

“KNIGHT TERRORS”

An SWRPG Adventure for 2-6 players, following WEG rules.

This adventure takes place before the destruction of the first Death Star.

BACKGROUND INFORMATION

The Emperor has ordered Lord Darth Vader to exterminate all the Jedi in the Galaxy, and while Vader has hatched many plans to do this, including using Dark Jedi, armored war machines, secret agents, and even hunting them himself, one of his most effective and lethal plans was the creation of the Knight Terrors.

The Knight Terrors are a full battalion (70 men) of elite Storm Commandos, specially trained to take out Jedi Knights. Their mission is to search the Galaxy to find Jedi in hiding, young apprentices, and those who can even use their powers untrained, and to capture or kill them. The Knight Terrors have had outstanding success and a perfect record, capturing or killing over 20 Jedi adepts since their inception. Then came their hardest challenge: Jedi Knight Adi-Von Bindu.

Adi-Von Bindu was discovered by Ubiquitorate agents, and from the Emperor's records, was one of the most powerful Jedi Knights unaccounted for in the initial purge, out-classed only by Darrin Arkanian, Obi-Wan Kenobi, and Yoda. The Knight Terrors were ordered to proceed with caution, for Bindu was no adept, but a fully-trained Jedi Knight. The KT felt they would be able to take Bindu down with acceptable losses to manpower and equipment.

They were dead wrong.

Adi-Von Bindu had no intention of being captured, and while eventually he was put down, he slaughtered the KT literally to a man. Of the 70 Storm Commandos that converged upon Bindu's position, two returned with their lives. One man died in the the *Knightmare's* sickbay the next day, after spending the night in critical condition, and the other man, Col. Howler Locke, the former commander of the KT, will be confined to a repulsor-chair for the rest of his life.

Skip ahead in time about a month...

ADVENTURE SET-UP:

It's important that whatever adventure you run before this one, your PC's be captured by Imperial forces. I accomplished this with one of my favorite recurring villains, ISB Major Rhen Rand, an undercover Imperial operative who duped the characters once before, and vowed to bring them in ever since that day. If you have a favorite recurring Imperial villain, now's the time to let them win and capture the characters.

ADVENTURE OUTLINE

In the wake of the Adi-Von Bindu fiasco and the subsequent destruction of the Knight Terrors, the *Nightmare* has been temporarily reassigned to prisoner transfer in the Outer Rim. A contingent of standard stormtroopers is crewing the ship to act as ship's security, a role formerly filled by the Knight Terrors. Unknown even to Captain Grevson, one of the new stormtroopers is infact a member of the Emporer's elite Royal Guard, with his own set of orders...

The *Nightmare* (as it has been re-designated untill a new squadron of Knight Terrors can be trained) is still transporting Adi-Von Bindu, who's being kept confined under extreme security: triple-thick titanium walls, redundant force-fields, and reduced life-support to force him into a hibernation trance. The RG has been ordered, by none other than Lord Darth Vader, that if Adi-Von Bindu attempts to escape, he is to do everything he can to prevent Bindu from succeeding, up to and including destroying the *Nightmare* and everyone aboard.

Now, with a shipload of green stormtroopers, a rotated crew, a captain who's disgruntled about having to take what he believes is an assignment far below his abilities, and a hold full of criminals, the *Nightmare* has set course for the planet Galen IV, an Imperial penal colony...

EPISODE I: GETTING TO KNOW YOU...

The characters are shoved into the communal area by the stormtroopers. The other prisoners milling about look up with surprise at the new arrivals.

ST#1: Enjoy your lunch, prisoner! We'll be back, so eat fast!

ST#2: Boy, that recruiter was right! This is an easy job.

ST#1: I'll say... (the two ST's leave.)

GM: As the two ST's leave, you look around. The prisoner's mess is a drab room with plain gray walls that match the dekplates and ceiling. The prisoners at the long tables are eating a gray gruel that also shares the color. The line in front of you to get the gruel is one of the longest you've ever stood in.

Ash: You've got to be kidding me. We've got to stand in line for this?

Scorp: Son-of-a-bitchin', double-crossin', Imp-bitch! If I ever get my hands on her...

Kanowa: And what the hell is with those dip-shit stormtroopers?

