor that makes *Star Wars* unique.

Re-Settlement Camp 43



THE ADVENTURE BEGINS

Once the players have selected their character sheets, the game can begin. If you have the *Star Wars* soundtrack (or the opening music from the *Star Wars Rebels* show), play it in the background as you read:

Star Wars Rebels: SHADOW OVER TARKINTOWN

It has been a period of hope and excitement on the planet LOTHAL. Attacks against the EVIL GALACTIC EMPIRE have become more and more commonplace, and rumors persist of a JEDI fighting to free LOTHAL from the tyranny of its Imperial masters. Truly the spark of rebellion has turned into a fire on LOTHAL and soon perhaps could spread outside the system.

Unfortunately, EMPEROR PALPATINE has dispatched his enforcer, DARTH VADER, to crush this fledgling rebellion. This ruthless warrior has ordered the settlement of TARKINTOWN to be destroyed, in order to demoralize the rebels and erase one of their footholds on the planet.

However, not all in TARKINTOWN are ready to accept this fate. A few such brave souls are determined to escape and live to fight the Empire another day. Luckily the Imperial forces brought several transports, and one of these vehicles would allow these would-be rebels to evade the Empire and survive to plan their next move. Before they can get to the transports, however, they will have to deal with the Imperials hot on their heels.



ENCOUNTER 1: QUICK, DOWN THIS ALLEY

In this encounter the heroes have just ducked down an alley to avoid approaching Stormtroopers. They only have moments before the soldiers come around the corner. They can choose to ambush them, hide, or run. As the PCs enter the alleyway, read or paraphrase the following:

You step quickly into a dark alley between two of the shacks that comprise the majority of Tarkintown's dwellings. The Empire has arrived in force, just as your contact warned. Moments ago you were accosted by Stormtroopers and you ran before finding out whether they wanted to arrest you or kill you. Other than the troopers behind you, nobody besides a grumpy Loth-cat saw you enter the alley. A quick look around reveals a few stacks of empty crates and a large trash bin. A rusty gutter pipe connects to the roofs overhead, and the other end of the alley isn't that far. With the Imperials right behind you, you'll have to make a snap decision: Fight, Hide, or Flee?

Each PC has a chance to either Hide (they must pick a location), Take Cover, or Flee. Some likely actions and their difficulties are listed here, but the GM should always reward clever play and give the players some leeway in their actions:

- Hide - This requires an **Average (◆◆) Stealth** check. The GM should award a ■ if the PCs hide in the dumpster, but should note that any Charm or Negotiation based Social checks will receive a ■ until they get a chance to clean up. Any ☹ scored on this check can be applied to Initiative checks when combat starts.

Purpose of the Scene: Briefly introduce the players to the core principles of the system, Declaring Actions, Building Dice Pools, and Interpreting Results. See *Core Rulebook* Chapter 1.

- Take cover – No roll needed. The PC finds a defensible spot which provides cover, but isn't hidden at all. This is a defensive position that makes the PC harder for the enemy to hit by adding a ■ to opposing attack rolls. Players choosing this option are preparing for a fight.
- Climb the drain pipe - This option requires an **Average (◆◆) Athletics** check. If the character succeeds, he or she may take cover from the elevated position, providing a chance to aim over the edge of the roof. If the check fails, the PC fails the climb and is in the open when the troopers arrive.
- Sprint to the end of the Alley - This requires the PC to make an **Average (◆◆) Coordination** Check. This is harder than it looks as there is a thin layer of machine oil leaking from the nearby machine shop that could cause a PC to slip. If the PC fails this check they are prone (see Chapter six in the Core Rulebook). If successful, he or she can either make a hide check or take cover as above. Whether the PC succeeded or failed, he or she is at Medium Range, instead of Short, when the troopers arrive.

Moments after the PCs act, the Stormtroopers arrive. (There is one trooper for each PC.)

If all PCs hide successfully:

Not a moment too soon, you find a decent hiding spot. The squad of troopers enters the alley. They slowly walk forwards, alert and on guard. When they don't see you, one pulls out a hand scanner. You are pretty sure that your flimsy hiding spot won't stand up to even a cursory scan. You won't get a better chance than this; it looks like it is time for an ambush!

See *Core Rulebook* Chapter 3 (Skills) for Stealth, and Chapter 6 Combat for Initiative.

If all the PCs take cover:

With grim determination, you hunker down behind makeshift cover. It's not quite an ambush, but at least you've got something between you and their blasters.

See Chapter 6 Combat regarding cover.

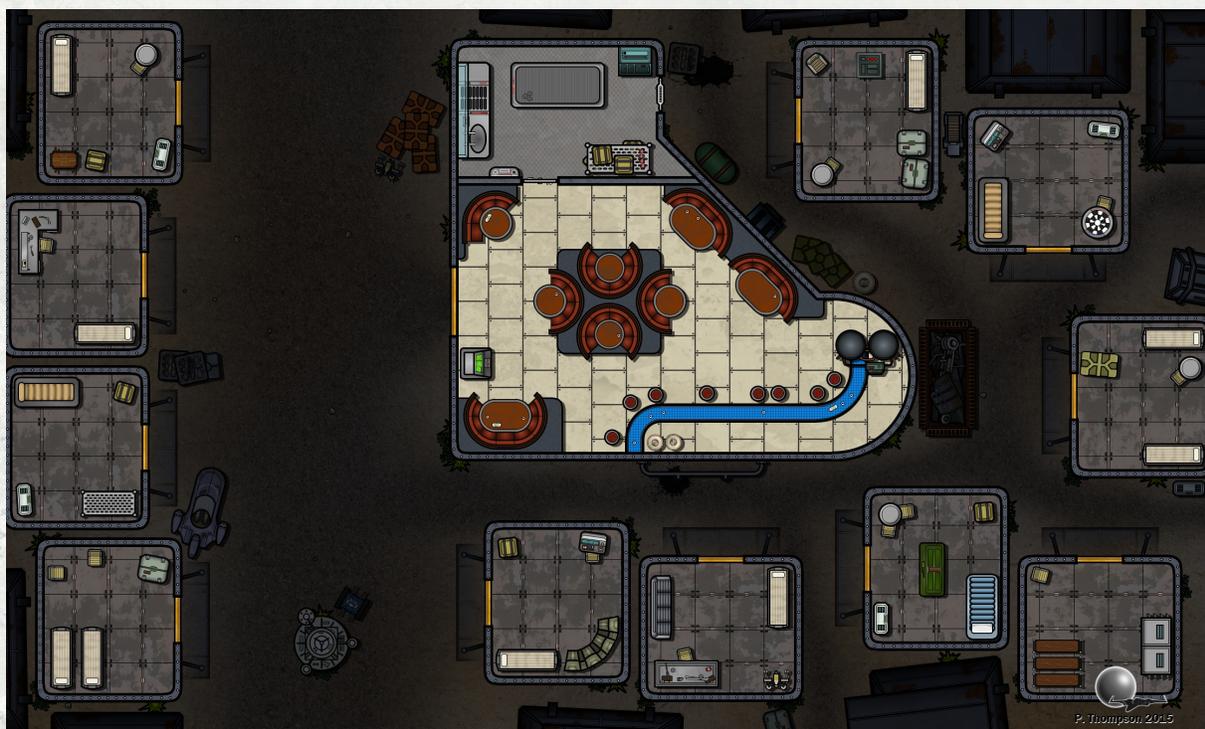
If some hide and some take cover:

While a few of you take defensive positions, the others duck into hiding. The troopers will see some of you, hopefully giving the others the chance to get a drop on them. If not, well, at least you have a barricade between you and the blasters.

