Operation: Jail Break – Opponent Quick Sheet

Encounter 2: Swamp Paths (CL 6)

Swamp Dog #1 **CL 4/XP 800**
Medium Beast 5
Init +9; **Senses** Perception +8

Defenses Ref 17 (flat-footed 15), Fort 13, Will 11
hp 35; **Threshold** 13

Speed 8 squares
Melee bite attack +7 (1d8+5) or
Melee 2 claw attacks +7 (1d6+5)
Base Atk +4; **Grp** +7
Atk Options Ambush

Abilities Str 16, Dex 15, Con 14, Int 2, Wis 13, Cha 8
Feats Skill Training (Initiative, Stealth)
Skills Initiative +9, Perception +8, Stealth +9

Ambush A swamp dog deals an extra 2d6 points of damage with its natural weapons against a flat-footed opponent.

Swamp Dog #2 **CL 4/XP 800**
Medium Beast 5
Init +9; **Senses** Perception +8

Defenses Ref 17 (flat-footed 15), Fort 13, Will 11
hp 35; **Threshold** 13

Speed 8 squares
Melee bite attack +7 (1d8+5) or
Melee 2 claw attacks +7 (1d6+5)
Base Atk +4; **Grp** +7
Atk Options Ambush

Abilities Str 16, Dex 15, Con 14, Int 2, Wis 13, Cha 8
Feats Skill Training (Initiative, Stealth)
Skills Initiative +9, Perception +8, Stealth +9

Ambush A swamp dog deals an extra 2d6 points of damage with its natural weapons against a flat-footed opponent.

Swamp Dog #3 **CL 4/XP 800**
Medium Beast 5
Init +9; **Senses** Perception +8

Defenses Ref 17 (flat-footed 15), Fort 13, Will 11
hp 35; **Threshold** 13

Speed 8 squares
Melee bite attack +7 (1d8+5) or
Melee 2 claw attacks +7 (1d6+5)
Base Atk +4; **Grp** +7
Atk Options Ambush

Abilities Str 16, Dex 15, Con 14, Int 2, Wis 13, Cha 8
Feats Skill Training (Initiative, Stealth)
Skills Initiative +9, Perception +8, Stealth +9

Ambush A swamp dog deals an extra 2d6 points of damage with its natural weapons against a flat-footed opponent.

Scout Trooper on Speeder Bike **CL 4/800 XP**
Large Ground Vehicle
Dark Side 2
Init +15; **Senses** Perception +10, low-light vision
Languages Basic

Defenses Ref 16 (flat-footed 10), Fort 14, Will 10
hp 40; **DR** 5 **Threshold** 16

Speed 12 squares (maximum velocity 500 km/h)
Ranged laser cannon +9 (4d10+1)
Base Atk +4; **Grp** +13
Atk Options autofire (laser cannon), Point Blank Shot (included)

Abilities Str 18, Dex 24, Int 14
Skills Initiative +15, Perception +10, Pilot +15, Stealth +9

Crew 1 (scout trooper); **Passengers** 1
Cargo 3kg; **Consumables** 1 day

Encounter 3: Entering the Compound (CL 5)

Stormtrooper, Experienced **CL 2/XP 400**
Medium Male Human Non-Heroic 6
Dark Side 2
Init +9; **Senses** Perception +10, low-light vision
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 13, Will 10
hp 20; **Threshold** 13; **immune** stormtrooper traits

Speed 6 squares
Melee unarmed +5 (1d4+1) or
Ranged blaster rifle +6 (3d8) or
Ranged blaster rifle +0 (3d8, 2x2 square) with autofire
Ranged frag grenade +5 (4d6, 2-square radius)
Base Atk +4; **Grp** +5
Atk Options autofire (blaster rifle)
Special Actions Coordinated Attack

Abilities Str 12, Dex 12, Con 12, Int 11, Wis 11, Cha 9
Feats Armor Proficiency (light), Coordinated Attack, Skill Training (Initiative), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +9, Initiative +9, Perception +10
Possessions blaster rifle, frag grenade, stormtrooper armor, utility belt

