

Jedha City Ambush

Background: Jyn Erso and Cassian Andor, two PCs on a mission for the Rebellion, are in a city on the planet Jedha. They're here to meet up with one of Cassian's Rebel contacts so that they can acquire some information. However, a fight breaks out in the middle of the city as local insurgents ambush an Imperial patrol, and Jin and Cassian are caught in the crossfire.

The first thing that all combatants must do is determine initiative. Because the rebels planned this attack, and the PCs saw the rebels lying in wait, they roll Cool. However, the Imperials didn't expect this at all, so they must roll Vigilance.

The rebels roll the highest with their Cool, rolling 4 successes. They are minions, so they do not suffer strain and fight as a single, cohesive unit. There's about 24 rebels in total, split into two groups, and each rebel has a wound threshold of 5. That means together, as a group of minions, each group has a wound threshold of 60.



The first group of rebels open with throwing a fragmentation grenade on a tank surrounded by stormtroopers. The tank is at Short range, so they will be rolling against two Difficulty (purple) dice. The fragmentation grenade uses the Ranged (Light) skill, which the rebels don't have any skill ranks in. However, the fragmentation grenade has the Blast quality, meaning it can hit multiple opponents. The rebels roll...and it's a success! They manage to get away with 2 Successes and 2 Advantages. The rebels use the Advantages to activate the fragmentation grenade's Blast quality, hitting all the stormtroopers escorting the tank! The extra successes also mean they deal additional damage, so with the fragmentation grenade's base damage of 8, they deal a total of 9 damage to the target! And with the weapon's Blast 6 quality, they deal 7 damage to all surrounding stormtroopers! So the pilots of the tank and the stormtroopers surrounding them are heavily wounded.

The second group of rebels then open fire on the stormtroopers, rolling Ranged (Heavy) with their blaster carbines. The stormtroopers here are at short range with the rebels, being just a few meters away. Since the rebels are a group of minions and not a single minion, they can use skills like a PC. And since there are at least 5 additional rebels beyond the first, that means they have five skill ranks in their designated skills: Melee, Ranged (Heavy), and Vigilance. So, with the 5 skill ranks in Ranged (Heavy) and 2 Agility, the rebels will be rolling 2 Proficiency

(yellow) dice and 3 Ability (green) dice. And since the stormtroopers are in Short range, the difficulty of the roll is Easy, meaning there's only one Difficulty (purple) die added to the roll. So it's 2 Proficiency dice and 3 Ability dice vs. 1 Difficulty die—very promising for the rebels!

The rebels roll four Successes and three Advantages. What an amazing roll! And the stormtroopers roll a single Failure on the Difficulty die, so that cancels one success. However, it's still more successes than failures, so the rebels win the combat check with an amazing opening attack! They use the Advantages to activate their weapon's crit rating of 3. Since the stormtroopers are minions, a single critical injury is enough to take one out. Then, after calculating how much damage is reduced by soak, the rebels in total deal 8 damage, taking out another wounded stormtrooper and one unwounded stormtrooper. What an amazing opening round for the rebels!



Next is the stormtroopers' turn. After the rebels kill 3 stormtroopers, there are only 6 left. The stormtroopers also wield blaster rifles. The stormtroopers spend a maneuver to back up to Medium range with the rebels. Then, they spend their action to perform their combat check. Since the stormtroopers are at Medium range now, they must roll against 2 Difficulty dice, unlike the rebels who only rolled 1 Difficulty die.

Since the stormtroopers are wielding blaster rifles, they roll Ranged (Heavy) just like the rebels. This works well for them as a group, as Ranged (Heavy) is one of their skills, and since there are 6 of them they have 5 skill ranks in Ranged (Heavy), just like the rebels. However, the stormtroopers are much better trained than these lowly insurgents, and have three Agility. So they will get to roll 3 Proficiency dice and 2 Ability dice against 2 Difficulty dice.

