

Star Wars Adventure Summaries
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Acknowledgements

Based on West End Games 1st Edition Star Wars RPG adventures.

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Adventure Summaries

Incident on Iyuta - Adventure summary

Note: This adventure was written by myself. Mainly improvised, it was huge fun to run.

The Rebel heroes break into an Imperial base on the planet Iyuta, trying to gather intelligence on troop and fleet dispersal. After wading through the sewers and surviving attacks from Iyutan GroundEels, they manage to access the base through a cave-in. As they retrieve the listening device planted near the base, they learn that three Star Destroyers, Avenger (Vader's flagship), Chimera, and the Relentless (now under command of Parlan's former lieutenant, Captain Westen) are in orbit above Iyuta. They are to be shortly joined by an Interdictor cruiser, Star Talon.

Shortly after this discovery the Rebels are discovered and chased through the base. The only way of escape lies in the form of an AT-ST walker that the Heroes steal and use to blast their way out of the base. Unfortunately, none of the Rebels have piloted a walker before, and the Smuggler and Brash Pilot finally manage to get the walker moving, hotly pursued through the cramped streets by Imperial gunships. Whilst avoiding low bridges, tanker convoys and the gunships, the Wookiee discovers that the Walker has no brakes and that the Rebels are hurtling forward with no means of slowing down. Finally the Rebels approach the spaceport where their ship, the Long Shot is berthed, only to discover that a huge ravine blocks the way. The walker jumps the gap – just – and crashes to a halt on the far side.

Pursued by TIE fighters, the Relentless and Chimera, the Long Shot has to make the jump to hyperspace quickly. As the Minor Jedi prepares the navicomp, the Smuggler, Mon Calamari Pilot, Brash Pilot, and Wookiee deal with the waves of TIE fighters coming in. Then the Star Talon arrives and attempts to snare the Long Shot in its gravity well projector, as the battles moves into the Sarnikken asteroid belt. Some fancy flying means that the Interdictor's tractor beam manages to snare an asteroid that damages it badly enough to allow the Long Shot to escape into hyperspace.

Arriving back at Delta base on Fangol, after medical treatment, the rebels are briefed on the contents of the listening device by General Adar Tallon: a large portion of rebel capital ships are escaping from an Imperial task force, unaware that they are fleeing into a trap. The three Star Destroyers seen by the Rebels are a part of the trap – they and the Interdictor were to trap the Alliance Fleet as they emerged from hyperspace to negotiate the Sarnikken belt. Four Carrack-class cruisers and two more Star Destroyers (joined by the Avenger) were to arrive and prevent escape from the other side of the belt. The Heroes have a new mission: to steal the Star Talon and use it to incapacitate the Relentless and Chimera, and allow the rebel fleet time to jump.

With the seconds ticking away, the Rebels managed to sneak onto the Star Talon in the guise of a repair crew. After quickly overwhelming the Imperial forces on board, the rebel strike teams set course to stop the task force, codename Anvil.

The Heroes manned their fighters and joined in the assault on the ships, buying precious seconds for the rebel fleet to escape – the Wookiee firing a lucky shot that cripples the Relentless guidance systems as it rakes the Star Talon with turbolaser fire. As the rebel fleet made its way into hyperspace, the rescuers joined it as the Interdictor disintegrated...

Scavenger Hunt - Adventure Summary

When a Rebel base is destroyed on Dankayo, the self-destruct fails to destroy the base computer, endangering thousands of Rebel agents across the sector. The rebel heroes in the stolen Imperial Shuttle Bonderium are dispatched to intercept the Imperial



Transport Elusive carrying the databanks. After a brief fight with Elusive, the transport dumps garbage and jumps to hyperspace, destination: unknown.

As the Rebels considered possibilities, a starship appeared and began collection of the garbage – just as another appeared and a battle broke out between the two, the larger newcomer being more heavily armed. After assisting the overmatched ship, the Rebels met the Squibs: galactic garbage collectors and enemies of the Ugors (the victorious other ship). After an invitation to the Squib Momship Thrifty, the Rebels cut a deal with King Ebareebaveebedee. The Squibs offer details of the Elusive's destination from their monitoring of hyperspace routes; in return the Heroes are to journey to the Paradise system and retrieve a 'quest object'.

With the assistance of Spilfer, "Special-ambassador-to-big-guys-who-are-not-Imperials, you bet," and the gift of L9-G8, an irritating cuisine Rebels made their way to the Paradise system. After the Heroes discover that the system is revered as a holy site by the Ugors and negotiate access through the defensive picket of starships, Spilfer lands the heroes in trouble by his presence. Fortunately L9-G8 (who remained on Bonderium) finally proves his worth and enabled the Heroes to cook for the Ugors – allowing the Rebels and a 'exorcised' Spilfer to wander the space garbage dump of Paradise.