Scout Trooper on Speeder Bike **CL 4/800 XP**
Large Ground Vehicle
Dark Side 2
Init +15; **Senses** Perception +10, low-light vision
Languages Basic

Defenses Ref 16 (flat-footed 10), Fort 14, Will 10
hp 40; **DR** 5 **Threshold** 16

Speed 12 squares (maximum velocity 500 km/h)
Ranged laser cannon +9 (4d10+1)
Base Atk +4; **Grp** +13
Atk Options autofire (laser cannon), Point Blank Shot (included)

Abilities Str 18, Dex 24, Int 14
Skills Initiative +15, Perception +10, Pilot +15, Stealth +9

Crew 1 (scout trooper); **Passengers** 1
Cargo 3kg; **Consumables** 1 day

Stormtrooper Patrol #1 **CL 3/XP 600**
Large Male Human squad Non-Heroic 4
Dark Side 1
Init +2; **Senses** Perception +9, low-light vision
Languages Basic

Defenses Ref 15 (flat-footed 15), Fort 12, Will 10
hp 15; **Threshold** 17; **immune** stormtrooper traits

Speed 6 squares
Melee unarmed +6 (1d4+1) or
Ranged blaster rifle +6 (3d8) or
Ranged blaster rifle +1 (3d8, 2x2 square) with autofire
Base Atk +3; **Grp** +9
Atk Options autofire (blaster rifle)
Special Actions Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Perception +9
Possessions blaster rifle, stormtrooper armor (+6 armor, +2 equipment), utility belt
Squad Traits cannot be grabbed or grappled.

Stormtrooper Patrol #2 **CL 3/XP 600**
Large Male Human squad Non-Heroic 4
Dark Side 1
Init +2; **Senses** Perception +9, low-light vision
Languages Basic

Defenses Ref 15 (flat-footed 15), Fort 12, Will 10
hp 15; **Threshold** 17; **immune** stormtrooper traits

Speed 6 squares
Melee unarmed +6 (1d4+1) or
Ranged blaster rifle +6 (3d8) or
Ranged blaster rifle +1 (3d8, 2x2 square) with autofire
Base Atk +3; **Grp** +9
Atk Options autofire (blaster rifle)
Special Actions Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Perception +9
Possessions blaster rifle, stormtrooper armor (+6 armor, +2 equipment), utility belt
Squad Traits cannot be grabbed or grappled.

Encounter 4A: Rescue Agent Ryn (CL 5)

Stormtrooper #1 **CL 1/XP 200**
Medium Male Human Non-Heroic 4
Dark Side 1
Init +2; **Senses** Perception +9, low-light vision
Languages Basic

Defenses Ref 16 (flat-footed 16), Fort 12, Will 10
hp 10; **Threshold** 12; **immune** stormtrooper traits

Speed 6 squares
Melee unarmed +4 (1d4+1) or
Ranged blaster rifle +4 (3d8) or
Ranged frag grenade +3 (4d6, 2-square radius)
Base Atk +3; **Grp** +4
Atk Options autofire (blaster rifle)
Special Actions Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Perception +9
Possessions blaster rifle, frag grenade, stormtrooper armor, utility belt

Stormtrooper #2 **CL 1/XP 200**
Medium Male Human Non-Heroic 4
Dark Side 1
Init +2; **Senses** Perception +9, low-light vision
Languages Basic

Defenses Ref 16 (flat-footed 16), Fort 12, Will 10
hp 10; **Threshold** 12; **immune** stormtrooper traits

Speed 6 squares
Melee unarmed +4 (1d4+1) or
Ranged blaster rifle +4 (3d8) or
Ranged frag grenade +3 (4d6, 2-square radius)
Base Atk +3; **Grp** +4
Atk Options autofire (blaster rifle)
Special Actions Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Perception +9
Possessions blaster rifle, frag grenade, stormtrooper armor, utility belt

Imperial Junior Officer **CL 2/400 XP**
Medium Male Human Non-Heroic 3/Noble 1
Dark Side 2
Init +8; **Senses** Perception +7
Languages Basic, Bocce, High Galactic; 1 unassigned

