

Escape to Garos IV

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This module was specifically crafted for a single player and the GM. While it can be adapted for multiple players, it is written in a very specific style. It does come with a good bit of source material, and is an excellent way for a novice player, or GM, to get acquainted with the system.

Author's Preface

When I first started getting into the Star Wars Roleplaying game, I only had one player to test my GMing skills on. This adventure is designed for any Jedi character, though the one with whom I test ran this game was a Minor Jedi. You'll also notice that this adventure uses planets found in the Star Wars Adventure Journal, and also a rather well known Imperial from [Galaxy Guide 9: Fragments from the Rim](#). Anyone with a really sharp eye will notice that the adventure takes these prefabricated planets and totally messes with their continuity. I just used them because the names sound the same. Oh yeah, and the main bad guy might be a little out of character, because I didn't have [Galaxy Guide 9](#) when I wrote the adventure. Here's the first of my "home grown" adventures. Use it if you like. Fix it if it needs it. Just give me credit if you make money off of it. Thanks!

Rodney H. Thompson II

Adventure Background

Within the last few months, the remains of the Empire have slowly been pushed further and further into the Core Worlds, giving up whole systems with each retreat. The New Republic has been successful thus far in preventing unnecessary destruction, but recently the Empire has taken to destroying anything and everything as it pulls out of a planetary system. The New Republic's most recent target is the Garos System, one of the few worlds remaining under Imperial control not within the Core. The fighting has not yet begun, but the storm clouds are rolling over the horizon. Even now New Republic agents are being placed on the primary planets, [Garos IV](#) and the planet [Gargi](#) in an adjacent system. However, the Jedi, for whom this adventure was written, does not know of the impending New Republic invasion. And the Empire has not yet abandoned its Jedi hunting policies....

Begin the adventure by reading this aloud to the player:

"The Galactic Civil War is over, and the remnants of the Empire continue to retreat further and further into the Core. On the planet Gargui, however, the Empire retains its forceful control of the citizens. On Garos IV, Imperial Rule

has yet to slacken; if anything, their iron grip has tightened in light of the Empire's major losses. Here on Garqi, most of the Imperial presence is being transferred to Garos IV, leaving scarcer defenses here. It is here that our story opens..."

Episode I: Escape from Imperial Oppression

The adventure opens on the streets of Peskda, Garqi's largest spaceport and capital city. The character is heading for the seedier side of the spaceport in hopes of finding transportation offworld. What the player does not know is that the Empire has already noticed her and has a substantial price on her head. In fact, a group of Stormtroopers has landed and docked in Docking Bay 3, waiting for the character to arrive. GM's Note: If at any time the character should draw her lightsaber, automatically subtract 1 from the character's sneak rolls for the rest of the Episode. Read the following aloud to the player:

"After having a brush with Imperial authorities, you have decided to try to find transportation offworld. Since the commercial transports are rather expensive, and also controlled by the Empire, you have chosen to try to find passage with one of the more freelance vessels in the spaceport. As you head towards the less reputable side of town, you notice that the Imperial presence diminishes, and the population seems to grow rougher. You would be advised to watch your back, not only for the Imperials, but also from the criminals in this part of the port."

If necessary, give the player a map of this section of town, opening up his options

Map Key:

A, B, C: Various Shops selling legal and, on occasion, not so legal wares(all curiously closed at the moment)

D: Main Spaceport Landing Pad

E: Docking Bay 1

F: Docking Bay 2

G: Docking Bay 3

H: *Hidden Compartment Cantina*

Red Lines: Roads

Should the character choose to visit Docking Bay 2 (the one nearest to the entrance of the seedy side of town), she enters to find a ship sitting seemingly empty. The ship is a light freighter called the *Barnburner* owned by a smuggler in the nearby cantina. It's locked up tight, and no one appears to be around. However, should the character make a Moderate *Perception* roll, she will notice that there are numerous cameras throughout the docking bay. These cameras are part of the spaceport's security system, though no one monitors them any more. Essentially they remain in place in order to scare off small-time ship thieves and cargo stealers.

Should the character decide to break into the ship and steal it, alarms go off all over the docking bay, alerting the local authorities. The character must either fight his way out, or roll a Moderate *hide* roll, or a Difficult *sneak* roll to escape capture.