If one or more of the PCs is caught out in the open:

Well, that could have gone better. The troopers have a clear target now, but that's how it goes sometime. Time to fight your way out against long odds...again.

See *Core Rulebook* Chapter 3 (Skills) for Stealth, and Chapter 6 Combat for Initiative.



ENCOUNTER 2: "THERE THEY ARE. SET FOR STUN!"

In this encounter, a fight breaks out between the Stormtroopers and the heroes. How well the PCs are prepared for this fight depends of their actions in the previous encounter. There are two minion groups of two Stormtroopers each, for a total of four.

Rules Callouts: The GM should be familiar with *Core Rulebook* Chapter 6 Combat. Specifically: Initiative, Combat Turns, Cover, Attack, Damage, Uses for Advantage or Threats, and Minion Groups.

Initially the troopers do not bother with cover, have their blasters set to stun, and fire indiscriminately. They were clearly not expecting resistance and, in truth, this is the first time any of the residents have fought back. If the PCs run, the troopers will pursue. If the PCs take cover, and take out more than one of the squad, the troopers begin to use better tactics, such as taking cover and focusing fire on individual PCs. If more than half the squad is eliminated, the troopers stop using the stun setting.

Purpose of the scene: Illustrate combat. Combat is a core part of *Star Wars* and an excellent example of what makes the narrative dice system different from many other RPGs. The Stormtroopers start out with poor tactics to give the players a chance to learn the basics, before applying other ideas such as cover, aiming, focus firing, range bands, etc. The GM should start layering more of these options into combat as this module progresses. Alternatively, if you are playing with a more experienced group, there is no need to pull punches and you can have the troopers adopt better tactics upfront.



DETERMINE INITIATIVE

Before combat begins, all players and NPCs will be assigned initiative slots to determine what order they act. During typical combat, dice rolls will determine initiative order. For this first encounter, the order will be determined by the outcome of the PCs' actions as follows:

If the heroes hid successfully:	If at least one hero failed:
1st PC	1st PC
2nd PC	NPCs
3rd PC	2nd PC
NPCs	3rd PC
4th PC	4th PC
5th PC	5th PC

If the PCs win:

The smell of ozone and scorched laminate competes with the garbage smell of the alley. The troopers are down, but already in the distance you hear more coming. It is obvious you cannot stand around in this alley, and Tarkintown in general seems like a bad place to be. Before you have much of a chance to think about your next move, you hear a gruff, familiar voice call out, "Come here, quickly! We need to find a way out of town and you can hide here while we figure it out."

If the PCs lose:

The queasy, fuzzy feeling of being stunned is something you never get used to, no matter how many times it happens. Luckily for you it looks like someone gave the Stormtroopers a taste of their own medicine, a spent stun grenade the only explanation for the sprawled troopers all over the alley. It is obvious you cannot stand around in this alley, and Tarkintown in general seems like a bad place to be. Before you have much of a chance to think about your next moves, you hear a gruff, familiar voice call out, "Come here, quickly! We need to find a way out of town and you can hide here while we figure it out."

STORMTROOPER [MINION]



Skills (group only): Athletics (varies; for a group of 3, for a group of 2, for a single Stormtrooper), Discipline (varies, as Athletics), Melee (varies, as Athletics), Ranged (Heavy) (varies, as Athletics).

Other commonly used skills: Cool 0 (), Vigilance 0 ().

Equipment: Blaster Rifle (Skill: Ranged (Heavy) (varies; for a group of 3); Range: Long; Damage 9; : inflict 1 Critical Injury), Vibroknife (Skill: Melee (varies; for a group of 3); Range: Engaged; Damage 4; : inflict 1 Critical Injury; Pierce 1 - reduce the target's soak by 1), Stormtrooper laminate armor, utility belt.

Minion Rules: These Stormtroopers use the Minion Group rules, refer to Chapter 12 Core Rulebook.

The voice belongs to Gruddik, proprietor of local cantina "The Garage", who in addition to serving drinks, keeps the few machines owned by the residents of Tarkintown running. It just so happens this alley backs up to his bar, one of the sturdier buildings in Tarkintown. He hurries the heroes inside and hopes to convince them to help him get out of town safely, a desire that any rational being should share.

ENCOUNTER 3: 12% OF A PLAN

In this encounter, the characters have to figure out how to escape Tarkintown before the Empire finishes destroying it. Luckily, the mechanic has a bit of a plan, and some useful tools. The players have the opportunity to try some social skills (remembering any ■ from being covered in refuse, if applicable) to get extra help and/or convince the mechanic to try to save some other denizens of Tarkintown.

Following the Ugnought into the cantina, you see signs that, in a former life, this place was a garage or machine shop. The seating is mostly scavenged benches from speeders, and other parts are used either functionally or decoratively throughout the bar. The organic smell of the local brew doesn't quite mask the tangy smell of industrial coolant and engine lubricants. Gruddik was never the cleanest mechanic, and that carries through to his bartending. The power appears to be out, but a fusion lantern chugs dimly in one corner, casting a feeble light and powering a sole flickering monitor. "I saw your fight out there. Few in this place are willing to stand up to the Empire; fewer still, I imagine, will feel the same after they destroy our homes. I want to get my family out of here, and I bet you'd like to escape as well. Perhaps we can help each other out?" You catch a glimpse of his wife and two frightened children as he closes a door leading to a back room.

The players are free to attempt to use any social skills they want to resolve this scene. Gruddik is someone they have met before, so if the Players ask you can tell them they know he doesn't generally respond well to threats.

Gruddik opposes Charm and Negotiation with Cool (Untrained) (◆◆). Coercion, Deception, and Leadership checks are opposed with Discipline (◆◆). If the players bring up seeing his family in the back room, they may add a ■ to social check rolls, as Gruddik worries for their safety.

Core Rulebook Chapter 1 Opposed Checks, Chapter 3 Social Skills, and Social Skill Interactions.

