

The Festival Rescue

A Star Wars d6 Adventure for 3-5 Players

The Festival Rescue is a A Star Wars d6 Adventure for 3-5 Players written by Alan Bollinger ajb@wow.com - This adventure is designed for a group of 3-5 players and focuses on a thrilling rescue mission set against the backdrop of a unique cultural event.

Adventure Background

Niklos Danaan, a renowned diplomat and peacekeeper, has been kidnapped by a notorious group of pirates led by **Darth Zexik**, a diminutive alien Sith. Darth Zexik, in his unrelenting ambition, rides strapped in a harness atop a hulking, antiquated Imperial assault droid, wielding his dark influence to disrupt the Festival of Harmony. The Festival, a celebration of galactic unity, risks descending into chaos without Niklos to mediate fragile alliances. The players must track down the pirates, infiltrate their flotilla of ships hidden within the asteroid belt of Korvax Prime, and rescue Niklos before the galaxy's hope for peace is extinguished.

Adventure Summary

The players follow clues to the pirate flotilla, overcoming traps, hostile encounters, and the fearsome Darth Zexik. Along the way, they will unravel the pirates' motivations and discover opportunities to negotiate, sneak, or fight their way through challenges. With Niklos's safety on the line, every choice they make will determine the fate of the Festival of Harmony.

Player Read-Aloud Script: Arrival at Korvax Prime and the Abduction

[Exterior Shot: The vastness of space]

Player 1: *(Excited)* "Korvax Prime ahead. Sensors show clear skies, and the asteroid belt is as majestic as ever. The festival's got the whole system buzzing!"

Player 2: *(Leaning into the controls)* "Switching to sublight engines. Look at that moon. They've turned the settlements into glowing beacons—like stars come to the surface. I can't believe we scored this assignment. A mission and a festival? Feels like we're on leave already."

Player 3: *(Checking the instruments)* "Let's not get too comfortable. We're here to meet Niklos and retrieve the package. No package, no paycheck, no party. Stay sharp."

Player 4 (Optional): *(With a hint of skepticism)* "Yeah, because rendezvousing with a high-profile diplomat at the biggest festival in the sector doesn't scream 'subtle.'"

Player 1: *(Chuckling)* "Relax. It's a festival! Peace, unity, and a whole lot of overpriced starfruit. Besides, Niklos knows how to keep things discreet."

[Interior Shot: The ship approaches Korvax Prime]

Player 2: *(Focused on landing)* "Control, this is freighter **[Ship Name]**, requesting clearance to land. We're here for pre-arranged cargo delivery."

GM Reads: "A calm, professional voice responds over the comms: 'Freighter, this is Korvax Prime control. Be advised, the Harmony District is under emergency lockdown. Redirecting you to secondary landing site at Prosperity Plaza. Coordinates transmitted.'"

Player 3: *(Surprised)* "Lockdown? What's going on down there?"

GM Reads: "The control officer hesitates before responding: 'Hostile activity reported in the Harmony District. Imperial forces are responding. Stay clear of the area.' The transmission ends abruptly."

[Exterior View: As the ship descends]

Player 4: *(Scanning the display)* "Secondary site or not, Prosperity Plaza is close to Niklos's rally point. If there's trouble nearby, we're landing in the middle of it."

Player 1: *(Resolute)* "Good. If Niklos is caught up in this mess, we're in the right place. Let's get to the ground and find him before this gets worse."

Introduction

Read-Aloud Text:

"Columns of black smoke rise into the star-speckled sky, visible even from the cockpit of your ship. As you descend, the devastation becomes clear: a settlement lies in ruins, its inhabitants scattered and its defenses shattered. Survivors wander through the wreckage, their faces etched with despair."

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A silver-haired elder waves frantically, desperation evident in their movements."

The elder speaks: "Pirates attacked in the night, their ships blotting out the stars. They took Niklos... the only one who can keep the peace. Without him, the Festival is doomed. Please, you must bring him back before it's too late!"

DM Notes:

- Use the elder's urgency to set the stakes for the adventure.
- Survivors can provide vague details about the pirates, describing them as brutal opportunists with advanced tech.

Area 1: The Gathering Area (Landing Zone)

Read-Aloud Text:

"The scene is one of utter ruin. Blaster marks mar the durasteel walls, and the acrid scent of burning fuel lingers. Scattered speeders and overturned cargo crates lie amidst the debris. Near the center of the settlement, two bodies rest motionless, while a skittish loth-cat gnaws at discarded rations."