With the Bonderium's weapons disabled by the Ugor Tax Enforcers, the discovery of a ship following them was a cause for concern. After brief fight (once the weapons were working again), the heroes managed to lose their pursuers in the refuse, and they arrived at the object of their quest: a 40,000-ton wreck. After the heroes calmed down, Spilfer indicated that it was an object aboard the wreckage rather than the wreck itself! Managing to slip past the heavy patrols around the wreck, the Rebels managed to dock with the wreckage.

Unexplainably, gravity was present in the wreck as well as atmosphere. Imperial droids attacked the Heroes, led by an interrogator droid – leading the heroes to the conclusion that the wreck was part of an Imperial facility: the wreckage of a part of the Death Star itself! After discovering the private chambers of Darth Vader himself, the Wookiee took one of Vader's spare helmets as a trophy, while the Minor Jedi acquired Obi-Wan Kenobi's lightsabre.

After proceeding further into the wreck, the Rebels discovered the gravity well projector that was the object of their quest – and the source of the wreck's gravity. As the Heroes moved the projector, the crew of the pursuing starship revealed themselves as pirates and attacked the Rebels – and the wreckage previously secured by the projector in Paradise began to drift. While beating off the pirate attack, Bonderium comes under attack from the Ugors, angered by the theft of their 'Holy of Holies'.

The heroes have to talk L9-G8 through piloting the Bonderium to safety by losing the clumsy Ugor ships in Paradise's junk. As the Rebels board their shuttle and fight their way past the Ugors, a stray shot ignites a chain reaction. The Bonderium escapes, as the Paradise system becomes a firestorm of destruction.

As the Rebels escape, the Squibs arrive and begin to gleefully loot Paradise, forcing the Ugors into retreat. After rendezvousing with the Squibs aboard Thrifty, a grateful King Ebareebaveebedee explains that the Elusive is docked at the Imperial Naval yard on Tolarn for repairs. Its' next destination: the Imperial Intelligence Operations Centre on Coronar. Both are impossible for the Rebels to storm, so Spilfer suggests they use in the gravity well projector in return for Squib salvage rights to the Elusive.

When the Elusive enters hyperspace, the activated gravity well projector drags it out of hyperspace between Tolarn and Coronar. Tension mounts as the minutes pass, as Elusive is late. The reason becomes clear when it drops out of hyperspace: a TIE fighter rack has been added! Overmatched and outgunned, the Rebels have no choice but to overload the gravity well projector, turning it into a black hole that swallows Elusive and the TIEs.

Mission accomplished, the Rebels return to base and the Squibs pledge support to the Rebellion. They also, worryingly, lay claim to the black hole...



Starfall - Adventure Summary

The heroes are assigned to accompany the great engineer Walex Blissex, designer of the Victory-class Star Destroyer, to Kwenn space station. Blissex, now a respected member of the Alliance, received a message from his son-in-law, Imperial Governor Denn Wessex, claiming that the engineer's daughter is near death. Even though it appeared to be a trap, Blissex could not pass up this last chance to reconcile with this daughter.

Whether Lira Wessex, who designed the Imperial-class Star Destroyer based upon her father's previous work, is truly dying or not seems inconsequential. Upon reaching Kwenn, Walex and the Rebels were captured and placed in the custody of Captain Kolaff, commanding officer of the VSD Subjugator. Trapped within the detention block of the powerful ship, the Rebels had little hope of escape. They could only wait for the eventual return of their captors and the terrible Interrogator droid that was sure to accompany them.

When the Subjugator comes under attack from the Rebel task force Starfall, the ship is badly damaged allowing the Rebels to escape from their cell, retrieving what equipment they can, they rescue Blissex from the interrogator Droid ministering to him. When they reach a turbolift shaft, the power is out and they have to climb the down the dark inside for what seems like an eternity. From above, wreckage occasionally plunges down the shaft, narrowly missing the Rebels. As they get close to a working lift door, an explosion rocks through the ship ripping the ladder from the shaft walls. The Wookiee (carrying an unconscious Blissex) and Brash pilot manage to retain their grip, while the Smuggler and Minor Jedi nearly plunge to their deaths, but manage to grab cables and swing to safety. Meanwhile Captain Kolaff plans a surprise of his own for the Starfall force.

Blissex comes around and tells the Heroes that if they can find a computer terminal, they may be able to find out what's going on. As the Rebels enter the blazing Engineering section, a catwalk collapses; nearly plunging the Brash pilot into the inferno below. Upon reaching a workstation, the Wookiee and Brash pilot manage to slice into the computer system, and discover Subjugator's status: badly damaged, the ship is set to self-destruct in three hours, likely taking Starfall group with it! Blissex says he can alter the self-destruct sequence to explode earlier, but needs to get to the engine control core. With this new information the Rebels begin to make their way to the hangar bay. However Kolaff uses the MSE-droids to spy on the heroes and sets up a series of deadly lessons for the heroes.