Spaceport Guards (3): All stats 1D+2 except: *Dexterity 3D+2, blaster 5D+2, Knowledge 1D+1, Strength 3D, brawling 4D, Technical 2D+2, law enforcement:Peskda Spaceport3D*. Move: 10. Blaster pistol (4D), Macrobinoculars (+1D to search greater than 50 meters), comlink.

Should the character choose Docking Bay 3, she will discover that the door is locked and will not respond to any password or code she can provide. An Easy *Perception* roll reveals that there are muffled voices, some sounding almost electronic, and the whine of repulsorlifts coming from the other side. If the character manages to get inside somehow, she finds a [Sentinel-class Landing Shuttle](#) and ten Imperial Stormtroopers, led by a single officer. These are part of a unit which is being transported up to the single Star Destroyer in the vicinity, the Upon sighting the character, the Stormtroopers open fire upon the character and the officer rushes aboard the shuttle. There is no way that the character can get deeper into the docking bay without being shot, and can escape down the alley with an Easy *sneak* roll.

If the character decides to visit the Cantina, she will see a variety of patrons, mostly human but with a few aliens scattered within the crowd. Here she can try to seek out the owner of the *Barnburner*, who refuses her passage no matter what. If she tries to pressure the captain into giving her a ride, he storms out of the bar and goes straight to the Imperials in Docking Bay 3. From here, several Stormtroopers barge into the bar, demanding that the character step forward. A Moderate *sneak* roll lets the character make it outside without being noticed.

If the character drops the argument after the first refusal, she will draw the attention of a would-be bounty hunter working for the Imperials. A Moderate *Perception* roll lets the character notice the bounty hunter. If the character should fail this roll and attempt to exit, the bounty hunter makes his move and attacks just as the character is leaving. If the character notices the bounty hunter, she can either approach the hunter (who immediately starts a fight) or she can actively try to sneak out by making a Difficult *sneak* roll.

Novice Bounty Hunter: All stats are 2D except: *blaster 3D+2, dodge 3D+1, melee combat 3D+1, survival 2D+1, investigation 3D, sneak 3D, brawling 3D+2*. Move: 10. Protective vest (+2 physical, +1 energy), heavy blaster pistol (5D), knife (STR+1D).

If the character chooses to visit Docking Bay 1, she will discover a Privateer Corvette called the [Night Storm](#) guarded by several scruffy looking pirates. They greet her warily but do not repel her immediately. These [pirates](#) are the character's best bet for getting off the planet, and will gladly allow the character to tag along...if she can provide something to pay for her passage. After haggling for a while, they decide to let her ride, and usher the character into the ship.

If the character makes it out into the street while being pursued, several of the pirates from Docking Bay 1 will come to the character's aid. Once inside Docking Bay 1, six Imperial Stormtroopers burst in and begin shooting. After a brief lightfight, the character and pirates board the ship and blast off.

Imperial Stormtroopers (6): All stats are 2D except: *blaster* 4D, *brawling parry* 4D, *dodge* 4D, *brawling* 3D. Move: 10. Stormtrooper Armor (+2 physical, +1 energy, -1D to Dexterity related actions), blaster rifle (5D), blaster pistol (4D).

Episode 2: Never Trust a Man With a Gun to your Head

After having escaped Garqui, the *Night Storm* races to escape the planetary gravity well created by the Garqui's only moon. This gives the planetary defense forces in the vicinity, consisting of the *Sentinel*-class Landing Shuttle and a pair of TIE Interceptors a chance to catch up. (Note: the Interceptors are the only ones which actively try to disable the *Night Storm*; the shuttle is too slow and weak to effectively attack, so it leaves the dirty work to the Interceptors) The character must help fend off the TIE Interceptors by either manning one of the Quad Laser Cannons or taking up the communications/sensors post. If the character makes a *Moderate communications* roll, she can tell that there is other Imperial traffic in the area. If she makes a *Difficult sensors* roll, she can determine where that the signal is coming from behind the moon, and that it is a capital ship.

