Shadows of the Empire:

**THE HYPERDRIVE HEIST**

# Summary

Set during the height of the Galactic Empire's reign, the group is hired by Captain Rex, a legendary Clone Trooper who has defected from the Empire and joined the Rebel Alliance. The mission is to infiltrate a remote Imperial outpost located on a desolate planet in the outer rim to steal a highly classified hyperdrive prototype, which could potentially shift the balance of power in the ongoing conflict.

"You don't survive in the Outer Rim by being stupid!"   
―Pirate King Hondo Ohnaka.

# Mission Briefing

*Captain Rex holographic projection flickers as he outlines the mission details:*

"Alright, soldiers. We've got a crucial mission ahead. The Empire has developed a new hyperdrive prototype, and it's located in a heavily guarded outpost on the planet Eriadu. Our intel suggests that this hyperdrive could give them a significant advantage in their military operations. Your objective is to infiltrate the outpost, locate the prototype plans, and extract it by any means necessary. This won't be easy, but I trust each of you to get the job done.

Before you can reach the Imperial outpost, you'll need to traverse the dense jungle of Eriadu. Expect the unexpected – the jungle is teeming with dangers, both natural and Imperial. You'll need the expertise of someone who knows these lands better than anyone – **Jalaia Voss**. She's a local guide, and if anyone can help you navigate the dangers of Eriadu's jungle, it's her. She usually hangs out in the local cantina of a small town called Verdant Vale.

May the Force be with you!"

# Verdant Vale

*Verdant Vale is a typical small town in the outskirts of Cartherston.*

***Cantina****: Typical cantina where you can find Jalaia Voss.*

***The Vale Oasis:*** *Local gambling facility.*

***Market Square****: A bustling hub of commerce where traders, merchants, and locals gather to buy and sell goods. The market square features stalls selling fresh produce, exotic wares, and various commodities. There’s a weapon depot here as well that sells blasters and grenades.*

***Jungle Outfitters****: A shop specializing in equipment and gear tailored for jungle exploration and survival. Here, characters can purchase essential supplies such as tents, rations, insect repellents, antidotes and navigational tools.*

***Residential District****: The residential area of Verdant Vale, where locals live and work.*

***Training Grounds****: A secluded area used for combat training, sparring, and honing skills.*

***Guard Post:*** *An outpost manned by local security forces tasked with maintaining order and protecting Verdant Vale from external threats. The guard post serves as a launching point for expeditions into the surrounding jungle.*

# Meeting Jalaia Voss

Upon arriving in Verdant Vale, the team should seek out Jalaia Voss, who can be found in a dimly lit cantina, surrounded by a haze of smoke and the clatter of gambling tables.

*Jalaia Voss, a rugged woman with a no-nonsense demeanor, eyes the team warily as they approach.* "What do you want?" *she grumbles, flicking ash from her cigarra.*

The team should explain their mission and Captain Rex's directive to seek her assistance. Jalaia listens, skepticism evident in her expression.

"So, you want me to guide you through the jungle, huh? Ain't gonna be easy, and it sure as hell ain't gonna be free," *she replies, taking a drag from her cigarra.*

*Jalaia shakes her head.* "But money ain't gonna cut it this time. I've got a debt to settle with Garrick Renth - a local crime boss.

Garrick Renth is not someone you want to cross lightly," *Jalaia continues, her voice low and cautious.* "He's the local crime lord around here, controlling most of the illicit activities in Verdant Vale and its surrounding areas. He runs his operations with an iron fist and doesn't take kindly to those who can't pay their dues."

*She takes a moment to exhale a cloud of smoke, her expression tense as she recalls her dealings with Renth.*

"As for my debt, well, let's just say it's not something I'm proud of. I got caught up in a game of Sabacc at his establishment, and things didn't exactly go my way," *Jalaia admits, a hint of embarrassment coloring her tone.* "Now, I owe him a hefty sum, 5000 credits, and until it's paid off, he's got me by the throat."

*Jalaia's gaze shifts to you, a mixture of determination and resignation in her eyes.*

"If we're going to settle this debt, we'll need to be smart about it. Renth's not one to forgive easily, but maybe we can find a way to convince him to let me off the hook.”

With this newfound information, the team should prepare to confront Garrick Renth and negotiate Jalaia's debt, knowing that their success could mean the difference between gaining a valuable ally and facing an even greater obstacle in their mission.

