



Adventures / Theed in Shadows

Theed in Shadows

All Players begin on home planet unless they are Jedi in which case, they begin on Yavin 4. Players receive a message stating that their services are needed in the service of the new republic. On the arrival to Coruscant, they are greeted by Luke Skywalker and General Wedge Antilles. They are then taken inside the Republic Senate building.

Luke: At approximately 1300 hours Coruscant time, one of our scanning monitoring staff reported frequent, consistently spaced signals coming from the swamps of Naboo that he had previously passed off as background radiation. The signal is a code from a small outpost reporting that Theed has been invaded by Imperial forces and is currently under siege. The palace is currently still under control of the Naboo security however for how long we cannot be sure. Queen Vaarda is still inside and the outpost reports that they need help in evacuating her and her royal guard. We have told them that we are sending a party and that they will rendezvous at the current outpost position. That is all we can say but they have reported heavy scouting expeditions in the swamps including Imperial walkers. They also reported wings of TIE fighters, TIE Interceptors and TIE Bombers inside and outside the atmosphere. They only reported one Star destroyer however the likelihood is that there are more.

General Antilles: This is where you come in, we want you to infiltrate the planet and make contact with the Naboo outpost. If it looks possible, infiltrate the palace and get the Queen out of there. Beware of TIE patrols and ground patrols and keep a low profile, we want to know numbers too. If you are discovered, don't let those who compromise you get away, no point in letting the Empire know we know that they're there. We understand that you have your own transport and do not need financial assistance. May the Force be with you.

Make a hyperspace test DC 10 to make the jump to the Naboo system.

On exit of the hyperspace jump, you emerge literally feet behind and Imperial TIE patrol. The two wingmen immediately break formation but the clueless other pilot carries on and is an easy target.

Craft: Sienar Systems TIE Fighter Class: Starfighter Cost: 60,000 new (25,000 used) Size: Diminutive (6.3m long) Crew: 1 (Skilled +4) Passengers: None Cargo Capacity: 65 Kg Consumables: 2 Days Hyperdrive: None Maximum Speed: Ramming Defense: 24 (+4 Size, +10 Armour) Shield Points: None Hull Points: 60 DR: 5.

Weapon: Laser Cannons (2 Fire-Linked) Fire Arc: Front Attack Bonus: 12 (+4 Size +4Crew +4 Fire Control) Damage: 5D10X2 Range Modifiers: PB -2, S -4, M/L n/a.

As TIE fighter debris rains all around you in a shower of victory, the threat once again becomes apparent,

the fight has only just begun. At this moment, you are hailed by General Antilles, he tells you to quickly go to the planet surface and find a place to land, he also advises you to stay low to avoid further confrontations. As you enter the planet's atmosphere, a heavy fog rising from the swamp engulfs the YT-2000s. That should cover your approach nicely.

At this point, the pilot should attempt to fly low, as soon as this is attempted, failed or not, the pilot cannot be detected. If the pilot does not state his willingness to fly low then he encounters a lone TIE fighter. The DC for low-flying is 15 (including fog penalties) and failure results in 1D10 of instant hull damage.

As you approach the rendezvous point, there is something not right, then just to your left, a tree falls and you could swear you caught a glimpse of white and grey. Anyway, you are approaching a clearing.

This should prompt a landing however, the decision to stay in the air results in two TIE fighters at sensor range and they are moving on a harmless vector but heading in this direction. If they decide to fight this out, then when they finally decide to land, they are greeted by and additional two stormtroopers to the rest of the party that will arrive shortly after their arrival.

As You touch down in the clearing, the scanners pick up a chicken walker heading intently this way. The swamp appears as if it has been untouched for centuries, the lofty canopy looms above with creepers hanging all around. The distant chatter of birds and the rush of waterfall is broken by the heavy clanking of machinery and the scuttering of footsteps. Nearby there is a large clump of bushes to the opposite side of the clearing where the enemy is approaching from. (pause to ask players what they are doing). Soon, the thick undergrowth is broken through by the shiny white armoured scout troopers and a chicken walker comes crashing through the trees. The walker takes a look around before looking directly at the YT-1300. What seems like an age passes before the sound of the main blaster cannon of the AT-ST begins whirring away. The Heroes have the enemy in their sights and if they attack now then the enemy is caught flat footed and may not attack in the surprise round of combat.