Oh no! It seems the stormtroopers were just as lucky as the rebels! They rolled 3 Advantages, and 7 Successes...and the Difficulty dice both came up blank! Just like the rebels, the stormtroopers take out three of their enemies, matching blow for blow.



Now, it's finally one of the PC's turns. Cassian realizes they're standing out in the open during all this, and they have to find cover. Cassian takes the Interact with the Environment maneuver, using it to find and hide behind cover. This does not require a roll, and the GM agrees that this is reasonable since they are in a city and there are probably numerous places to hide. Cassian darts behind a stairwell leading to some upper housing, ducking and hiding. Ducking behind cover, Cassian gains 1 Ranged Defense, meaning that attacks targeting him will have to add a Setback (black) die to their rolls. However, Cassian himself must also add a Setback die to any Perception checks he makes since he's hiding in such a small space. He then spends his action to get another maneuver, and takes the Manage Gear maneuver to draw his heavy blaster pistol.



It's Jyn's turn next, and being an inexperienced player she decides to follow Cassian's lead to take cover and draw her blaster pistol. She ducks behind an archway that's out of the way of the blaster fire. As the GM starts the next round and rolls for the rebels and stormtroopers again, Jyn and Cassian discuss what their next move is.



The GM brings in rebel and stormtrooper reinforcements as the action heats up. Obviously, the GM doesn't want the PCs to hide in cover forever, and they aren't really engaged in the current conflict. How boring! So, the GM decides to throw a wrench into things to get the players more involved in the current battle. The GM asks Jyn for an Easy Vigilance roll. Jyn rolls, and she succeeds easily with her 2 ranks in Vigilance and high Willpower. The GM tells Jyn that she sees a crying child in the middle of the battlefield. Really, Jyn could just ignore it, it's not her problem and trying to save the girl would endanger the party. However, Jyn's player and the GM both know that Jyn doesn't like seeing children be upset, as Jyn herself had a rough childhood.



While Cassian opts to spend his turn in hiding while the rebels and stormtroopers continue to skirmish, Jyn decides to go out and try to rescue the crying child. The GM warns Jyn's player that this could be dangerous, but she knows this is in-character for her and may get her additional XP at the end of the session. The child is at Medium range from Jyn, so she can take the Move maneuver to reach the child in a single turn. Jyn's player decides that while she's at it, she'll take a pot shot at a nearby stormtrooper within Short range. So, Jyn performs a combat check against the stormtrooper. Not only does she manage to hit, but she also rolls

three advantages, meaning she can activate her weapon's 3 crit rating and kill the stormtrooper as she makes her way towards the child. Way to go, Jyn!



However, a Threat generated by the rebels' attack next turn makes an explosion go off near Jyn and the child as a stray blaster bolt hits a sensitive piece of equipment. The GM warned Jyn, and as the saying goes, no good deed goes unpunished. Jyn takes 5 Wounds from the blast. That's a whole $\frac{1}{3}$ of her Wound Threshold!



However, any mechanical hindrance is nothing compared to the warm fuzzies Jyn's player feels when the GM tells her that the mother of the child comes rushing up to her, clearly panicking but grateful to Jyn for saving her child. This was some great roleplaying on Jyn's part, and she is sure to be rewarded with extra XP at the end of the session.



Now it's the stormtroopers' turn again, and they've got a tank. This is really dangerous for all involved, as 1 point of damage from a vehicle is 10 points of damage for a person! Thankfully, the GM is merciful, and doesn't turn the vehicle on the PCs or the rebels...yet. It's too big of a challenge for these PCs as of right now, so instead the GM makes the tank target the environment. It targets a tower and brings it down, blocking off an escape route for the rebels (and unfortunately the PCs) with the debris.



Seeing the danger the tank poses, Cassian decides to target the tank's gunnery pilot. He rolls a combat check against the pilot at Medium range, and succeeds. The Imperial Vehicle Corps trooper piloting the tank is a Rival, unlike the stormtrooper Minions. This means he's a bit harder than the stormtroopers, and doesn't drop from a single Critical Injury like a Minion does. If Cassian wants to take him out this turn, he'll need to exceed the trooper's Wound Threshold.