*Jalaia joins the team as an NPC.*

# The Vale Oasis

*The entrance is marked by grand double doors adorned with ornate carvings, leading into a spacious reception area.*

*As you enter the Vale Oasis, you are immediately enveloped in a whirlwind of sights, sounds, and smells that assault your senses.*

*Directly ahead of you is a lavish bar, its polished surface gleaming under the soft glow of overhead lights. Bartenders expertly mixing drinks and serving patrons with a smile that doesn't quite reach their eyes. The air is thick with the scent of exotic liquors and spices, and the sound of clinking glasses and murmured conversations fills the room.*

*Scattered throughout the west side of the bar are tables where patrons sit, sipping drinks and engaging in conversation. Some are engaged in lively debates or negotiations, while others sit alone, lost in thought or nursing their drinks in silence.*

*On the southeast side of the bar, you see a cluster of gambling tables surrounded by eager participants. Sabaac, Dejarik, Pazaak and other games of chance are in full swing, their participants engrossed in the thrill of the gamble.*

*Off to the east side, a discreet door leads to a VIP room reserved for the establishment's most esteemed guests. The door is guarded by a burly Gamorrean who scrutinizes anyone who approaches with a mixture of suspicion and deference.*

*At the southeast end of the establishment, a sturdy door leads to Garrick Renth's private office, a sanctum off-limits to all but the most trusted associates. Two Gamorrean security guards stand watch outside, their presence a silent warning to any who dare approach uninvited.*

The players can enjoy drinks at the bar, play Sabacc, talk to patrons to learn more about Renth and his operations.

To enter Renth’s office the team can try to persuade, intimidate, or bribe the guards.

As they enter the room, Renth says:

"Jalaia Voss," *Renth begins, his voice smooth yet tinged with a hint of danger.* "To what do I owe the pleasure of your visit, along with these... associates of yours?"

*Jalaia steps forward, her demeanor cautious but determined.* "Garrick, we need to talk about my debt," *she says, her voice steady despite the weight of the situation.* "I know I owe you credits, and I fully intend to pay them back. But we've got a job, a big one, and we need time to see it through."

*Renth leans back in his chair, steepling his fingers as he regards Jalaia with a calculating gaze.* "Time is a luxury, my dear," *he replies, his tone nonchalant yet tinged with a hint of amusement.* "And one that you don't have much of, I'm afraid. You know the rules of our arrangement. However, I do have some creative ideas on how to pay your debt".

*Garrick Renth leans forward, his hands resting on the polished surface of his desk, as he addresses the team with a shrewd glint in his eyes.*

"So, my esteemed associates," *Renth begins, his voice carrying an air of intrigue.* "You find yourselves at a crossroads, faced with the following tantalizing options. Allow me to elaborate."

"Option one," *he continues, gesturing subtly towards the shimmering holographic display embedded in the desk,* "the allure of chance and fortune. You may choose to test your luck in the halls of the Vale Oasis, where fortunes are won and lost with the roll of the dice or the flip of a card. Gamble and earn more money, if fortune favors the bold."

"Option two," *he says, his voice dropping to a low murmur,* "a proposition of a more... combative nature. One of you may choose to face Krrsk 'Bloodthorn' in the Training Grounds’ arena, in a battle of strength and skill. Victory may grant you freedom from your debts, but be warned, the stakes are high, and the price of defeat... severe."

"Or, option three" *he says, his voice carrying a note of quiet menace,* "you may choose to owe me a favor. A debt owed is a debt to be repaid, in due time and in my favor. Choose this path, and you may find yourselves embroiled in matters far beyond your current undertaking. A new mission, perhaps?"

*With his options laid bare, Renth leans back in his chair, his gaze sweeping over the team with a mix of curiosity and expectation.*

"So, my dear associates," *he says, his tone laden with anticipation,* "what will it be?”

**If the team chooses option 1:**

They can play Sabacc and try to earn more credits.

**If the team choose option 2:**

"Ah, a bold choice," *Renth murmurs, his voice carrying a mix of admiration and intrigue.* "Very well, let the preparations begin."

