

A long time ago, in a galaxy far,
far away....

STAR WARS
Episode V
THE REBELLION STRIKES BACK

The war is over! The evil GALACTIC EMPIRE unleashed the destructive power of the Death Star on the secret rebel base on Yavin, killing Luke Skywalker, the smuggler Han Solo, and the princess Leia Organa.

MON MOTHMA, leader of the rebellion and one of its few survivors, plots to restore freedom to the galaxy. Her agents and spies seek out new recruits to help her rebuild.

On the remote planet of Takodana, plans are in motion that will change the course of history forever and bring about a new era of peace and justice to the galaxy...

EXT. SPACE

We PAN UP to reveal Takodana, a vibrant planet that hangs like an emerald in space. A Corellian transport ship enters the frame and RUMBLES as it darts toward the green world...

Five years ago, the Rebellion suffered a crushing defeat at the hands of the Empire's deadly weapon, the Death Star. Luke Skywalker, the young farmer who attempted to destroy the battle station, was shot down over the Death Star's surface and presumed dead. The Rebellion, already stretched thin, was dealt a severe blow as the Empire used the Death Star to decimate the rebel base on Yavin and impose further tyranny across the galaxy. Martial law was declared, and the many planets that challenged the Empire's rule met the same fate as Alderaan and Yavin. The galaxy suffered under the vicious evilness of the Empire, fully led on behalf of the emperor by Supreme Moff Tarkin and the Emperor Palpatine's special envoy, Darth Vader. The rebellion was in disarray, its soldiers, spies, and leadership were systematically found and eliminated. It became the Empire's entire focus the years following Yavin.

But desperate people will do desperate things. Hope is not lost. Mon Mothma fled to the unknown regions to regroup and rebuild the rebellion. It's a long and difficult road ahead, but she knows that she must keep fighting against the tyranny of the Empire.

Now, a band of unlikely heroes joins her fledgling rebellion as it looks to strike back!

This is an episodic campaign where the PCs are the stars of their own Star Wars movie, set after the events of A New Hope. The assumption is that things happen between adventures that further a bigger overarching plot between the rebels and the empire that'll add flavor to the galaxy. Mon Mothma's rebellion grows, while the Empire becomes more and more ruthless in their subjugation of the galaxy.

Forget what you know comes chronologically after A New Hope. This is an alternate take on that. Enjoy!

Chapter 1: New Beginnings

The PCs come upon a heavily encoded distress call from former senator Mon Mothma, the leader of the Rebel Alliance, revealing that she's currently attempting to regroup and rebuild the Rebellion after the crushing defeat at the hands of the Empire. She offers a substantial reward for any willing to help her cause, but if the PCs are interested they must quickly decipher her cleverly hidden location, which is embedded deep in the encrypted transmission—so as to weed out potential applicants.

"If you want to find me, show me that you really care." she taunts as the message ends...

Location: Maz Kanata's Castle on Takodana

You gather at the familiar watering hole in Maz Kanata's Castle in the ancient world of Takodana. The pulsating beat of the music fills the air, and strange artifacts adorn the walls. Your good friend and patron Maz Kanata, a diminutive orange humanoid hundreds of years old, tends to her bar, while her eyes, magnified by her large spectacles, are solely fixated on you as she leans in to whisper in your ear... "Well look who's back. Did you bring me a boyfriend?"

NPCs

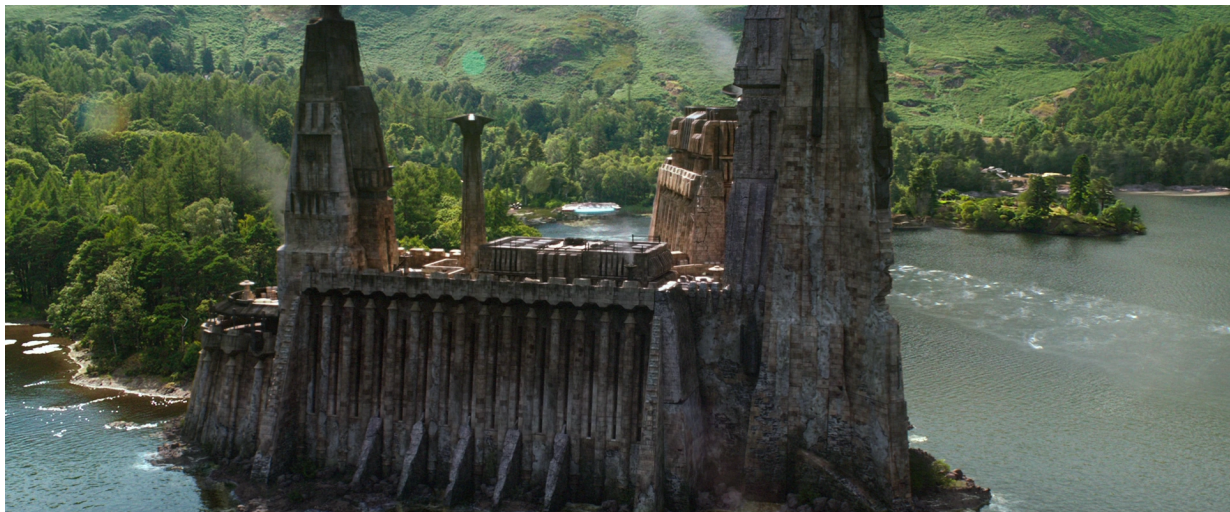
Maz Kanata. Maz is a centuries-old force-sensitive pirate queen who has seen it all. She watches over her castle's patrons and often knows more about them than they realize. She feeds Mon Mothma's transmission to terminals when she sees people she believes to be worthy enough to join the new rebellion are on it. She doesn't approach any of her candidates directly as a way to maintain her *rebellious entanglements* secret.