There are two Scout troopers (plus the possible three extra determined by action earlier) as well as the AT-ST.

Scout Trooper: Human Thug 3; Init +0; Defence 14 (+4 Armour); Spd 10m; VP/WP -/12; Atk +3 Melee (1D3 Punch), +3 Ranged (3D8 Blaster Rifle); Fort +3, Ref +1, Will +1; Sz M; Rep 1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Scout Trooper Armour, Blaster Rifle, fragmentation grenade, grappling hook, comlink, utility belt.

Skills: Climb +3, Intimidate +4, Jump +3, Knowledge: Imperial Army +2, Profession: Scout Trooper +4, Spot +2.

Feats: Armour Proficiency (Light), Armour Proficiency (Medium), Armour Proficiency (Powered), Weapon Group Proficiency (Blaster Rifles), Weapon Group Proficiency (Simple Weapons).

AT-ST Walker:

Craft: All-Terrain Scout Transport; Class: Ground (Walker); Cost: Not available for sale; Size: Huge (6.4m

long, 8.6m tall); Crew: Skilled +4 (1 Pilot, 1 Gunner); Passengers: None; Cargo Capacity: 200 Kilograms; Speed: 30m (Max. Speed 90 km/h); Defence: 13 (-2 Size, +5 Armour); Hull Points: 60; DR: 5.

Weapon: Twin Blaster Cannon (Fire-Linked); Fire-Arc: Front; Attack Bonus: +4 (-2 Size, +4 Crew +2 Fire Control); Damage: 4D10; Range: 200m

Weapon: Twin Light Blaster Cannon (Fire-Linked); Fire-Arc: Front; Attack Bonus: +4 (-2 Size, +4 Crew, +2 Fire Control); Damage: 2D10; Range: 100m.

Weapon: Concussion Grenade Launcher (6 Grenades); Fire-Arc: Front; Attack Bonus: +4 (-2 Size, +4 Crew, +2 Fire Control); Damage: 3D10/2D10; Range: 20m (6 increments max).

After the combat has finished, all the players see a purple coloured ball land between them all and then everything goes black. They wake up to see a floppy eared, orange coloured creature standing over them. One of them shouts, "Getta da Bossey, getta da Bossey!" Still rather drowsey, the heroes are carried rather roughly to a large bubble chamber with seats around one side of the room. At this point, your suspicions are confirmed. These people are Gungans.

Wait for a response from the players before moving on to next question, refusing to answer means a prod in the back, all of their weapons have been removed from them.

"Whosa are Yousa?"

"Whysa da Meccaneeks heresa?"

"Whysa yousa here?"

"Wesa get yousa yoursa weapons and help yousa on yoursa way."

"Wesa know where de Naboo Outposten is".

The Gungans return your weapons and take you to the surface, you emerge from the swamp at the edge of the mouth of a river. The Gungans tell you to carry on walking North and that in a couple of minutes, they should come across the outpost. Sure enough you do and there are several men in the Outpost, one severely wounded.

Bonus XP available here for healing the heavily wounded soldier. Possible 400XP is success. 200 for trying and failing.

Among the survivors are Lieutenant Bant, the commanding officer of this outpost and several privates. There are two stormtroopers sprawled out across the floor. The smell of recent blaster fire still lingers in the air like that of a burnt match. As you begin to settle down inside the outpost there is a rustle in the bushes outside.

In the bushes are two stormtroopers with guns trained on the only exit to the outpost. If the heroes try to step outside, two shots are fired in each direction. If they try to search the outpost, they are able to find a power pack at 10, a blaster rifle at 15, a Heavy blaster and a medikit at 20, a Blaster rifle and two medikits at 25 and a Light repeating blaster at 30.

