

STAR WARS[®] AGE OF REBELLION[™]

ADVENTURE STIMPACK



An Adventure Building & Crafting Aide



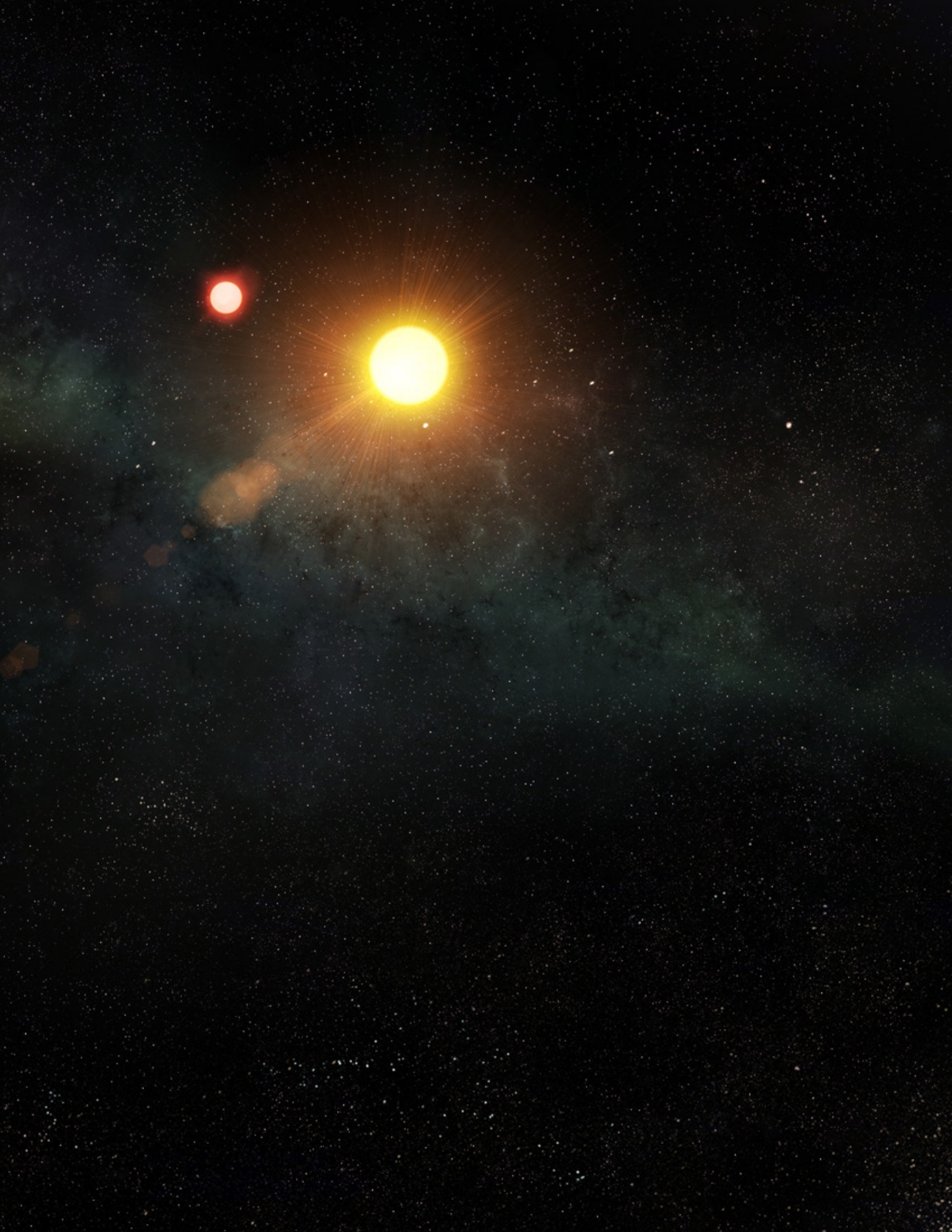


TABLE OF CONTENTS

Introduction	5	Step 6: Complications.....	24
Step 1: Review Players and Plots.....	6	Step 7: Keep the Crew Hungry.....	25
Step 2: Duty.....	6	XP Rewards.....	26
Step 3: The Big Picture.....	7	Extra Tables.....	27
Step 4: Choose your Mission.....	8	Wrapping Up.....	28
Step 5: Fill in the Details.....	9	Blank Tables and Worksheets.....	29
Eradication.....	10	Mission Crafting Worksheet (Example).....	29
Repair/Fix.....	13	Mission Crafting Worksheet (Blank).....	30
Disruption.....	14	Blank D20 Sheets.....	31
Acquisition.....	15	Blank D12 Sheets.....	32
Deliver.....	16	Blank D6 Sheets.....	33
Rescue/Liberate.....	17		
Protect.....	18		
Fortify.....	19		
Gather Information.....	20		
Search.....	21		
Help/Assist.....	22		
Negotiation.....	23		

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INTRODUCTION

Running a role-playing game in the Star Wars **Age of Rebellion** setting is filled with adventure, excitement, fast-paced action, and quick moving scenes. Players will dive into the galactic struggle between the Rebel Alliance and the Galactic Empire. Sometimes, it can be challenging to come up with ideas and plotlines for the players, and our strain is about to exceed our threshold. Wouldn't it be nice if there were a stimpack we could use to help us out, and give that creative boost from time to time?