The first, "Neutralizing a cross-fire position", catches the Rebels between a group of Stormtroopers, and a tripod-mounted blaster cannon. Caught in a storm of blaster fire, the Minor Jedi trusts to the Force and leaps into the crossfire, dropping the three cannon-firing troopers. The Wookiee picks up the blaster cannon and opens fire at the remaining troopers, but the recoil blows him through the door just opened by the Minor Jedi. With more Stormtroopers following, the Rebels flee through the open blast doors and the Wookiee sets the blaster cannon to overload and throws it back through, as the Minor Jedi destroys the door controls.

The next lesson entitled, "Stacking the deck," caught the Rebels in a stun-grenade blast as they entered a repair facility. Nearly blinded by smoke, the Rebels are easy targets for the ten Stormtroopers in the room behind cover. That is, until the Minor Jedi uses the Force to drop coolant pipes onto the Imperial positions, and the Rebels easily overrun the remaining Stormtroopers and escape, retrieving the Wookiee's bowcaster, and the Minor Jedi's lightsaber in the process. A visit to a nearby med-bay gives the heroes a welcome reprieve, and a chance to heal their wounds.

When they reach the engine core the Smuggler, wearing an Imperial uniform, orders the technicians working there to evacuate, just as a MSE droid betrays their position. When the heroes blast the MSE droid to smithereens, Blissex starts to work on the core controls: and the Heroes learn that Blissex has never learnt to use computers. The Wookiee and Brash Pilot start the sequencing but discover a fail-safe device set by Lira Wessex – one that would result in Subjugator's immediate destruction if tampered with! Just then, Kolaff springs his latest trap, blocking all the exits with Stormtroopers. With the Minor Jedi deflecting blaster bolts, the Rebels follow Blissex as he plunges into the shaft. Using the energy field to slow their descent, the falling Wookiee manages to clamber onto a gantry below and use the field to slow the remaining Rebels descent or elevate the ones below back up. The



Stormtroopers, upon realising that the Rebels have escaped, attempt to follow – just as the Wookiee shuts off the field; the Minor Jedi lands on the gantry as a number of Stormtroopers plunge past...

After finding the location of hangar bay H-12, the only bay with a working shuttle remaining, the Heroes begin making their way to the hangar deck. To escape the fires raging throughout the ship, the Heroes enter the droid maintenance shafts where they are nearly swept away by a flood of stampeding mechanoids, where they also encounter the officious protocol droid T-3PO. With the unpleasant droid in tow, the Rebels find themselves facing an automatic defence system – a ceiling-mounted turbolaser, as an MSE droid spots them again. With the Wookiee staring down the turbolaser barrel, the Minor Jedi attempts to parry the blast on his lightsabre as the other Rebels attempt to disable the weapon. The concussion from the blast at such close range hurls the Minor Jedi back along the corridor. After medical treatment, the Minor Jedi recovers somewhat and the group continues on. Finding the remains of a destroyed Y-wing, the Wookiee appropriates the blaster cannon from the ship, as they enter an area of the ship without gravity. T-3PO betrays the Rebels to a group of Stormtroopers that use their blasters to move in the Zero-G environment. Copying them, the Rebels do the same, as the Wookiee takes them out with the cannon but the recoil sends him flying backwards. To reverse his direction, he fires behind him – straight into a fuel cell that explodes! The resulting wreckage nearly smashes onto the Rebels, until a shot from the Brash Pilot sends it careening away.

Emerging into the hangar bay above H-12, smoke from a coolant pool conceals a number of Stormtroopers lying in wait. Venting the smoke from the bay, the Rebels also discover four Scout Walkers, fortunately without pilots. After the Heroes summon the lift, the Stormtroopers open fire, as the Wookiee and Brash Pilot race to the nearest walker. Blissex and the Smuggler follow suit as the Minor Jedi runs interference. Unfortunately the Minor Jedi is wounded by blaster bolts, leaving the Rebels to face Captain Kolaff in a walker of his own. Kolaff mocks the Rebels as he emerges for the lift in his walker, destroying one walker as the Brash pilot and Wookiee leap to safety. After using concussion grenades on the remaining Stormtroopers, the Smuggler and Blissex respond with a volley that destroys Kolaff's walker, as the countdown continues...

Still piloting the walker, Blissex and the Smuggler make it into the lift as the Brash Pilot tries to heal the Minor Jedi. He proves to be beyond help, requiring medical facilities to recover. The Wookiee picks up the Minor Jedi and deals with the shuttle pilots as the Smuggler deals with the Hangar bay guards from the walker. Meanwhile Lira Wessex opens fire at the Brash pilot as he races for the control tower to warn the Starfall group of the Subjugator's impending destruction. Lira Wessex prepares to hurl a thermal detonator at the Brash Pilot, but a crowd of Droids sweep her away. The Brash pilot manages to avoid the detonation, and warn the Starfall task force. He is pulled onto the shuttle as explosions rock the ship.