*Word spreads quickly that a challenger has stepped forward to face Krrsk in the arena, and a throng of spectators begins to gather, eager for the spectacle to unfold.*

*The arena is readied, its sands smoothed and weapons sharpened. Krrsk himself is summoned from the depths of the Vale Oasis, his imposing figure casting a shadow over the proceedings as he awaits his challenger with a predatory glint in his eyes.*

*The air crackles with tension as the crowd falls silent, their collective breath held in anticipation. And then, with a thunderous roar, the battle begins.*

**If the team choose option 3:**

*Garrick Renth's eyes gleam with satisfaction as he nods in acknowledgment, a knowing smile playing at the corners of his lips.*

"Ah, a wise choice," *Renth murmurs, his voice carrying a hint of amusement.* "A debt owed is a debt to be repaid, in due time and in my favor. Rest assured, I will not forget this."

**If the team chooses to fight Renth and his guards (option 4):**

The battle starts with Renth and his security droid Vigil. After two rounds, the Gamorrean guards outside join the fight. After another three rounds two more Gamorrean guards join the fight.

**If the team chooses to persuade him to lower the debt (option 5):**

This might be a difficult task as his Will save is pretty high, but a successful attempt reduces the debt by half.

In terms of XP owned, all options but option 3 gives each player 1250 XP. In addition, if option 2 was chosen the player who fought Krrsk earns 250 additional XP.

# Into the Jungle

Once the debt is settled, the players and Voss leave town towards the jungle, on their way to the Imperial post.

*The jungle surrounding Verdant Vale is a vast and untamed wilderness, teeming with life and rife with danger. Lush vegetation blankets the landscape, forming a dense canopy overhead that filters the sunlight and casts the forest floor in dappled shadows.*

*Towering trees, their branches heavy with foliage, reach skyward, their roots anchoring them firmly in the rich, fertile soil. Vines and creepers twist and twine their way through the undergrowth, forming tangled thickets that are as beautiful as they are treacherous to navigate.*

*The air is thick with humidity, heavy and oppressive, carrying the scent of earth and vegetation on its warm breeze.*

*Yet amid the beauty and abundance of the jungle, danger lurks around every corner. Predators stalk the shadows, their keen senses honed by years of survival in this unforgiving landscape.*

*You’ve travelled for half a day and find a place to rest and replenish your hunger and thirst.*

*Suddenly, the tranquility of the jungle is shattered by a low growl echoing through the trees. The team tenses, weapons at the ready, as they scan their surroundings for the source of the sound. Emerging from the foliage ahead, two sleek, predatory forms slink into view, their yellow eyes gleaming with hunger.*

"Nexu," *Jalaia murmurs, her voice low and cautious. "*Dangerous predators, highly territorial. We'll need to be careful."

The team can try to sneak and hide from the beasts or fight. Each member of the team needs a Stealth DC10 check.

Whether they were able to avoid the fight or win it, they continue treading the jungle.

*As you press deeper into the dense jungle, you come upon a daunting obstacle blocking your path: a massive avalanche of rocks that has cascaded down from the steep cliffs above, creating a formidable barrier in their way.*

*The scene is one of chaos and destruction. Piled high against the base of the cliff, the rocks form a jagged mound that stretches across the jungle floor, blocking any passage forward. Loose boulders and debris litter the area, creating a treacherous landscape of unstable footing and hidden hazards.*

*Above, the sheer cliffs rise ominously into the sky, their rocky faces weathered and worn by the elements.*

*Jalaia surveys the scene with a furrowed brow, her eyes scanning the rocky barrier with a mix of determination and concern. Turning to the team, she gestures towards the towering cliffs above.*

"We'll need to climb," *she says, her voice steady and resolute*. "It's the only way forward."

The team will need to roll DC15 climb checks. Those who fail will take fall damage of 4d6 and the other players who made it will have to help them out with a rope.

*As you emerge from the treacherous climb over the avalanche of rocks, you find yourselves at a crossroads deep within the heart of the jungle. Before you, two diverging paths stretch out into the dense undergrowth, each offering a tantalizing glimpse of what lies beyond.*

*Jalaia Voss surveys the crossroads with a thoughtful expression, her gaze flickering between the two paths as she weighs their options.*

"We have a decision to make," *Jalaia says, her voice low and measured.* "One path leads to the Imperial outpost, where our mission lies. The other leads to the an old temple, a place steeped in mystery and danger."

"This temple," *she continues,* "is not just any ancient ruin. It's rumored to be an old Sith tomb, from the days of the old republic. Countless individuals have attempted to breach the seal of the tomb, with no success. It seems the dark power that guards the entrance is insurmountable to all but those who can wield the Force."