This book is designed to be that stimpack! It will help game masters create plotlines and opportunities for your players to immerse themselves in the struggle to end the tyrannical ways of the Empire, and create memorable stories together. As **Age of Rebellion** is focused on the efforts to overthrow the evil Empire in a Galactic Civil War, these ideas focus heavily in that direction.

This book supports the ideology that the GM is not the story teller, but the creator of conflict. The GM offers challenges for the PCs to overcome, but not in an adversarial way, rather as partners in the narrative process. The PCs then get to decide how to approach those conflicts, and the dice help determine the results. This gives the responsibility of the plot to the GM, and the responsibility of the story to the PCs. The narrative dice give this system a unique opportunity to add and shape the adventure as all the players can build off of the results.

The ideas expressed in this book are also grounded in the direction that Star Wars is more fantasy than science fiction. A space opera that doesn't need to have logical explanations for how technology or the Force works. Keep these concepts in mind, and your players will feel like they're a part of t a galaxy far, far away, with adventurous stories to tell.



HOW TO USE THIS BOOK

This book goes through a few simple steps to craft a fun adventure. There will be options to roll for random creation, or select the best ideas that fit your current group and game. Players will need a d6, d12, and d20 to help with these random tables. Each section will go into further detail, but here are the steps:

- First, review player motivations, goals, and duty. Also review any existing plotlines and NPCs that could still be important or unresolved.
- Then decide if Duty was triggered for this session, and what the group's relationship with the Rebel Alliance is. See AoR page 325 for more info.
- Form your larger plotline, using a simple sentence formula, if you want a more epic, sprawling campaign.
- Roll or choose from a table to determine what mission or assignment the crew is being tasked with, and how it was discovered.
- Next, use the provided formulas and tables to create important initial details for the mission.
- Use the tables to determine what kind of external complications might arise as the players take on their new assignment.
- Lastly, the Empire and its influence is felt everywhere. Find out what ways the Empire will make things more difficult for the party during their mission.. See AoR CRB page 370, "Life and Perils in Imperial Space."

MAKE IT YOUR OWN

At anytime during this process, you are free to interpret the results, or use your own imagination, to finish the details in your adventure, or embellish the outcomes. These aides are not meant to limit ideas into a ridged formula, but to open possibilities and generate options. Plus, the more you can inject PC backstories, motivations, and goals, the more personal your adventure will be to those players.

The end of this book also contains worksheets and pages of blank tables for the various formulas to create your own custom list of options to randomize. Maybe you have a specific gang you want to include as an adversary, or a location with great importance to the players that should be included. Whatever the case may be, the blank tables can be printed, filled and used to better personalize your adventure and mission crafting.

STEP 1: REVIEW PLAYERS & PLOTS

Any good GM will know basic details about the player characters. What are their backstories, motivations, duty, goals, aspirations, and desires? Who has wronged them in the past, and who has been there to aide them when they find themselves in trouble? Are the characters more heroic with a great sense of moral direction, or more self preservation oriented, willing to do whatever it takes to keep themselves alive? These details can lead to some adventure ideas that practically write themselves.

Understanding group goals and motivations can help seed adventure hooks and plotlines too. Are they wanting to form the most lethal team against Imperial forces? Or maybe they want to establish a safe harbor where those sympathetic to their cause can gather without the fear of Imperial intervention?

If players and groups don't have goals or motivations, encourage them to create some, and share with their fellow players. They don't have to be long or detailed. Some basic ideas are enough to start, and more details can be filled out as you play.

PLOTLINES

When a new group of characters start their adventures in the Star Wars Universe, their backstories and history are sometimes the only things available to GMs to use as direct adventure prompts. But as time goes on, and the PCs engage in all sorts of mis-

sions, jobs, and trouble, GMs will begin to compile other plots that still need an ending. Write down the title of this Plotline, and keep it in your back pocket for inspiration and possible resolution at a later time. Maybe it was a mission that didn't get fully realized? Or maybe a new discovery was made while on a different mission that still needs explored?