With seconds to spare, the shuttle escapes from the Subjugator as the auto-destruct sequence completes, and the Rebels also receive confirmation that Lira Wessex has escaped as well – and evaded the Rebel fleet in a hyperspace-capable shuttle of her own. The Rebels receive a heroes welcome on return to base, where the Minor Jedi is whisked away to a bacta tank. Afterwards the heroes are promoted to the rank of Captain by General Dodonna himself.

Riders of the Maelstrom - Adventure Summary

Acting upon information provided by the rebel spy known only as "Dagger", the Rebels journey to the jungle world Aris, where they are instructed to gather important information concerning a forthcoming secret meeting between two Imperial Moffs.

A series of unfortunate events lead to the Rebels being discovered, and they were chased through the jungle canopy by Imperial Stormtroopers. The rebels managed to escape after an Imperial Swoop attack caused their apparent demise. The only way off-planet was aboard a small shuttle to the cruise liner the Kuari Princess. Without tickets, the Rebels managed to 'convince' a group of Anomids to give them their breath masks and outfits, enabling them to hide their identity. Just when it looks like their disguise is about to be unmasked, the shuttle barge lifts off – and the Heroes notice an Imperial Shuttle lifting off too.



Aboard the Kuari Princess, the Rebels had a chance to relax before the liner entered the gas nebula known as the Maelstrom. That is, until, the Rebels find a platoon of Stormtroopers on board, and the drive section sealed off – and a message from Dagger warning them to keep a low profile arrives. Curious to know why there are so many troops aboard, the Rebels sneak onto the Engineering deck. It transpires that the meeting between the Moffs, Vanko and Torpin is to take place on the Princess as the two do not want the Emperor to know about the increased levels of piracy in the Maelstrom Nebula that borders their sectors. Captured by the Imperials, the Rebels are about to undergo interrogation by an Imperial interrogation droid. Just as the droid moves in, pirates attack the Princess and a violent explosion knocks everyone unconscious.

When the Rebels regain consciousness, they are the only ones – and the pirates, the “Riders of the Maelstrom” are boarding the liner, under the command of “Big Jak” Targrim, a vicious leader with multiple personalities. As the Rebels make their way up to the main decks, they have to fight a number of pirates and discover the pirates plan: to eliminate their competition by ramming the Princess into Oasis mining colony, a secret alliance base – and home to the Rider’s main competitors. A message from Dagger confirms this and asks the Rebels to steal a shuttle and warn the colony. The drive is locked on course and cannot be deactivated.

As the Rebels fight their way to the hangar bay, Moff Torpin comes around in Engineering, picks up a blaster, and stumbles away. However, Moff Vanko and a number of Imperial Troops are still holding out on one of the decks above. As some of the Rebels steal the Imperial shuttle, the others fight their way to environmental control where they hope to knock out the remaining pirates with an anaesthetic gas.

Aboard the shuttle, the Rebels come under attack from the Rider ships outside, as well as a new complication: Moff Torpin has concealed himself aboard and threatens the Rebels at gunpoint. Both threats averted the shuttle lands at Oasis. The rebels are rushed to a meeting with the Alliance Command and Higran, the Riders’ rival. There they learn that not only is Oasis an Alliance base it is also a safe-world for the families of Alliance troops. With only 30 minutes to spare, colony cannot be evacuated in time – if the Rebels aboard the Princess cannot deactivate the drive lock, Rebel X-Wings will have no choice but to destroy the liner.

Meanwhile, aboard the Kuari Princess, the Rebels have successfully released the gas into the atmosphere control knocking a large number of pirates unconscious, allowing them to make their way to the Bridge. There, they find Big Jak Targrim himself, standing amid the bodies of the dead bridge complement, dead stormtroopers, and dead pirates, as well as the wreckage of a protocol droid.

Dagger (actually a protocol droid; the wreckage on the floor is all that remains of the Alliance operative) delivers one final message after the Rebels defeat Targrim – the combination necessary to shut off the drive lock. With mere seconds to spare, the Kuari Princess veers away from the planet... and the Rebel forces outside break off their attack run.

Tatooine Manhunt - Adventure Summary

The Rebel heroes were to meet a rebel agent aboard Kwenn space station. However the agent, Dana, was already dead, slain by the Bounty hunter Jodo Kast. Dressed in Mandalorian battle armour, like his hated rival Boba Fett, the hunter favours poisoned darts to subdue and kill his prey.

A decoded datapad revealed the fact that Commander Adar Tallon, famed hero of the Old Republic, was still alive and residing on Tatooine. A tactical genius and vocal opponent of Palpatine’s rise to power, Tallon’s ship was thought destroyed in a pirate confrontation years before. If the Rebellion could secure his help then he would be of great help to the Rebel cause.