Defenses Ref 14 (flat-footed 13), Fort 12, Will 14
hp 10; **Threshold** 12

Speed 6 squares
Melee unarmed +2 (1d4) or
Ranged blaster pistol +4 (3d6+1)
Base Atk +2; **Grp** +3
Atk Options Point Blank Shot
Special Actions Born Leader

Abilities Str 11, Dex 12, Con 10, Int 13, Wis 11, Cha 13
Talents Born Leader
Feats Improved Defenses, Linguist, Point Blank Shot, Skill Training (Deception, Persuasion), Weapon Proficiency (pistols, simple weapons)
Skills Deception +8, Initiative +8, Knowledge (bureaucracy) +8, Perception +7, Persuasion +8
Possessions blaster pistol, code cylinder, comlink, Imperial uniform

Stormtrooper Patrol Group **CL 3/XP 600**
Large Male Human squad Non-Heroic 4
Dark Side 1
Init +2; **Senses** Perception +9, low-light vision
Languages Basic

Defenses Ref 15 (flat-footed 15), Fort 12, Will 10
hp 15; **Threshold** 17; **immune** stormtrooper traits

Speed 6 squares
Melee unarmed +6 (1d4+1) or
Ranged blaster rifle +6 (3d8) or
Ranged blaster rifle +1 (3d8, 2x2 square) with autofire
Base Atk +3; **Grp** +9
Atk Options autofire (blaster rifle)
Special Actions Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Perception +9
Possessions blaster rifle, stormtrooper armor (+6 armor, +2 equipment), utility belt
Squad Traits cannot be grabbed or grappled.

Encounter 4B: Destroy the Evidence (CL 8)

Warden Smythe **CL 5/1000 XP**
Medium Male Human Non-Heroic 6/Noble 3
Force 2; **Dark Side** 8
Init +5; **Senses** Perception +9
Languages Basic, Bocce, High Galactic, Ryl

Defenses Ref 17 (flat-footed 16), Fort 17, Will 17
hp 50; **Threshold** 17

Speed 6 squares
Melee unarmed +7 (1d4+2) or
Ranged blaster pistol +8 (3d6+1)
Base Atk +6; **Grp** +7
Atk Options Point Blank Shot, Rapid Shot

Abilities Str 13, Dex 12, Con 14, Int 13, Wis 10, Cha 13
Talents Castigate, Presence
Feats Assured Attack, Improved Defenses, Linguist, Point Blank Shot, Skill Training (Deception, Use Computer), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Deception +10, Knowledge (bureaucracy) +10, Perception +9, Persuasion +10, Use Computer +10
Possessions blaster pistol, code cylinder, comlink, Imperial uniform

Elite Stormtrooper **CL 4/800 XP**
Medium Male Human Non-Heroic 6/Soldier 2
Dark Side 3
Init +9; **Senses** Perception +10, low-light vision
Languages Basic

Defenses Ref 18 (flat-footed 17), Fort 17, Will 12
hp 35; **Threshold** 17

Speed 6 squares
Melee unarmed +7 (1d4+2) or
Ranged heavy blaster rifle +8 (3d10+3) or
Ranged heavy blaster rifle +8 (4d10+3) with Deadeye or
Ranged frag grenade +7 (4d6+1, 2-square burst)
Base Atk +6; **Grp** +7
Atk Options Deadeye, Point Blank Shot, Precise Shot

Abilities Str 13, Dex 12, Con 12, Int 11, Wis 11, Cha 8
Talents Weapon Specialization (rifles)
Feats Armor Proficiency (light), Deadeye, Point Blank Shot, Precise Shot, Skill Training (Initiative), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +9, Endurance +8, Perception +8
Possessions heavy blaster rifle with targeting scope, frag grenade, stormtrooper armor, utility belt

Imperial Junior Officer **CL 2/400 XP**
Medium Male Human Non-Heroic 3/Noble 1
Dark Side 2
Init +8; **Senses** Perception +7
Languages Basic, Bocce, High Galactic; 1 unassigned