Review the list of plotlines before crafting a new session, and determine if it makes sense to return to it for further adventure.

OTHER CHARACTERS

Along with tracking player character details, and past unresolved plotlines, a GM can also be creating a list of characters the PCs meet in their journeys. Maybe they rallied a small settlement, and can call upon them for assistance. Or during a mission, an Imperial was hesitant to fulfill their orders, and might be interested in switching sides.

Look over the list of NPCs that have gained enough importance to be recorded, and think of ways they might reappear in the future. That Imperial defector might have information into an Imperial facility that would save the party precious time. The pirates the group encountered was focal about their disdain for the Empire, and might prove to be beneficial in the form of a diversion.

STEP 2: DUTY

One of the most important aspects of an **Age of Rebellion** character is the duty mechanic. For more details on what duty is, and how to use it in your game, read pages 46-50, and pages 325-326 of the **Age of Rebellion** Core rule book. There you will find great ideas in how to use duty and contribution ranks in your campaigns and adventures.

Before play begins the GM should roll a D100 to see if duty is triggered for the session. It's recommended to roll at the beginning of the session, but GMs can also consider rolling it at the end of a session, to give proper time to work it into the next session. GMs could also make the roll privately to increase the tension of the game. Ultimately, it's up to the GM on how he would like to trigger the mechanic.

Duty can be another great resource for generating ideas for an encounters for the PCs. It can help determine the groups contribution rank with the Rebellion, and what resources might be available to them. With a high contribution rank, the Rebel Alliance and its allies will look at them with great respect. On the other hand, a high contribution rank may put them at the top of the Empire's most wanted list.

GMs will keep an eye on player's duty and the party's contribution rank, not only for more adventure opportunities, but also as a gauge to show the party's standing in the galactic conflict.

STEP 3: THE BIG PICTURE

Episodic adventures can be one way to run an Age of Rebellion game. This keeps the story lines shorter, and they don't need to flow into each other. But you may find having a greater plot happening outside the smaller plotlines an enjoyable option for longer campaigns. If you are constructing a larger campaign, the following should help you craft a bigger picture, while still crafting smaller missions and sessions.

YOUR SENTENCE

To create a greater plot, there are many methods and techniques that can aide in the process. For this book, we will using the "Your Sentence" technique taught by Guy Sclanders from the How To Be A Great GM YouTube series. You start with this formula...

- **<Somebody> wants <something> badly.**

If you want more details in your sentence, use the following example...

- **<Somebody> wants <something> badly by <a specific time>, and is having difficulty getting it using <something> because of <something>.**

Both of these sentence give two important aspects to create a larger plot for our campaign. First, who will be the main antagonist to the PCs. This character should be a Nemesis level adversary, and will be who the PCs will be trying to thwart once they discover their plan.

Secondly, what is this adversary trying to do? What do they want so badly? Whatever it is, they are so set on getting it that they will do anything to accomplish their desires. Nothing will stand in their way, and they will use their power and skills to accomplish it.

The wonderful thing about this method is that the GM is coming up with the actions of the main adversary, and the means in which he will accomplish his goal, but not directing the specifics of how the PCs will stop it. This allows the GM to not worry about

railroading the PCs into a path, but naturally letting the story flow, and introduce key pieces of information about the adversary to the PCs during the game.

HOW WILL THEY DO IT?

To continue with this method, think of ways that the adversary will accomplish their desires. What steps do they need to do to prepare the path to completion? What materials or supplies do they need to acquire? Maybe they need to build an army, find a powerful relic, or create a massive weapon. Each of those examples can become ways that the PCs can thwart the adversary's plans, and provide greater side quests or missions. Consider what happens if the PCs do stop one plan, and what the adversary would still do to move forward with their nefarious ideas.

Once the nemesis has acquired their needed supplies, building and creating it would be their next objective. Where is it being built? What manpower is being used? What transports are needed? After it's constructed or gathered, the nemesis might even test their plans, or execute a smaller version of their end desire, just to make sure it works.

Finally, the nemesis will unleash their plans, and the final confrontation with the PCs should be dramatic and epic, regardless of whether or not they're successful in stopping the original plan. How does this climax affect the system, sector, or galaxy? By this point, the PCs should have a clear goal to stop the event from happening, and are ready for the showdown.

IMPORTANT NPCs

Once you have your sentence, and ideas how the adversary's plan will transpire, be sure to take time to prepare important NPCs, including the main adversary. Captains and soldiers will be important to help carry out work need to accomplish the task. Crime syndicates or pirates looking to benefit from such actions can be prepared as well.