# Sith Temple

The Jedi in the team can open the tomb with a DC20 Use the Force check. If failed, they can spend a force point to try again. There could be a situation where they fail to open the tomb completely and will have to leave and continue to the Imperial base.

As the enter the tomb…

*The Sith tomb exudes an aura of ancient power and dark mystique, its imposing structure rising ominously from the heart of the jungle. As the team enters the vast hall, their footsteps echo against the cold stone floors, the air heavy with the weight of centuries-old secrets.*

*At the center of the chamber stands the focal point of the tomb's eerie presence: a massive sarcophagus, adorned with intricate carvings and glyphs that seem to pulse with an otherworldly energy. The sarcophagus is flanked by towering pillars, their surfaces etched with arcane symbols and faded inscriptions that hint at the tomb's dark purpose.*

*Above, the ceilings soar to dizzying heights, their ancient stone arches reaching towards the heavens like the skeletal ribs of some long-forgotten giant. Some parts of the ceiling have collapsed over the millennia, creating jagged openings that allow slivers of dim sunlight to filter into the chamber, casting eerie shadows upon the floor below.*

*Despite the decay and neglect that has befallen the tomb over the ages, its grandeur remains undiminished, a testament to the power and ambition of the Sith Lords who once walked its hallowed halls. Every corner of the chamber seems to whisper with the echoes of a bygone era, as if the very walls themselves are alive with the memories of the past.*

*And yet, amidst the solemn stillness of the tomb, there stands a silent sentinel: the Tomb Guardian Droid, its gleaming metal form a stark contrast against the ancient stone surroundings. For millennia, it has stood vigil over the sarcophagus, its unyielding presence a testament to the enduring legacy of the Sith Lords who lie entombed within.*

The team should roll DC15 Galactic Lore. On success, they understand that battling the droid will be hard and that they should be careful and strategic. They also realize that the droid wields dual blaster rifles, providing it with powerful ranged attacks.

Once the droid is destroyed the team approaches the tomb.

*As you approach the sarcophagus at the center of the tomb, a sense of foreboding washes over you like a chill wind. The sarcophagus looms before you, its ancient stone surface adorned with intricate carvings depicting scenes of darkness and death. Shadows dance across its weathered exterior, casting eerie patterns that seem to shift and writhe with each passing moment.*

*As you examine the tomb closely you realize that there’s no apparent way to open it. However, you see a carving in the old Sith language on the top of the cover that reads:*

"Peace is a lie, there is only passion.  
Through passion, I gain strength.  
Through strength, I gain power.  
Through power, I gain victory.  
Through victory, my chains are broken.  
The Force shall free me."

*Right alongside the famous Sith code there’s another message, more like a riddle:*

"Alive without breath,  
As cold as death.  
Never thirsty, ever drinking.  
All in mail never clinking.  
What am I?"

(A fish)

Once of the players can use a force point in order to get a clue.

The clue: *It’s an animal.*

Inside the tomb they find a red Lightsaber, and an old Sith Knight Padded Robe.

Each team member gets 500 XP, the Jedi in the team gets 750 XP.

# Continuing Towards the Imperial Post

*As you forge ahead on the path through the jungle, you find themselves traversing a narrow, winding trail flanked by towering trees and dense foliage. The dense canopy overhead casts dappled shadows on the ground, creating patches of darkness that seem to shift and dance with each passing moment.*

*Suddenly, a creature springs from a concealed hiding spot, leaping down from the thick branches above with a bone-chilling roar.*

“It’s a Vornskr Beast!”, *shouts Jalaia.*

*You barely have time to react as the Vornskr lands directly in your path, its massive frame blocking your way forward.*

"Stay together!" *Jalaia shouts, her voice cutting through the panic*. "We can't let it intimidate us. Fight back, and watch out for t’s poisonous tail and watch each other's backs!"

The Vornskr Beast has surprised the players and has a round of attack prior to rolling initiative checks.

# Imperial Outpost

As the team arrives at the outpost, Jalaia shows them the base layout, which she obtained via an informant. She also explains three possible ways to enter the base.

*Still in the cover of the jungle, you arrive at the Imperial Outpost. Jalaia signals you to lay low and with a quiet yet determined tone of voice she explains:*

“Alright, team, before we discuss our entry options, let's go over what we know about this outpost and where we might find those hyperdrive plans.”