Varn Dassik. Varn Dassik is a highly skilled slicer who frequents Maz's castle. He can help decrypt the transmission, but requires something in return.

Rennar Voss, the bounty hunter: Rennar Voss has been tracking Varn, and finally finds him in Maz Kanata's castle. He's got instructions to bring him in-cold.

Summary

The PCs learn of a money making opportunity, but the location of where to find the contact is encrypted in a secret transmission. A master key breaker offers to decipher the message if the PCs infiltrate a crime lord's apartment on Hosnian Prime and steal some electronic files. In exchange, he'll gladly decrypt the transmission and reveal the contact's secret whereabouts.



Chapter 2: Huttessse Entanglements

Mon Mothma's trail leads the PCs to the smuggler's moon of Nar Shaddaa, where crime lord Golozzo the Hutt holds the second key to the rebel leader's location.

Location: Nar Shaddaa

Your ship descends into Nar Shaddaa, the notorious smuggler's moon, where neon lights and holographic signs paint a dazzling yet sinister skyline. The sprawling cityscape pulses with life, its streets teeming with a diverse array of beings engaged in shadowy dealings. Nar Shaddaa's heart may be dark, but it beats with the promise of untold secrets and dangers in the galactic underworld.

You should probably have a very bad feeling about this...

NPCs

Golozzo the Hutt. Golozzo is a crime lord.. He holds the remaining information that can lead the PCs to Mon Mothma's elusive location.

Jax Urvel. Jax is a sly and conniving individual who's slipped into Golozzo's court hoping to avoid all the unsavory characters hot on his trail. He plans to slip a Rebel Alliance token into the pocket of one of the PCs and set them up as Rebel spies so he can steal their ship and find a place to hide from those looking for him.

Captain Straff. An Imperial officer assigned to Nar Shaddaa.

Summary

The PCs must negotiate with a Hutt crime lord for information about Mon Mothma's location. In exchange, he requests that the PCs infiltrate a secret pirate base on an asteroid and rescue a man imprisoned inside.



Chapter 3: The Infiltration of Aldhani Base

The PCs learn that they are some of the few who've answered Mon Mothma's call. Most of her strongest allies have left her, seduced by greed and promises offered by acquiescing to the empire. Her closest advisors ask her to pause her intentions for now, but she refuses.

Mon Mothma leads the new rebellion, a small group composed of nearly a hundred recruits and a handful of ships as the galactic empire desperately searches the galaxy far and wide for her.

The galaxy is in desperate need of heroes. Will the PCs accept and bring hope anew?

Location: Unnamed moon in the Unknown Regions

Mon Mothma's location is an unnamed rocky world in the Unknown Regions, untouched by intelligent life. She hides there with the galaxy's last living Jedi Master, Yoda, who hid from the Empire following the purge of the Jedi.

Mon Mothma's allies helped her build a small base, and has so far amassed a small cell of about 100 soldiers and a handful of ships. She works toward rebuilding the rebellion and taking the fight back to the empire.

Location: Aldhani

Aldhani was a grassy planet with alps, rolling hills, and sparkling rivers. It houses Aldhani Dam, an Imperial sector base that contains the Empire's vault. It was the site of an early rebel assault five years before the battle of Yavin.

NPCs

Mon Mothma. The sole survivor of Alliance High Command leads a small band of rebels from a base on a small unnamed moon deep in the Unknown Regions. From there seeking allies and recruits for the reconstruction of the rebellion.

Yoda. After surviving Order 66, Yoda entered a self imposed exile on a desolate unnamed planet, awaiting the will of the force. Unfortunately, the galaxy's last remaining hope for the return of the Jedi died by a strike of the Empire, so now Yoda finds purpose helping Mon Mothma reconstruct the Rebel Alliance.

Comandant Yrell Straff. An Imperial commandant assigned to the Imperial base on Aldhani. Straff grows uncomfortable with the genocidal nature of the Empire, and has secretly communicated his crisis of faith to Mon Mothma's advisors, seeking to make an alliance.