Purpose of the scene: There is more to roleplaying than combat scenes and being told by the gamemaster exactly what happens. This scene serves to introduce two key elements of RPGs: the social scene and the planning session. If you have players who are novices and seem to be a bit lost, have the mechanic provide them more details about how they might escape. Ideally you still want the players to come up with the final details, but keep the session flowing and fun. If your players are more comfortable with this type of scene, and you are willing to go off script, let the players come up with their own plan, even if that means going a different direction than the module assumes.

The Mechanic has the following information to offer:

- [Freely given] The Imperials are likely to begin heavier bombardment now that they have rounded up most of the citizens. If we don't move quickly, we could be in trouble.
- [Freely given] Other than the damaged speeders in his garage, there are few speeders in Tarkintown. Most anyone who could leave town left as soon as the Imperial forces arrived.
- [Freely given] The Imperials have their troop transports at the northwest side of town.
- [Freely given] The Mechanic has one working speeder truck, which he is going to use to get his family out of town.



- [Requires a Successful Social Check of **◆◆** difficulty] The transports are locked down with a code lock. Gruddik doesn't have the current codes, but some kid with a penchant for snagging trooper helmets gave him some notes on the code system used in return for some parts. These notes will add **■**, to the check to get through the code lock on any Imperial vehicles on Lothal (at least until the codes change).

- [Requires a Successful Social check of **◆◆■** difficulty] He will grudgingly take other townsfolk out of town if the PCs are persistent about it. He isn't a bad being, but he reasons extra bodies make for more complications and potentially endanger his family.

Gruddik has the following goals to achieve in this social scene:

- Gruddik's primary concern is getting his family out.
- He doesn't like the Empire and sees the PCs attempt to steal an ITT as both a small victory and a good distraction for him and his family to escape. He doesn't try to hide this fact.
- If it doesn't put his family in danger, he will go mildly out of his way to help the PCs or other residents of Tarkintown. His threshold for what constitutes danger is low.

At this point, show the players the map of the town and point out the mechanic shop and the Imperial checkpoint. The players need to decide on a plan. As a beginner module, the assumption is the players may need a little guidance on what to do next. Generally you want to avoid "railroading" your players, but if they are new you may need to help them along. The assumption of the module is the group will proceed northwest on foot, and try to steal an ITT to flee town. Tarkintown is far enough away from other settlements that walking is out of the question and there are no other speeders readily available. The mechanic will put forward this plan if the PCs are stumped and he and his family will take advantage of the distraction the PCs cause to flee in the other direction in his speedertruck.

Assuming they adopt this plan, they still need to decide how they will get through town. They can try to rush the Imperial checkpoint, which has the benefit of being faster, or they can sneak through the back alleys, hopefully avoiding confrontation. Some groups may have other ideas - perhaps rallying the remaining citizens or trying to bluff or charm the Imperials. Let the players discuss their plan as long as they are having fun.

Right about the time when the players have finished the plan (or sooner, if they seem to be getting bogged down) read or paraphrase the following:

Your planning session is cut short as you hear the telltale whine of TIE Fighters' ion engines screaming overhead. It is a good bet they aren't dropping fireworks - you can expect strafing runs to start soon. This garage is one of the heavier buildings in town. It will probably hold up against a few laser blasts, but it is definitely time to go. With a quick wave at the mechanic, you are out the door and back into the twisting alleys of your home.

If you'd like to flesh out the adventure a bit more, feel free to insert one or both of the following encounters before the PCs make their attempt on the Imperial checkpoint and the ITT. These may be especially beneficial if the players chose to proceed with a plan. However, if there are time (or other) constraints, the following two encounters are not required. The adventure assumes that the PCs successfully complete the following two encounters in the order shown.

AROUND TOWN

Upon leaving the cantina, the characters will have their first chance to move freely around Tarkintown. This is a good time to allow the players to ask questions about the map of the entire town. Since they've spent some time living here already, the GM should freely describe each area of the map as the PCs inquire about it. At the GM's discretion, the players may be given some freedom to explore the town, make a stop or two along the way, or head straight for their escape and towards the Imperial checkpoint where the transports are located. This section provides some details about each section of town and some ideas about what can be found there.

THE GARAGE

This is the cantina in which the characters took refuge after their encounter with the Stormtroopers. Owned by Gruddik, there's not a whole lot of use here for the characters. There are a few bottles of booze and some assorted mechanical tools and parts, which the characters maybe able to talk Gruddik into giving up, but not much else.

DR. TENEB'S OFFICE

This is the office of one of the player characters, Dr. Hendrick Teneb. The doctor hasn't received new medical supplies in some time, so his office stash is quite depleted. However, if the players decide to stop there, they can pick up four additional stimpacks and a single flash grenade.

GOTAL CAMP

This area of town contains several tents occupied by a large group of gotal refugees. While most have left by now, there is one stubborn hold out who refuses to leave his home. An older Gotal named Yutog is known around town as someone who is always looking to trade with the other townspeople. This gives the characters an opportunity to buy and sell items if they are interested before proceeding further in the adventure. Since the PCs do start out with some credits, they can spend them shopping at Yutog's tent. Due to the circumstances, Yutog does not sell any

items of Rarity 6 or higher. Consult Chapter 5 of the Core Rulebook for full rules regarding rarity of items the characters might be looking for.

BROKEN HORN STOREHOUSE

This area was once used for storage by the Broken Horn Syndicate, but has since been looted. If the characters head into this area, they will experience Encounter 4B as described below.

TOWN CENTER

The strongest Imperial presence can be found in the Town Center. Stormtroopers have rounded up remaining citizens and herded them to this area for final extraction, or worse. A pair of AT-DP walkers tower over the crowd, their mechanical heads scanning the area for threats or attempts to escape. While there may be an opportunity for the PCs to blend in with the crowd here, the large number of Imperials mean that any plans to take advantage of the cover would be difficult to pull off.

COMMISSARY

The Commissary is where supplies and food for the refugees are stored. At this point, there is not much left. However, the dedicated citizens who oversaw the Commissary are among the final holdouts resisting the Empire's attempt to force everyone from the town. If the characters approach this area of the map, they will experience Encounter 4A as described below.

IMPERIAL CHECKPOINT

Located at the northwestern border of Tarkintown, the Imperial Checkpoint is where the PCs want to go in order to escape. This is the main road in and out of town, but is currently guarded by several Imperial troops, vehicles, and weaponry. In order to escape, the characters will need to acquire one of the troop transports located here and drive away. Leaving on foot is not an option, as there is no other settlement within reasonable walking distance.

ENCOUNTER 4A: A HELPING HAND

In this encounter, the PCs have stumbled upon a group of Stormtroopers bullying some families. Let the PCs determine their approach, since the troopers don't notice them at first.