All NPCs don't need to be mapped out and crafted, but make sure key figures are ready in case you discover a perfect opportunity during a mission to an imperial communications hub that would be a perfect time to inject one of these figures. After a while, as the PCs keep hearing about certain NPCs over and over again, they might wonder what they are up to. Or better yet, if the adversaries hit the PCs close to home, they are sure to take notice.

PRINTABLE WORKSHEETS

At the back of this book, you'll find handouts and blank worksheets that can aide you in creating your campaign and adventures. Use them to help generate ideas, plot out the steps your nemesis will take, and record results from random tables.

STEP 4: CHOOSE YOUR MISSION

Once you have reviewed your player's character, past plotlines, and decided if you want a bigger plot to your adventure, you now can generate hundreds of scenarios using the tables in the next few sections. First, you want to decide what will be your mission objective. Keep in mind that there are times where multiple stages of a mission are needed to accomplish a single objective.

Using **Table 1: Your Objective Is...** below, roll a d12 and select the mission type associated with the number result. Or, to set up a three stage mission, roll 3d12s, and organize the results the make the most sense. Make the last objective the main mission goal, with the other 2 objectives "stepping stones" to get to the main objective. (For example... Stage 1: Help/ Assist, Stage 2: Rescue, with the main Mission Goal: Deliver.) See AoR CRB page 321 for more examples of mission types. You can also roll a d6 and use **Table 2: How Do PCs Come To Know About This Mission** to further give insights in how your players learned about their new task to help add more flavor to the initial assignment.

After a mission type has been selected, go to the page number associated with that row to find a simple formula for that type to add more details to the mission, like where it's located, and what's the specific target. Follow the format similar to the Your Sentence method, and fill out important details using tables created for that specific type. At anytime, create your own tables with the blank worksheets in the back of this book.

TABLE 2: HOW DO PCS COME TO KNOW ABOUT THIS MISSION

d6	Type
1	Rebel High Command
2	Holonews provides insightful information
3	Undercover agent contacts them
4	Rebel Intelligence Officer
5	Secret Rebel Outpost
6	Anonymous tip

TABLE 1: YOUR OBJECTIVE IS...

d12	Type	Page
1	Eradication - A specific target has garnered great attention, and the time is right to eliminate it.	10
2	Repair/Fix - Something has ceased its necessary primary function, and must be brought back to proper working condition soon.	13
3	Disruption - The enemy's infrastructure must be disrupted through mayhem, chaos, or other crippling actions.	14
4	Acquisition - A valuable item is needed to be retrieved or reclaimed from a dangerous location for the greater good.	15
5	Deliver - The journey may be perilous, but an important asset must be delivered to a specific location in a timely manner.	16
6	Rescue/Liberate - Someone or something has been captured and needs to be liberated, broken out, or freed before something harmful happens.	17
7	Defend/Protect - An important location or ally needs to be defended or protected against enemy forces that are sure to attack.	18
8	Establish/Fortify - A place needs to be strengthened or bolstered, and must be prevented from falling into the enemy's hands.	19
9	Gather Information - Procuring specific facts or detailed intel from the enemy without being noticed or caught.	20
10	Search - Something is missing, lost, or undiscovered, and requires great efforts in finding its location.	21
11	Help/Assist - A great tragedy or catastrophe has occurred, and humanitarian efforts are needed quickly.	22
12	Negotiation - Some type of deal, negotiation, agreement, or diplomatic effort needs to be resolved by the PCs.	23

STEP 5: FILL IN THE DETAILS

Now that you know what mission the PCs are about to do, it's time to fill in more of the details. The next few pages contain descriptive sentence formulas for the chosen mission, and random tables options associated with each one to help fill in specifics. Roll to discover the who, what, where, how and why of the mission, or fill in the blanks with your own ideas.

As you record the results, you may find connections and ideas begin to formulate that are better than what the end results show, and more appropriate for your players. Don't feel confined to the table and options, but instead use them as a starting point to create the basis of a memorable assignment. You may also find, as you craft the mission details, that some results don't make complete sense together. In those cases, come up with the solution that does make sense, or find creative ways for the results to work together.

MISSION FUNDS

Although the Rebel Alliance has some resources at its disposal, there's not an endless supply. The Rebellion encourages frugality in their troops, and makes sure resources are not wasted. However, as rebel agents provide meaningful contributions to the cause, the Rebel Alliance likes to reward them with a variety of resources to assist them in the field. The Ordinance and Supply Command (OSC) is responsible for managing the supplies and needs of those in the field. See AOR CRB page 163.