Scorp: Real stormtroopers never talk. These must be new guys.

Ash: (looking into a passing prisoner's bowl) Man, I hope this stuff tastes better than it smells.

GM: Just then, a group of Rodians wearing the same prisoner jump-suits you are cuts in front of you. One of them looks right at Scorpion. "New guys eat last, blondy. Out of our way!"

Ash: (eyes wide with fear) Uh, Scorp, somehow I doubt this gruel is worth it...

Kanowa: (with his arms wrapped around Scorpion, trying to restrain him) Listen to him Scorp, listen to him! A prison riot on our first day is NOT a good idea!

GM: The Rodian winks at Scorpion, curls his snout into something like a cocky smile and gets a bowl from the wrack.

Rodian prisoners. All stats 2D except: *brawling parry 4D, dodge 4D, melee combat 4D, melee parry 3D, Strength 3D, brawling 5D*. Move:10. Prison jumpsuits.

After a few rounds of combat, the speakers come on. **“You now have 10 seconds to desist or the room will be sealed off and pumped full of anasthezine.”** says a gruff human voice. If combat still continues after 3 rounds, the Imperials make good on thier promise. If not, once things settle down, a squad of stormtroopers arrive to handle the mess. Unless any of the characters are particularly rude or try anything, they will be escorted back to thier holding ells. If they do either of the above, they are stunned and taken to solitary confinement.

EPISODE 2: JAIL BREAK!

By now, the characters will have had just about enough of being imprisoned in thier cells. The cells are grouped closely together, and the characters have the chance to talk to the other prisoners on board, thus finding out information about the ship, the crew, and what exactly is going on. After some discussion, the characters hear the stormtrooper guard being chewed out in the worst way by Colonel Locke. The characters see the quadreplegic go by in his repulsorchair, and if they ask, someone might tell them something about the backstory. Quinn knows a little, but the rest just have hair-brained ideas and no clue as to thier true fate. The only way to really find out what’s going on is to hack the main computers.

At this point, the characters can try whatever they want to escape. The escape attempt should work , because breaking out isn’t the focus of the adventure. Don’t make it too easy, but let whatever they plan succeed (within reason.) Remember, the stormtroopers are young, foolish, and basically gullible. They’ll even fall for the old: “Oh, I think my friend is getting sick!” routine, but encourage your PC’s to try and find a different approach. That one’s so overdone it’s pathetic.

EPISODE 3: NOW, TO TAKE THE SHIP

Depending on the characters plans, the ship could be at red alert, with stormtroopers combing the corridors for them, or they could have no idea what’s going on. Eventually, the Imps will catch on that something isn’t right, but exactly when that is is up to the characters. If they proceed with caution, they can capture close to half the ship before they meet serious resistance. They should be advised, however, that any trip of an alarm, breech of security, or *especially firing a blaster* will trigger an alarm and bring the ship to full alert. However, there are still possibilites...

WITHOUT TRIPPING ALARMS

Taking out Imps using *sneak*, *melee combat*, and *brawling* is a good bet.

Hacking computers to gather more information. Be carefull, because unauthorized use will trigger an alarm.

Sabotaging the ship is a good bet, be it in Engineering, Environmental Control, or taking the bridge.

ONCE THE ALARM GOES OFF

Eventually, the alarm will go off, and the characters are going to have to fight to control the ship. Major points of resistance are Engineering, the Bridge, the Armory, the Hangar, as well as isolated sweeps in corridors. If the characters thought to take out internal sensors, roll 1D in random corridors for a patrol, with a 1 or 6 yielding a firefight, 2 or 5 letting the characters get the drop on the patrol, and 3 or 4 showing a clean corridor. If the sensors are in place, the characters will have a much rougher time of it, meeting resistance at every turn.

IMPERIAL FORCES:

Stormtroopers. All stats 2D except: *blaster 4D*, *brawling parry 4D*, *dodge 4D*, *brawling 3D*. Move: 10. Stormtrooper armor (+2D, +1D, -1D), blaster rifle (5D), blaster pistol (4D).