Defenses Ref 14 (flat-footed 13), Fort 12, Will 14
hp 10; **Threshold** 12

Speed 6 squares
Melee unarmed +2 (1d4) or
Ranged blaster pistol +4 (3d6+1)
Base Atk +2; **Grp** +3
Atk Options Point Blank Shot
Special Actions Born Leader

Abilities Str 11, Dex 12, Con 10, Int 13, Wis 11, Cha 13
Talents Born Leader
Feats Improved Defenses, Linguist, Point Blank Shot, Skill Training (Deception, Persuasion), Weapon Proficiency (pistols, simple weapons)
Skills Deception +8, Initiative +8, Knowledge (bureaucracy) +8, Perception +7, Persuasion +8
Possessions blaster pistol, code cylinder, comlink, Imperial uniform

Stormtroopers (x4) **CL 1/XP 200**
Medium Male Human Non-Heroic 4
Dark Side 1
Init +2; **Senses** Perception +9, low-light vision
Languages Basic

Defenses Ref 16 (flat-footed 16), Fort 12, Will 10
hp 10; **Threshold** 12; **immune** stormtrooper traits

Speed 6 squares
Melee unarmed +4 (1d4+1) or
Ranged blaster rifle +4 (3d8) or
Ranged frag grenade +3 (4d6, 2-square radius)
Base Atk +3; **Grp** +4
Atk Options autofire (blaster rifle)
Special Actions Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Perception +9
Possessions blaster rifle, frag grenade, stormtrooper armor, utility belt

Encounter 5: Cometh the Inquisitor (CL 9)

Stormtrooper Officer **CL 5/1000 XP**
Medium Human Non-Heroic 6/Soldier 2/Noble 1
Force 1; **Dark Side** 5
Init +10; **Senses** Perception +11
Languages Basic; 3 unassigned

Defenses Ref 18 (flat-footed 17), Fort 18, Will 15
hp 40; **Threshold** 18; **immune** stormtrooper traits

Speed 6 squares
Melee unarmed +7 (1d4+2) or
Ranged blaster rifle +8 (3d8+1) or
Ranged frag grenade +7 (4d6+1, 2-square burst)
Base Atk +6; **Grp** +7
Atk Options Point Blank Shot, Precise Shot
Special Actions Born Leader, Coordinated Attack

Abilities Str 12, Dex 12, Con 12, Int 13, Wis 11, Cha 13
Talents Battle Analysis, Born Leader
Feats Armor Proficiency (light), Linguist, Point Blank Shot, Precise Shot, Skill Training (Initiative, Persuasion), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +10, Initiative +10, Knowledge (tactics) +10, Perception +11, Persuasion +10
Possessions blaster rifle, frag grenade, stormtrooper armor (+6 armor, +2 equipment), utility belt

Imperial Adjutant **CL 2/400 XP**
Medium Male Human Non-Heroic 6
Dark Side 3
Init +4; **Senses** Perception +10
Languages Basic, Bocce, High Galactic

Defenses Ref 14 (flat-footed 13), Fort 12, Will 12
hp 20; **Threshold** 12

Speed 6 squares
Melee unarmed +6 (1d4) or
Ranged blaster pistol +9 (3d6+1)
Base Atk +6; **Grp** +8
Atk Options Point Blank Shot (included)

Abilities Str 10, Dex 13, Con 12, Int 14, Wis 12, Cha 13
Feats Armor Proficiency (light), Improved Defenses, Point Blank Shot, Skill Training (Gather Information, Use Computer), Weapon Proficiency (pistols, simple weapons)
Skills Deception +9, Gather Information +9, Knowledge (bureaucracy) +10, Perception +9, Persuasion +9, Use Computer +10
Possessions blaster pistol, blast vest and helmet, code cylinder, comlink (encrypted), Imperial uniform

Stormtrooper Squad #1 **CL 3/XP 600**
Large Male Human squad Non-Heroic 4
Dark Side 1
Init +2; **Senses** Perception +9, low-light vision
Languages Basic