Summary

The PCs are tasked with infiltrating the heavily fortified Imperial base in the Aldhani Dam and passing a secret message on to the elusive Imperial commandant in charge. The base is heavily secured and armed, having experienced a heist a few years prior. The PCs will have to infiltrate heavy defenses if they hope to get close enough to the commandant, who is not aware of their mission.



Chapter 4: The Mole in the Snow

Imperial Entanglements

The characters are sent to meet with Alliance operatives in one of the Emporium's private rooms and take possession of a datafile with vital information. Unfortunately, an Imperial mole is already in place, and ready to make his move. If the Imperial makes it off Neftali (with or without the datafile), the Empire will learn of the Emporium's existence and will certainly send ships to destroy it. The characters should work together with Exovar and his friends to prevent both the loss of the datafile and the Emporium.

Chapter 5: Cloud City Capers

Mon Mothma receives word that Lando Calrissian, the baron administrator of Cloud City, a gas mining operation, wants to make a deal with the fledgling rebellion, offering to use his casino as a laundering operation for her rebellion. She sends the PCs to meet with him as her representatives, and once there they learn of a pirate's plot to kill Calrissian and empty Cloud City's vaults.

Chapter 6: The Treasure of Celis Mott (A WEG d6 adventure)

Modify and run, with the treasure changed to a Jedi holocron the PCs are asked to seek out.

Chapter 7: Strike Force Shantipole (A WEG d6 adventure)

Modify and run, as if Adar Talon knows of Ackbar's secret facility and he sends the PCs on the mission.

By the end of this adventure the PCs have helped add ships to Mon Mothma's growing rebellion.



Episode end cut-away (show to players at the end of Chapter 7)

EXT. SPACE

A Star Destroyer sits in space, keeping distance from the traffic surrounding the skeleton of a massive new weapon under construction.

INT. STAR DESTROYER

Tarkin stands at a large viewport facing the structure, his long face draped in a scowl. Darth Vader stands uncomfortably next to him looking straight ahead.

The ship's bridge crew works at their panels, struggling to ignore the tension between the two powerful figures by the window.

TARKIN

You told me it would be finished. You said I had no cause for concern.

VADER

No. I said—

TARKIN

No excuses. You lied to me. And even more troubling, you have no information yet on where she is, do you?

A beat. Tarkin circles the hulking dark Jedi.

TARKIN (cont.)

How completely irresponsible. I'm not sure why he keeps you around, Skywalker. I never quite liked you.

He stops. A face off between two of the most powerful men in the galaxy.

TARKIN (cont.)

I'll need to talk to the Emperor. You've desperately oversold your capacities.

Enough. Vader squeezes his fist, and uses the force to LIFT Tarkin off the ground and choke him until he begs desperately for air.

Vader allows Tarkin to struggle a bit before dropping him. The Supreme Moff collapses to the ground and clenches his throat. He's pinned down by the force!

GASPS from the shocked crew!

VADER

Supreme Moff Tarkin. It's time for you to learn that my capacities are...quite well developed.

Vader snaps Tarkin's neck with the Force, killing the Supreme Moff and bringing the entire bridge to a stand-still. The imposing SITH LORD pauses to acknowledge the shocked officers surrounding him.

His cape bellows as he strides out the door.



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STAR WARS
Episode VI
REIGN OF DARKNESS

The **GALACTIC EMPIRE** rules with an iron fist! Lord **Darth Vader** commands the Imperial fleet, scouring the galaxy for the hidden **MON MOTHMA**.

The newborn alliance has flourished and grown. Many worlds now secretly support the rebel cause, tired of the squeeze of the Empire's grip and the two powerful Sith Lords that lead it.

But the **DARK SIDE** cloaks the Empire, and **Darth Vader** has secretly taken on an apprentice. Aware of this emerging threat, **Master Yoda** puts a plan in motion to help bring about the return of the Jedi....

Chapter 1: Lost Knowledge (A FFG adventure)

Modify and run as a dying Yoda sending the players on the mission. Run mostly as is, add a holocron at the end that the PCs can take with them.

Chapter 2: The Hunt

Vader's apprentice's hunt for the rebels responsible for the events of *Strike Force Shantipole* leads to a confrontation in the outer rim.

Chapter 3: Defection at Byblos (Platt's Starport Guide WEG d6)

Adventure Idea

While docked at Byblos the characters are approached by a young woman who claims she is the daughter of a Sienar Fleet Systems researcher. Her father has been working on an advanced targeting computer to be integrated into TIE fighter fire control systems. Doctor Rezion wants to defect to the Rebel Alliance with his daughter, as well as notes on the combat computer and a small prototype.

The characters must arrange to break Doctor Rezion from the Sienar Fleet Systems city tower using cunning or force, then flee Byblos starport security and evade the two Star Destroyers in orbit. As the characters are continually pursued by Imperial agents at every port, they must try to make contact with members of the Rebel Alliance and arrange to deliver the doctor and his daughter into their care.