*Jalaia opens a map of the base and points to various locations on the map as she speaks.*

“The outpost is divided into several key areas. First, we have the Main Gate, heavily guarded and our primary point of entry if we go in guns blazing.

*She continues, tracing her finger across the map.*

“Then, the Command Center, likely where we'll find the base's commanding officers. Next, the Armory, where they keep their weapons and equipment. As in a typical base you can also find the barracks and mess hall. Last but not least, the hangar, where you’ll probably find some Tie Fighters and speeders.”

*Jalaia pauses, her expression growing more determined.*

“Now, the hyperdrive plans could be in one of two places. They might be in the Research Lab, where the Imperials conduct experiments and research, or they could be in the quarters of the Base Commander, where they would be under heavy guard.”

“Alright, everyone, now that you know the layout, let's talk about how we're getting in.”

*Jalaia pauses, making sure she has everyone's attention before continuing.*

“First up, we've got the Ventilation Shaft Infiltration. Our intel suggests there's a tight squeeze in the northeast side ventilation shaft that leads straight to the hangar. It's a stealthy approach, and large enough for any of us to fit in.”

*She gestures towards the map as she speaks.*

“Option two: Distraction at the Main Gate. We create a commotion at the main gate to draw the guards away and sneak through.”

*Jalaia's gaze sweeps over the team, assessing their reactions.*

“Finally, there's the Direct Assault. We storm the gates head-on, blasters blazing. It's risky, but if we catch them off guard, we might be able to overpower them and gain access to the base that way.”

*She waits, letting the options sink in before asking for input*

Whatever option we choose to get in, let's prioritize getting to a computer terminal to disable internal communications before we make any move to enter the base. Our best bet would be to target the Command Center or the Research Lab. They're almost certain to have a computer terminal we can use to disrupt the communications network. Additionally, I wouldn't rule out the possibility of finding one in the Hangar.”

“So, what's our next move?”

# Outpost Facilities

**Front Gate:**

The front gate is guarded by two stormtroopers and a captain. If the team chooses to create a distraction, the captain and one of the troopers go to check it out and the team can neutralize the remaining trooper.

**Ventilation Shafts:**

To get into the shafts they’ll need a successful DC15 Mechanics check, or they can try to pry it open with Mechanics plus strength modifier DC20. The shafts lead them into the hangar.

**Hangar:**

The hangar contains three Tie Fighters, four Speeders and a Lambda Class Shuttle. It is guarded by four storm troopers and a captain. The hangar has a computer terminal that the team can use to disable communications. They could sneak behind the Ties and use the terminal (successful DC10 Stealth check). They would need a successful DC15 Use Computer check to disable comms. If they fail, Jalaia can give them a Computer Spike (+4) and they can try again. If the team searches the bodies they discover three medpacs, two frag grenades and 50 credits. The shuttle can be used to flee the base after they obtain the hyperdrive plans.

*As you survey the hangar from your vantage point, you note the typical Imperial layout and the formidable array of vehicles stationed within. The hangar is a spacious, dimly lit chamber with high ceilings, adorned with the unmistakable insignia of the Galactic Empire.*

*At the center of the hangar, neatly arranged in rows, are three TIE Fighters, their sleek and deadly silhouettes casting ominous shadows in the dim light. Their solar panels gleam menacingly, a stark contrast to the dark, utilitarian surroundings. The Ties are manned by a trio of Stormtroopers, diligently performing maintenance checks and preparing for potential deployment.*

*To the southeast, near the far wall, are four speeders, their engines idling quietly as they await their next mission. The speeders are guarded by a vigilant Stormtrooper, his blaster rifle held at the ready. Standing next to him is a Captain, distinguished by the red pauldron on their armor, overseeing the preparations with a commanding presence.*

*At the northwest corner of the hangar, partially obscured by the shadows, you spot a solitary computer terminal. It appears to be unattended, offering a potential opportunity to access it undetected. The terminal's screen flickers softly, casting a faint glow in the darkness.*

*Despite the formidable presence of Imperial forces and the hum of machinery echoing through the hangar, there is an eerie stillness in the air, broken only by the occasional clang of metal or distant chatter of Stormtroopers.*

*Jalaia Voss motions for the team to huddle closer as she speaks in a low, urgent tone.*

"I've got eyes on the terminal from here. It's our ticket to disrupting their communications. We need someone with stealth skills to slip over there and disable the comms."