Defenses Ref 15 (flat-footed 15), Fort 12, Will 10
hp 20; **Threshold** 22; **immune** stormtrooper traits

Speed 6 squares
Melee unarmed +8 (1d4+1) or
Ranged blaster rifle +8 (3d8, 1-square splash) or
Ranged blaster rifle +3 (3d8, 2x2 square) with autofire
Base Atk +3; **Grp** +8
Atk Options autofire (blaster rifle)
Special Actions Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Perception +9
Possessions blaster rifle, stormtrooper armor (+6 armor, +2 equipment), utility belt
Squad Traits cannot be grabbed or grappled, melee attacks affect all adjacent squares, suffer two extra dice of damage when targeted by area attacks.

Stormtrooper Squad #2 **CL 3/XP 600**
Large Male Human squad Non-Heroic 4
Dark Side 1
Init +2; **Senses** Perception +9, low-light vision
Languages Basic

Defenses Ref 15 (flat-footed 15), Fort 12, Will 10
hp 20; **Threshold** 22; **immune** stormtrooper traits

Speed 6 squares
Melee unarmed +8 (1d4+1) or
Ranged blaster rifle +8 (3d8, 1-square splash) or
Ranged blaster rifle +3 (3d8, 2x2 square) with autofire
Base Atk +3; **Grp** +8
Atk Options autofire (blaster rifle)
Special Actions Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Perception +9
Possessions blaster rifle, stormtrooper armor (+6 armor, +2 equipment), utility belt
Squad Traits cannot be grabbed or grappled, melee attacks affect all adjacent squares, suffer two extra dice of damage when targeted by area attacks.

INQUISITOR VERKALE

CL 8/1600 XP

Medium Human Non-Heroic 3/Jedi 5/Force Adept 2
Destiny 1; **Force** 6; **Dark Side** 13
Init +7; **Senses** Perception +11
Languages Basic, High Galactic, Huttese

Defenses Ref 21 (flat-footed 19), Fort 20, Will 22
hp 65; **Threshold** 20

Speed 6 squares
Melee unarmed +10 (1d4+5) or
Melee lightsaber +11 (2d8+7) or
Melee lightsaber +9 (3d8+7) with Rapid Strike or
Ranged by weapon +10
Base Atk +8; **Grp** +10
Atk Options Rapid Strike
Special Actions Damage Reduction 10, Force Interrogation, Intimidator, Power of the Dark Side
Force Powers Known (Use the Force +13): *Force grip, mind shard, mind trick, rebuke*
Force Techniques Improved Sense Force

Abilities Str 14, Dex 15, Con 14, Int 14, Wis 13, Cha 17
Talents Damage Reduction 10, Force Interrogation, Influence Savant, Power of the Dark Side, Wrath of the Dark Side
Feats Force Sensitivity, Force Training (2), Intimidator, Rapid Strike, Skill Training (Perception, Persuasion), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Gather Information +13, Knowledge (galactic lore) +12, Perception +11, Persuasion +13, Use the Force +13
Possessions lightsaber, code cylinder, comlink (encrypted), Inquisitor's robes

Capsule: A recent inductee into the ranks of the ranks of the Imperial Inquisitors, Verkale is an intimidating figure due to both his height and a cybernetic left eye that glows with a sinister red light. He has been dispatched to the Sulath sector to interrogate the captured Rebel agent, who has so far refused to crack under standard Imperial interrogation techniques.

Atk Options and Special Actions

Damage Reduction 10 (Standard action)
Spend a Force Point to gain DR 10 for the next 10 rounds.

Force Interrogation (Free action)
Upon dealing damage with a Force power, you can make a Persuasion check to intimidate the target of that power.

Intimidator (Full-round action)
When you successfully use Persuasion to intimidate, you can force a -5 penalty to skill checks and a -2 penalty to attack rolls on the target until the end of your next turn.

Power of the Dark Side (special)
When spending a Force Point to increase the result of an attack roll, you roll 3d6, keeping the highest result.