Read or paraphrase the following:

As you make your way through the warren of alleys between yourselves and the Imperial checkpoint, the harsh sounds of the Empire's assault on Tarkintown continue to grow louder. A nearby explosion rattles the flimsy buildings next to you, followed shortly by the panicked screams of multiple species coming from around the corner ahead. It seems the Imperials are encouraging evacuation with explosives.

Rules Callouts: Basic combat as seen in Encounter 2, plus allied NPC non-combatants, secondary combat objectives, dramatic combat events.

IMPERIAL OFFICER [RIVAL]



Skills: Cool 1 (◆◆), Discipline 3 (◆◆◆), Perception 1 (◆◆◆), Ranged (Light) 2 (◆◆◆), Vigilance 2 (◆◆).

Equipment: Blaster Pistol (Skill: Ranged (Light) (◆◆◆)); Range: Medium; Damage 6; ☹☹☹: inflict 1 Critical Injury), heavy uniform clothing, comlink.

STORMTROOPER [MINION]



Skills (group only): Athletics (varies; ◆◆◆ for a group of 3, ◆◆◆ for a group of 2, ◆◆◆ for a single Stormtrooper), Discipline (varies, as Athletics), Melee (varies, as Athletics), Ranged (Heavy) (varies, as Athletics).

Other commonly used skills: Cool 0 (◆), Vigilance 0 (◆◆◆).

Equipment: Blaster Rifle (Skill: Ranged (Heavy) (varies; ◆◆◆ for a group of 3); Range: Long; Damage 9; ☹☹☹: inflict 1 Critical Injury), Vibroknife (Skill: Melee (varies; ◆◆◆ for a group of 3); Range: Engaged; Damage 4; ☹☹☹: inflict 1 Critical Injury; Pierce 1 - reduce the target's soak by 1), Stormtrooper laminate armor, utility belt.

Minion Rules: These Stormtroopers use the Minion Group rules, refer to Chapter 12 Core Rulebook.

Purpose of the Scene: Moral dilemmas. This scene provides the PCs with a bit of a moral dilemma, as well as providing an example of allied NPCs in combat, along with secondary goals in combat (keeping the NPCs alive), and timed dramatic events. However, there is no need to force the PCs into this encounter. Some groups will weigh the choice and decide to evade the troopers rather than save the refugees. If you'd like to illustrate the Law of Unintended Consequences to the PCs as well, then choosing not to assist the refugees these exact Stormtroopers may have ramifications that appear at an inopportune moment later in the adventure...

At the start of the encounter, the Stormtroopers haven't noticed the PCs, but they quickly will if the PCs dawdle. The officer and troopers outside do not attempt to stun the PCs, but the weapons of the troopers inside are set to stun when combat starts. If they realize they are under assault, they may stop using the stun setting. There are multiple NPCs inside the area. The exact count isn't wildly important, but the PCs won't be able to use blast weaponry without harming NPCs. None of the NPCs are combatants, unless the PCs are struggling to complete the encounter. In that case, use the preceding stat block and have one of the NPCs make attacks against the Stormtroopers inside.

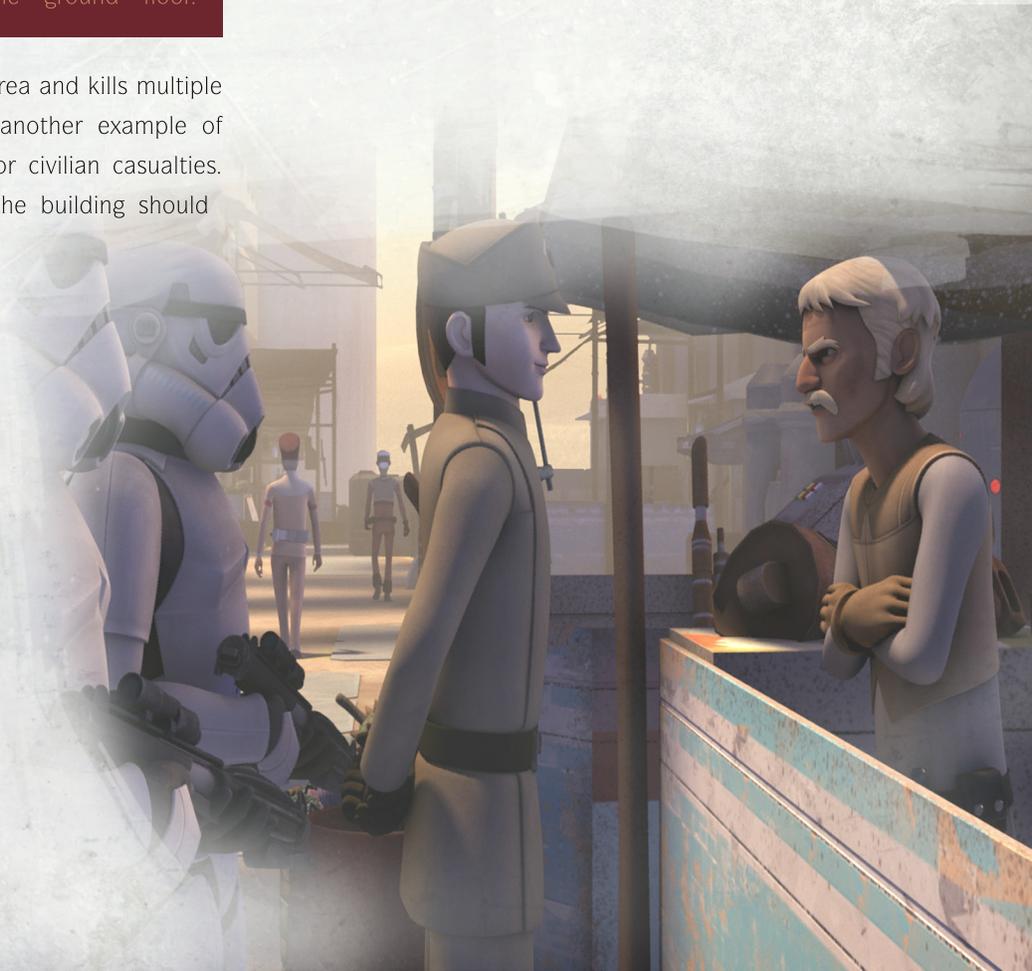
At the start of the third round of combat, the PCs should be well inside the building. If not, delay this event until more than half the PCs are inside helping the residents. Then read or paraphrase the following:

You hear the grating whine of a TIE Fighter's engines over the sound of your firefight with the troopers. Suddenly, explosions rock the area as bolts of green energy burst through the roof and punch clean through to the ground floor.