Player characters might find personal funds a rare commodity in an **Age of Rebellion** campaign, and GMs can find creative ways to increase their personal credits to spend. Some mission may require the OSC to provide specific items that need to be returned once the mission has been completed. A GM may also implement a stipend or mission fund allocation before the start of each mission. These funds are not expected to be returned, and could be important funds for any mission expenses that may come up. Use **Table 3: Mission Funds** to find out how much the players will be able to receive prior to the start of their mission, or if there will be an opportunity to acquire valuables during the mission, or if OSC has some extra equipment they can have besides the equipment needed for the mission. Restricted items still need to be approved by the GM. Some missions, like Hit-and-Run, may not make sense to have valuable that can be retrieved, but use your best discretion and creativity when deciding what funds can be allocated to the PCs. The resulting amount is given to each player.

TABLE 3: MISSION FUNDS

d20	Amount per Player
1	Credits - 50
2	Credits - 75
3	Credits - 100
4	Credits - 200
5	Credits - 250
6	Credits - 300
7	OSC Extra Equipment - 2 pieces of equipment rarity 0-2 up to 50 credits each.
8	OSC Extra Equipment - 1 piece of equipment rarity 0-2 up to 100 credits
9	OSC Extra Equipment - 1 piece of equipment rarity 0-3 up to 200 credits
10	OSC Extra Equipment - 1 piece of equipment rarity 3-5 up to 100 credits
11	OSC Extra Equipment - 1 piece of equipment rarity 3-5 up to 200 credits
12	OSC Extra Equipment - 1 piece of equipment rarity 3-5 up to 300 credits
13	OSC Extra Equipment - 1 piece of equipment rarity 5-6 up to 350 credits
14	OSC Extra Equipment - 1 piece of equipment rarity 5-6 for 500 credits
15	Mission Resource - Knowledge of an Imperial Credit account rumored to have 500 credits for each PC, and GM decides how much extra funds can be redirected to the Rebel Alliance.
16	Mission Resource - Crate of supplies valued at 600 credits per player. Can be sold at a later time for potentially more, at GMs approval.
17	Mission Resource - Credit stash in a vault worth 800 credits per player
18	Credits - 850
19	Credits - 900
20	Credits - 1,000

ERADICATION

The Empire has no shortage of assets, cunning leaders, and influential sources. Some of these targets must be eliminated for the cause to move forward. While a full scale assault, or a simple acquisition of the target, may seem like a viable option, the reality is that the very existence of the target is a threat, and must be eradicated. What makes the target and asset so special? Why is now the time to target them? Is there no other way to accomplish the objective? What extra planning might be involved to accomplish the task? Use **Table 4: Eradication Options**, 3 d20s, and the formula to the right, to find out more about your mission to eliminate the target.

**Eliminate <Target>
at an Imperial <Location>
before <Event>.**

TABLE 4: ERADICATION OPTIONS

d20	Target	Location	Event
1	A new weapon	Bunker	Imperial leader arrives
2	Military vehicles	Stronghold	A signal is sent
3	Imperial Commander	Caravan	A weapon is fired
4	Cache of weapons	Outpost	Stormtrooper reinforcements come
5	Prototype fighter	Shipment	A demonstration begins
6	Security coms	Demonstration	A holovideo is broadcast
7	A rebel traitor	Escort	A shield is activated
8	Fuel canisters	Encampment	Research is completed
9	Evidence	Patrol	Deliveries begin to ship
10	A bounty hunter	Guard post	Secrets are revealed
11	Stormtrooper squad	Convoy	An experiment takes place
12	ISB Agent	Procession	Power runs out
13	Local Imperial Advocate	Train	Security protocols are increased
14	Power Generator	Shipyards	Others use it for evil purposes
15	Stardestroyer	Stockyard	A signal is traced
16	Docked Transport	Armored transport	Creatures awake
17	Communications array	Prisoner transport	The storm hits
18	Chief scientist or engineer	Entrance	Probe droids scans reveal truth
19	Genetic research	Supply chain	Infection spreads
20		Scientific laboratory	Arrives at destination



REPAIR/FIX

If something isn't working, it's not helping! With the Rebel Alliance short on supplies, equipment, and personnel, there's a great need for keeping everything running at top performance. Missions to get something back up and running could be a vital step to overcoming great odds. And you can guarantee that the Empire will press harder if they discover the Rebel's inoperative assets. What caused the item to break in the first place? Is the location still a hostile environment? Do parts need to be procured from other locations before repairs can happen? Use **Table 5: Repair/Fix Options**, 3 d20s, and the formula to the right, to find out more about your mission to repair.