Mechanics:

- **Perception Check (Moderate):** Characters notice large boot prints and drag marks leading toward the woods.
- Survivors share rumors about a hidden pirate flotilla in the asteroid belt surrounding Korvax Prime.

Area 2: The Command Tent (Niklos's Tent)

Read-Aloud Text:

"A domed command tent stands amidst the destruction, its reinforced fabric mostly intact. Inside, maps and holo-displays remain eerily undisturbed, except for a jagged tear along one wall. The faint scent of ionized air suggests recent blaster fire."

Mechanics:

- **Technical Roll (Moderate):** Players deduce that the attackers used precision strikes, capturing Niklos without looting.
- Tracks lead away, suggesting they transported him using speeder bikes.

Area 3: Tent Encampment (Survivor Interaction)

Read-Aloud Text:

"Amid a scattering of broken crates and overturned tents, a survivor sits clutching their leg, a medkit discarded nearby. They look up, wincing, as you approach."

Mechanics:

- **First Aid (Easy):** Stabilizing the survivor earns gratitude. They confirm Niklos was taken toward Korvax Prime.

Area 4: The Ruined Cage

Read-Aloud Text:

"A large cage lies in shambles, its durasteel bars twisted and broken as though by immense force. Nearby, the crumpled form of a guard slumps against a boulder, their lifeless eyes staring into the distance. Blood stains the ground, and large footprints are tracked all around, some even inside the cage. Whatever was here is long gone."

Mechanics:

- **Perception Check (Moderate):** Scraps of synthetic fabric hint at an important prisoner or valuable cargo kept here.
- Survivors may recall rumors about something secret being transported by Niklos's retinue but are unsure of details.

Travel to Korvax Prime

Read-Aloud Text:

"The trail leads to the asteroid belt surrounding Korvax Prime. Faint ion trails weave through the debris field, hinting at hidden activity. Navigation becomes treacherous as fragments of ancient battleships and active sentry droids patrol the area."

Mechanics:

- **Piloting (Difficult):** Success avoids sentry detection.
- **Sensor Roll (Moderate):** Identifies the location of the pirate flotilla hidden among the asteroids.

Pirate Flotilla (Replaces Ogre Mound)

The flotilla is a cobbled-together assortment of battered ships, loosely tethered and rigged with conduits, catwalks, and jury-rigged power lines. Pirates call this makeshift base home, and while it's a den of cutthroats, it's also an

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environment where stealth and deception can thrive. Fresh faces are not uncommon, giving players the opportunity to bluff their way past guards or gather information. Among the patched hulls and scavenged parts, one vessel stands out: a massive freighter with telltale signs of Han Solo's old smuggling operations, including scorch marks and reinforced bulkheads.

Area 1: Main Docking Ship (Docking Bay)

Read-Aloud Text:

"The docking bay of the lead ship is abuzz with activity. Rusty freighters and starfighters drift in formation, tethered by maglocks to a central carrier. Pirates shout orders and haul stolen goods, their voices echoing in the cavernous hangar. A massive blast door looms at the far end, marked with a crude emblem of a snarling krayt dragon. To the side, an enormous freighter bristling with makeshift defenses hums ominously. Its designation reads faintly beneath layers of grime: 'Eravana.'"

Mechanics:

- **Stealth (Moderate):** Sneaking avoids alerting guards.
- **Con (Easy):** Players posing as new recruits or couriers can attempt to bluff their way through the hangar.
- **Combat:** 3-5 pirates armed with blaster pistols patrol the area.

GM Note:

The "Eravana" is a callback to Han Solo's freighter, infamous for its smuggling compartments and its previous encounter with the terrifying Summa-verminoth. Players investigating the ship may find remnants of its old uses, such as hidden compartments or chains large enough to have held a massive beast.

Area 2: The Pirate Cantina

Read-Aloud Text:

"As the door slides open, you're greeted by the raucous sounds of laughter, music, and shouting. A dimly lit cantina sprawls before you, its air thick with smoke and the scent of spilled ale. Scoundrels of all species huddle around mismatched tables, while a Bith band plays a lively tune from a makeshift stage. Behind the bar, a grizzled bartender wipes a grimy glass, barely glancing up as you enter. A tense card game

unfolds in one corner, and in another, a heated argument threatens to escalate."