The TIE's attack devastates the area and kills multiple non-combatant NPCs instantly, another example of the Empire's callous disregard for civilian casualties. Each PC and Stormtrooper in the building should make an **Average** (◆◆) **Coordination check** (the Stormtroopers receive to this check due to a warning over their commlinks). On a failed check, the PC or Stormtrooper takes 5 damage (soak applies) and is knocked prone from the blast, or the impact of flying debris.

On a successful check, the PC or Stormtrooper is uninjured and retains their footing. After resolving the TIE Fighter's attack, proceed with combat as normal.

Assuming the PCs heroes are victorious, they should have several refugees that now look to them for guidance. If the PCs made a deal with Gruddik the mechanic, there is just enough space in his speeder to get them all out. If they didn't make the deal, they may think to now, in which case you should play up the danger of backtracking and imply threats at every turn due to the delay. Your players may come up with other plans. If so, give them some latitude to find the fun in the situation. If they seem stumped, have one of the NPCs simply suggest the heroes create a diversion to allow the refugees to escape.



ENCOUNTER 4B: SWOOPING ON OPPORTUNITY

In this scene, while the PCs are avoiding Stormtroopers, they come across a swoop gang looting the town. With their blasters, the gangsters could really cause some trouble for the Imperials, but they will have to be convinced.

As you wind your way through the alley outside the trading post, you see the prone forms of a pair of troopers. Perhaps someone else is fighting the Imperials? Before you have time to consider your options, a tough looking Weequay in swoop goggles rounds the corner. He looks you over as he kicks one of the troopers. "This is *our* prize. Find your own score," he snarls. With that he heads into the storehouse, and you hear the obvious sounds of looting from within.

"Wheels" Hexpan and his gang are here looting one of the few buildings in town with anything worth more than a couple credits. They fought their way past a patrol and are hoping to make off with some of refurbished tools and equipment in this building.

The heroes have some options here. It should be obvious to them that these gangsters are tough enough to fight the Imperials. If the heroes could sway them, they could probably be a big help in stealing the ITT, or perhaps drawing some of the Imperials to a different location. It is also obvious these toughs aren't the friendly type, and saying the wrong thing could very well turn them against the heroes. Do they try to enlist their help, or walk away?

"WHEELS" HEXPAN [RIVAL]

3	3	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 5		W. THRESHOLD 13		M/R DEFENSE 0 0	

Skills: Deception 2 (◆◆◆), Discipline 3 (◆◆◆), Cool 1 (◆◆), Brawl 2 (◆◆◆), Piloting 2 (◆◆◆), Ranged (Light) 2 (◆◆◆), Streetwise 3 (◆◆◆), Vigilance 2 (◆◆).

Equipment: Heavy Blaster Pistol (Skill: Ranged (Light) (◆◆◆); Range: Medium; Damage 7; ☹☹☹: inflict 1 Critical Injury), Brass Knuckles (Skill: Brawl (◆◆◆); Range: Engaged; Damage 3; ☹☹☹☹: inflict 1 Critical Injury), padded armor, modified swoop bike.

SWOOP GANG MEMBER [MINION]

2	3	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 3		W. THRESHOLD 6		M/R DEFENSE 0 0	

Skills (group only): Brawl (varies; ◆◆ for a group of 2, ◆◆◆ for a single gang member), Ranged (Light) (varies; varies; ◆◆◆ for a group of 2, ◆◆◆ for a single gang member), Piloting (varies, as Ranged (Light)).

Other commonly used skills: Cool 0 (◆◆), Vigilance 0 (◆◆).

Equipment: Blaster Pistol (Skill: Ranged (Light) (varies; ◆◆◆ for a group of 3); Range: Long; Damage 9; ☹☹☹: inflict 1 Critical Injury), heavy clothing, modified swoop bike.

Minion Rules: The swoop gang uses the Minion Group rules, refer to Chapter 12 Core Rulebook.

In this scene, the characters are dealing primarily with Wheels, so all social checks are against him as the primary target. There are certain social customs observed by swoop gangs, which impact how they handle disagreements:

Coercion Checks - If the leader is threatened, or if the PCs question his leadership, then use a **Coercion check** opposed by the leader's Discipline (◆◆◆). Gang rules forbid ordinary gang members from assisting the leader.

Charm Checks - The gang will generally respond poorly to this tactic, viewing many social niceties as a sign of weakness. The GM should apply □ or □□ to the check according to how polite or flowery the language the PCs use is.

Negotiation - If the players try to negotiate a deal, any offer of equipment or reward in advance adds ■ to the check. Any offer where the gang isn't getting something up front adds □.

✱ – The PCs convince the Gang to cause a distraction, remove 1 trooper for each ✱. (Max 3)

☹ – The Gangers cause enough trouble that the Troopers are starting to fear organized resistance. Each ☹ inflicts 1 point of damage on each minion group in the final encounter.

☠ – The Gang is extremely motivated by the PCs and, in addition to the above, gives them a pair of stun grenades to “make the Imps pay.”

⚡ – Some of the Gang Members argue with the PCs, possibly involving some pushing and drawn blasters. Each ⚡ inflicts one strain as a result.

▼ – The gang mocks the heroes which has the potential to attract attention. When the scene is over, have the PCs make a Stealth Check of difficulty = to the number of ▼ (max 3)

⚔ – The gang decides to fight the PCs immediately. Start combat!

If your group is having a lot of fun discussing this with the gang, let it play out with some back and forth calling for multiple rolls. If they are the type that want to jump back into the action, a brief discussion and a single roll may be sufficient.



INTERLUDE: EXPERIENCE AND DESTINY



Given the timing of the events in this module, the PCs do not really have time to slow down to catch their breaths, let alone really stop moving. But as they near the Imperial Checkpoint they have a brief moment of respite to plan, reflect, and learn a bit more about themselves and their destiny. Before you jump into the next encounter, it is time to award experience, and teach the players about Destiny.

Up until the events of the last hour, these characters have not truly been heroes. The shared experience of the attack by the Imperials, the destruction of their town, and by virtue of sheer necessity, they have bonded and found reserves they weren't even aware they had. Often gaining experience represents the culmination of practice and study, though in this particular scene it is the awakening of dormant potential, brought to the fore by recent events.

See *Core Rulebook* Chapter 1 (Playing the Game) for Experience and Destiny Point information, and Chapter 9 (The Game Master) for additional details on adjudicating Destiny Points.

GM Note: The following section is much more open ended than the first part of the adventure. If you are running this adventure over the course of two sessions, now is an excellent place to wrap up. If not, be sure you have read through the Imperial Checkpoint notes thoroughly to be ready to account for the player's plans.

Whether or not the party stopped to address one or both optional encounters, they eventually make their way to the edge of town where the Imperials have set up their staging ground. Luckily there is a nearby building that has a decent vantage point to give the heroes a chance to study the scene and plan. It

seems that, once the Imperials swept through, they did not think anyone would be foolish enough to come back, so the PCs should have relative safety in this building while they plan.