**Repair <Target>
at <Location>
before <Event>.**



TABLE 5: REPAIR/FIX OPTIONS

d20	Target	Objective	Event
1	Computer system	Mine Entrance	Shuttle departs/arrives
2	Capital Ship	Orbital shipyard	A signal is traced
3	Bridge	A remote outpost	Weapon is fired
4	Starfighter	A crash site	Pirates show up
5	Power generator	Outskirts of a small town	Monster arrives
6	Droid	Space Station	Infection spreads
7	Service tunnel	Industrial Tower complex	Meteor shower
8	Hyperspace gate	A Loading dock	Bombardment starts
9	Walker from the Clone Wars	Underground bunker	Electrical storm surges
10	Gun turret	Medical facility	Raiders attack
11	Shield generator	Business convention	Radiation burst happens
12	Hyperdrive	A competition	Window of opportunity is gone
13	Troop carrier	Level 1050	A nearby volatile item creates a catastrophic consequence
14	Comms tower	Tree canopy	The area is inaccessible due to rapidly-changing environment
15	Speeder or swoop bike	Volcanic area	War breaks out
16	Digital security measure	Minefield	Power runs out
17	Covering		Security protocols are increased
18	Door		Terrorist's threats are realized
19	Reactor		Others acquire it for evil purposes
20	Data core		The containment field is activated

DISRUPTION

Sometimes, the greatest form of pain the Rebel Alliance can inflict against the Empire is that of disorder. Interfering with Imperial supplies, factories, or communication hubs through sabotage, infection, or chaos can take valuable time away from the Empire. Careful planning and execution will be important, as well as the ability to think on their feet when things inevitably go wrong. Why is the target such a threat? Why only disrupt instead of eradicate? Is this part of a much bigger plan that involves the PCs? Once disrupted, what will the repercussions be? Use **Table 6: Disruption Options** to help fill out the details.

Disrupt Imperial operations
at **<Location>**
by **<Objective>**.

TABLE 6: DISRUPTION OPTIONS

d20	Location	Objective
1	A factory	Cutting off supplies
2	A communications hub	Turning off power
3	A warehouse	Releasing a virus
4	A landing pad	Removing security measures
5	A military installation	Rerouting deliveries
6	A refinery	Shutting down tractor beam
7	A shipyard	Igniting fuel supplies
8	A mining facility	Destroying equipment
9	An orbital space station	Scrambling comm channels
10	The hotel where Imperial dignitaries are staying	Rerouting cargo transports
11	A gala	Switch logs
12		Implant fake credentials
13		Impersonating an Imperial officer
14		
15		
16		
17		
18		
19		
20		

ACQUISITION

Caravans loaded with supplies that make dangerous journeys, or outposts that hold stocked resources, make for key targets in the fight against the Empire. Maybe there is a figurehead or weapon that could change the course of the battle if used. It's up to the PCs to stake their claim on the valuable asset. What makes this item, location, or person so sought after? Who else might be interested in it? What security measures might the PC encounter while attempting to acquire the item? Use **Table 7: Acquisition Options** to learn more about what they must retrieve.

**Retrieve <Target>
from <Location>
before <Event>.**

TABLE 7: ACQUISITION OPTIONS

d20	Target	Location	Event
1	Sector Payroll Credits	A bunker	Window of opportunity is gone
2	A Weapon	A stronghold	An experiment takes place
3	Stocked Transport	A caravan	Delivery is made
4	Valuable Relics	An outpost	A Shield is activated
5	An Important Leader	A shipment	Enemy troops are reinforced
6	Cache Of Weapons	A warehouse	A message is sent/received
7	New Vehicle	An escort	A weapon is fired
8	A Tracking Beacon	An encampment	It leaves
9	Food Rations	A patrol	Item is auctioned off
10	Fuel Canisters	A guard post	Refueling is finished
11	Hidden Cargo	A convoy	Security protocols are doubled
12	A Loaded Skiff	A research facility	Bandits get there first
13	Volatile Fuel Crystals	Public transport	A terrible storm forms
14	Sector Security Codes	A shipyard	Infection spreads
15	Experimental Technology	A stockyard	Meteor shower
16	Valuable Mineral Shard	An armored transport	Bombardment starts
17		A prisoner transport	Electrical surge fries all electronics
18		A deep-sea research facility	Radiation burst happens
19		A abandoned temple	Research is completed
20		A museum	Secrets are revealed

DELIVER

Specific goods are needed in specific locations from time to time. Maybe they will aid, in some way, to end conflict in a region, or perhaps soldiers on the front line of an ongoing battle are in need of food supplies. Safe delivery could mean the difference between life and death, and the players must succeed if there will be any positive outcome. Is there more to this cargo than face value? Why does it need to get to its destination? Who else is waiting to take it from the players? Use **Table 8: Deliver Options** to work out the needed details, and keep those Imperial scanners from detecting anything.