Mechanics:

- **Con (Easy):** Players can blend in by ordering a drink or chatting with the bartender. This can provide information about the flotilla's layout or its leadership.
- **Perception (Moderate):** Spotting a pirate drunk on Corellian whiskey reveals an opportunity to gather intel. A successful roll overhears them bragging about Darth Zexik's "big plans."
- **Combat (Optional):** Instigating a fight can draw unwanted attention, as several pirates in the cantina will leap to their comrades' defense.

GM Note:

The cantina is an ideal place for players to gather intelligence or sow chaos. Use colorful NPCs to liven up the setting—an Ithorian smuggler lamenting their lost cargo, a Rodian sharpshooter boasting about their latest bounty, or a Twi'lek dancer passing cryptic notes to the crew. This area allows for creativity and roleplay.

Area 3: Maksus and Darth Zexik (BBEG Encounter)

Read-Aloud Text:**

"The blast door slides open with a hiss, revealing a dimly lit command chamber dominated by a colossal, rust-streaked Imperial assault droid. Atop its broad shoulders sits a small, hunched alien with yellow eyes, his gaunt face betraying neither fear nor amusement. His raspy voice cuts through the tense air: 'You're too late,' the figure declares. 'Your precious Niklos will never see the light of day again.'"

Hidden Sith Nature:

Darth Zexik initially appears to be a cunning pirate leader, leveraging his imposing droid-mounted presence for intimidation. It's only after combat begins—when he ignites his crimson lightsaber or begins using Force powers—that his true Sith identity is revealed. Without his mount, Zexik's frail body is evident, forcing him to rely on dragging himself or manipulating the environment with the Force to move.

Maksus Commentary:

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Throughout the encounter, Maksus, the assault droid, provides constant, often annoying commentary on the battle. The droid's programming requires it to protect Zexik at all costs, even against Zexik's own protests:

- "Warning: Combat efficiency at 62%. Recommend tactical retreat."
- "Master Zexik, your elevated heart rate suggests panic. Do you require assistance?"
- "Enemy resistance: formidable. Activating protocol: 'Run Away Very Fast.'"
- "Master, your current strategy has a 23% chance of success. Consider alternative commands."

If the battle turns against them, Maksus will attempt to flee with Zexik, even dragging him away despite protests. Zexik might shout, "You mechanical buffoon! I order you to fight!" while Maksus replies, "Apologies, Master. Overriding command for your safety." This dynamic adds humor and tension to the fight as Zexik argues with his own droid while under attack.

Mechanics:

- **Darth Zexik:**
 - Dexterity: 4D
 - Lightsaber: 6D
 - Strength: 1D (Unmounted)
 - Force Powers: Control 5D, Sense 4D, Alter 4D
 - Powers:
 - **Force Push:** 3D damage, knocks back enemies.
 - **Choke:** Roll vs. Strength; immobilizes and deals damage.
 - **Deflection:** Redirects blaster shots back to attackers.
 - **Levitation:** Zexik can lift himself or objects (up to 200 kg) to simulate mobility.
- **Assault Droid Mount (Maksus):**
 - Strength: 6D
 - Weapons: Dual blaster cannons (6D damage each).
 - Special Rule: While mounted, Zexik gains +2D to Defense due to the droid's cover.
 - **Fleeing Protocol:** If combat goes poorly (Zexik drops to 50% HP), Maksus will

attempt to flee with Zexik, prioritizing their escape over further combat.

- **Royal Guard (Optional):** Two elite guards loyal to Emperor Palpatine flank Zexik in combat. They wield vibroblades and light blaster pistols, providing additional challenges for the players.
 - Dexterity: 4D
 - Strength: 4D
 - Melee Weapons: 5D (vibroblades, 5D damage)
 - Blasters: 4D+2

Combat Notes:

- Zexik uses his lightsaber and Force powers to keep enemies at bay.
- Disabling the droid mount forces Zexik to fight on foot. His frailty becomes apparent, and he must use Levitation to stay mobile or drag himself slowly.
- The droid's power core can be sabotaged with a Technical roll (Difficult), rendering it inactive.
- Guards protect Zexik fiercely, attacking any who approach within melee range.
- Maksus's commentary can serve as a distraction or comic relief, depending on the tone of the session.