Before they jump into the planning, award each PC 10 points of experience for the scenes so far. This represents the milestone of taking their first step into a larger world. Work with the players to apply experience as per the rules in Chapter 2. Once they have spent their experience points it is time to proceed. The most direct next step is to steal the ITT from the checkpoint, cause a diversion, and leave (following the assumed plan).

If there are any loose ends the players want to wrap up before they proceed, or if you wish to expand the adventure, now is a good time to do so. We have provided some ideas you might consider to expand this adventure:

- The Imperials have set up a small communications beacon. Taking this beacon out would certainly make escaping with the ITT easier.
- Survivors of Tarkintown have been rounded up in a holding pen. The PCs don't know what will happen to them, but it is not likely to be good. Do the PCs have time to break them free?
- A few criminal types are taking this opportunity to do some looting while the Imperials are destroying town. There is little enough of worth here, but scavengers can always find a few credits. Perhaps the PCs could convince these callous beings of the importance of escaping and enlist their help in the assault on the imperials.
- A family, or individual, refuses to leave their home. The Empire has already taken everything they have, and they are willing to die rather than surrender again. Will the PCs simply leave them to their fate?

ENCOUNTER 5: STEALING THE TRANSPORT

How the heroes proceed from here is up to them. From their vantage point, starting on the east side of the map, they see their prize: an Imperial Troop Transport or ITT. They need to decide how to go about getting the transport, which is easier said than done.

Purpose of the scene: Provide an example of multiple approaches, build to a tense climax similar to sneaking through the Death Star to save Princess Leia and disable the tractor beam. If the players are taking too long to decide on an approach, the GM may increase the sense of urgency by sending a Stormtrooper patrol towards their initial location or having TIE Fighters swooping low overhead.

Read the following when you are ready to begin:

After taking a moment to catch your breath, you now need to decide how to accomplish your mission. The area you are in lies across the way from an Imperial Checkpoint that appears to have been hastily made when they troopers came into town. You see about a dozen troopers in all, engaged in a variety of activities. More importantly, you see your prize: two ITTs parked as part of the checkpoint, their mass acting as a roadblock and the twin laser cannon turret providing plenty of firepower to scare most residents of Tarkintown into submission. The near ITT has several troopers around it, on alert. The second ITT appears less protected, but is further away and could be difficult to reach without being spotted. An electric fence blocks the majority of the road, providing another obstacle to be dealt with.



Regardless of the approach the heroes take, they have to deal with the following problems before they can get the ITT moving.

1) Getting to one of the troop transports, whether by a mad dash, a subtle sneak, or trickery. The PCs have to clear about 30-50 meters of open space to get to the hatch on the ITT. The hatch is closed and there are guards about.

2) Opening the Hatch. The ITT is closed, and it is probably locked. Whether by brute force, skill, or threats to one of the guards, they have to work their way in.

3) Starting the ITT. Imperial regulations require a code lock on the ignition switch for all transport vehicles. The heroes don't have the code. They will have to slice it, hotwire it, or bypass the system entirely. These options all take time, and the Imperials aren't likely to wait.

THE STEALTHY APPROACH

If the heroes decide to sneak to the entry hatch to one of the ITTs, they have their work cut out for them, the troopers are particularly alert, and the layout of the area gives the heroes little to hide behind.

For the near ITT: An **Average** (◆◆) **Stealth** check, with ■■ applied due to the alert state of the Stormtroopers.

For the far ITT: A **Hard** (◆◆◆) **Stealth** check, with ■ applied due to the lack of cover.

Consult the following table for ideas on outcomes.

★ – The PCs successfully reach the target ITT without being spotted.

☺ – Perhaps the characters got lucky and were able to dart through quickly while the guards looked elsewhere. Can provide ■ to initiative.

⊕ – Perhaps the hatch to the door was left unlocked, or a random distraction occurs to provide ■ on a subsequent check

⚡ – Strain damage due to stress and pressure.

▼ – Additional ▼ could be represented as ■ to the guards initiative rolls, or a heightened sense of alertness.

⚡ – On a net fail this could represent the guards signalling the Walkers, reducing the number of rounds they have in the next scene. If the roll succeeds, a ⚡ could represent taking far longer than normal due to limited cover.

BRUTE FORCE

A mad dash charging the stormtroopers yelling wildly has the element of surprise, and might just be crazy enough to work (at least until the Imperials realize they outnumber you). The brazen charge warrants an

Average (◆◆) **Cool** check, with each ★ granting one ☺ on the initiative roll. Then begin combat as normal.

SOCIAL SKILLS

It is possible the heroes scavenged trooper armor, or have some other plan to talk their way through the roadblock. This is the hardest approach, but a cunning plan or excellent roleplay could make it a much more viable option. Treat these checks as standard social checks against the Stormtroopers. Use your judgement in applying ■ and upgrading the difficulty. In general a decent plan should warrant ■ or ■■ (remember the troopers are on alert) while a poor plan may warrant an upgrade (or two) to the difficulty. Conversely a great plan could remove any ■ entirely, or even grant ■ or ■■.

UNDER PRESSURE

In this scene the PCs should feel the pressure to get into the ITT as soon as possible. The longer it takes the more overwhelming the Imperial forces become. It should quickly become obvious that this is not a fight the PCs can win; it's more of a race against time to gain access to the ITT before they are overwhelmed.

Each round after the first the GM should roll a ⚡. For each ● rolled, an additional trooper arrives to assist. If the players aren't taking the hint and need more motivation to get a move on, mention that they see an AT-DP turning to move toward them, or have a TIE fighter do a strafing run.

GETTING THE ITT OPEN

The hatch to the vehicle is locked. The ITT code lock is, strangely, one of the harder locks in the Imperial Army. Possibly this is because the vehicle sees so much urban deployment where criminals try to steal them. Of course, the troopers at the checkpoint are unlikely to sit idly by. Combat almost certainly ensues as the heroes work their way into the ITT.

The hatch can be opened via a **Hard** (◆◆◆) **Skulduggery** check. This is a tough job and requires two rounds to complete, unless a ☉ is rolled, in which case the hatch pops open almost instantly. Alternatively, an **Average** (◆◆) **Computers** check can be used to slice the combination, but to gain access to the electronics an **Average** (◆◆) **Mechanics** check must be made to open the maintenance hatch. These are also time-consuming tasks, requiring a round each to complete. Finally, if the PCs have any explosives, they could detonate the hatch, but they wouldn't be able to close it again.