Make the heroes make a spot check. If anyone passes at DC 25 he realises that there is a secret panel on the floor leading to an underground tunnel. The guards in the outpost are unaware of it and therefore

follow the heroes out of curiosity and to escape their dire situation in the outpost. There are 3 level one soldiers and one level 4, all human.

Lieutenant Bant: Human Soldier 4; Init +1 (Dex +1); Defence 15 (+4 Armour, +1 Dex); Spd 10m; VP/WP 20/12; Atk +4 Melee (1D3 Punch), +4 Ranged (3D8 Blaster Rifle); Fort +3, Ref +1, Will +1; Sz M; Rep 1; Str 12, Dex 12, Con 12, Int 12, Wis 12, Cha 14.

Equipment: Naboo Security Armour, Blaster Rifle, fragmentation grenade, grappling hook, comlink, utility belt, Naboo Security Pass Key.

Skills: Climb +3, Intimidate +6, Jump +3, Knowledge: Naboo Security +10, Profession: Naboo Soldier +4, Spot +2.

Feats: Armour Proficiency (Light), Armour Proficiency (Medium), Armour Proficiency (Powered), Weapon Group Proficiency (Blaster Rifles), Weapon Group Proficiency (Simple Weapons).

Naboo Privates: Human Soldier 1; Init +1 (Dex +1); Defence 15 (+4 Armour, +1 Dex); Spd 10m; VP/WP 5/12; Atk +4 Melee (1D3 Punch), +4 Ranged (3D8 Blaster Rifle); Fort +3, Ref +1, Will +1; Sz M; Rep 0; Str 12, Dex 12, Con 12, Int 12, Wis 12, Cha 14.

Equipment: Naboo Security Armour, Blaster Rifle, fragmentation grenade, grappling hook, comlink, utility belt.

Skills: Climb +3, Intimidate +6, Jump +3, Knowledge: Naboo Security +4, Profession: Naboo Soldier +4, Spot +2

Feats: Armour Proficiency (Light), Armour Proficiency (Medium), Armour Proficiency (Powered), Weapon Group Proficiency (Blaster Rifles), Weapon Group Proficiency (Simple Weapons).

If no-one makes the spot check, allow one of the privates, one with a particularly sharp eye by fudging the roll or just saying that he saw it. If this is not enough of a hint for the heroes (or they are particularly purposefully annoying, stupid or otherwise, tell them that not so far away they here the large clump, clump, clump of an AT-AT walking through the forest in this direction and when they look out of the door, there is a surrounding of Stormtroopers as well as AT-STs.

The corridor is long, dank and uninviting. The walls are coated in moss an inch thick and water drips from the ceiling, it appears this corridor was built for exactly this purpose and so if Theed was ever under siege, this tunnel could be used to bring food, water and provisions. This was assumedly built within the last 65 years and was certainly not used during the Trade Federation occupation of Naboo. After about a kilometre, the tunnel opens out to a wider cavern. There is an old shuttle train with dust covering the controls sitting on it's rails. Lieutenant Bant beckons everybody on board and into the back. As you look behind the train, you realise that this is not the beginning of the railway system and that there is more spanning back further than where you just came from however it turns a corner shortly after the station in that direction. The train begins whirring up and begins to pick up speed, after a couple of minutes on the train, the constant drone of the train is joined in tandem with another droning sound and on the outside wall of the corner you just turned is the reflection of the headlights of another train. Someone was following you. As this train rounded the corner, a rally of shots came flying down the tunnel. Stormtroopers.

Storm Trooper: Human Thug 3; Init +0; Defence 14 (+4 Armour); Spd 10m; VP/WP -/12; Atk +3 Melee

(1D3 Punch), +3 Ranged (3D8 Blaster Rifle); Fort +3, Ref +1, Will +1; Sz M; Rep 1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Storm Trooper Armour, Blaster Rifle, fragmentation grenade, grappling hook, comlink, utility belt.