GM Note:

Darth Zexik's physical dependence on his mount and his contentious relationship with Maksus add layers of strategy and humor to the encounter. Highlight the contrast between Zexik's imposing initial appearance and his vulnerability when unmounted, while also using Maksus's commentary to inject personality into the fight.

Read-Aloud Text:

"The blast door slides open with a hiss, revealing a dimly lit command chamber dominated by a colossal, rust-streaked Imperial assault droid. Atop its broad shoulders sits a small, hunched alien with yellow eyes, his gaunt face betraying neither fear nor amusement. His raspy voice cuts through the tense air: 'You're too late,' the figure declares. 'Your precious Niklos will never see the light of day again.'"

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ignites his crimson lightsaber or begins using Force powers—that his true Sith identity is revealed. Without his mount, Zexik's frail body is evident, forcing him to rely on dragging himself or manipulating the environment with the Force to move.

Mechanics:

- **Darth Zexik:**

- Dexterity: 4D
- Lightsaber: 6D
- Strength: 1D (Unmounted)
- Force Powers: Control 5D, Sense 4D, Alter 4D
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 - **Deflection:** Redirects blaster shots back to attackers.
 - **Levitation:** Zexik can lift himself or objects (up to 200 kg) to simulate mobility.

- **Assault Droid Mount:**

- Strength: 6D
- Weapons: Dual blaster cannons (6D damage each).
- Special Rule: While mounted, Zexik gains +2D to Defense due to the droid's cover.

- **Royal Guard (Optional):** Two elite guards loyal to Emperor Palpatine flank Zexik in combat. They wield vibroblades and light blaster pistols, providing additional challenges for the players.

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Combat Notes:

- Zexik uses his lightsaber and Force powers to keep enemies at bay.
- Disabling the droid mount forces Zexik to fight on foot. His frailty becomes apparent, and he must use Levitation to stay mobile or drag himself slowly.

- The droid's power core can be sabotaged with a Technical roll (Difficult), rendering it inactive.
- Guards protect Zexik fiercely, attacking any who approach within melee range.

GM Note:

Darth Zexik's physical dependence on his mount adds a layer of strategy to the encounter. Highlight the contrast between his imposing initial appearance and his vulnerability when unmounted. Use his frailty and desperation to build tension as the fight progresses.

Read-Aloud Text:

"The blast door slides open with a hiss, revealing a dimly lit command chamber dominated by a colossal, rust-streaked Imperial assault droid. Atop its broad shoulders sits a small, hunched alien with yellow eyes, his gaunt face betraying neither fear nor amusement. 'You're too late,' the figure rasps. 'Your precious Niklos will never see the light of day again.'"

Hidden Sith Nature:

Initially, Darth Zexik appears to be a cunning pirate leader, leveraging his droid-mounted presence for intimidation. His Sith nature becomes apparent only after combat begins, when he ignites his crimson lightsaber and begins using Force powers to devastating effect.

Mechanics:

- **Darth Zexik:**

- Dexterity: 4D
- Lightsaber: 6D
- Strength: 2D
- Force Powers: Control 5D, Sense 4D, Alter 4D
- Powers: Force Push (3D damage, knocks back enemies), Choke (roll vs. Strength), Deflection (redirects blaster shots).

- **Assault Droid Mount:**

- Strength: 6D
- Weapons: Dual blaster cannons (6D damage each).
- Special Rule: While mounted, Zexik gains +2D to Defense due to the droid's cover.

- **Royal Guard (Optional):** Two elite guards loyal to Emperor Palpatine flank Zexik in combat. They wield vibroblades and light blaster pistols.

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- Dexterity: 4D
- Strength: 4D
- Melee Weapons: 5D (vibroblades, 5D damage)
- Blasters:

Area 4: Engineering Bay

Read-Aloud Text:

"The air in this chamber hums with energy. Banks of control panels blink erratically, their displays casting shifting lights onto the walls. Massive conduits snake through the room, vibrating faintly with the pulse of the station's power core. A scattering of pirate engineers huddle around one of the consoles, shouting over the din of machinery. Nearby, an open maintenance hatch reveals a narrow passage leading deeper into the flotilla."