Cassian opens fire with his heavy blaster pistol, which deals 8 damage. However, the trooper's Soak reduces that damage by 3, meaning the trooper only takes 5 Wounds. But that's just enough to take out the gunnery pilot, as his Wound Threshold is 5.



Now that Jyn is out in the open again, she needs to head back into cover. The imperial tank is massive, with a Silhouette of 3. That means it's 3 times bigger than a person! Jyn can definitely use the tank as cover, and hides from some stormtroopers behind its treads.



However, the rebels are up to something. Cassian sees a rebel running across the rooftops, and he's about to throw a thermal detonator—at the tank Jyn is hiding behind! Jyn for sure will be caught in the blast, and with the damage she's already taken she would for sure take a Critical Injury. Cassian can't allow that to happen! Jyn likely wouldn't die from it, as it would be her first Critical Injury, but she'd definitely take some kind of debilitating effect that could hinder the mission. Thankfully, the rebel decided to make a grand declaration before throwing the thermal detonator, so Cassian has a chance on his next turn to eliminate the threat.

To make sure he succeeds, Cassian takes the Aim maneuver, which means he gets a Boost (white/blue) die on his next combat check. So then Cassian makes his combat check, applying the Boost die from his Aim maneuver earlier. It's a success! The Boost gives him just enough successes to kill the rebel before the damage is done. However, the detonator is still armed, and the rebel falls down into a bunch of other rebels, eliminating them in an explosion. At least Jyn is safe, though!



It's at this point that Jyn and Cassian decide to make a run for it. As Jyn runs, she takes another potshot at a stormtrooper, dealing 10 damage and killing the stormtrooper. Then, a big explosion rings out as another rebel runs by and throws another thermal detonator underneath the tank, causing a huge explosion! Thankfully Jyn and Cassian are just barely out of range of the blast. With the detonator taking out the tank and the rest of the stormtroopers, rebels flood in and begin extracting energy cores from the tank. However, Jyn and Cassian aren't out of the woods yet!



More stormtroopers, along with an AT-ST, begin running in to deal with the rebels. The GM asks Jyn and Cassian to make Stealth checks to avoid being seen by the imperials. Jyn makes it with her 3 ranks in stealth. Cassian, despite having 4 ranks in stealth, isn't so lucky.



Cassian finds himself cornered by a stormtrooper! Thankfully, Cassian has 2 ranks in the Quick Strike talent, which lets him add 2 Boost dice to combat checks against targets that have not yet acted. This is a single stormtrooper separate from the group, so he is a separate individual that has not yet acted on the stormtroopers' turn. Cassian takes a quick pot shot, and manages to gun down the stormtrooper! However, his combat check generated a Despair, and the GM rules that *six more stormtroopers* show up!



The GM asks the PCs for an Athletics check to try and shake the stormtroopers. Once again, Jyn succeeds, but Cassian's lower Athletics causes trouble and generates a couple of Threats. The GM decides that this results in the group being cut off by more stormtroopers, but not nearly as much as the ones they're running from. Jyn and Cassian use the Interact with Environment Maneuver and duck for cover.



Cornered and with stormtroopers closing in, Jyn decides it's time to switch to her melee weapon. She uses her action this turn for another maneuver, and takes the Manage Gear maneuver to switch to her truncheon. As the stormtroopers move into short range with the party on their turn, Cassian uses his next turn to take shots at the stormtroopers on one side while Jyn attacks a stormtrooper closing in on the other side during her turn. Jyn moves out of cover to move into Engaged range with the stormtrooper so that she can use her melee weapon.



Rolling with her Melee skill, she uses her Frenzied Attack talent to get a good hit in. Frenzied Attack lets Jyn suffer 2 Strain to upgrade a Melee or Brawl attack. With 2 ranks in Frenzied Attack, she can do this 2 times in a single turn. So, she suffers the strain to upgrade her next Melee combat check twice. This means that instead of rolling like 2 Proficiency dice and 2 Ability dice, Jyn rolls converts the 2 Ability dice into Proficiency dice and rolls with 4 Proficiency dice! With this added boost, Jyn easily takes out the stormtrooper.