Skills: Climb +3, Intimidate +4, Jump +3, Knowledge: Imperial Army +2, Profession: Storm Trooper +4, Spot +2.

Feats: Armour Proficiency (Light), Armour Proficiency (Medium), Armour Proficiency (Powered), Weapon Group Proficiency (Blaster Rifles), Weapon Group Proficiency (Simple Weapons).

There are three Stormtroopers, and all have a +2 cover defence bonus as do the heroes. Every time one of the heroes (or stormtroopers) is hit, they must make a combined reflex and fortitude save to see if they are knocked from their train. (Reflex save + Fortitude save + 1D20) against DC 25 or the attackers hit (+10 for critical hits). If this check is failed then they can make a reflex save to hold onto something or someone. Alternatively, someone can sacrifice their next attack action to make a reflex save to stop the other person falling. both of these are at DC20. As a final resort, the player who has now fallen to the track can make a timed jump at DC15 to jump and land on the train with the stormtroopers inside. In any case, there is another train station around the next corner with a stationary train in a lay-by. The fallen heroes can use this to follow the battle. Any people who fall from the trains take 2D6 falling damage on their vitality or to wounds if all their vitality is expended. If all the Stormtroopers are killed in two rounds or less then allow another train to catch up as the previous one was obviously not enough of a challenge unless the heroes themselves are quite the worse for wear. After three rounds of combat, the Stormtroopers' train is close enough to make a jump from one to the other with little effort and therefore is only a DC10. After this encounter, another few minutes pass until the Lieutenant begins to slow the train down. The train reaches an underground platform and the Lieutenant informs you that you are just below the Theed Power Core. He leads you through a maze of passages and into a large room with no ceiling that you can make out. Inside the cylindrical shaped room is a door on the far side, and a human skeleton in two pieces.

Unusually, the head does not look human. Protruding from all around the skull are small Bone horns. (The heroes should realise what they are witnessing and will no doubt begin to try to search for the remnants of the double-bladed lightsaber which was long since removed however they may find up to four pieces of the remnants of the shattered lightsaber. The DCs are 10, 15, 20 and 25 being for one, two, three and four pieces. They may be any part excepting the crystals. Only if a 30 is succeeded may a crystal be found along with the other pieces. As you begin to walk through the tunnels again through the other door, the Lieutenant informs you of the great battle that Theed holds the history of including the lightsaber duel between the Sith Apprentice Darth Maul and Qui-Gon Jinn and Obi-Wan Kenobi who later became Jedi master to Anakin Skywalker who also played a part in the battle by destroying the droid control ship and who later killed his former master however then in the form of Darth Vader. He was just telling of the Gungans relief at the droids shutting down when he came to a door.

This is it, are you ready?

As he opened the door, you wait for the hail of blaster fire and Stormtrooper voices but they didn't come. Instead, there is a quiet back alley of the City of Theed. Despite being a back alley, it hasn't lost its charm and still has all the intricate carvings that could be seen in the rest of Theed. The slanty buildings surrounded you and down to one end of the passage, was the Palace of the City of Theed. "This way"

said Lieutenant Bant, heading toward the palace but quickly reeled back into the alley when he saw the front steps.

On the steps are 25 AT-STs and a Battalion of about 150 Stormtroopers. It's okay, they didn't see me. That would be suicide going that way. C'mon, we'll go around the back, that means crossing the river however and there's only the one bridge.

He leads you for several minutes through the intricate back alleys of Theed and finally into the Theed gardens. The place is swarming with stormtroopers, the crackling of their intercoms pierces the tranquil atmosphere in Theed.

The heroes have two options here, they can either peacefully and stealthily move around the outside with an opposed move silently check to the Stormtrooper listen check or they can attempt a direct assault. If they try the latter they may search the area and at DC 15, find an injured palace guard. He will tell them that inside the throne room is an officer and about 5 stormtroopers. He then asks if they can help him.