However, the Imperials were also aware of this information and bounty hunters across the Galaxy were flocking to Tatooine. A three-way race ensued between the Rebel heroes, bounty hunters and the Star Destroyer Relentless (under the command of Captain



Parlan, the ISD was docked for repairs at Kwenn).

On arrival at Tatooine's main spaceport Mos Eisley, a number of incidents, including the Smuggler's face being recognised by one of Ploovo-241's flunkies (eager to claim the bounty on the Smuggler) – and the blasting that ensued, the heroes eventually discovered that the oldsters that were capable of leading them to Tallon were being systematically eliminated. The only remaining lead, an ancient Ithorian ('Hammerhead') named Slag Flats was found murdered, with Jodo Kast responsible, and a number of hunters present. In the speeder chase that followed, the heroes lost their quarry.

Another oldster, Arno, then contacted the PCs and helped narrow their search for Tallon to three sites. On the way, the heroes battled Krayt dragons, womp rats and rival bounty hunters. Eventually the heroes found that the first site was deserted, and with night falling they moved on to the second site, Oasis, before Second Twilight fell. Oasis was a bustling town on the edges of desert, where they accepted the hospitality of the Dim-U priests. The heroes had little time to rest as the thrill-seeking female bounty hunter Zardra lead a team of Kast's hunters in an attack on the town, threatening to destroy the town if the priests did not reveal where Tallon was hiding. A fight ensued, with Zardra knocking one of the party, the Bounty Hunter, unconscious. The attackers were beaten off and the heroes were able to resume their journey the following day.

Evidence of a number of skirmishes emerged as the Heroes made their way to their goal. An assassin droid/bounty hunter IG-72 had destroyed a human farm, and the only survivor, a young girl named Reen, accompanied the Rebels and Arno. The Heroes also discovered that Tallon was adept at taking care of himself, as the bodies of a number of hunters were discovered. After facing a Bantha stampede and the ever-hostile Sand People, the heroes arrived at their goal: Tallon's desert fort home.

After establishing their credentials with Tallon (and the group of friends and mercenaries residing with him), a former comrade Quist betrayed him, and a combined force of bounty hunters attacked the fort. After defeating Jodo Kast, Quist, Zardra and the other hunters, the Heroes and Tallon made their escape back to Mos Eisley.

As the PCs prepared for lift-off, while under attack by stormtroopers in docking bay 94, IG-72 attacked – its' self-destruct program was stopped before the Rebels, Tallon, and their craft were damaged.

As the Rebels lifted off, the Relentless arrived in the system. Captain Parlan, under orders from Darth Vader himself, ordered an attack on the Rebel's ship. Under heavy attack from TIE Interceptors, the heroes managed to make their escape into Hyperspace. Captain Parlan was not so lucky, and was killed by Darth Vader for his failure to capture Tallon.

Black Ice - Adventure Summary

'Volunteered' for the mission, by Major Lawra Mers, the Rebels find themselves in a remote Imperial tech outpost on the planet Lotide. Without weapons, and in a swamp several hundred kilometres from the city, the Rebels are searching for information on Imperial replenishment fleet activity. To help them, they have a computer access droid QT-7 to tap into the outpost command system.

Discovered by a technician, the Rebels' cover is nearly blown by QT-7, but manage to concoct a cover story. Unfortunately, the information retrieved is encrypted and can only be decoded at one of the high-security terminals found in some of the more heavily guarded areas of the base. A series of blunders puts the tech post on the alert, as the heroes try to find a terminal. The Rebels find a terminal in one of the Director's offices, just as their location is discovered by security. QT-7 manages to decode the data, and a speeder bike ensues through the swamp back to the city.

Returning to Delta base on Fangol, a planet of mists that cloak the rebel base from sensor sweeps, the rebels deliver their information to Major Mers. The information decoded by QT-7 relates to flight plans for an imperial replenishment fleet: the



Alliance is going to hit the fleet to replenish their reserves. The heroes will be one of two strike teams: Black Team (the heroes) and White Team. Both sent to seize the Black Ice, a fuel storage ship five-times the length of an Imperial Star Destroyer. Fortunately for the Alliance, such ships only carry a few sentient beings; the rest being droids.

After the two teams board (including QT-7) the two Spiral-class assault ships that will be used to board Black Ice, the Rebels hear the sounds of battle all around them as the attack begins in earnest. Flying blind through the battle is disconcerting, but not as disconcerting as the size of Black Ice. The Spiral assault ships punch through the hull of the huge freighter, and everything goes black...

Coming around, the Rebels communicate with White team at the other end of Black Ice: the forward bridges drive controls are damaged and it's up to Black Team to take the Black Ice to hyperspace. They run into some armed resistance from some of the crew as the Rebels fight toward the bridge, but quickly rout the Imperials. Plugging QT-7 into the ship's computer, the Rebels manage to engage the hyperdrive and jump to lightspeed.