TIE fighter pilot. All stats are 2D except: *Dexterity 3D+1*, *blaster 4D+1*, *dodge 4D+1*, *planetary systems 3D*, *Mechanical 4D*, *sensors 4D+2*, *starfighter piloting 6D*, *starship gunnery 5D*, *Perception 3D*, *command 4D*, *search 4D*, *Strength 3D*, *stamina 4D*, *computer programming/repair 3D+1*, *starfighter repair 5D*. Move: 10. NavCom link-up helmet (+1D sensors), flightsuit, blaster pistol (4D).

Imperial crewer. All stats are 2D except: *Dexterity 2D+1*, *blaster 3D+1*, *dodge 3D+1*, *Knowledge 1D+1*, *planetary systems 2D+1*, *survival 2D+1*, *value 2D+1*, *Mechanical 3D*, *astrogation 4D*, *capital ship piloting 5D*, *capital ship shields 4D*, *communications 3D+1*, *sensors 3D+1*, *space transports 4D*, *hide 3D*, *investigation 3D*, *sneak 3D*, *climbing/jumping 4D*, *stamina 3D+1*, *Technical 1D+1*, *capital ship repair 3D+1*, *capital ship weapon repair 2D+1*, *computer programming/repair 2D+1*. Move: 10. Blaster pistol (4D), uniform, comlink.

K4 Security Droid. *Dexterity 3D*, *blaster 7D*, *dodge 8D*, *running 4D*, *all other stats 1D*. Body armor (+2D), internal blaster rifle (5D). Move: 11.

Engineering: 10 ST's, 5 crewers, 2 droids. Rolling a 1 on the wild die will damage a random system, and anyone near the impact point will take 5D explosive damage.

Environmental Control: 2 ST's, 2 crewers (without alarm) 10 ST's, 1 droid (with alarm)

Armory: 10 ST's (2 crewing an EWEB), 2 droids.

Hangar: 10 ST's 10 pilots, 2 droids. (Smart characters might try to think of a way to take this area *en masse*...

Bridge: 10 ST's, 10 crewers, 2 droids, Captain Grevson.

EPISODE 4: ALL IS NOT WHAT IT SEEMS...

Now that the characters have control, they'll want to assess thier situation.

Armory:

- 100 blaster pistols (4D)
- 25 blaster rifles (5D)
- 2 light repeating blasters (6D)
- 1 EWEB (8D)
- 2 PLEX (6D,)
- 2 shoulder ion cannons (3D, speeder)
- 400 power packs
- 50 frag grenades (5D)
- 50 stun grenades (5D stun)
- 25 vibroblades (STR+2D)
- 10 vibroaxes (STR+3D)
- 100 blast vests (+1D, +1)
- 100 blast helmets (+1D, +1)

When they go to open the special storage locker, they'll find it empty. According to manifests, it should contain a suit of space-trooper armor. This should be their first clue that all is not right.

As the prisoners search the ship, they will no doubt attempt to contact each other. Roll 1D. On an odd result, that character is dead, killed by the Royal Guardsmen aboard. When the characters go looking for them, they find several viscious stab wounds and multiple broken bones. Each time a character calls an NPC on the comlink, roll the die to see if that NPC will be answering.

The RG will continue these hit-fade attacks untill the characters either

A) Take the ship to lightspeed

B) Wake up Adi-Von Bindu.

At this point, the RG will step up his attack strategy (see his character sheet at the end for details on how to run him.), ultimately to the point of destroying the ship. He has the suit of Spacetrooper armor, so he has access to the outside of the ship, as well as the run of the inside of it.

Use this to your advantage, and play on the paranoia of your players. Describe dark corridors, and make them think they saw a flash of movement out of the corner of thier eye.

As for *Perception* checks, and when they give you the totals, chuckle to yourself, make a note, and continue on as if nothing's happening (players hate this. Mine threatened to let the air out of my tires if I didn't quit freaking them out.) Here's another good trick: when the players call an ally on the comlink, have there be no answer for a second, then just when they think that their new friend is dead, have him report that he had a short in his comlink or something. Tension and release is the name of this game, GMs. Build 'em up, then let em down easy, then build 'em up again, hold 'em there for a little while, then when they get used to the pattern, build 'em up again... then kill somebody so they know you aren't fucking around.

At some point, the PC's (and whatever allies they have left) will have to do battle with the Royal Guardsmen. This battle should be played out in truly grandiose style, with lots of blasters and swords flying everywhere. If the characters are looking like they're going to be defeated, maybe Adi-Von Bindu will regain enough strength to aid them...