However, there's still more stormtroopers coming. Jyn has already used her free maneuver this turn, and already used her action to attack. So, Jyn spends 2 strain to do a Manage Gear action, and takes the blaster rifle off of the stormtrooper she just knocked out. When it's her turn again, Jyn opens fire on the stormtroopers.

However, Jyn is wielding two weapons now. When wielding two weapons, Jyn must decide which is her primary weapon and which is her secondary. She decides the blaster rifle will be her primary, and the truncheon will be her secondary. She looks at what skills and characteristics each weapon requires—the blaster rifle relies on Agility and Ranged (Heavy), while the truncheon relies on Brawn and Melee. Jyn has lower ranks in Ranged (Heavy) than she does in Melee, and her Brawn is lower than her Agility. So, Jyn will be making a Ranged (Heavy) check based on her Brawn characteristic. With 0 ranks in Ranged (Heavy) and 2 Brawn, that means Jyn will be rolling with 2 Ability dice. Thankfully, the stormtroopers are at Short range, so she only has to roll against 1 Difficulty die. However, because she's wielding weapons with two different skills, she has to upgrade the Difficulty die twice, meaning she will be rolling against 3 Difficulty dice.

Jyn decides to use a Destiny Point to upgrade her own roll, allowing her to roll 1 Proficiency die and 1 Ability die. With this added boost, she rolls a Triumph and two Successes. She manages to take out two stormtroopers.



Caught up in the heat of battle, Jyn takes out an approaching security droid on her next turn. Thankfully, it wasn't the party's own security droid PC, K-2S0, who was missing all the action. With the combat finally over, the party exchanges some banter and rolls to recover strain. Jyn and Cassian both roll their Cool skill to determine how much strain they recover after taking a moment to calm down from this stressful encounter.

Duel on Bespin

Background: Sensing the rest of the party was in danger, PC Luke Skywalker abandons his Jedi training to go to Bespin. He knows it's probably a trap set by the dreaded Darth Vader, as his visions consisted of Vader torturing the party. However, Luke wasn't willing to abandon his friends. So, he flies to Bespin, and meets Darth Vader deep in the carbonization chambers of the floating city.



Before combat can begin, a special ability Vader has activates: Terrifying. Luke must make a Hard fear check against three Challenge (red) dice. Challenge dice are much more dangerous than Difficulty dice, and can spell serious consequences for Luke if he rolls poorly. Thankfully, due to his training on Dagobah, Luke got XP that he invested into his Cool skill and he manages to resist the fear that would normally plague him upon seeing the killer of his beloved Ben Kenobi.

When combat begins, Luke and Vader both roll Cool for their initiative. Luke could clearly see Vader, and calmly approached him. Likewise, Vader calmly drew his saber as he challenged Luke to a lightsaber duel.

Luke rolled higher, so he goes first. Luke and Vader are at Engaged range, so all attack rolls are Easy difficulty. However, Darth Vader is a formidable opponent. He is a Nemesis NPC, meaning not only is he as powerful as a PC, but he may be even more powerful. And indeed he is, as the Adversary talent (which is exclusive to NPCs) upgrades the difficulty of combat checks against him...and Darth Vader has a whopping 4 ranks in the Adversary talent! Not only that, but Vader has 1 Melee Defense and 1 Ranged Defense, meaning all combat checks against him will have at least 1 Setback (black) die. This means that what would normally be a roll against 1 Difficulty (purple) die for Luke turns into 1 Challenge (red) die, 3 Difficulty dice, and a Setback die!

Luke makes a strike against Vader, but he fails the combat check. Thankfully, he didn't roll any Threats or Despair, so he's fine...for now.