Suddenly, White Team at the other end of the ship comes under attack from droids of some kind, just as a power surge stuns QT-7. Rushing to White Team's aid, the Rebels encounter a number of nasty traps and droids sent by the Black Ice's Chief Engineer Skolos. After battling their way through, the Rebels were too late. Life support had been shut off to White Team's area; resulting their deaths. Eventually convincing Skolos to surrender, the Rebels (by way of QT-7) discovered that Black Ice's distress beacon had been activated— now the Imperial knew exactly where they were, including the location of Delta base on Fangol!

As the evacuation process begins, the Imperial attacks begin on Fangol base. Within 24 hours of the distress beacon being activated, a group of TIE Interceptors probe the base defences but are beaten off by the Rebels in X-Wings. The following day a similar assault takes place, this time targeting the base communications satellite – this time; the Imperials are more successful, managing to destroy the satellite, disrupting the base's long-range communications ability. The following day, four spacetroopers attack and cut their way into the base, making their way to the command centre. The Rebels manage to stop them just in time.

With the long-range communications out and the base defences softened the ground assault begins. The Rebels fight against Stormtroopers within the base and TIE Fighters above. The battle is going well for the Rebels: they need only hold out for another 24 hours for the evacuation to complete. Then a message arrives from an X-Wing pilot: a huge torpedo sphere has entered the system and will be there in three hours.

With only a few damaged starfighters and freighters, it looks like the only option is surrender: until the heroes suggest ramming the sphere with Black Ice. In order to do this, the Rebels must first board the Ice without being seen by the Imperials: if the Imperials see the Black Ice as a threat they will destroy it immediately. As the Black Ice is extremely slow, the Rebels will have to wait until the last minute, when the torpedo sphere is in place to begin bombing the base. Then they must evacuate.

As they board the shuttle to Black Ice, the Rebels are joined by Major Mers and QT-7. Aboard the Black Ice, the seconds tick past, as the torpedo sphere moves closer to Fangol... then the rebels start the Black Ice engines, and begin the ship's final journey. When the Imperials realise what is going on, TIE Fighters begin targeting the ship in an effort that seems ultimately futile. That is, until a TIE fighter hits the command capsule and knocks out the sensors and shields – and their escape shuttle as well! As the Black Ice slams into the torpedo sphere, everything goes black. Fortunately the Rebels survive, and after a foolhardy docking with the wreckage by a rebel pilot, they are free to join the evacuation of Fangol...

Battle For the Golden Sun adventure summary



Rekara, a female Mon Calamari, shows up at Delta base half-crazed with tales of a missing Alliance dignitary, Mors Odrion who has gone missing on the ocean world of Sedri. She also mentions “Golden Sun,” a new Imperial weapon. The Rebels are dispatched to the Imperial-held world to rescue Mors Odrion and learn the truth of the “Golden Sun”.

When Rekara sabotages the hyperdrive inhibitor module, the Rebels are convinced that they’re about to plummet into a sun on exit from hyperspace. Instead they find themselves above Sedri – just as a blast of golden light bathes the planet and causes their ship, the space boat Explorer, to crash into the sea.

When the Heroes start exploring they encounter Pek, a Sedrian (a sentient seal-like race) under attack from Imperial Seatroopers. He will take them to the Imperial Base but insists that the Rebels accompany him to Fitsay; where they can meet his father Cardo. Then he will lead them to the fish-killers base.

Upon arrival at Fitsay, the Rebels meet Cardo (Fitsay’s leader) and learn that a group of renegade Sedrians under the leadership of Fitsay’s previous bishop of war, Karak, is spreading malcontent, claiming “the Golden Sun must be freed”. Cardo speaks no more of the Golden Sun, despite his sons insistence and forbids Pek from going to the Imperial Base.

Pek disobeys and leads the PCs to the Imperial base (a minimal garrison exists as the base is still under construction), and they steal inside. They find no trace of Mors Odrion and are discovered by the Imperial troops, and the base is sealed. As they try to escape, the Rebels discover that the renegade Karak is in league with the Imperial Commander Aban and plans to attack in Fitsay in three days.

As the heroes try to escape they corner themselves above the vehicle bay. To seal their escape, the Bounty Hunter drops a thermal detonator down the turbolift shaft, narrowly avoiding incinerating the heroes. Trapped, the heroes witness the activation of a “Swimmer”, a modified AT-AT, designed for use underwater. In the confusion that heroes attempted to escape by climbing down to the gantries below. Unfortunately they were spotted, and they were unceremoniously dropped into the water after the Minor Jedi cut the synthrope with his lightsabre. Joining Pek once more they return to warn Cardo of the attack on Fitsay.