Naboo Palace Guard: Human Soldier 2; Init +2 (Dex +2); Defence 16 (+4 Armour, +2 Dex); Spd 10m; VP/WP 20/12; Atk +4 Melee (1D3 Punch), +5 Ranged (3D8 Blaster Rifle); Fort +3, Ref +1, Will +1; Sz M; Rep 0; Str 12, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

Equipment: Naboo Security Armour, Blaster Rifle, fragmentation grenade, grappling hook(x6), comlink, utility belt.

Skills: Climb +6, Intimidate +6, Jump +3, Knowledge: Naboo Security +8, Knowledge: Palace Security +8, Profession: Naboo Soldier +8, Spot +4.

Feats: Armour Proficiency (Light), Armour Proficiency (Medium), Armour Proficiency (Powered), Weapon Group Proficiency (Blaster Rifles), Weapon Group Proficiency (Simple Weapons).

When the heroes find him, he is wounded to no vitality and 4 wounds and had been left for dead by the stormtroopers who believed he already was. He will subsequently distribute grappling hooks to each of the heroes with a blaster rifle. (These can be picked up off dead stormtroopers). He will only do this if they healed him and he also becomes a temporary member of the squad.

The lieutenant says that he and the privates will wait here and pray for your return. To the far top left corner of the Theed Gardens map, is the exit and the road toward the bridge. When they arrive, the bridge has been destroyed but the river must be crossed. As far as the lieutenant is concerned this is the only way to cross and therefore swimming is the only option. If they wish to cross then they may with a swim check DC 15. They may also opt to use the grappling hooks to a tree or building on the other side. There are no buildings but there are trees. This is effectively the back garden of the palace. Using base ranged attack DC 15 they may hit an appropriate part of a tree and pull themselves to safety. They cannot take 10 on either check due to the threat failing poses. There are three attempts to do the swim at DC 15, then DC 17 and finally DC 20. Failing this last check, they are swept over the waterfall and to their deaths below. The other party members may attempt to pull their failing comrades to safety using a grappling hook. They must beat the comrade's defence minus their dexterity bonus (if any) and thus causing 1D4 Wounds.

They must then make a strength check DC equal to the stage of swimming they are at. e.g. If a hero fails the first check and is swept further downstream, then another hero attempts to drag them back using a grappling hook. The hook hits (if the ranged attack is successful) and the person who hit the failing sinking comrade must also make a check (strength), in this case DC 17. Failing this results in the hero falling in themselves. The check can be aided in several ways. For each person helping, add half of their strength bonus (rounded down) to a maximum of three helping. The other way in which it may be helped is through the person attempting to swim back to safety whilst being dragged too. A swim check (with a +2 to the DC for the grappling hook stuck in them) that fails will penalise the pulling team or individual with a +2 to the DC. A successful check will help by adding +4. When (and if) the heroes reach the other side, the peace of Theed is once again restored, temporarily though it may be.

Naboo Palace Guard: We need to get to the throne room. The only problem being that it will be heavily guarded. Don't worry however. There is a secret lift shaft that leads straight into the throne room from one of the hangars down below. It's a well kept secret. Even I'm not supposed to know but I do and I know the passcode, some of my comrades at the palace are very careless. In case I don't make it there with you it's 41345 and the lift shaft is in hangar 12. That's the hangar where the Queen's royal cruiser is held. The side wall of the palace looms above you straight ahead, the large drop to the jungles below to your right and to your left the city of Theed, not quite in all its former glory.

The guard walks around a hedge but quickly jumped back and says, the secret entrance is being guarded, they saw me, brace yourselves.

Storm Trooper: Human Thug 3; Init +0; Defence 14 (+4 Armour); Spd 10m; VP/WP -/12; Atk +3 Melee (1D3 Punch), +3 Ranged (3D8 Blaster Rifle); Fort +3, Ref +1, Will +1; Sz M; Rep 1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Storm Trooper Armour, Blaster Rifle, fragmentation grenade, grappling hook, comlink, utility belt.