GETTING THE ITT STARTED

Once inside, things calm down a little bit. At least the heroes can close the hatch behind them (unless they blew the hatch off!). The code lock on the ignition can be sliced with a **Hard** (◆◆◆) **Computers** check, hot wired with a **Hard** (◆◆◆) **Skulduggery** check, or bypassed with a **Hard** (◆◆◆) **Mechanics** check. The GM may add one or more ■ or □ to any of these checks according to actions the players take, or may spend a Destiny point to upgrade the difficulty. Once a method is decided, only that method will work as the three are mutually exclusive. (You can't slice a computer that has its wires ripped out or that has been cut out of the system.) If the PC rolls a ☹ on their check then the system has fused and the ITT becomes inoperable. Time for plan B!

Regardless of how the PCs got to the ITT and through the hatch, the Imps are firing at them now. This scene is one of the most potentially exciting encounters in this adventure. Consider any scene where Han is trying to get the *Falcon* going in the middle of a firefight as the inspiration for this scene. Consider raising the stakes with your own ideas or use some of the following:

- A trooper tosses a stun grenade into the ITT, and the heroes have one round to grab it and toss it back out.
- Troopers approach with an fusion cutter or arc welder, they will try to cut through the hull! Someone needs to clear them out.
- A lucky blaster shot fries a system. Now in addition to getting the vehicle moving, there are repairs that need to be done.

See *Core Rulebook* Chapter 3 (Skills) for information on using the Computers skill for slicing, and Chapter 7 (Starships and Vehicles) for more details regarding vehicle operation and combat.

IMPERIAL TROOP TRANSPORT (ITT)



Weapons: Forward Mounted Light Laser Cannon (Skill: Gunnery; Range: Close; Damage 5; ☹☹☹: Inflict one critical hit), Doral Turret Mounted Twin Medium Laser Cannon (Skill: Gunnery; Range: Close; Damage 6; ☹☹☹: Inflict one critical hit, Linked 1).

ENCOUNTER 6: VEHICULAR MANSLAUGHTER

Now that the heroes have the ITT, reinforcements arrive in larger number. Ideally, you give the heroes a chance to feel they are winning big by throwing a fair number of troopers at them first. (Stormtroopers cannot really hurt the ITT.)

Purpose of the scene: This is a straight up smash the troopers fight. The PCs should have a moment of glory really winning, although they're not quite completely out of danger yet.

After a few rounds of this perhaps have a heavy weapons team arrive with a missile tube, giving the PCs a legitimate threat.

Once the players have had their fun, or at a dramatically appropriate moment, move to the next scene.

See *Core Rulebook* Chapter 7 (Starships and Vehicles) for more details regarding vehicle combat and vehicle versus personal scale combat.

STORMTROOPER SERGEANT [RIVAL]

3	3	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 5		W. THRESHOLD 15		M/R DEFENSE 0 0	

Skills: Athletics 2 (◆◆◆), Discipline 2 (◆◆◆), Leadership 3 (◆◆◆), Melee 2 (◆◆◆), Ranged (Light) 2 (◆◆◆), Ranged (Heavy) 2 (◆◆◆), Resilience 2 (◆◆◆), Vigilance 2 (◆◆◆).

Other commonly used skills: Cool 0 (◆).

Equipment: Heavy Blaster Rifle (Skill: Ranged (Heavy) (◆◆◆)); Range: Long; Damage 10; ☹☹☹: inflict 1 Critical Injury),

Missile Tube (Skill: Gunnery (◆◆◆)); Range: Extreme; Damage 20; ☹☹: inflict 1 Critical Injury, Blast 10, Guided 3, Breach 1, Prepare 1, Limited Ammo 6), 2 frag grenades (Skill: Ranged (Light) (◆◆◆)); Range: Short; Damage 8; ☹☹☹☹: inflict 1 Critical Injury, Blast 6, Limited Ammo),

Vibroknife (Skill: Melee (varies; ◆◆◆ for a group of 3); Range: Engaged; Damage 4; ☹☹☹: inflict 1 Critical Injury; Pierce 1 - reduce the target's soak by 1),

Stormtrooper laminate armor (+2 soak), utility belt.



ENCOUNTER 7: IN HOT PURSUIT

Read or paraphrase the following:

Success! The roadblock is destroyed; the troopers lie scattered or have fled. You have struck a blow to the Empire and made a difference for Tarkintown. Suddenly, the triple staccato of heavy weapons fire echoes as your ITT takes a hit from something big. Sparks fly and smoke oozes out from behind a panel. Then you hear the distinctive clanking stride of Imperial AT-DPs. Regardless of what you may have accomplished, you know that this transport is no match for multiple walkers of the Imperial Army. It is time to run!

Purpose of the scene: If Encounter 6 was blowing up the Death Star, this encounter is the battle of Hoth. The PCs are reminded that despite their victory, they are no match for the Empire, and running is their only option.

Depending on how much time you have left in your session, you can run this in a few rounds or draw it out. At a minimum you probably want to have a round or two of combat back and forth between the walkers and the ITT. Remember: the heroes should feel overmatched. If they take down a walker, more will be on their way soon. TIEs might strafe, Imperial ITTs might join the chase.

The starting distance between the ITT and the AT-DP walkers should be determined by previous roll results. Recent ✨ and 🌀 could mean that the ITT starts at Medium range, while ▼ and 🌀 could mean the walkers are right on top of them from the start of the chase. As the chase plays out, consider rolling a Force die each round to give some ideas of the terrain and other chase events:

- - Rough terrain dealing 1 point of system strain unless the PCs slow down. A minor system malfunction requiring a **Simple** (◆) **Mechanics** or Computers check to overcome.
- - A TIE strafing run dealing 2 points of damage to the hull; truly dangerous terrain that requires a piloting check to avoid.
- - Smooth terrain that gives the Pilot (■) to the check. Systems coming up to speed restoring a point of system strain.
- - Perfect terrain in which to lose pursuers the piloting check for the chase may be upgraded once.

See *Core Rulebook* Chapter 7 (Starships and Vehicles) for guidance on vehicle chase scenes.

ALL TERRAIN DEFENSE POD (AT-DP)

SILHOUETTE	SPEED	HANDLING	DEFENSE	FORE/PORT	STARBOARD/AFT	ARMOR
3	3	0	0	--	--	3
			HULL TRAUMA		SYSTEM STRAIN	
			11		12	

Weapons: Chin Mounted Medium Laser Cannon (Skill: Gunnery; Range: Close; Damage 6; 🌀🌀🌀: Inflict one critical hit).

AT-DP DRIVER [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	2	2
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
5		15		0 0	

Skills: Cool 1 (◆◆), Gunnery 2 (◆◆◆), Piloting 2 (◆◆◆), Ranged (Light) 1 (◆◆◆), Resilience 1 (◆◆), Vigilance 2 (◆◆).

Equipment: Blaster Pistol (Skill: Ranged (Light) (◆◆◆); Range: Medium; Damage 6; 🌀🌀🌀: inflict 1 Critical Injury), heavy uniform clothing.