Vader opts to pass his turn, letting Luke strike again. Luke goes for another strike, but that pesky Challenge die proves to be meddlesome for him. Not only does he fail to land a blow on Vader, but he rolls a Threat! The GM uses this Threat to have Vader knock Luke prone.

Luke goes for another strike, but Vader is just as ready as before. Luke manages to pass Vader's tough defenses, but Vader uses his 5 ranks in Improved Parry to easily negate Luke's attack at the cost of 3 strain.



Seeing that Luke has conquered his fear, Vader realizes that the only way to win this duel is to beat Luke into submission. He makes a strike against Luke, but just as Vader did with him, Luke suffers 3 strain to use his 3 ranks in Parry and block Vader's attack.



The duel continues for a few more rounds, with Luke and Vader matching blow for blow. Luke had to use Parry again to block one of Vader's attacks, but so far he's managed to not get hit. Vader finally slips up when he rolls a Threat, hitting a nearby pipe of gas as he makes a swing at Luke.



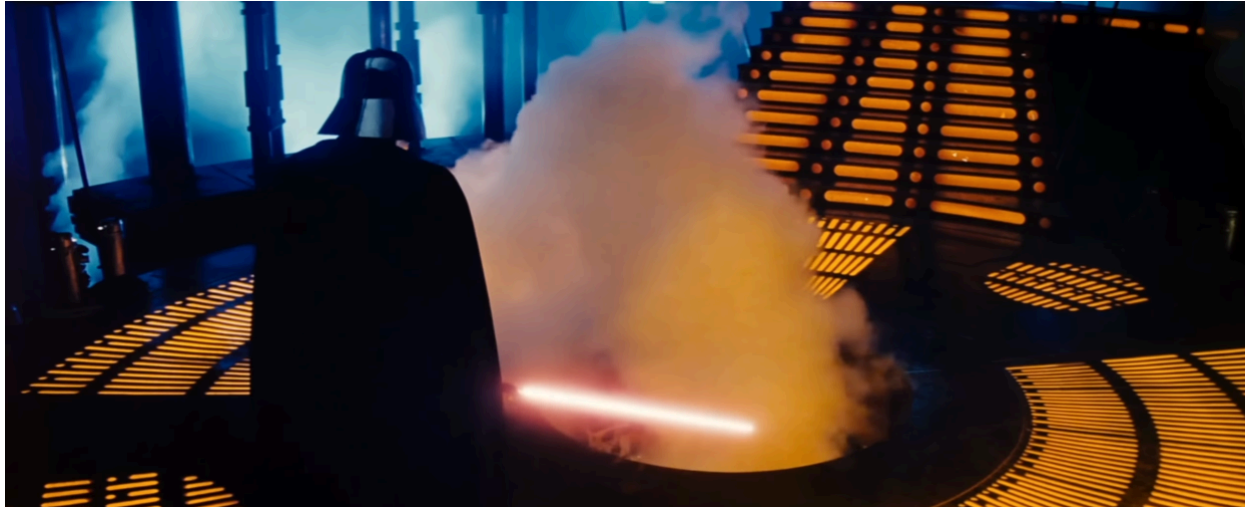
Vader remarks how much Luke has learned, but Luke is just focused on the fight and taunts Vader. Luke goes for another strike, but he rolls a Despair on the Challenge die! Vader disarms Luke, forcing him to throw away his lightsaber!



On his turn, Vader makes a swing at the now disarmed Luke. Luckily for Luke, Vader also rolled a Despair! Not only does Vader miss, but Luke manages to roll away to Short range. Now, Vader will have to use a maneuver to close the distance. However, Vader also rolled an Advantage, so the GM rules that Luke is prone and he will have to use a maneuver to get up.



Vader easily makes it back to Engaged range with Luke. However, instead of attacking, Vader makes a Coercion check. He attempts to intimidate Luke, saying that Obi-wan knew that Luke's destiny is with Vader. Unfortunately, Luke fails his Cool check against Vader, and rolls another Despair! Lots of Despairs in this battle! Vader knocks Luke into the carbonite chambers, just as planned. Luke is staggered, and must spend his next turn unable to do anything.