Skills: Climb +3, Intimidate +4, Jump +3, Knowledge: Imperial Army +2, Profession: Storm Trooper +4, Spot +2.

Feats: Armour Proficiency (Light), Armour Proficiency (Medium), Armour Proficiency (Powered), Weapon Group Proficiency (Blaster Rifles), Weapon Group Proficiency (Simple Weapons).

The heroes are aware of the attack to be and are not caught flat footed. The heroes are around the other side of the hedge and may attack first because the stormtroopers run around the corner not prepared to fight a battle (they didn't know there was more than 1 man to confront).

When and if the heroes dispense of the stormtroopers, they continue to the secret entrance.

Console: Password!

You witness the Naboo palace guard type in an intricate and lengthy password and the door flies open.

Inside is dark and dingy but the guard simply says lights and the room is instantly illuminated in a dim green light. The room actually appears to be a corridor and unlike the rest of Theed, it does not have beautiful wall carvings and it does not have the sloping walls. It is however made of the same stone and

positioned along both walls are small holes, each the same distance apart. Careful, says the guard and do exactly as I tell you. Follow my steps and step on the exact same tiles that I do.

This requires two dexterity checks at DC 10 and all must pass both. A failure results in the doors at both ends of the tunnel closing and the small holes spurting out gas for which the heroes must make a fortitude save DC 15 or take 2D6 off vitality then off wounds. The computers to the doors at either entrance can be hacked, the one they entered through at DC 30 and the other at DC 25. They can also use disable device on each of the four gas taps at DC 15 (one round each). This neutralizes the threat but leaves them trapped inside the room. By exiting through the far door, they proceed to Hangar 14. This is two hangars along from the Nubian Cruiser Hangar. Going back means attempting to do the floor order again and this means they might set off each of the gas taps again unless they were disabled.

The hangar is empty except for the N-2 Starships, the Naboo Royal Fighters. There is no sign of life but a slight sign of life coming from the door marked Hangar 13. Have the heroes make a spot check, DC 20. If passed then tell them they see something moving behind the very end N-2 fighter. If they pass by 5 or more then tell them they see a droid behind the starship. If they pass by 10 or more then tell them they see a green Artoo droid behind the N-2. This should incite checking it out further and therefore possibly searching the droid's memory, computer check DC 10. Success indicates that it contains information on numbers of the Imperial War Machine on Naboo as well as other forces. They will either obtain this data on disk or bring the droid along. When the heroes are next attacked, consider this the enemy's number one target and have all stormtroopers aim blaster fire at it the moment it appears into view, otherwise allow them to ignore it. Anyone who speaks binary may understand this beforehand and therefore tell the others.

R2 Series: Tracked astromech droid, Expert 4; Init +2 (dex); Defense 13 (+1 size, +2 dex); Spd 8m; VP/WP -14; Attack +3 Melee (1D3 Claw), +3 Melee (2D6 Saw), +3 Melee (2D6 Arc Welder), +3 Ranged; SV Fort +3, Ref +3, Will +5; Sz S; Rep 1; Str 14, Dex 14, Con 14, Int 18, Wis 12, Cha 11; Challenge Code B.

Equipment: Heuristic processor, Improved sensor pack, Diagnostics pack, Holorecording unit, infrared vision, tool mounts (x4), Telescopic appendage, Environmental compensation (Vacuum), Magnetic feet, Internal storage (2Kg), Fire extinguisher.

Skills: Astrogate +7, Computer Use +7, Disable Device +7, Knowledge: Astronomy +7, Knowledge: Empire +18, Pilot +7, Read/Write Basic, Repair +7, Speak Basic (understand only), Spot +3. Unspent Skill Points: 9.

Feats: Skill focus: Knowledge: Empire, Skill Emphasis: Repair.