While the TIE Interceptors and *Sentinel*-class shuttle approach from the planet, the *Imperial II*-class Star Destroyer, the *Interrogator*, emerges from behind Garqui's moon. As the Interceptors attempt to disable the ship, the *Interrogator* tries to bring its tractor beams to bear. The ship must survive for six rounds (the first round being within Garqui's atmosphere) without major systems malfunction in order for the navicomputer to make the calculations for the jump to lightspeed.

TIE Interceptors (2): Starfighter, *starfighter piloting*: 6D, *starship gunnery*: 5D. Maneuverability: 3D+2, Space: 11, Atmosphere 435, Hull: 3D, 4 Laser Cannons Fire Linked (Fire Arc: front, Skill: *starship gunnery*, Fire Control: 3D, Space Range: 1-3/12/25, Atmosphere Range: 100-300/1.2/2.5, Damage: 6D)

If the ship is captured by the *Interrogator*, skip ahead to Episode Three. Otherwise, continue with this episode.

After escaping from Garqi, the captain of the ship tells the character that Imperial strength is being diverted from Garqi to Garos IV due to increasing pressure of the New Republic in surrounding systems. The captain tells the character that rumor has it that there is some sort of top secret mining project on Garos IV which the Empire is keeping heavily guarded. If the character drew her lightsaber in combat against the Stormtroopers back at the docking bay, the captain warns her that the Empire has a bounty on her head and that she should watch her step for the next few weeks. He leads her back to her quarters, and advises her to get some sleep. Next stop: Prexiar.

During the night, two pirates break into the character's bunk and try to attack the character, hoping to collect the bounty on the character's head. If the character's *Perception* roll is higher than either of the pirates' *sneak* rolls, the character is alerted to their presence, and gains a surprise advantage over the pirates. If her roll is lower than both *sneak* rolls, then the pirates get the surprise advantage over the characters.

Mutinous Pirates (2): All stats are 2D except: *Dexterity 3D+2, blaster 4D, dodge 4D, melee combat 4D+2, melee parry 4D, Strength 3D+2, brawling 4D+2*. Move: 10. Vibro-knife (STR+1D), hold-out blaster (3D).

After a brief scuffle (lasting no fewer than three rounds), the captain breaks up the fight. Should the character has dispatched one or both of the pirates, the captain has the character escorted to the bridge for the remainder of the journey. If the character is wounded, she is escorted to the infirmary for the remainder of the journey. Either way, the pirates who attacked the character are sent to the brig (or the morgue if appropriate).

If the character makes it to the bridge, then she gets a firsthand look at what happens next. Only a few moments after making it to the character's destination, warning klaxons begin blaring all over the ship. With a loud moan and a violent shudder, the ship is suddenly torn out of hyperspace. Ahead of the ship lies two Imperial Star Destroyers, the *Resolve* and the *Interrogator*, along with the [Interdictor Cruiser](#) the *Vengeance*. The captain, knowing he is hopelessly outmatched, doesn't even bother to bring up his shields and surrenders peacefully. Soon, the *Night Storm* lies within the belly of the *Interrogator*

Episode 3: The Inquisition

Once the crew and passengers, including the character, have been escorted to their cells within the *Interrogator's* brig, the character can take a moment to examine his surroundings. The cell is small, even by Imperial standards, without windows, only one single blast door, so thick that it sounds like a solid wall when rapped on. Her lightsaber was taken from her when the boarding party from the *Interrogator* came aboard, and all that is in the room is a single bunk. However, with a Difficult *Perception* roll, the character will discover a loose panel in the floor where a small holdout blaster has been stashed.

After a few moments alone, the door opens, and in walks [Imperial High Inquisitor Tremayne](#). One of Lord Vader's proteges, Tremayne's skill with the Dark Side of the Force is easily felt as he enters the room. His legendary talent for hunting down the Jedi Knights is well known, even among the non-Jedi culture. Read the following to the character:

"As the door slides open, a tall man with cybernetic enhancements over one half of his face enters without flourish or sound. The man is easily recognizable as Imperial High Inquisitor Tremayne, the famed hunter of the Jedi. After looking you over for a moment, he speaks:

'So, this is what has become of the Jedi, eh? Didn't put up much of a fight. Oh well, less of a hassle, I suppose.'"