The Rebels learn the that the Golden Sun is a form of coral with strong Force affinities, after a renegade raid is foiled – and their wounds are healed by exposure to the Golden Sun. Meanwhile the Minor Jedi enters into an Emptiness trance to prepare him for the battle ahead, but goes too deep and is nearly killed by the Wookiee as the Rebels attempt to rouse him. They also learn from a captive raider that Mors Odrion is captive in Karak’s camp. The Rebels and Pek journey to the renegade camp where they parlay with Karak’s daughter Fala. She becomes convinced of her father’s treachery and allows the Heroes to see Mors Odrion – but unbeknownst to her, Karak has taken the Alliance dignitary away.

As the Rebels return to Fitsay, the attack begins and the seatroopers, renegades, and Sedrians engage in combat. Well-matched, the Sedrians prove quite capable of taking on the Imperials and the renegades, leaving the Heroes to battle the Swimmer. As the other heroes face the seatroopers, the Minor Jedi manages to destroy the Swimmer by reflecting its own blaster bolts back at it – as the sea turns gold!

Karak successfully manages to break into the Sun Caves in order to free the Golden Sun for his own selfish ends, hotly pursued by the Rebels. After battling Karak’s vicious Razort pet, Tooch, and a number of his followers, the Rebels finally confront Karak.

Karak has grown powerful by exposure to the Golden Sun and proves a dangerous opponent, shielding himself with Mors Odrion as his prisoner. Dominating the coral through sheer force of will, he has become tainted by the dark side. Unable to attack for fear of hurting Mors Odrion, the Minor Jedi links to the Golden Sun and releases it’s pent-up power. Now powerless, Karak is taken into custody by the Sedri. The Golden Sun, now weakened, becomes a constant presence in the oceans of Sedri.

Mors Odrion stays as an Alliance representative on Sedri. As two Sedrians bellow defiance at the Imperial base from the waves, Commander Aban is informed that no more Imperial aid will be forthcoming...



Otherspace - Adventure Summary

When the crew of the Long Shot receive a high level mission to rendezvous with the Alliance transport ship Celestial carrying Imperial prisoners to an Alliance safe-world, it seems straightforward enough. However, the Long Shot appears in the middle of a wing of TIE Fighters, with the Relentless not far behind – and the Rebels are forced to flee.

The collision with a TIE fighter damages the Long Shot's hyperdrive and causes the ship to jump to somewhere not in hyperspace and not in normal space: Otherspace. Adrift in space known on no star charts, the hyperdrive cannot be rebuilt with the parts available so the Rebels look to sensors for hope. In Otherspace, there is no subspace chatter, no beacons – only a carrier signal on an Alliance frequency: the Celestial.

Dead in space, the transport is apparently deserted. The Smuggler goes aft to check the hyperdrive just as the heroes in the bridge register movement in the drive section, fortunately they realise that the Smuggler himself is causing it. The hyperdrive is unusable, and the Rebels scour the rest of the ship for anything that they can use. They find signs of battle including some strange kind of webbing and claw marks. In the lower docking platform, the webbing appears to be some kind of fortification – blaster marks score the walls, and a number of the escape pods are missing.

From what remains of Celestial's computer the Rebels discover that the ship was carrying a number of prisoners: Imperial Grand Moff Ravik, Imperial District Commander Bane Nothos, Zardra the bounty hunter, the N'anthri pirate Celis Mott and an assassin droid EL-434. The Rebels learn that Nothos managed to break his fellow prisoners out of their cells, and send a distress signal to the Relentless. The captain of the Celestial, Alain Gryphon, made the ship enter Hyperspace cold, burning out its hyperdrive and sending it into Otherspace. As the Heroes ponder this, it becomes evident that there are other ships dead in space in the nebula. One, a huge dark ship of alien design, emerges from the mist – and lights begin to flicker to life on the ship...

After discovering that the other ships are all dead in space, all showing evidence of the mysterious webbing found on Celestial, the players dock with the mysterious hulk. In the landing bay, the Rebels find a popular ship pet: an Adoris Feline. Disturbingly the creature is no longer alive: micromechanical switches, circuits and fibres animate it. The Minor Jedi picks up some very disturbing readings from the ship, making him increasingly uneasy. The ship, Desolate, is like a black hole to the Force- it sucks in the Force but does not return any of the energy that binds all living things together. It is an abomination that goes against all Jedi training.

The Rebels find the dying Captain Gryphon who babbles about “shadows that you can't fight in the dark”, her wounds caused by sharp poisoned claws. Proceeding deeper into the ship the Rebels are attacked by a now insane Celis Mott and a number of Celestial crewmembers, all suffering nerve tissue damage. After dealing with the pirate, the Heroes find a cargo hold of sorts. A quick search reveals a hyperdrive motivator (a part required for a new hyperdrive). Holding fast to the hope that other parts may exist, the Heroes continued on.

After passing through a resistive membrane of some kind, the Rebels found themselves in a chamber filled with wisps of red mist that caused delusions and terrifying hallucinations. Weakened and psychologically battered, the Rebels emerged from the mists into a hangar deck of sorts. The ships and computers found there revealed a technology that leaned more towards biosciences than engineering. One of the decks contained a number of normal pieces of equipment from the Celestial, including a power coupler required for the hyperdrive.