Challenges:

- **Combat:** 3-4 pirate engineers, lightly armed but willing to defend the critical systems.
 - Dexterity: 3D
 - Strength: 2D
 - Tools (Improvised Weapons): 2D damage
- **Technical Roll (Moderate):** Players can sabotage the power systems to disable nearby defenses or cause distractions. A failure risks triggering an explosion (5D damage to nearby targets).
- **Perception Roll (Easy):** Spotting the open maintenance hatch provides an alternate route to bypass heavily guarded areas.

Hazards:

- **Overloaded Systems:** A failed Technical roll can overload a console, causing electrical discharges (3D damage) in a 3-meter radius.
- **Environmental Noise:** Communication within the bay requires shouting or hand signals, imposing a +1D difficulty on coordination efforts.

GM Note:

The Engineering Bay offers an opportunity for resourceful players to manipulate the environment, either by creating diversions or disabling enemy defenses. Highlight the tension of working near volatile machinery.

Area 5: Crew Quarters

Read-Aloud Text:

"The door slides open to reveal a dimly lit chamber crowded with bunk beds, personal lockers, and scattered belongings. The air is heavy with the scent of unwashed bodies and stale food. A few pirates lounge on the lower bunks, playing a game of sabacc, while others snore loudly, oblivious to the intrusion."

Challenges:

- **Combat:** 4 pirates caught off-guard, some armed only with knives or personal sidearms.
 - Dexterity: 3D
 - Strength: 3D
 - Blasters: 4D
 - Knives: 3D damage
- **Loot Opportunities:**
 - Searching the room reveals personal stashes of credits (50-200 credits per pirate) and minor gear, such as commlinks or basic medpacs.
 - A locked locker (Technical Roll, Moderate) contains a datapad with encrypted access codes to less-secured areas of the flotilla.

Environmental Hazards:

- **Clutter:** Movement through the room is restricted by personal belongings and furniture, imposing a +1D difficulty on dodge rolls.
- **Noise Alert:** If combat or loud activity occurs, nearby pirates in adjacent rooms may investigate within 2 rounds.

GM Note:

The Crew Quarters provides a moment of levity and a chance for players to gather intel or resources. Emphasize the makeshift and cramped nature of life aboard the flotilla, adding personality to the environment through small details like scribbled notes or mismatched furnishings.

Area 6: Trash Compactor (Mandatory Passage to Detention Block)

Read-Aloud Text:

"The corridor is narrow, with flickering lights casting eerie shadows along the stained walls. The air grows humid and

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foul as you move deeper into the belly of the ship. Suddenly, a blast door slams shut behind you with a metallic clang, and the floor tilts slightly underfoot. The unmistakable sound of grinding machinery rumbles beneath you as another door hisses open—revealing a cavernous chamber filled with heaps of discarded junk and refuse. A foul stench fills your nostrils, and the walls glisten with muck. Without warning, the floor drops beneath you, and you tumble down a short chute into the depths of a trash compactor."

Mechanics:

- **Trap Activation:** As the players enter the corridor, a motion sensor triggers the trap. The blast door seals behind them, and the floor tilts, depositing them into the compactor below.
- **Compactor Description:** The room is filled with heaps of discarded machinery, shattered droid parts, and organic waste. The floor is slick, and pools of oily liquid ripple as the walls begin to rumble ominously.

Challenge:

- **Compacting Walls:** The walls begin to move inward, threatening to crush everything within.
 - **Timer:** The players have five rounds before the walls close completely.
 - **Technical Roll (Moderate):** Finding and disabling the control panel halts the compactor. A successful roll requires spare parts scavenged from the debris.
 - **Strength Roll (Difficult):** Bracing the walls slows their progress, buying an additional two rounds.
 - **Perception Roll (Easy):** Spotting a vent in the upper corner of the chamber provides an alternative escape route.
 - **Climbing Roll (Moderate):** Scaling the heaps of refuse to reach the vent requires a rope or a boost from another player.

Hazards:

- **Trash Monster:**
 - A lurking dianoga (tentacled creature) emerges from the muck, attacking players attempting to disable the compactor or escape through the vent.

- Strength: 5D
- Attacks: Tentacle grab (4D damage, immobilizes target).
- Special: Submerges and attacks from below; a Perception roll (Moderate) is required to track its movements.

GM Tip:

- Build tension by describing the grinding noise of the walls and the shifting heaps of trash. Use the timer to emphasize urgency.
- Highlight the players' resourcefulness by allowing creative solutions to halt or escape the compactor, such as reprogramming the control panel or leveraging teamwork to climb out.