*As you exit the hangar, you find yourselves at a crossroads in the corridor, with two Stormtroopers approaching from their right and another from their left. With Stormtroopers approaching from both directions, you must act swiftly and decisively so you won’t get flanked.*

Searching the bodies reveals two smoke grenades and 25 credits.

**Mess Hall:**

In the mess hall there are three troopers seating and eating a meal. Their helmets and blasters are by their side so the team has an opportunity attack. The chef in the kitchen hides behind the counter and doesn’t participate. The chef is not an imperial but a local Twilek. The team can try and ask him questions, like how many troopers live on the base and if he knows where the prototype plans are.

*As you observe the mess hall from your vantage point, you notice the typical layout of an Imperial facility, with a spacious seating area and a bustling kitchen.*

*In the center of the mess hall, tables and benches are arranged neatly, providing seating for the base personnel. Three Stormtroopers are seated at one of the tables, their helmets and blasters set aside as they enjoy their meal.*

By searching the room the players find 35 credits.

On a DC10 perception roll the player notice the hidden chef.

*In the kitchen, you find the chef, a local Twi'lek, crouched behind the counter in fear. Realizing that he is not an Imperial but a civilian caught up in the conflict, the you approach him cautiously and can ask him questions.*

The chef knows how many troopers are in the base but doesn’t know where the prototype is kept.

From here the team can proceed to the Armory, Barracks or Research Lab. In any case, if they leave from the south exit or west exit they encounter a storm trooper in the hallway.

**Barracks:**

There are three five sections of the barracks (A, B, C, D, E). Throw a 1d4 to determine how many troopers in each once the team enters every section. Loot can be 20 credits per trooper.

**Research Lab:**

To enter the lab they would have to roll a DC15 Mechanics to unlock the lab door. If they fail Jalaia can open for them. The research lab is quite large, considering that they develop the hyperdrive prototype there. It has a couple of scientists, three storm troopers and a trooper captain that stand guard. It’s full of relevant scientific equipment, computers and tools. It also has a terminal where the team could disable comms. Similar to the hangar, they would need a successful DC15 Use Computer check to disable comms. If they fail, Jalaia can give them a Computer Spike (+4) and they can try again. To determine if the plans can be retrieved from here or the commander’s office roll a d20. A roll of 10 order under means that it’s here and 11 and up at the commander’s office. If the plans are here, they need a DC15 Computer Use roll to retrieve it. They realize that the new hyperdrive is meant to be used in the new Tie Defender which is being built on Lothal. They can also try to corrupt the data in the base’s computer by rolling a DC20, so the Empire will lose all prototype data.

*As you enter the research lab, you are greeted by a spacious and bustling environment, filled with a variety of scientific equipment, computers, and tools. A couple of scientists are engrossed in their work, surrounded by data readouts and holographic displays, while three Stormtroopers and a Trooper Captain stand guard, their attention focused on ensuring the security of the facility.*

*Near the back of the lab, you spot a computer terminal where you could potentially disable the base's communications.*

After they secure the lab and retrieve the plans (this could also be relevant to the commander’s office if the plans are there). They could search the lab and retrieve 500 credits, one ion grenade (5d6 ion against droid) and one concussion grenade (6d6 energy).

*As you sift through the data retrieved from the main frame, you uncover a startling revelation: the hyperdrive prototype plans you’ve secured are intended for use in the construction of the a new and fearsome Tie Fighter – the TIE Defender. The construction is taking place on Lothal.*

*Jalaia looks around at the team, determination etched on her features.*

“Ryder Azadi and his rebel cell on Lothal need to know about this immediately. This TIE Defender sounds like a game-changer, and if the Empire succeeds in deploying it with this new hyperdrive technology, it could tip the balance of power in their favor."

*Suddenly Jalaia’s face drops and a mix of fear and loathing is in her voice.* "Thrawn?!... He's overseeing the TIE Defender program?"

*The mere mention of the Grand Admiral sends a shiver down your spine. Thrawn's reputation as a master tactician and cunning strategist precedes him, and the thought of him directing the Empire's latest weapon development fills you with a sense of dread.*

*Jalaia adds:* “I hope the rebels on Lothal are competent enough to handle this.”