On his next turn, Vader uses his Move force power to activate the carbonite freezing chambers. Assuming that Luke is done for, Vader patiently waits. But, as Luke said before, the Sith Lord will find that he's full of surprises.

Luke uses his Enhance force power to make a combined Athletics check. He adds a Force die to his Athletics check to jump out of the carbonite freezing chambers. It's a Daunting check, meaning Luke will be rolling against 4 Difficulty dice. For extra assurance, Luke also activates his Touch of Fate talent, allowing him to add two Boost dice to a skill check once per session. If Luke needed a touch of fate, it was certainly now!

When Luke rolls the Force die, he rolls 1 Light pip. He uses that pip to add an additional Success to his Athletics roll. But perhaps he didn't need it, as Luke rolled a Triumph! Luke jumps out of the freezing chambers just in time, and clings to the cables hanging from the roof of the room.



Vader makes a strike at Luke as the pilot climbs the wires hanging above. Thankfully, Vader just barely misses Luke. Due to the Threat that Vader rolled, Vader ends up cutting one of the cables, which turned out to be pumping tibanna gas.

On his turn, Luke takes advantage of the billowing gas, and jumps down from the ceiling. He then spends his action to use the Interact with the Environment maneuver, and angle the slashed cable towards Vader! With gas covering his perception, Vader is unable to see.



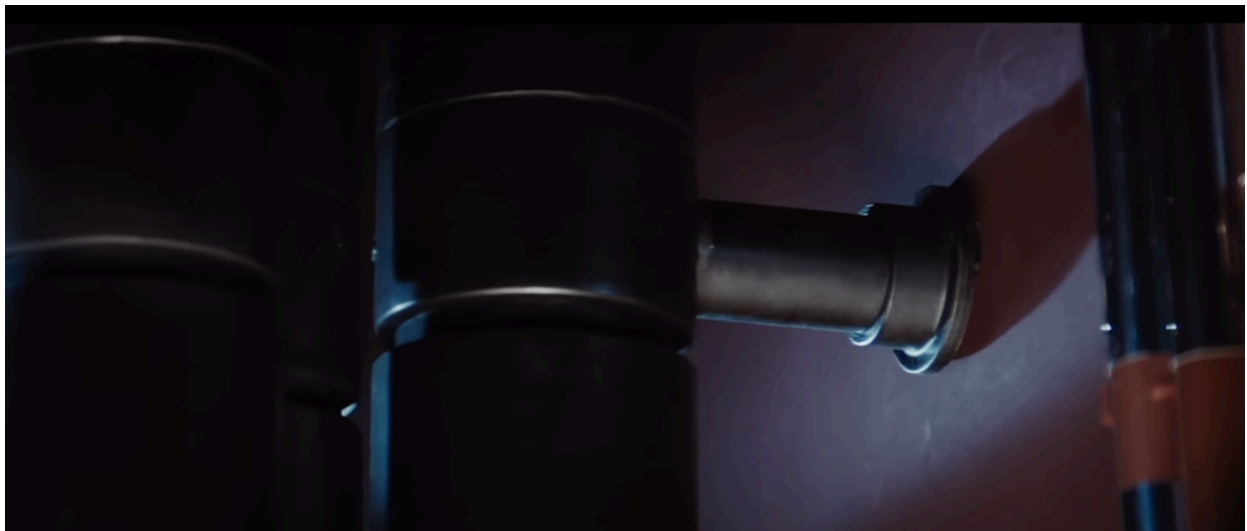
Vader opts to not act on his turn, fearing the consequences of attacking while blind. Luke, meanwhile, uses his Move Force power to recover his lightsaber. The two continue to fight, again matching blow-for-blow. All in all, Luke is faring quite well against Vader for someone who is significantly weaker.