Area 7: Detention Block

Read-Aloud Text:

"You emerge from the vent into a dimly lit detention corridor. Rows of heavy blast doors line the walls, each marked with faded Imperial codes. The hum of an energy field buzzes faintly, and the air smells of burnt circuitry. Two pirate guards lounge near a control console, their blasters slung casually over their shoulders. One of them glances your way, his eyes narrowing."

Mechanics:

- **Guards:** Two pirate guards patrol the area, initially unaware of the players' presence.
 - Dexterity: 3D
 - Strength: 3D
 - Blaster Pistols: 4D

Challenges:

- **Stealth (Moderate):** Players can sneak past the guards or take them by surprise.
- **Con (Easy):** Bluffing the guards (e.g., posing as reinforcements) can provide access to the console.
- **Combat:** If stealth or deception fails, the guards engage in combat, and reinforcements may arrive after three rounds.

Detention Console:

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- **Technical Roll (Moderate):** Hacking the console reveals Niklos's cell location and disables the energy field protecting it.
- **Perception Roll (Easy):** Observing the console reveals a map of the detention block and nearby security routes.

Niklos's Cell:

- **Read-Aloud Text:** *"The blast door slides open to reveal a small, dimly lit cell. Sitting in the corner, his ornate robes torn and his face weary but resolute, is . . . He looks up, a glimmer of hope breaking through his exhaustion. 'I knew someone would come,' he says, his voice steady. 'We must hurry; Zexik won't let me leave alive.'"*

GM Note:

- Emphasize the players' ingenuity in navigating the compactor and detention block.
- Niklos's urgency sets the stage for the final confrontation with Zexik, ensuring the players feel the weight of their mission.

Area 8: Escape from the Flotilla

Read-Aloud Text:

*As Niklos's weary eyes meet yours, he takes a deep breath and speaks with urgency. 'Thank you... but my work here isn't done. The Festival of Harmony... it must... live on.' His voice falters, and his body slumps as he collapses into unconsciousness. The relative quiet is shattered by a series of concussive blasts that shake the entire structure. Red emergency lights flash on, and a klaxon sounds, but it's quickly drowned out by the din of battle. 'They're here!' a pirate yells nearby. 'The Imps are attacking! Get to the escape pods!'

Alert Status:

The Imperial garrison has launched a full-scale assault on the pirate flotilla. The station is in lockdown, not to contain prisoners, but to prepare for defense. Escape is now the only option. The players must fight their way to the escape pods or find another means of leaving the station before it's overrun.

Area 9: Main Access Tunnel – A Warzone

Read-Aloud Text:

"The main access tunnel ahead is a scene of utter chaos. Blaster fire streaks through the air, illuminating swirling smoke and sparking conduits. Pirates and stormtroopers clash in brutal close-quarters combat, their shouts and cries echoing off the metal walls. The air is thick with the smell of burnt metal and ozone. Through the smoke and chaos, you see it: a heavy blast door at the far end, marked with the symbol for the docking bay. It's heavily guarded by a squad of stormtroopers, but it's your only way out."

Challenges:

- **Combat (Variable Difficulty):** The tunnel is a contested zone. Players must navigate the ongoing firefight, potentially facing both pirates and stormtroopers.
 - Initial Encounter: Stormtrooper Squad (4-6 Stormtroopers with a Sergeant): Blasters 4D (Sergeant 5D) guarding the blast door.
 - Dynamic Encounters: During the encounter, there's a chance for other combatants to enter the fray.
 - Roll 1d6 each round:
 - 1-2: No new combatants.
 - 3-4: 2-3 Panicked Pirates (Blasters 3D) stumble into the fight, possibly firing wildly at anything that moves.
 - 5-6: 2-3 additional Stormtroopers (Blasters 4D) reinforce the existing squad.
- **Obstacle Course (Moderate):** The tunnel is littered with obstacles created by the fighting: fallen debris, burning wreckage, and hastily constructed barricades. Players need to overcome these obstacles while under fire. Athletics or Pilot checks (Difficulty 2D) may be required to navigate difficult terrain or avoid obstacles.
- **Avoiding Detection (Difficult):** Staying hidden is extremely difficult. Imperial patrols are frequent and vigilant. Stealth attempts should be very challenging (Difficulty 3D). Success allows the players to gain a surprise round or reposition, but failure could draw unwanted attention.