STATISTICS

THE OTHER PRISONERS :

Lord Gavin Romark

Type: Arrogant Noble

DEX 3D+1, Blaster 3D+2

KNO 3D+1, Bureacracy 4D, cultures 4D, languages 5D

MEC 2D+2

PER 4D, Persuasion 5D

STR 2D+2

TEC 2D

FP: 0 CP: 5 Move: 9

Equipment: Prisoner's jumpsuit, tracking beacon.

Capsule: Lord Gavin Romark is a sniveling coward. He shot his mouth off to the wrong Imperial, and his noble family decided they'd rather hang him out to dry than face the Emporer's wrath together. He will lie, cheat, trick, compliment, insult, or do whatever he can to gain the character's protection. Most likely, he will die.

Physical Description: Thin and gaunt, with pale skin and a rust-colored beard that was neatly trimmed before he was imprisoned. Gavin Romark has a pointy, aristocratic nose and a weak jaw. His face is thin, and he looks vaguely skeletal.

Adi-Von Bindu

Type: Jedi Knight

DEX 3D, Blaster 6D, dodge 6D, lightsaber 8D, melee combat 7D, melee parry 7D

KNO 3D+2, Cultures 5D, languages 4D+1, streetwise 5D, willpower 6D+2

MEC 2D, Astrogation 4D, communications 4D, space transports 3D+2

PER 3D+1, Bargain 4D+1, con 4D+2, search 5D, sneak 6D

STR 2D+2, Brawling 5D, stamina 5D

TEC 2D+2, First aid 5D, lightsaber repair 6D

Special Abilities: *Force Powers: Control 9D+2, Sense 8D, Alter 7D*

Control: Absorb/dissapate energy, accelerate healing, concentraion, control pain, detoxify poison, emptiness, enhance attribute, hibernation trance, reduce injury, resist stun

Sense: Combat sense, danger sense, instinctive astrogation, life detection, life sense, magnify senses, receptive telepathy, sense Force

Alter: Telekinesis, injure/kill

Control and Alter: Accelerate another's healing

Control and Sense: Farseeing, lightsaber combat, projective telepathy

Control, Sense, and Alter: Affect mind

Sense and Alter: Dim another's senses

FP: 2 DP: 1 CP: 7 Move: 10

Equipment: Prisoner's jumpsuit, homing beacon

Capsule: Kept in a separate holding area, Adi-Von Bindu was the target of a special squad of Storm Commandos called the “Knight Terrors,” trained especially to hunt down and kill or capture the few Jedi Knights still at large. Of the 70 assigned to bring Bindu in, only 2 survived the initial confrontation. One died the next day in an Imperial hospital, and the last one will never walk again. Bindu is kept heavily sedated and confined separately, and will readily help the characters if they free him. For the first few hours, Bindu will be incoherent and disoriented because he was so heavily drugged.

Physical Description: Adi-Von Bindu is a near-human male with greenish skin and black hair cut short. His eyes are orange through and through, and he is very graceful despite a solid build. He is not especially tall, but appears a little heavy for his height.

Deacon Hellyard

Type: Outlaw

DEX 4D, Blaster 6D+1 dodge 5D+2

KNO 3D Streetwise 4D, streetwise: shadowports 5D+1, survival 5D

MEC 2D+2, Repulsorlift operation 4D, swoop operation 5D+1

PER 2D, Bargain 4D, search 4D, sneak 4D+1

STR 3D+1 Brawling 5D+2, stamina 5D

TEC 3D, Demolitions 6D+2

FP: 1 DP: 1 CP: 4

Equipment: Prisoner’s jumpsuit, homing beacon

Capsule: Deacon Hellyard is widely regarded as a bum with a flare for pyrotechnics. No one knows why he is the way he is; some figured his life just took a bad turn at some point and Deacon went thermal. He fights for anyone who will pay his bar bills. Thoroughly disreputable and dangerous and untrustworthy, but not stupid.

Physical Description: Hellyard has dark brown skin and stark white hair in a crew cut style. He wears an eye-patch over his left eye, and the patch appears to be fastened directly to his head as it has no connecting straps. He is a large, well-muscled man with a powerful physique and thin lips perpetually scowling.

