

STAR WARS OPERATION DARKSABER

AN AGE OF REBELLION ADVENTURE
FRIDAY 20:00 – 23:00

It is a time of great celebration for the Rebel Alliance. After destroying the evil Galactic Empire's second DEATH STAR, and the death of the EMPEROR, peace has once again been restored to the galaxy.

Yet the newly established NEW REPUBLIC cannot rest idly, as the remnants of the Empire's forces have fled to the outer rim territories, where they still pose a threat.

Intercepting plans for a weapons project known only as PROJECT DARKSABER, the New Republic has put together a task force to investigate and root out this new threat to the peace...

Time is short for the NEW REPUBLIC. Transmissions intercepted coming from the UNKNOWN REGIONS of the galaxy indicate a sinister plot orchestrated by the remnants of the Empire.

According to the data, they are mere days away from the launch of a new weapon – something reportedly powerful enough to overthrow the New Republic and restore the Empire to power.

This cannot be allowed to happen - they cannot be allowed to launch this new weapon. Knowing that this may be their only chance to stop the launch of PROJECT DARKSABER, the New Republic are sending in the specialist team FOX ONE to locate and destroy the weapon.

SETTING

Players will assume the role of an agent within the special Rebel task force FOX ONE, a team of highly trained operatives specialising in infiltration and covert operations.

Your mission will be to locate the remote desert planet of JURAN IV, infiltrate the Imperial base, and destroy Project Darksaber before the galaxy is plunged into turmoil.

The mission will be a mixture of stealth, survival, and covert operations. Characters should be made taking this into consideration. A minimum of one slicer and one mechanic will be required to complete the operation.

CHARACTER CREATION

Standard character creation rules for Age of Rebellion characters.

Party starting Duty of 10.

An additional 50XP is available for providing the following character details:

- Portrait
- Backstory (1/2 page)
- A notable military event you were involved in where you had to make a hard decision that cost lives (1/2 page)

You will begin play with limited equipment due to the nature of the mission. Instead of starting with any credits, you may take some special equipment, at the GM's discretion.

One player will assume the role of Squad Leader. They will be responsible for the team, but will also gain additional bonuses at the GM's discretion.