In the middle of his speech, Tremayne's comlink beeps, and he looks to the door. It slides open, and a minor officer steps inside, whispering to Tremayne. A Very Difficult *Perception* roll concludes that the young officer was informing Tremayne that someone named Lord Brandl has arrived on the *Judicator* and awaits Tremayne's

return. With a nod, the junior officer is dismissed, and Tremayne returns his attention to the character.

"You're no Jedi, are you? Where did you get this lightsaber? Been stealing from the Imperial Archives on Coruscant, have you? You walk like someone from the Imperial City. Answer me!"

With this, Tremayne takes a step towards the character. The hidden compartment in the floor falters and Tremayne slips, his cybernetically enhanced foot catching on the hatch. The character's lightsaber falls to the floor, inches from the character.

If the character escapes, he finds he is not in the brig at all, but in a compartment usually used as a closet just off the main hangar. Across the way is a *Lambda*-class shuttle, with the ramp lowered. However, guards on duty make the journey a tough job. A Difficult *sneak* roll allows him to get on the shuttle, where a single Imperial pilot sits in the cockpit. He offers no resistance, and should the character not attack him, he will pilot the ship out of the Star Destroyer down onto the planet of Garos IV. Along the way, the pilot may attack the character, or covertly signal for help. It takes a Difficult *communications* roll to notice the distress signal.

At the landing pad, four Stormtroopers and an AT-ST await the shuttle's arrival. The character has one of two options: he can disguise himself as the pilot and the pilot as the Jedi, or he can fight his way out. If he chooses the first, it takes a Moderate *disguise* roll to fool the troopers. If he picks the latter option, then he must kill at least three of the four Stormtroopers, or find a way to destroy the AT-ST. Either one will result in the Imperials falling back for reinforcements, allowing for the character to escape.

AT-ST: Maneuverability: 1D, Move: 30, Body Strength: 3D, Twin Blaster Cannon (fire Arc: Front, Skill: *vehicle blasters*, Fire Control: 1D, Range: 50-200/1/2, Damage: 4D), Concussion Grenade Launcher (Fire Arc: Front, Skill: missile weapons: grenade launcher, Fire Control: 1D, Range: 10-50/100/200, Damage: 3D).

The character then escapes into a cantina on the opposite side of the street, not to be seen again until the next adventure....

Award 3 character points for completing the mission. As a bonus, award 2 character points for each of the following: Defeating the bounty hunter, discovering a way into Docking bay 2, destroying 1 TIE Interceptor, wounding without killing 1 pirate, escaping the cell without killing Tremayne, and disguising oneself as the pilot.

Escape to Garos IV Reference Page

Planets

Garqui (from Star Wars Adventure Journal #7)

Type	Terrestrial
Temperature	Temperate
Atmosphere	Type I (breathable)
Hydrosphere	Moderate
Gravity	Standard
Terrain	Plains, Oceans, Hills
Length of Day	29 Standard Hours
Length of Year	388 local days
Sapient Species	Humans
Starport	Standard class
Population	800,000
Planet Function	Agricultural Colony
Government	Imperial rule
Tech Level	Space
Major Exports	Foodstuffs
Major Imports	Mid Technology, metals
Capsule	

Garqui is a very average, very unimportant agricultural world which supplies foodstuffs to its neighbor, Garos IV in one of the last remaining Imperial systems outside of the Core. The colony is officially ruled by an Imperial Governor, but Governor Tadrin is seldom there. He entrusts the planet to the military prefect, while he attends to business (or more than likely is mourning the downfall of the Empire) on some Core World resort.

Garos IV (from The Best of the Star Wars Adventure Journal)

Type	Terrestrial
Temperature	Temperate
Atmosphere	Type I (breathable)
Hydrosphere	Moderate
Gravity	Standard
Terrain	Forests, mountains, valleys
Length of Day	25 standard hours
Length of Year	382 local days
Sapient Species	Humans