Quinn

Type: Rebel Intelligence Operative

DEX 4D Blaster 7D, dodge 6D+2, brawling parry 6D, melee combat 5D, melee parry 5D, thrown weapons 5D+1

KNO 2D+1 Bureaucracy 6D, intimidation: interrogation 8D, streetwise 4D, survival 4D+1, willpower 5D

MEC 2D Communications 4D+2, repulsorlift operation 3D

PER 3D+2 Con 4D+1, con: disguise 6D+1, forgery 4D+2, hide 5D, investigation 5D+2, persuasion 4D+2, search 5D, sneak 6D+1

STR 3D Brawling 5D+1, climbing/jumping 4D

TEC 3D Computer programming/repair 7D, demolition 4D, first aid 3D+2, security 6D

FP: 3 DP: 0 CP: 15 Move: 10

Equipment: Prison jumpsuit, homing beacon

Capsule: The man known only as “Quinn” was one of the first members of the Rebel Alliance, and has served as a valued source of intelligence on the Imperial war machine for as long as there has been a Rebellion. Finally, Quinn got himself in too deep.

He had been sent by the upper echelons to make contact with Adi-Von Bindu and enlist his aid with the fight against the Empire. To contact Bindu, Quinn had to do some research and locate the man. Unfortunately, the Ubiquitorate learned of Quinn’s mission, and he was tailed almost from the beginning. Quinn led the Knight Terrors right to Adi-Von Bindu’s hiding place. Incapacitated almost immediately by the Storm Commandos. He awoke later in a holding cell aboard the *Knightmare*, only to learn that he was now the first glorious inmate on a prison ship, destined to rendezvous with Lord Darth Vader himself. Quinn knows that he will be brutally interrogated and eventually killed for the information he possesses about the Alliance, and he will more than willingly help the characters take the ship. He suspects that Adi-Von Bindu is still being held aboard the ship somewhere, and will try to convince the characters that he is their best hope for survival.

Physical Description: Quinn is a human male of average size and build, allowing him to slip through and blend in to any situation. His natural hair color is light brown, and he has dark eyes.

Marcellus Cole

Type: Pirate

DEX 3D+2 Blaster 5D, brawling parry 6D+1, dodge 6D, melee combat 5D, melee combat: vibroblade 6D+2, melee parry 6D, vehicle blasters 4D+2

KNO 2D Alien species 4D, business 4D+2, intimidation 6D+1, languages 4D, streetwise 7D, value 5D+2

MEC 3D+2 Astrogation 5D, capital ship piloting 5D+2, capital ship gunnery 4D+2, repulsorlift operation 5D, powersuit operation 4D+2, space transports 5D, starship gunnery 4D+2

PER 3D Bargain 6D, command 5D, command: pirates 6D+1, con 5D+2, forgery 5D, gambling 4D+2

STR 2D+2 Brawling 6D

TEC 3D Capital ship repair 5D

FP: 2 DP: 1 CP: 7 Move: 10

Equipment: Prisoner’s jumpsuit, homing beacon

Capsule: Marcellus Cole, former first mate aboard the pirate ship *Gormak’s Folly* was just starting to enjoy the care-free life of a pirate when his captain got greedy and thought that the up-gunned pirate frigate could take on an Imperial Star Galleon. Cole protested, and even considered a mutiny to try and convince the captain that his plan was suicidal. For his trouble, he spent the attack riding in the brig.

His intuition was right, and the Imperials not only repelled the boarders but also captured the pirate ship. Most of the pirates were killed in the attack, but Cole was simply transferred from one prison cell to another. He’s vowed to get even with the Empire for taking him out of the lap of luxury, and just as soon as he gets free, he’s going to get himself a ship of his own, and get back to doing what he does best: Plundering and pillaging.

In the name of the Rebellion this time, of course...

Physical Description: Cole is a tall human male with jet black hair that hangs to his shoulders and a trimmed back goatee. He has a strong jaw and dashing figure, very much the “quintessential romantic pirate.”

