

In order to falsify the orders, the characters are required to slip into the Imperial Information Bureau and hack into the prison's files. For this, all that the characters need to do is offer cover for Nejaa Halcyon to get in, make the change, and get out. Use the following map as a guideline for the layout of the Information Bureau:

Key:

A: Lobby, security checkpoint 1 (1 Army Trooper)

B: Security corridor, checkpoint 2 (2 Stormtroopers)

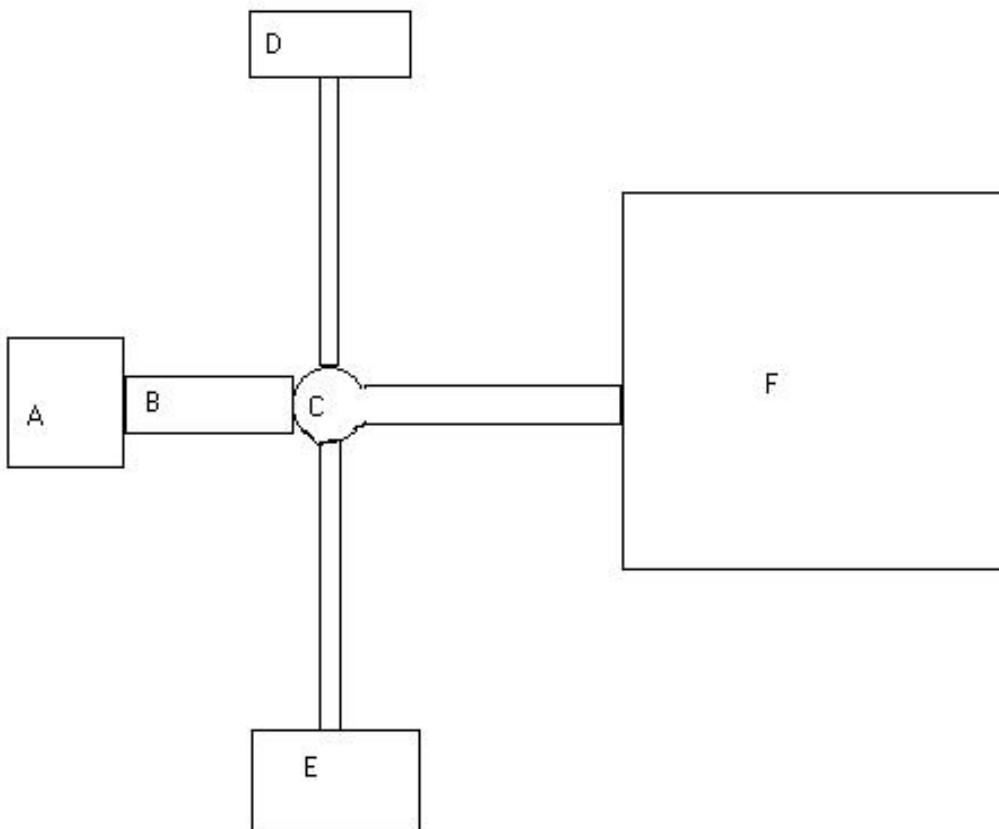
C: Rotunda

D: Computer core (2 Stormtroopers)

E: Spare parts, supplies

F: Programming stations, information and data entry, reserve troopers and personnel.

The characters' goal is to make it safely to the computer core, where Nejaa alters their orders. They must either fake their way in (depending on which other parts of the preparation they completed), fight their way in, or a combination of both. If anyone fires a blaster, alarms sound immediately, and stormtrooper reserves head in from section F. Nejaa needs a total of four rounds to complete this hack, during which time the characters must ensure his safety, as well as that of the other members of the party.



Once all three preparations have been completed, the characters may make their rescue of Ghent. Use the following map as a guideline for the prison facility.

- A: Main Entrance and corridor
- B: Storerooms, supplies, etc.
- C: Administrative offices, officer's lounge, guard locker rooms.
- D: Cell Block One (minor criminals, political prisoners, etc.)
- E: Cell Block 2 (felons, enemies of the state, etc.)
- F: Isolation (major criminals, mass murderers, etc.)
- G: Interrogation room.

Ghent is being held in the Interrogation room, but if the characters managed to obtain the proper forgeries, they should have no problems in reaching him. However, once they begin to make their exit, in walks High Inquisitor Tremayne preparing to interrogate Ghent. As soon as he sees the fake Imperials (i.e. the PC's) escorting the prisoner away, he draws his lightsaber and commands the characters to stop what they are doing immediately. It is at this point that Nejaa too draws his lightsaber, much to the Inquisitor's (and probably the characters') surprise. The two begin to duel, and this gives the PC's several options. Killing Tremayne is not one of them, as he and Nejaa continue to swirl and dance as they fight. The only requirements are that Ghent survive and that they make it out of the prison. However, the main hallway is practically flooded with Imperial personnel, making escape that way almost impossible.

Eventually, the characters see Nejaa fall, and Tremayne's blade swipes down towards him the instant before a shower of sparks blocks their view. As soon as they clear, all the character see is Tremayne sheathing his lightsaber and making his way out.

Note to Gamemaster: Stormtroopers have not been placed on this map so as to make this adventure adaptable to all skill levels of characters. A GM should use her own discretion when placing enemies so as to make it challenging but not impossible for the characters.