WRAPPING UP & REWARDS

Once the party has sufficiently widened the distance between the ITT and the pursuing walkers, or have destroyed both AT-DPs, they have successfully completed the adventure! Read or paraphrase the following:

You escape the Imperial pursuit and see nothing but open field ahead of you. The comm of the ITT blinks with an incoming transmission of non-Imperial origin. As you press the button to activate the comm, you hear a familiar voice. "Nice job back there! I knew I could depend on you," says Gruddik. "That show you put on back there was just the distraction we needed to slip past the road block too. My family and I are safe, and we owe you one. Thank you. Maybe we'll see each other again soon, and I can show my gratitude."

As the comm goes silent, you are left with just the sound of the ITT rumbling across Lothal towards safety and the satisfaction that not only were you able to stick it to the Empire, you also helped some innocent civilians in the process. But a small victory will not deter the Empire so easily, and the battle has just begun...

LOOT AND CREDITS

Adventures often end with some kind of monetary reward in the form of payment for a job well done, a collected bounty, or the spoils of victory. Earning cash is a good way to motivate characters to accept certain jobs and move along the storyline when they might ask why they might do something. Those credits become an even bigger motivator for PCs who may be struggling to scrape by or need resources in order to escape from dangerous situations they've gotten themselves into.

While this particular adventure was not a task the PCs were paid for or offered as a job, there is still an opportunity for some loot and credits to be awarded at the end. Searching the stolen ITT will turn up an officer's cash box which contains 500 credits per PC. There is also a set of Stormtrooper armor, an Imperial officer uniform, and two blaster rifles. The characters can use those items themselves or perhaps sell them on the black market.

EXPERIENCE POINTS

In addition to loot and money, characters are awarded experience points at the end of each session. As demonstrated during the interlude of this adventure, players can spend the XP to purchase new ranks of skills and profession-specific talents for their characters. It is important that players feel like their characters are advancing throughout adventures and campaigns, and XP is one way for them to accomplish that. GMs should also encourage players to build the personalities and behavioral patterns of the characters as well.

At the end of *Shadow Over Tarkintown*, the GM should award the characters 10 XP in addition to the 10 XP awarded during the interlude, for a total of 20 XP. Whether or not these PCs will be used in future adventures, it could be useful for new players to become further acquainted with the rules and strategies for investing hard earned experience points.

The GM should also let the players know specifically which events led to the XP. For example, 5 XP could be for the initial encounter in the alley, 5 XP for an optional encounter, 5 XP for stealing the ITT, and 5 XP for evading the walkers and escaping.

Depending on where you want the game to go next, the players have a lot of options from here. If you intend to play the follow up module *No Safe Haven* the PCs should realize their best bet is to scuttle the ITT and lay low. Luckily there is a farmer nearby who owes one of the characters a favor. They can hide on his property for a few days while they decide what to do next. From there the adventure continues in the next module.

If you are not planning on playing the follow up modules, you need to devise what happens next, or work with the players to figure out what they think

should happen. If scuttling the ITT isn't the plan, then perhaps they can use the transport to interfere with the Imps or perhaps sneak onto a base to commandeer a shuttle.

Another interesting possibility could be to run a game heavily based on the ground of Lothal. With the heroes of the show forced off planet, the citizens of the planet need new warriors to fight for them. With extremely limited resources and little hope of offworld assistance, the heroes could form the kernel of a local resistance to continue the fight against the empire.

OTHER ADVENTURES ON LOTHAL

For those who have watched the *Rebels* TV show, we know there is a surprising amount happening on Lothal. Despite being a backrocket world, there is plenty of opportunity for adventure.

For those wanting to fight the Empire, the TIE factories are a tempting target. An adventure (or campaign) could be built around crippling the Imperial war machine on planet. Similarly there is an army training facility churning out Stormtroopers and other military officers. Disrupting the flow of personnel into the Imperial Army could ease the pressure on the system and allow the heroes of Lothal as well as our heroes a bit of breathing room. These types of missions are probably best suited with the *Age of Rebellion* sourcebook.

If the players are less interested in fighting the Empire and more focused on making a life for themselves, they can certainly pick up where the crew of the *Ghost* left off. Lothal needs black market goods, whether weapons for Vizago or medicine for refugees, all

manner of items are needed that the Empire isn't providing for the populace. In this case you should reference the *Edge of the Empire* book and structure your campaign around these types of missions. The players' first goal is likely to be obtaining a ship.

If the players are interested in a more force heavy game, perhaps one or more of them feel a call to the Jedi temple on Lothal. Given his recent awakening to Kanan and Ezra, it isn't impossible that Yoda can sense and subtly direct force sensitives to the temple. Of course, now that the Imperials are aware of Jedi in the area, you can bet there will be plenty of inquisitors lined up to stop any would be force users. Here, you will want to go to the *Force and Destiny* rulebook.

Finally, If the players wish to continue the story directly after this adventure, look out for the follow-up adventure *No Safe Haven* coming soon from Rancor Publishing Group!



GM TIPS & ADVICE

We tried to provide pointers and tips as we wrote the mod to give you scene specific guidance. There are a few general pointers that in our experience make FFG *Star Wars* awesome.

- Follow the Fun, not (necessarily) the module. Never let what we wrote get in the way of your table's fun. If you and your players are having fun, don't worry about what happens.
- Don't get bogged down in the rules. Players will find wacky things to do that you don't know the rules for (or there *aren't* rules for). Don't stress about this. When in doubt just pick a likely skill and assign a difficulty: (◆) for easy things, (◆◆◆) for hard things, and (◆◆) if you aren't sure. If the task sounds wildly dangerous consider upgrading the ◆◆◆ roll by replacing ◆ with a ◆ or two.
- Think about how the scene is supposed to feel. One of the joys of *Star Wars* is that it plays on big themes, with epic (and often over the top) action and story. If you are ever lost as to what to do, just consider the tone of the story at that point. If the tone of the session a stealthy one, with the PCs attempting to sneak through town avoiding patrols, then the tension should be increased so they are worried about what around the next corner. Once they are trying to get the ITT, it's a race against time. At the end it's about a good old fashioned one sided fight against bucketheads that turns into a retreat.

- Play to your players. Not every player wants the same thing from a game. Some players want to get very into character, others want to rush into combat, others want to poke into every corner, and some are just out to see if they can do something you don't expect. Go with the flow, try to give everyone some time in the spotlight to do what they enjoy. If this is your first module with the group, you may still be learning what your players like.
- If you mess up, nobody will know unless you tell them! Don't stress about mistakes you make. Keep the game moving forward. If something has to be discussed (such as a rules issue) keep it fun and fair. It's generally best to just make a call at the table and proceed. Later (after the session) you can look up the rules in more depth and discuss how it will play in future sessions.