*Little did she know, that Ryder’s rebels are aided by none other than legends in their own right: Ezra Bridger, Sabine Wren, Garazeb Orrelios, Hera Syndulla, and Kanan Jarrus. Each of these heroes carries their own legacy of defiance and bravery, and their presence on Lothal only strengthens your resolve to ensure that your message is delivered to Captain Rex swiftly and effectively.*

**Armory:**

The armory is guarded by two troopers, which the team will have to handle before trying to unlock the doors with a DC20. If they are able to unlock it, they can search the armory and retrieve two heavy blaster pistols, an ion blaster pistol (3d6 ion)*.* two frag grenades and one thermal detonator (10d6 energy).

**Base Commander Quarters:**

The base commander quarters hosts the commander and a formidable kx security droid. As the team enters the office they are greeted by the commander, who threatens them to surrender immediately.

*As you enter the base commander's quarters, you are met with a tense atmosphere. Sitting at his desk is the base commander, a stern figure exuding authority and determination. Beside him looms a formidable KX security droid, its imposing frame and glowing red photoreceptors serving as a silent warning to any who dare challenge the commander's authority.*

*The commander's voice cuts through the silence, commanding attention as he addresses the intruders.*

"Halt! Identify yourselves and state your purpose here. You are trespassing on Imperial territory, and I demand that you surrender immediately."

*His tone brooks no defiance, his gaze piercing as he assesses the team before him. The threat of repercussions for disobedience hangs heavy in the air, reinforced by the menacing presence of the KX security droid at his side.*

Once dealt with, searching the room they find 500 credits and a Bluebolt blaster pistol (3d8).

If the hyperdrive plans are here (to determine if the plans can be retrieved from here or the lab, roll a d20. A roll of 10 order under means that it’s in the lab and 11 and up at the commander’s office). They need a DC15 Computer Use roll to retrieve it. They realize that the new hyperdrive is meant to be used in the new Tie Defender which is being built on Lothal. They can also try to corrupt the data in the base’s computer by rolling a DC20, so the Empire will lose all prototype data.

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**Command Center:**

If the team got in the base from the front gate, this might be a good spot to lead them to, as it has a terminal where they can disable comms (per Jalaia’s options before they entered the base). The command center hosts two troopers guarding the entrance and four officers.

*As you enter the command center, you find themselves in a spacious room filled with banks of computer terminals, holographic displays, and communication equipment, all humming with activity.*

If the team hasn’t disabled comms yet:

*At the corners of the room are large holotables, displaying tactical maps and real-time data feeds from across the base and its surroundings. Imperial officers are monitoring sensor readings, coordinating patrols, and relaying orders to troops stationed throughout the outpost.*

*You immediately encounter two troopers by the door and realize that you need to handle things quickly before more security is alerted.*

If the team already disabled comms:

*With the base communications successfully disabled, the command center of the Imperial outpost is thrown into a state of chaos and confusion. The atmosphere is tense as Imperial officers scramble to regain control of the situation.*

*You immediately encounter two troopers by the door and use the opportunity while everyone is distracted for a surprise attack.*

After they handle the situation, searching the room retrieves 100 credits.

Similar to the hangar or lab, they would need a successful DC15 Use Computer check to disable comms. If they fail, Jalaia can give them a Computer Spike (+4) and they can try again.

# Leaving the Base

If the team leaves from the main gate they might need to fight the guards outside.

They could also head back to the hangar and steal the speeders to leave from the hangar. They might encounter more troopers in the hallways and will have to deal with them two.

When they arrive back in Verdant Vale they contact Captain Rex.

*As you deliver the plans and the crucial information regarding the Tie Defender to Captain Rex, the seasoned Clone Wars veteran's expression shifts from curiosity to concern. He studies the documents intently, his brow furrowed in thought as he absorbs the gravity of the situation.*

"This changes everything. The Empire's been cooking up something big, and this Tie Defender... it's a game-changer."

*His voice carries a weight of experience and authority, tempered by years of combat and leadership.*

*Captain Rex:* "We need to ensure that the rebel cell on Lothal gets wind of this information. They'll know how to use this information to our advantage."

"You've done well, soldiers. Your bravery and resourcefulness have given us a fighting chance. Now, let's get this information where it needs to go. The fate of the galaxy may depend on it."

XP earned from the Imperial Post: 100 per trooper, 300 for the base commander, 500 for the KX security droid, 50 per officer, 200 per captain. In addition, another 1000 per player for completing the mission.

The End