Wrath of the Dark Side (special)
Upon rolling a natural 20 to activate a Force power that deals damage, you can deal half damage at the start of the target's next turn instead of replenishing your Force suite.

Force Powers

Force Grip (Standard, Telekinetic)
Range: 1 target within 12 squares & line of sight
Use the Force check vs. Fort Def to determine result:
DC 15: 2d6 damage, target limited to swift action on their next turn. Target takes half damage and can act normally if check result is less than their Fort Def.
DC 20: As DC 15, but does 4d6 damage.
DC 25: As DC 15, but does 6d6 damage.
Spend a Force Point for +2d6 damage. Can maintain as a standard action (requires new UtF check each round)

Mind Shard (Standard, Mind-Affecting)
Range: 1 target within 12 squares & line of sight
Use the Force v. Will Def to determine the result:
DC 15: 2d8 damage, target moves 1 step down CT. No effect if check result fails to beat target's Will Def.
DC 20: As DC 15, but does 3d8 damage.
DC 25: As DC 15, but does 4d8 damage.
DC 30: As DC 15, but does 5d8 damage.
Target cannot improve its condition on its own until the end of your next turn. Spend a Force Point for +2d8 damage.

Mind Trick (Standard, Mind-Affecting)
Range: 1 target within 12 squares & line of sight
Use the Force v. Will Def to either create a hallucination to use Stealth even if aware, perform a feint so that target is flat-footed vs. next attack, make an unpalatable suggestion acceptable to target, or cause target to flee in terror (higher level targets are not affected). Spend a Force Point to improve target's attitude one step, plus extra step per 5 points check result exceeds the target's Will Def.

Rebuke (Reaction)
Use the Force vs. check result of power, success = no effect, beat by 5 and redirect against creator. If creator rebukes, both suffer power's effects. Spend a Force Point for no effect on 2nd rebuke.

Encounter 6: Desperate Flight (CL 6)

TIE Fighter #1 **CL 7/XP 1400**
Huge starfighter
Init +8; **Senses** Perception +6

Defenses Ref 15 (flat-footed 11), Fort 22; +3 armor
hp 60; **DR** 10; **Threshold** 32

Speed fly 16 squares (1200km/h) or fly 5 squares (starship)
Ranged laser cannons +6 (see below)
Fighting Space 3x3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +24
Special Actions autofire (laser cannons)

Abilities Str 34, Dex 18, Con --, Int 14
Skills Initiative/Pilot +8, Mechanics/Perception/Use Comp +6

Crew 1 (skilled); **Passengers** none
Cargo 65kg; **Consumables** 2 days; **Carried Craft** none

Weapons
- *Laser cannons (pilot)*; **Atk** +6; **Damage** 4d10x2

TIE Fighter #2 **CL 7/XP 1400**
Huge starfighter
Init +8; **Senses** Perception +6

Defenses Ref 15 (flat-footed 11), Fort 22; +3 armor
hp 60; **DR** 10; **Threshold** 32

Speed fly 16 squares (1200km/h) or fly 5 squares (starship)
Ranged laser cannons +6 (see below)
Fighting Space 3x3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +24
Special Actions autofire (laser cannons)

Abilities Str 34, Dex 18, Con --, Int 14
Skills Initiative/Pilot +8, Mechanics/Perception/Use Comp +6

Crew 1 (skilled); **Passengers** none
Cargo 65kg; **Consumables** 2 days; **Carried Craft** none

Weapons
- *Laser cannons (pilot)*; **Atk** +6; **Damage** 4d10x2

TIE Fighter #3 **CL 7/XP 1400**
Huge starfighter
Init +8; **Senses** Perception +6

Defenses Ref 15 (flat-footed 11), Fort 22; +3 armor
hp 60; **DR** 10; **Threshold** 32

Speed fly 16 squares (1200km/h) or fly 5 squares (starship)
Ranged laser cannons +6 (see below)
Fighting Space 3x3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +24
Special Actions autofire (laser cannons)