Starport	2 Standard class, one Imperial class
Population	24 million
Planet Function	Manufacturing, mining
Government	Imperial rule
Tech Level	Space
Major Exports	metals, minerals
Major Imports	Foodstuffs, High Technology
Capsule	<p>Garos IV is the fourth planet of six in the Garos System. It was settled by humans more than 4000 years ago. And until recently it was a self-supporting planet with little contact outside the system.</p> <p>The seat of government is located in Ariana on the western coast, known for its forboding Tahika Cliffs, on the larger of the two continents. Ariana is an intellectual and business center, dominated by the prestigious University of Garos.</p> <p>But the Empire had generally left Garos IV alone since establishing a quiet presence on the planet 16 years ago. Only in the last few years has the number of Imperial Troops begun to grow. Their chief concern seems to be the mining of hybridium in a region south of the city of Ariana. only a few fleet captains, and of course High Inquisitor Tremayne and the mysterious Lord Brandl, under direct orders from the late Emperor Palpatine, seem to understand the significance of the Empire's presence on Garos IV. Aside from the tactical importance of being the last Imperial system outside the Core, it is obvious to the underground that the Imperials intend to exploit whatever knowledge they can acquire on the cloaking properties of the ore which comes from the mines.</p>

Starships

Interdictor Cruiser (from Wanted by Cracken)

Craft: Seinar Fleet Systems Immobilizer 418

Type: *Interdictor*-class Heavy Cruiser

Scale: Capital

Length: 600 meters

Skill: Capital ship piloting: Interdictor cruiser

Crew: 1,500 with *command* 5D; 2,807 Total

Crew Skill: Astrogation 5D, capital ship gunnery 5D, capital ship shields 4D

Passengers: 30 (troops)

Cargo Capacity: 55,000 metric tons

Consumables: 1.2 years

Hyperdrive multiplier: x2
Hyperdrive backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 390; 1500 kmh
Hull: 5D
Shields: 3D
Sensors:

Passive: 30/1D
Scan: 75/2D
Search: 150/3D
Focus: 5/4D

Weapons:

20 Quad Laser Cannons (fire separately)

Fire Arc: 10 front, 5 left, 5 right
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 2-6/24/50 km
Damage: 4D

Four Gravity Well Projectors

Fire Arc: turret
Crew: 1
Skill: Capital ship gunnery
Fire Control: 6D
Space Range: 1-3/12/25
Damage: Blocks hyperspace travel

Sentinel-Class Landing Shuttle (from the Star Wars Trilogy Special Edition Sourcebook)

Craft: Seinar Fleet Systems *Sentinel*-class troop carrier

Type: Modified light freighter

Scale: Starfighter

Length: 20 meter

Skill: Space transports: *Sentinel*-class shuttle

Crew: 2; 2 can coordinate; gunners:3; skeleton 1/+10

Crew Skill: Space transports 5D, starship gunnery 5D, starship shields 4D

Passengers: 54 (troops)

Cargo Capacity: 180 metric tons

Consumables: 1 month

Hyperdrive multiplier: x1

Hyperdrive backup: x10

Nav Computer: Yes

Maneuverability: 2D+2

Space: 7

Atmosphere: 350; 1000 kmh

Hull: 4D+2

Shields: 3D+2

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 80/2D

Focus: 4/2D+2

Weapons:**8 Laser Cannons** (retractable, fire linked)

Fire Arc: front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

2 Concussion Missiles Tubes (fire linked)

Fire Arc: Front

Skill: Missile weapons: concussion missiles

Fire Control: 3D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700km

Damage: 9D

2 Repeating Blaster Cannons (retractable)

Fire Arc: turret

Scale: Speeder

Crew: 1

Skill: Vehicle blasters

Fire Control: 4D

Atmosphere Range: 1-50/100/250 km

Damage: 3D+2

Ion Canons (retractable)

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

Night Storm

Craft: Corellian Engineering Corporation Corvette

Type: Modified corvette

Scale: Capital

Length: 150 meters

Skill: Capital ship piloting

Crew: 50; gunners: 12, skelton 20/+5

Crew Skill: Astrogation 3D, capital ship gunnery 4D+2, capital ship shields 3D, capital ship piloting 3D+2, sensors 3D+1

Passengers: 20

Cargo Capacity: 3,000 metric tons

Consumables: 1 year
Hyperdrive multiplier: x2
Hyperdrive backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 5D
Shields: 3D
Sensors:
 Passive: 40/1D
 Scan: 80/2D
 Search: 100/3D
 Focus: 5/4D