Mechanics:

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- **Blast Door Timer:** The blast door is on a timer. After 4 rounds, the blast door begins to close. Each subsequent round, it closes further, making it progressively harder to pass through (requiring Strength checks of increasing difficulty). After 2 more rounds (6 total), the blast door seals completely.
- **Suppressive Fire:** The stormtroopers lay down heavy suppressive fire, making it difficult for players to move or take actions without risking being hit. If a player attempts to move without using cover, increase the difficulty of any actions they take that round by +1D.
- **Cover:** The environment provides ample cover (crates, overturned equipment, etc.). Players can use cover to gain a +1D bonus to defense rolls.

Area 10: Docking Bay Escape

Read-Aloud Text:

"The docking bay is a warzone. Imperial stormtroopers are engaging the remaining pirates in a fierce firefight, with the heaviest fighting concentrated near the landing zone to your left. Imperial transports continue to descend, disgorging more troops into the fray. Smaller skirmishes erupt and fade across the mid-bay area. Your ship is on the far side, but the path directly ahead seems less intensely contested – a risky but potentially viable path to freedom."

GM Information:

- **Imperial Objective:** Secure the docking bay and eliminate all resistance. They are not specifically focused on preventing individual escapes, but they will react to any direct threats.
- **Pirate Morale:** Low. They are disorganized and primarily concerned with self-preservation.
- **Time Pressure:** The longer the players stay in the bay, the more likely the Imperials are to fully secure it, making escape much harder.

Challenges:

- **Combat (Variable Difficulty, Zone-Based):**
 - **Zone 1:** Multiple squads of Stormtroopers (4-6 per squad, Blaster: 4D), possibly with an E-Web (Damage: 6D, Range: Long).
 - **Zone 2:** 2-3 Stormtroopers (Blaster: 4D) or 2-3 Pirates (Blaster: 3D).

Zone 3:

- **Initial Encounter:** 3-4 Stormtroopers (Blaster: 4D).
- **Opportunistic Encounters:** Roll 1D6 per round:
 - 1-3: No new combatants.
 - 4: 1-2 Panicked Pirates (Blaster: 3D).
 - 5-6: 1-2 Stormtroopers (Blaster: 4D).
- **Technical Roll (Moderate, +1 Difficulty Level):** Computer Programming/Repair (Difficulty: Moderate, becomes Difficult if no skill).
- **Piloting Roll (Difficult, +1 Difficulty Level):** Pilot (Space Transports) (Difficulty: Difficult).
- **Strength Roll (Moderate, +1 Difficulty Level):** Strength (Difficulty: Moderate).

Hazards:

- **Fuel Spill:** 6D damage (Blast Radius: Medium). Dodge (Moderate) to reduce damage. Ignition on 1-2 on 1D6 after a missed attack in the area.
- **Falling Debris:** 4D damage. Perception (Moderate) to avoid. Dexterity (Moderate) to dive for cover. Check every other round.
- **Stray Fire:** 1 on 1D6 after a missed attack:
 - 1: Fuel line fire (1D/round).
 - 2: Crates (cover change).
 - 3: Control panel (2D stun, Stun check).
 - 4-6: No effect.
- **Landing Transports (Zone 1):** Dexterity (Moderate) to avoid being knocked prone.

GM Strategies:

- **Manage the Battlefield:** Use the zone system to manage the chaos. Focus on the encounters directly involving the players. Describe the larger battles in the background.
- **Vary Enemy Tactics:** Stormtroopers should use cover and fire in volleys. Pirates should be more erratic and desperate.
- **Use the Hazards:** Don't forget the hazards! They add tension and make the encounter more dynamic. Don't be afraid to have a stray shot ignite the fuel spill or cause debris to fall near the players.

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- **Adjust Difficulty on the Fly:** If the players are having an easy time, add more enemies or increase the frequency of hazards. If they are struggling, reduce the number of enemies or give them opportunities for tactical advantages.
- **Reward Clever Tactics:** Encourage players to use their skills and creativity. If they come up with a good plan (e.g., using a distraction to bypass an encounter), reward them by reducing the difficulty or giving them an advantage.
- **Describe the Chaos:** Use vivid descriptions to bring the docking bay to life. Describe the sounds of blaster fire, the smell of smoke and burning metal, and the flickering lights.