**Deliver <Asset>
to <Location>
before <Event>.**

TABLE 8: DELIVER OPTIONS

d20	Asset	Location	Event
1	Crate of supplies	A safe house	Terrorist's threats are realized
2	Scientist	Palace	Uprising begins
3	Engineer	Temple	Innocents are executed
4	Vital mechanical part	Spaceport	The demonstration begins
5	Ancient artifact	University	Infection spreads
6	Package of credits	A military operation	Supplies run out
7	Royal representative	Museum	Stormtrooper reinforcements come
8	Witness	A market	Raiders overtake the delivery
9	Weapon crate	Comms	Item is auctioned off
10	Datapad	Cantina	Beasts are unleashed
11		Embassy	Inspections increased
12		Memorial	A Shield is activated
13		Hideout	Transport leaves
14		Industry	A Droid reveals secrets
15		Prisons	The environment becomes hostile
16		Culture	Radiation burst happens
17		Arena	A holovideo is broadcast
18		Records	Research is completed
19		Plaza	Orders are given
20		Storage	Deliveries begin to ship

RESCUE/LIBERATE

A good rescue mission involves someone that has been captured, incarcerated, or trapped behind enemy lines. The PCs will have to figure a way in and get their target out without being captured themselves! Why was this item captured in the first place? Will it involve brute force or more stealth tactics? Will the PCs need to prepare or plan anything additional to the breakout? Use **Table 9: Rescue/Liberate Options** to discover who the PCs are rescuing, and why such a mission is needed.

Rescue <Descriptive><Target>
from <Location>
because <Reason>.

TABLE 9: RESCUE/LIBERATE OPTIONS

d20	Description	Target	Location	Reason
1	An arrogant	Diplomat	A minefield	The target has vital information
2	A wise	Operative	A holding pen	The location is unstable
3	A rebel	Soldier	An armored Hovertruck	The target is being tortured
4	A nervous	Courier	A the top floor of a building	Target is close to death
5	A captured	Captain	An underground bunker	There's a reward for the target's freedom
6	An important	Pirate	A wilderness	Target is about to be executed
7	A wounded	Celebrity	A cave system	The enemy is closing fast
8	A trapped	Force user	A space station	The target's family is worried
9	A loyal	Creature	A creatures den	The target is trapped
10	An injured	Hostage	A large body of water	The target is carrying something valuable
11	A famous	Scientist	A ship with no power	Area is about to be overrun with hostiles
12	A deadly	Ambassador	A prison	
13	An important	Engineer		
14	A kidnapped	Miner		
15	An insane	Refugees		
16	A paranoid	Deep-space explorer		
17	An ungrateful			
18				
19				
20				



PROTECT

The heroic nature of some PCs can't let the defenseless or weak become subject to the powerful or vengeful. And the Rebel alliance is dedicated to their efforts to root out oppression. Those that are assigned missions to defend or protect do it at their own peril, usually becoming the bodyguard or soldier between the opposition and their target. Why do they want to target the person or location? What supplies will the PCs need to make their stand, or defend from the shadows? Is this an assassination attempt, or a brutal siege? **Table 10: Protecting Options** will give you the details you need.

**Protect <Target>
from <Hazard>.**

TABLE 10: PROTECT OPTIONS

d20	Target	Location
1	A Traveling Senator	Assassins
2	A Rebel safe house	Eminent Imperial attack
3	Some lost children	Ferocious creatures
4	An outpost	Gang of mercenaries
5	Secret cache	A vengeful bounty hunter
6	Space Station	Incoming asteroids
7	Village	Contagious virus outbreak
8	Power Generator	Imminent radiation storm
9	Shipyards	A deadly swarm
10	Refuges	A band of attacking pirates
11	Research facility	Offended neighboring system
12	Colony	Deranged thugs
13	A data archive	Homicidal raiders
14	A rare ecosystem	Invading Imperial Stormtroopers
15	A last cultural monument	Local corrupt law enforcement
16	Peaceful ambassador	Rogue Rebel agents
17	Last of a pacifist species	Inquisitors
18	A force user	
19		
20		

FORTIFY

Fortifying a given area against potential incoming threats requires careful planning. The location may be a stronghold, a town, or any other strategic point that is at risk of attack. Those assigned the mission must assess the vulnerabilities of the location and determine what defenses are needed to protect it. Will efforts involve building walls or barriers, setting traps, or training the inhabitants in combat? What resources are available to ensure the best possible outcome. What will happen after the attack is over, and the location begins to recover from the attack?

Table 11: Fortify Options will give you the details you need.

