Far Far away in the core world of Coruscant lays the underground District 1313 home to some of the most dangerous and shady characters this side of the Galaxy. Here is also home to a Maximum-security Prison run by a small army of Mandalorians.

In this prison we Meet our group of heroes. Gio Calari, the Quarren thief, Boz, the mechanical genius with an abnormal set of calves for a dug, and a prison guard battle droid with a mysterious aura around him. Gio and Boz meet in their cel and it doesn’t take long for them to decide that they want out and will do anything to accomplish their goal.

After manipulating a drunk guard, stealing forks from the mess hall, they move into negotiating with the other prisoners into joining their plan, this group of supporters include a Zabrak named Ellis, a Twilek spy named Targarus, and Dukain the slicer.

The plan is simple, shut down the power, grab the weapons, and the battleground will become equal to start a mutiny. Ellis is to find the supplies, B-0, navigates and has access to retrieve the weapons, Targarus organizes the prisoners, and Dukain signals the mutiny with the shutting down of the PowerGrid. There’s only one problem. The warden found out!

The night before, Warden Yarrow makes an announcement to the prisoners, with Dukain at gunpoint beside her. She executes him and threatens to do the same with the rest of the prison if anything else is planned. But it’s already too late, with Dukain gone, and B-0 already on his way to collect weapons, They’ll be sitting ducks fighting an unwinnable battle.

In the mess hall they are watched closely with Warden Yarrow present with the rest of the guards. Everyone is waiting until B-0 shows up so they can make one final stand with whatever they have left. But then in a stroke of fate. The power goes out throughout the whole prison. DUKAIN WAS SUCCESSFUL!! B-0 arrives just in time to arm our heroes and make they’re way to the final obstacle in their path.

With only one way out, The entire prison storms toward the exit. They open a hatch at the very top of the roof opening to a landing pad with four prison carriers and the guards posted up ready for a fight. With no hesitation, a battle ensues with 4 groups going towards one of each of the cruisers. Warden Yarrow desperately attempts to take on the main team and is nearly successful in destroying B-0. However, with the death of Jaina’s brother during the battle, she goes into a rage and the mysterious woman launches one of the freighters towards the warden, killing her instantly. With a clear path foreword. The team makes their way out of coruscant and find themselves with the whole galaxy in front of them.