Sybrys

Type: Wookiee

DEX 2D+2 Blaster 4D, bowcaster 5D, brawling parry 6D, melee combat 5D+1, melee combat: vibroaxe 6D, melee parry 4D+2

KNO 2D Intimidation 6D, planetary systems 4D, scholar: gourmet cooking 6D, survival 4D+2

MEC 3D Repulsorlift operation 4D, sensors 4D+1

PER 2D Bargain 3D+2, search 5D, sneak 4D+2

STR 5D Brawling 7D, climbing/jumping 6D, stamina 6D+2

TEC 3D+1 Capital ship repair 3D+2, droid programming 5D, droid repair 5D

Special Abilities:

Berserker Rage: If a Wookiee becomes enraged, +2D to *Strength* for *brawling* damage. -2D to all non-*Strength* attribute and skill checks. Must make Moderate *Perception* check to calm down (only -1D for this check.)

Climbing Claws: +2D to *climbing* while using claws. Cannot be used honorably in combat.

FP: 2 DP: 0 CP: 8 Move: 10

Equipment: Collar, homing beacon

Capsule: Sybrys is an older Wookiee of almost 300 years. He lived much of his life on his homeworld of Kashyyyk, but was rounded up by the Empire when it wanted slaves. Sybrys true love is cooking, but like many Wookiees, had a talent for mechanical devices. The Empire put him to work repairing droids and doing grueling physical labor.

Sybrys escaped his captors and fled for a few months, but was captured by Imperial forces. He now has the death mark, and upon arrival to Lord Vader, his sentence will be carried out.

Physical Description: Sybrys is an immense brown Wookiee with green eyes.

THE OPPOSITION :

Captain Cedric Grevson

Type: Imperial Captain

DEX 2D+2 Blaster 3D, dodge 4D, melee combat: vibrorapier 5D

KNO 3D Bureaucracy 5D, languages 4D, tactics: capital ships 3D+2, tactics: starfighters 4D

MEC 3D+2 Astrogation 4D, communications 4D+2, capital ship gunnery 4D, capital ship piloting 4D+2, capital ship piloting: *Carack-* class light cruiser 6D, capital ship shields 4D+1, space transports 5D

PER 3D+1 Command 6D, persuasion 5D, search 4D+1

STR 2D+1

TEC 3D

Capital ship repair 4D, computer programming/repair 5D, first aid 4D

FP: 1 DP: 1 CP: 10 Move: 10

Equipment: Imperial Navy uniform, blaster pistol (4D) comlink, datapad, vibrorepier (STR+2D)

Capsule: Cedric Grevson was an ambitious young officer at the start of his career 15 years ago. He served a variety of stints on a number of different starships, believing he was passed around so much because of his good piloting abilities. In truth, every one of his captains quickly got sick of his arrogance and ignorance, and they got rid of him anyway they could. All too often, that meant recommending him for promotion. He was a XO for only 3 weeks before Captain Killiard put him in for promotion. However, the fleet admiral knew Grevson's reputation all too well, and when the *Nightmare* assignment came up, he realized that Grevson would be perfect for the job.

Grevson was excited at first, thinking that his skills had finally paid off. Little did he know that command of the *Nightmare* was essentially a baby-sitting job. In truth, Grevson takes orders from Colonel Howler Locke, the CO of the Knight Terrors, in every respect except for routine ship-board operations. Locke directs their destinations, their battle orders, the order of shipboard repairs, and just about everything else. Grevson has realized that he's in a dead-end assignment, and he bears all his animosity at Howler Locke.

Grevson couldn't have been happier when the Knight Terrors got routed by Adi-Von Bindu. With the entire unit wiped out and Locke either laid up in sickbay or confined to a repulsor-chair, Grevson is delighted to finally be in command, even if he's in command of a prison barge. He sometimes gives ridiculous and unruly orders because he can, and he's become a terrible martinet in the way of discipline.

Colonel Howler Locke

Type: Disabled Knight Terror's Storm Commando

DEX 1D+1*

KNO 3D Alien species 5D+2, bureaucracy 6D+1, survival 6D, tactics: capital ships 4D+1, tactics: starfighters 4D+1, tactics: gurrella warfare 7D, tactics: siege breaking 6D+2, tactics: ground assault 5D+2, tactics: Jedi battle tactics 4D+2, willpower 6D

MEC 1D* Repulsor-chair operation 4D

PER 3D Command 6D, command: Imperial personnel 6D+2, command: Knight Terrors 9D, persuasion 6D, search 7D, sneak 1D+1*

STR 3D Brawling 1D*, stamina 6D

TEC 3D Computer programming/repair 5D

* Denotes skill or attribute reduced by injuries.