After making their decision, the heroes will no doubt continue through the door on the other side with the sign above it stating it is the way to Hangar 13. There are three Stormtroopers occupying the hangar, one at the bottom of the steps, one at the entrance to Hangar 12, guarding it and one in the far corner who is sitting down with his head cocked forward, probably asleep. The large Hangar exit, a gaping hole in the wall to your far right is gaping wide open and several TIE Interceptors and an Imperial landing craft occupy the ship areas for the Hangar, there is no trace of the N-2 fighters that would have occupied these spaces. They have not been alerted to your presence and are completely unaware of your being there.

The combat will proceed this and should be over quickly. The guard in the far corner is asleep and will take one round to wake up, provided that noise is made and another to prepare to fight.

Once the battle is completed, the heroes will want to proceed to Hangar 12 and the door requires a pass code. The Naboo security guard (if he is still alive) will know it and if not have the heroes make a spot check DC 20 to discover a low and wide ventilation shaft. They can all just about crawl through it and will end up in Hangar 12, empty and identical to the last with the exception that where the final fighter bay next to the hangar doors would have been, there is a small room with a keypad inside. The guard has told them the keycode and if still alive will run over to it and beckon them in. When they are all in, one, probably the security guard will enter the code and it will accept the password. The lift will begin rising silently and stop just before the top.

Brace yourselves says the Naboo Guard.

The lift then shoots up and into the room above. Instantly, the Queen dives into the lift under the threat of constant blaster fire. The Naboo Guard punches the button to go down instantly if he is alive. Otherwise the options are left wide open, The room contains 10 Stormtroopers. Remember, they will target the R2 Droid first, followed by the Queen.

If the heroes choose to stay and fight it out, remember that only the front (the blue dot is the queen, she is standing at the front left of the lift) can be attacked or entered through in to the lift. For the first round, only three Stormtroopers are able to shoot through to the R2 Unit. The throne contains a Custom Blaster Pistol of extreme quality and this is a prize, that the Queen donates to the most fitting in the group. If this is difficult to decide then have the person to fell the final Stormtrooper as the recipient. The queen and the R2 Unit will hide behind the nearest hero. This acts as a +4 to their defense. A miss has a 40% chance of hitting the hero, roll a percentage dice for this. If the first 40% is the result then have the attacker roll again as if they were attacking the threatened hero. Any damage caused by hitting the unintended target is considered a glancing hit and the damage from the Stormtrooper's rifle is lowered to 2D8 for each contacting shot.

The heroes must now return to the ship(s) with the princess and the droid (if taken with them). They may not choose to go down in the lift again but tell them all doors are sealed and the control panels blasted. The windows are another option and most of the walls are actually windows anyway. The heroes may use the grappling hooks in reverse and return to the gardens on the city side of the river. When going back through the gardens, the guards are on alert and there are reports coming in of the queen escaping. The move silently check is now normal opposed but the Stormtroopers gain a +4 for their extreme concentration to their duties.

When past them, they will meet up with Lieutenant Bant again. The lieutenant is extremely heavily wounded and bleeding and the privates all dead. There are four dead Stormtroopers. He actually has no vitality and only one wound point. He tells them to get to the trains and take the Princess back to the craft. He also says that they should stop at the next stop to the one they departed from. It is closer to their landing spot and has little chance of being found. He then passes his terminal breath and his head falls, he is dead. The Queen says to continue and also says that he was one of her most loyal and he will be

remembered.

Make an intelligence check DC 15 and a pass determines that you remember your way. The queen follows as does the R2 Unit. The train ride passes in a short few minutes and the directions from the platform are easy and the ship(s) intact. When the heroes reach the ship(s) and begin to take off, there must be three piloting checks, one to take off, one to leave the atmosphere undetected and one to avoid detection. These are DC 10, 15 and 20 respectively. The astrogate check to plot a hyperspace course back to Coruscant is DC 7. The ship land on a DC 10 and they are debriefed and sent away with 10000 credits from the New Republic and 10000 each from the Queen.

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