

A quick synopsis for the module Graveyard of Alderaan.

Name: Graveyard of Alderaan (1991)

System: Star Wars d6

Setting: Rebellion Era

Location: Alderaan System

Points of Interest: Graveyard of Alderaan

Level Range: Low to Mid, Adjustable fully

Summary: The Royal Palace of Alderaan is found floating in the debris, go rescue the survivors including possibly Bail Organa.

Notes: This would be a good first mission for an aspiring Jedi player. Also this was made prior to Episode 1 So Battle Droids mean something different.

Major NPC's Met:

- Darth Vader, Aware of you.
- Princess Leia, Favourable.
- ISD-I Ultima, Not Favourable.

Adversaries Handled:

- Assassin, Human x1
- Imperial Officers x8
- Space Slug (Miniature) x1
- Stormtroopers x20
- Stormtrooper Officer x2
- Thugs, Unknown Species x6
- Droid, Battle (Pre Ep 1 Module) x3
- Droid, Gambling x1
- Droid, Giant Maintenance x1
- Droid, Labor x1
- Droid, Probe x3
- Droid, XS3 Assassin x1

Loot:

(Weapons & Armour)

- Lightsaber

(Other)

- Alderaanian War Frigate

Rewards:

- 7 Skill Points

- Alderaanian War Frigate is turned over to the Alliance.
- Commendation from Superiors and Princess Organa

**FM/LCM Mirei Seppen/Delta 1-2/Wing I/ISDII Hammer
SS/BSx3/PCx3/ISMx3/IS-1GW-2SW-11BW-2SR-14BR/Mol/LoC-CSx3-Rx3/LoS-IS-CSx8-Rx4
/MoC-1soc-3boc/CoB/OV-17E [Knight] [Certified] [Private 2nd] {TCCORE-SM/3-XMD}**

**RG/NOV Mirei Seppen/Rogues
(GCx2)(SC)(SE)(BN)(KSx5)(Cr-Dx1-Rx4-Ax18-Sx2-Ex21-Tx3-Qx0)(CFx10)**