FP: 0 DP: 5 CP: 0 Move: 3 (limited by repulsorchair)

Equipment: Imperial uniform, repulsor-chair, comlink, datapad

Capsule: Trained by Crix Madine himself, Howler Locke was one of the first and finest Storm Commandos. He had served in every stormtrooper role save that of a Royal Guardsman, and was considered to be a great warrior and fine tactician as well. When the creation of the Knight Terror squadron was announced, Howler Locke was the obvious choice for the role of CO. He trained his men hard, and transformed an already formidable fighting force into a crack-squad of elite troopers who he believed were capable of taking on a Jedi Knight with acceptable losses.

He turned out to be dead wrong.

Adi-Von Bindu, a fully-trained Jedi Knight eliminated the Knight Terrors to a man, and that man left standing was Colonel Howler Locke. Rendered quadrepelegic, he is confined to a repulsorchair. Since there was no use for him anywhere else in the Empire, this dedicated officer decided to remain aboard the *Nightmare* as Chief of Operations (and captain, unofficially) and ensure that Adi-Von Bindu is delivered to Lord Darth Vader. After that, he wants to take on an advisory role to the new Knight Terrors, and make sure that the tragedy that befell his unit never happens again.

IST#00987354-429

Type: Royal Guardsmen

DEXTERITY 5D

Blaster 8D, blaster artillery 6D, brawling parry 7D, dodge 8D, melee combat 7D, melee combat: force-pike 9D+2, melee parry 6D

KNOWLEDGE 2D+1

Streetwise 3D+1, survival 6D

MECHANICAL 2D+2

Astrogation 4D, capital ship gunnery 5D, capital ship piloting 5D, powersuit operation: space trooper armor 5D, space transports 5D, walker operation 4D

PERCEPTION 2D+2

Bargain 3D+2, command 5D+2, hide 6D+2, search 6D+2, sneak 6D+2

STRENGTH 3D

Brawling 6D, climbing/jumping 6D, lifting 5D, stamina 6D

TECHNICAL 2D+1

Computer programming/repair 3D+2, demolitions 5D+1, first aid 3D, security 6D

FP: 2

DP: 8

CP: 20

Equipment: Heavy blaster pistol (5D), force-pike (STR+3D), Royal Guard Armor (+2D, +1D, no DEX penalty, MFTAS, body glove, utility belt)

Capsule: When the Knight Terror squad was devastated, this Royal Guard was diverted from another stormtrooper tour of duty and assigned to the prison ship. He was to continue his role as a standard trooper, but had special orders from Darth Vader himself that if the Bindu was to get free, he was to be eliminated at all costs, up to and including the destruction of the vessel. This of course was to be a last resort, but one which this Royal Guardsman, a pinnacle stormtrooper sworn to live and die at the command of the Emperor and his most trusted servants, is more than willing to carry out...

Development: RG knows that Bindu is weak, and he believes quite readily that he can overpower the prisoners and retake the ship, defeat Bindu and deliver him to Vader, thus earning himself a commendation and perhaps even a post at the Emperor's side or training as a Sovereign Protector. RG will go to progressively more extreme measures to accomplish this goal, always with self-preservation in mind. He will begin by playing on the paranoia and fear of the prisoners by picking them off one at a time, but will progress to larger-scale actions (such as explosives, decompressing a deck, gas, etc) in due course. If the characters gain an

insurmountable edge, RG will attempt to destroy the ship, either by the auto-destruct, or by sabotaging the main reactor.

THE SHIP :

Nightmare

Craft: Corellian Engineering Corporation Corvette

Type: Multi-purpose capital ship

Scale: Capital

Length: 150 meters

Skill: Capital ship piloting: Corellian Corvette

Crew: 60, gunners: 13, skeleton: 22/+10

Crew Skill: See below

Passengers: 70 (Knight Terrors), 25 TIE pilots and support personnel, 50 prisoners

Cargo Capacity: 3,000 metric tons

Consumables: 2 years

Cost: NAFS

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 2D+2

Space: 6

Atmosphere: 330, 950 kph

Hull: 4D+2

Shields: 3D

Sensors:

Passive: 50/1D+1

Scan: 100/3D+1

Search: 200/4D+1

Focus: 6/5D

Sensor Baffling: +1D to avoid detection by sensors at ranges of more than 50 units.