The Final Push

Read-Aloud Text:

"You scramble into the cockpit, the smell of ozone and burnt metal stinging your nostrils. Outside, the scene is chaos. Blaster fire crackles, but as you glance towards the hangar doors, a chill runs down your spine. The Imperials are setting up heavy weapons—big ones. You spot a heavy repeating blaster being mounted on a tripod, its multiple barrels promising a devastating barrage. They're not just trying to suppress the pirates; they're trying to lock this place down completely. Sparks fly from the edges of the sealed hangar doors as the lockdown protocols hold firm. The engines sputter to life beneath you, shaking the ship. Beyond those doors lies the cold vacuum of space and, hopefully, freedom—but those weapons are a serious threat."

Challenges:

- **Getting the Ship Ready (Combined Actions):** This requires a combination of actions:
 - **Power to Engines (Free Action):** The engines are sputtering, requiring a quick check to bring them to full power. This is a free action but requires someone to be at the controls.
 - **Shields (If Applicable, 1 Round):** If the ship has shields, activating them requires one full round and a successful Sensors or Technical roll (Difficulty: Moderate). This can be done while other actions are being taken.

- **Navigation Systems (Optional, 1 Round):** Calibrating the navigation systems provides a +1D bonus to the Piloting roll. This requires one full round and a successful Sensors or Navigation roll (Difficulty: Moderate).
- **Defending Against the Heavy Weapon:** The heavy repeating blaster is the primary threat.
 - **Heavy Repeating Blaster:** Damage: 6D, Range: Long, Rate of Fire: 2 (fires twice per round), Defense: N/A (stationary). It takes one round to set up.
 - **Gunner Positions (Essential):** Players manning the ship's gunnery stations MUST prioritize targeting the heavy weapon. A successful hit (requiring a Blaster skill roll against a Difficulty of Moderate while it is being set up, and Difficult once it is firing) will disable it for one round. Multiple hits may be required for permanent destruction.
- **Opening the Hangar Doors (Technical Roll, Difficult):** Hacking the hangar control console is essential. A successful Computer Programming/Repair roll (Difficulty: Difficult) is required. Each failed attempt adds +1 to the Difficulty Level and wastes a round.
- **Piloting Roll (Heroic):** This is the final, crucial roll. Dodging turret fire (see below), maneuvering through the opening doors (which may be only partially open), and avoiding any remaining debris requires exceptional skill. A successful Pilot (Space Transports) roll (Difficulty: Heroic) is needed.
- **Blaster Turrets (Two Turrets, Secondary Threat):** Two automated turrets (Damage: 5D, Range: Long, Defense: 4D) fire once per round. They should be considered a secondary threat compared to the heavy weapon, but still a significant danger.

Hazards:

- **Emergency Release Sequence (Automatic, One Round):** Once the doors begin opening, this sequence initiates, causing a -1D penalty to all actions for one round.
- **Partial Door Opening (If hacking is interrupted):** Increases the Piloting roll Difficulty by one step (Heroic → Near Impossible).

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GM Strategies:

- **Focus on the Core Actions:** Emphasize the need to get the ship ready, disable the heavy weapon, and open the doors.
- **Use the Time Pressure:** Every round should feel crucial. Describe the heavy weapon coming online, the stormtroopers firing, and the hangar doors slowly grinding open (or failing to open).
- **Make the Piloting Roll Dramatic:** This is the climax of the scene. Describe the narrow escape, the ship scraping against the closing doors, and the sudden rush of cold air as they burst into space.

Epilogue

Read-Aloud Text:

"With a final shudder, your ship bursts free of the hangar, leaving the chaos of the pirate flotilla behind. From the viewport, you see flashes of blaster fire illuminating the distant asteroids, but the battle already feels far away now, a conflict receding into the distance. The hum of the engines as you jump to hyperspace is a soothing balm after the frantic escape. Niklos slowly opens his eyes, a faint smile gracing his lips. He reaches into his tunic and pulls out a small, intricately carved wooden box, decorated with symbols of the Festival of Harmony. 'The Festival... it is more than just music and dance,' he whispers, his voice regaining strength. 'It is a network... a whisper network of those who still believe in freedom. They entrusted this to me... for you. It contains... a symphony of secrets. Coordinates... hidden routes... names of key contacts... intelligence that could turn the tide of the war. It was gathered during the festival, hidden in plain sight. Take it... and let the harmony of freedom ring across the galaxy.'"