Weapons:

4 Double Turbolaser Cannons

Fire Arc: 1 front, 1 left, 1 back, 1 right
 Crew: 1-3
 Skill: Capital ship gunnery
 Fire Control: 3D
 Space Range: 3-15/35/75
 Atmosphere Range: 6-30/70/150 km
 Damage: 4D+2

Ion Canon

Scale: Starfighter
 Fire Arc: Front
 Crew: 1-3
 Skill: Starship gunnery
 Fire Control: 3D
 Space Range: 1-3/7/36
 Atmosphere Range: 100-300/700/3.6 km
 Damage: 3D

Tractor Beam

Scale: Capital
 Fire Arc: Front
 Crew: 1-2
 Skill: Capital ship gunnery
 Fire Control: 2D
 Space Range: 1-5/15/30
 Atmosphere Range: 100-500/1.5/3 km
 Damage: 3D

Characters

Captain Barker

Type

Human Pirate Captain

Dexterity	2D+1; <i>blaster: blaster pistol</i> 3D+1, <i>dodge</i> 3D, <i>brawling parry</i> 2D+2
Knowledge	3D+2; <i>streetwise</i> 4D+2, <i>streetwise: Talon Karrde's Organization</i> 5D+2
Mechanical	3D+1; <i>capital ship piloting</i> 3D+2, <i>capital ship gunnery</i> 4D
Perception	4D; <i>command: Night Storm Pirates</i> 5D
Strength	2D; <i>brawling</i> 3D
Technical	2D+2; <i>blaster repair</i> 3D+1, <i>first aid</i> 3D
Special Abilities	None
Force Sensitive	No
Force Points	1
Dark Side Points	0
Character Points	6
Move	10
Equipment	Flashy clothes, gaudy jewelry, vacuum suit, Modified Corellian corvette, 2,700 credits, comlink, blaster pistol (4D)
Capsule	Captain Barker has been the head of the Night Storm Pirates for roughly three years now, and in that time he has become a menace which the Imperials will be glad to be rid of. His raids have slowed their progress in the Garos system, and he always is one step ahead of Imperial authorities, a fact which continues to chagrin what is left of the Empire in this sector. Captain Barker is said to be a former member of Talon Karrde's organization and has often been seen purchasing information from Karrde himself.

High Inquisitor Tremayne (courtesy of the [Mad Rabbit](#))

Type	Dark Jedi
Dexterity	3D+2; <i>blaster</i> 4D, <i>dodge</i> 6D+2, <i>Lightsaber</i> 7D+1, <i>melee combat</i> 6D+2
Knowledge	4D; <i>bureaucracy</i> 6D+2, <i>cultures</i> 6D, <i>Intimidation: interrogation</i> 7D+1, <i>Intimidation: torture</i> 7D+2, <i>Planetary systems</i> 5D+2, <i>Tactics: fleets</i> 5D+2
Mechanical	2D+1
Perception	3D+1; <i>Command</i> 6D+2, <i>con</i> 5D+2, <i>investigation</i> 7D+1, <i>search</i> 4D
Strength	2D+2; <i>brawling</i> 4D, <i>stamina</i> 6D+2
Technical	2D

Special Abilities

Force Skills: Control 4D, Sense 4D, Alter 5D
Control: absorb/dissipate energy, accelerate healing, control pain, hibernation trance, reduce injury, resist stun
Sense: combat sense, danger sense, life detection, life sense, magnify senses, receptive telepathy, sense Force
Alter: injure/kill
Control and Alter: inflict pain
Control and Sense: farseeing, lightsaber combat, projective telepathy
Control, Sense, and Alter: affect mind, telekinetic kill

Force Sensitive

Yes

Force Points

7

Dark Side Points

12

Character Points

15

Move

10

Equipment

Lightsaber (5D), black robes, datapad, blaster pistol (4D), comlink, *Imperial II*-class Star Destroyer *Interrogator*

Capsule

High Inquisitor Tremayne is the Dark Jedi protege of Lord Darth Vader himself. He is now in command of the Star Destroyer *Interrogator* in the Garos system, and in association with the mysterious Lord Brandl, is commanding a top secret mining project on Garos IV.