Weapons:

2 Double Turbolaser Cannons

Fire Arc: 2 turret,

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

4 Quad Laser Cannons

Fire Arc: 1 front/left, 1 left/back, 1 front/right, 1 right/back

Crew: 1 (each)

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

3 Concussion Missile Tubes

Fire Arc: 2 front, 1 back

Crew: 1 (each)

Scale: Capital

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Damage: 9D

Capsule: The *Knightmare* serves as the base of operations for a special unit of Storm Commandos, code-named “Knight Terrors,” whose primary and ongoing mission it is to track down and either capture or eliminate whatever Jedi Knights remain in the galaxy. The *Knightmare* was pulled from regular duty and refitted for almost complete autonomy since the nature and secrecy of the Knight Terror’s operation would prevent them from stopping for frequent resupply. A fighter bay was added to the ship and stocked with 1 *Lambda*-class shuttle, 2 *Aegis*-class troop transports and 10 TIE Interceptors. Aside from the Knight Terrors themselves, the ship also carried a trio of ISB operatives whose job it was to gather information on potential Jedi sightings.

The group was formed recently, and up until their last mission, had been very successful with their mission. Over 20 Jedi and Adepts were captured and delivered to High Inquisitor Treymane, who was assigned by Lord Darth Vader to oversee the project. In their most recent mission, a slight oversight in the Knight Terror project was realized: while the unit was more than prepared to deal with young adepts, old weakened hermits, and the like, no amount of training could have prepared them for a full-on encounter with a healthy, powerful, and fully-trained Jedi Knight. They found this out when they located and attempted to take down Adi-Von Bindu.

It took every resource the Terrors had at their disposal without resorting to a Base Delta Zero operation, but Bindu was finally incapacitated. Of the 70 members of the crack squadron of Elite Storm Commandos, 2 returned with their lives. One died in the *Knightmare*’s sickbay the next day after surviving for a while in critical condition, and the other will never walk again.

Hopefully, this listing will give you an idea of what is on each deck as your characters progress through the adventure. If you need a map, you might notice how similar this ship is to the *Far Star* from the DarkStryder campaign... (wink wink)

Upper Weapons Deck

Sensor Suite

Turbolaser #1

Rear Topside Hold

Forward Topside Hold

Deck 1

Main Reactor
Engine Level A Systems Monitoring
Direct Access Power Distribution
Power Regulation
Quad Lasers #1-4
Turbolaser Storage Batteries
Deck 1 Forward Hold
Storage

Deck 2

Engine Level B Systems Monitoring
Hyperdrive Systems Control
Sublight Systems Control
Storage
Hangar Control Room
Brig
Mess Hall
Training Room
Lifeboat
Deflector Control
Sensor Systems
Captain's Quarters
Environmental Control
Command Center
Probe Droid Operations
Lifeboats

Deck 3

Engine Levels A-C Power Distribution
Auxiliary Override Control
Heat and Energy Output Control
Crew Quarters
Special Prisoner Containment
Crew Mess Hall
Sick Bay
Officer's Quarters
Lifeboat
Pilot Ready Room
Landing Bay
Main Docking Airlock
Emergency Repair Station
Officer's Lounge
Communications Room
Command Center (Lower Level)
Tactics
Recycling Center

Forward Concussion Missile Control

Deck 4

Engine level C Systems Monitoring

Auxiliary Systems

Aft Concussion Missile Control

Armory

Machine Shop

Main Batteries

Reserve Batteries

Bulk Food Storage

Storage

Maintenance and Repair Bay

Docking Tubes

Vehicle Ramp

Droid Repair Bay

Fresh Water Tanks

Hydroponics Labs A and B

Lower Weapons Deck

Sensor SuiteBelly Hold

Forward Lower Hold

Turbolaser #2

Escape Pods (8)

There. Now you should have all the information you need to play out "Knight Terrors."
Enjoy!

Sincerly,

Joe