**Fortify Rebel <Location>
by <Means>.**

TABLE 11: FORTIFY OPTIONS

d20	Location	Means
1	Base	Building walls, barriers or fences.
2	Safe house	Constructing a security system with cameras, sensors and alarms.
3	Outpost	Installing defensive weapons.
4	Ally Stockpile	Building bunkers or secure vaults.
5	Incom Corp. Facility	Establishing a communication network.
6	Construction site	Hiring additional guards or mercenaries.
7	Hanger bay	Implementing booby traps, decoys, or camouflage.
8	Fortification	Developing shields or force fields.
9	Waypoint	Constructing a self-destruct system.
10	Hidden entrance	Creating a backup power system or generators.
11	Command center	Building hidden compartments or secret passages.
12	Capital ship	Establishing a defensive perimeter with mines, tripwires, or other traps.
13	Space Station	Developing advanced technology such as cloaking devices or holographic projections.
14	Force	Creating defensive clones or droids.
15	Transport	Developing advanced AI systems.
16	Watch tower	Building underground tunnels or escape routes.
17	Shipyards	Establishing a network of satellites or space-based defenses.
18		Creating genetically-engineered soldiers.
19		Implementing biometric enhancers for defenders.
20		Developing advanced nanotechnology or bioweapons countermeasures.

GATHER INFORMATION

If knowledge is power, then intelligence based missions can hold enormous value. Efforts in espionage to learn vital secrets, and gaining access to enemy plans through disguises, double agents, or undercover operatives are commonplace for those gathering intel. Whether the desired information is in a computer, or in someone's brain, extraction is always a tricky part of the mission. What security measures are installed at the target location? Will there be others that are looking for the same information? What happens if the PCs are discovered? **Table 12A-C: Gathering Information Options** and 3 d20s will give you the details to craft a memorable experience.

Infiltrate <Descriptive><Target>
using <Tactics>
to <Objective>.

TABLE 12A-C: GATHERING INFORMATION OPTIONS

d12	Descriptive	d20	Tactics	Objective
1	Imperial	1	Stealth	Gather info on a captive diplomat.
2	Underworld	2	Disguises	Steal data for a new technology prototype.
3	Heavily guarded	3	Cloaking device	Disable the defense systems.
4	Subjugated	4	Undercover operative	Plant a listening device to gather intel.
5	High-security	5	Biologically-engineered passcodes	Retrieve sensitive information.
6	Secret	6	Team of specialized slicers	Disable AI system.
7	Underground	7	Mercenaries as a distraction	Determine location of a vital imperial leader.
8	Mining	8	Team of old vengeful clones	Retrieve information about a powerful artifact.
9	Smuggler	9	Droids	Locate storage area of a shipment of rare crystals.
10	Experimental	10	Deceptive tactics	Learn details about a leading scientist.
11		11	Genetically modified animals	Access central processing unit.
12		12	Subterfuge	Access chemical formula data
		13	Coordination	Gather intel on starship prototype
		14	Holograms	Collect valuable launch dates.
		15	Charm	Gain access to confidential communications
		16	Stolen code cylinders	Locate info on the stranded miners.
		17		Plant a virus
		18		Access funds
		19		
		20		

d12	Target
1	Capital ship
2	Research facility
3	Space station
4	City
5	Government facility
6	Asteroid base
7	Fortress
8	Stronghold
9	Transport
10	Remote Facility
11	Laboratory
12	Colony

SEARCH

Finding the right strategic location, or a valuable piece of equipment gone missing, can give a distinct advantage to the Rebel Alliance. Those assigned these exploration missions must be prepared for anything, as they tend to step into uncharted, dangerous territories, or run across the dangerous reason the item became missing in the first place. Why are they looking for this to begin with? Are others searching for the same target? Why has the target remained hidden or lost for so long? Roll on Table @@: Finding Options for more specifics about these types of missions.

**Search <Location>
with hopes to find <Target>
before <Event>.**

HELP/ASSIST

A natural disaster, a war-torn region, or another severe crisis, has left countless people in need of assistance. Providing aid and support to those affected by the disaster is at the heart of these missions. This may involve delivering supplies, evacuating survivors, providing medical care, or defending the region from further attacks. What are the political landscapes of the region that the players will need to navigate? How do those affected feel towards the Rebel Alliance? Is there still the threat of disaster returning? Table @@: Help/Assist Options will help start your next social encounter.

Because of the <Tragedy>, <Target> is/are in need of <Resource/Action>.

NEGOTIATION

Negotiation and diplomatic missions involve the PCs brokering deals, securing alliances, and recruiting people to the cause against the Empire. Players with a knack for social encounters or the gift for gab, will find these missions a fun challenge, especially if the parties involved have great differences of opinion. What information about the mission might be confidential? What's the history of those involved? How will the players know when an agreement has been made, and both parties are satisfied? Table @@: Negotiate/Resolve Options will help start your next social encounter.

**Contact <Target>
at <Location>
for the purpose of <Objective>.**