Exiting the chamber, the Rebels found themselves surrounded by large spider-like suits of armour in the dark – then they were attacked by one, which fled into the darkness before its wearer could be seen. Shaken, the Rebels continued their way on passing through strange chambers, until they arrived in what looks like a holopark, and learnt the true nature of the Desolate.



The inhabitants of the Desolate are the Charon. A spider-like race, the Charon worshipped a black hole that destroyed their planet: a death cult that embraced the worship of everything that the Void represented: an end to existence, nothingness, death. They purged hundreds of worlds of the “Illness” leaving their galaxy dead and lifeless: even the living ship that was Desolate was perverted according to their beliefs.

Moving on the Rebels moved into a heavily webbed area where they meet Bane Nothos – accompanied by four Charon “new soldiers in this new era” he remarks to the Rebels – and offered the Rebels the chance to join him and when they refused the Charon attacked. When Nothos attempts to hurl a thermal detonator at the heroes the floor gives way and he drops from sight into the depths of the ship. After the battle ends the heroes find a tunnel leading up further into the ship and find a chamber filled with the immobilised brain-dead inhabitants of the derelicts outside, now used as ‘food’ by the Desolate’s power core.

As they proceeded further, the rebels came under attack from a number of altered creatures in what seemed to be some kind of test. In the process EL-434 and Zardra are encountered, and the former foes ally with the Rebels to escape as a number of the Charon close in. Fleeing the chamber, the Rebels and their allies found themselves in worse trouble – surrounded by Charon awakening from their long death-sleep, EL-434 and Zardra sealed the tunnel between them and the Rebels, leaving them to fend for themselves. Eventually, the heroes managed to fight their way out and close the way behind them.

Finding themselves in the temple to the Void, the Rebels again came under attack, this time from a cat-like Charon construct. After leaving the temple, a most disquieting place, the Heroes found themselves in the Nest, the bridge of the Desolate. And they were not alone.

Surrounded by Charon warriors, the Rebels were surprised to hear a human voice; that of Ravik; “I am Grand Moff Ravik. I am hoping that you have the sense and decency to join me in a grand and noble cause – the annihilation of Emperor Palpatine and the New Order.”

As the Rebels considered Ravik’s words, the Charon Prophet, Ber’asco stepped from the shadows. The other Charon rasped their claws together in greeting and left the Nest. Larger and more ponderous than the other Charon, the imposing figure spoke, a brain-like computer translating his rasping words: “The disease rarely has vectored to Desolate, never before within the Nest. Your strain is most resistant. Ravik-culture has convinced me of your value in service to the Void. I am the Final Prophet of the Charon. I am Ber’asco. Submit to the will of the Void; bioscientists can evaluate, cultivate your strain. Agree to construction; we shall cross you with the finest of Charon warriors. You accept our offer?”

The Rebels decided to decline both offers and opened fire at Ber’asco, his armour deflecting the blaster fire – the Charon Prophet activated the Nest defences: tendrils that fired plasma bolts at the Rebels.

As the heroes rendered the tendrils inoperable, Ber’asco commanded the ships computer to “Cleanse the wound,” and opened the Nest to the vacuum of Otherspace.

As the Heroes are nearly pulled into space, they attempt to put on Charon vac-suits, only just managing to don them in time. A chase then ensues across the surface of Desolate, as the Rebels clumsily make their way back to the Long Shot pursued by increasing numbers of Charon.

They reach the Long Shot, with four Charon hot on their heels. A Charon leaps for the Rebels – but the Long Shot’s gun turret swivels, fires, and reduces the Charon to a burnt husk, the remaining three Charon pausing in confusion. Zardra’s familiar voice crackles over the com unit, “Darlings, I am feeling most generous today. Forget my fee – kill those three pests to prove you are worth my trouble while I discourage our pursuit. When you are finished I shall open the hatch and we can leave. Do hurry. My marksmanship isn’t good enough to kill all of those things...”

After dispatching the remaining Charon, the Rebels exited the Desolate in Long Shot, trying to repair the hyperdrive with the parts they found. Under heavy attack from Charon bio-fighters, the final repairs take place, and the Long Shot makes the jump back to normal space, much to the relief of the Rebels.



Meanwhile, back on Desolate, Ber'asco sits within the command centre, idly disassembling a Rebel blaster. Bioscientists scurry by carrying surgical instruments and things which look wet and unwholesome. He addresses someone we cannot see.

“The others of your strain have fled, running to hide in a place we cannot yet reach. The Void is disappointed. Ravik-culture is all we have left. We are taking utmost precautions in constructing you. When you are free of the disease you shall lead us to your strain. The Void is patient. Soon its patience will be rewarded...”