After a few rounds of more ties in combat, Luke finally manages to score a win against Vader and knock him down into a pit using an Advantage. At this point, Luke could go home. He's defeated Vader, right? But Luke is intrigued by Vader's earlier words. Did Vader really know something? He decides to follow the Sith Lord down into the big vents of the freezing chambers, and find some answers.



Heading down through the vent, Luke finds himself in a dimly lit room. It's dark, and hard for Luke to see. He will have to add 3 Setback dice to any checks to see Vader in here. That's not a problem for Luke however, as Vader willingly reveals himself.



Attempting to hit Luke from behind, Vader uses his Move Force power to pull a large object out of its socket and hurl it towards Luke. Luke uses his Reflect talent to destroy the incoming projectile at the cost of 3 strain. As the two continue to duel, Vader once again uses

his Move Force power to hurl a small crate at Luke, dealing 10 Wounds to Luke.



Vader continues hurling objects at Luke, until Luke exceeds his Wound Threshold. At this point, Luke must roll for a Critical Injury. Despite the name, a Critical Injury can be relatively harmless—but nonetheless should be avoided at all costs. Luke managed to get away with only the Stunned Critical Injury, meaning he is staggered until the end of his next turn. Staggered means he is unable to perform any actions, and thus cannot defend against Vader's onslaught. Luke is relatively okay for now, but each Critical Injury he takes adds a +10 to his Critical Injury rolls. If he doesn't do something, he could suffer much more dire consequences than simply being stunned...



With Luke dazed, Vader takes the opportunity to send an object flying through the window. Luke and Vader must now both make Resilience checks to avoid being dragged out by the frigid vacuum of air. Vader makes it, but Luke is not so lucky. Luke rolls a Despair on his check, and finds himself in a precarious position. Luke must make an Athletics check to climb up onto the catwalk he is hanging onto for dear life. Thankfully, that is one check he does make. However, the two Threats he rolled means he takes 2 Strain.

Luke has been through a lot at this point, and things aren't looking up. Luke has now suffered 11 strain in total. If he suffers 6 more strain, he'll exceed his Strain Threshold. If that happens, Luke will pass out from the stress—easy pickings for Vader to finish off or capture.



However, Luke is not deterred. He wants answers, and he will find them. Vader, however, likes playing games. On his turn, Vader makes a Stealth check. He rolls his Stealth against Luke's Perception. Vader succeeds, and Luke is unable to find him. On his turn, Luke makes his own roll to detect Vader, but fails.



Now that it's Vader's turn again, he decides to make his move. Vader lunges from his hiding place and attacks Luke. The GM rules that since Vader suddenly attacked from stealth, he gets a Boost (white/blue) die on his combat check. Thankfully, Luke manages to dodge Vader's sudden swing despite the Boost.



The two exchange blow after blow, blocking each other's strikes, until Vader manages to land another hit on Luke. Luke suffers another Critical Injury, this time being thrown Off-Balance and forced to add a Setback die to his next skill check.



Luke just can't seem to get a hit on Vader, meanwhile Vader strikes another blow and gives Luke another Critical Injury. Luke gets Bowled Over, and is knocked prone. At this point, Luke will have to add +30 to his next Critical Injury check.



However, filled with rage, Luke gets up. He is *determined* to win this duel! He *must* prove himself! Luke makes another strike at Vader, and he lands a solid blow! With Vader's high Soak value of 7, he only takes 3 of Luke's 10 damage, but it's progress! Maybe now Luke can turn things around?



No. Of course he can't. Vader is just too powerful. Luke was foolish to fight him, and has now paid the price. Taking another blow from Vader, Luke suffers another Critical Injury. With all the other Critical Injuries he's suffered during this encounter, this one hurts...Luke takes the Maimed Critical Injury. Not only does he lose his hand, but Luke must also add a Setback die to all actions he takes until he gets his Critical Injury treated.



Luke is beaten and stressed, but he is not yet demoralized. Luke is still stubborn, and refuses Vader's offer to join him. That's when the GM decides to use a Dark Side Destiny Point, to introduce a fact that will shake Luke, as well as the other players, to their core.



"I am your father."