Abilities Str 34, Dex 18, Con --, Int 14
Skills Initiative/Pilot +8, Mechanics/Perception/Use Comp +6

Crew 1 (skilled); **Passengers** none
Cargo 65kg; **Consumables** 2 days; **Carried Craft** none

Weapons
- *Laser cannons (pilot)*; **Atk** +6; **Damage** 4d10x2

TIE Fighter #4 **CL 7/XP 1400**
Huge starfighter
Init +8; **Senses** Perception +6

Defenses Ref 15 (flat-footed 11), Fort 22; +3 armor
hp 60; **DR** 10; **Threshold** 32

Speed fly 16 squares (1200km/h) or fly 5 squares (starship)
Ranged laser cannons +6 (see below)
Fighting Space 3x3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +24
Special Actions autofire (laser cannons)

Abilities Str 34, Dex 18, Con --, Int 14
Skills Initiative/Pilot +8, Mechanics/Perception/Use Comp +6

Crew 1 (skilled); **Passengers** none
Cargo 65kg; **Consumables** 2 days; **Carried Craft** none

Weapons
- *Laser cannons (pilot)*; **Atk** +6; **Damage** 4d10x2

The Prisoners

Garik Ryn, Rebel Spy **CL 5/1000 XP**
Medium Male Human Noble 2/Scoundrel 3
Force 3
Init +8; **Senses** Perception +9
Languages Basic, Bocce, Bothese, Huttese, Ryl, Shyriiwook; 3 unassigned

Defenses Ref 18 (flat-footed 17), Fort 16, Will 19 (24 vs. Deception & Persuasion)
hp 40; **Threshold** 15

Speed 6 squares
Melee unarmed +3 (1d4+2) or
Ranged by weapon +4
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot, Precise Shot

Abilities Str 10, Dex 13, Con 12, Int 14, Wis 14, Cha 15
Talents Double Agent, Knack (2/day)
Feats Linguist (2), Point Blank Shot, Precise Shot, Skill Focus (Deception, Stealth), Unwavering Resolve, Weapon Proficiency (pistols, simple weapons)
Skills Deception +14, Gather Information +9, Initiative +8, Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Perception +9, Persuasion +9, Stealth +13, Use Computer +8
Possessions prison uniform

Mero, Bothan Prisoner **CL 1/XP 200**
Medium Male Bothan Non-Heroic 4
Init +3; **Senses** Perception +8
Languages Basic, Binary, Bothese

Defenses Ref 12 (flat-footed 11), Fort 11, Will 14
hp 10; **Threshold** 10

Speed 6 squares
Melee unarmed +3 (1d4) or
Ranged by weapon +4
Base Atk +3; **Grp** +4
Atk Options Cunning Attack

Abilities Str 10, Dex 12, Con 10, Int 12, Wis 13, Cha 12
Feats Improved Defenses, Skill Focus (Gather Information), Skill Training (Use Computer), Weapon Proficiency (pistols, simple weapons)
Skills Gather Information +13, Perception +8, Use Computer +8
Possessions prison uniform

Jaela, Twi'lek Prisoner **CL 1/XP 200**
Medium Female Twi'lek Non-Heroic 3
Init +2; **Senses** Perception +5, low-light vision
Languages Basic, Ryl

Defenses Ref 11 (flat-footed 10), Fort 11, Will 9; Dodge
hp 5; **Threshold** 11

Speed 6 squares
Melee unarmed +1 (1d4-1) or
Ranged by weapon +3
Base Atk +2; **Grp** +3

Abilities Str 8, Dex 13, Con 9, Int 10, Wis 9, Cha 14
Feats Dodge, Skill Training (Acrobatics, Deception, Perception), Weapon Proficiency (simple weapons)
Skills Acrobatics +7, Deception +8 (may re-roll), Perception +5, Persuasion +8
Possessions tattered prison uniform

Garik's Injuries
Garik is currently at 16 hit points, is one step down the condition track with a persistent condition, and has used his second wind for the day.

Mero's Injuries
Mero is currently at 4 hit points and is one step down the condition track with a persistent condition.