

# XI

## CRATES OF KRAYTS

*“Who in their right mind would transport even a single krayt dragon across interstellar space?”*

– Pash, seasoned smuggler

### INTRODUCTION

Welcome to an introductory adventure for *Edge of the Empire*. This adventure is designed to send a group of beginning smuggler-style characters into the seedier side of the galaxy while introducing major game concepts and rules along the way. Ideally, the Player Characters should have an interest in smuggling. However, if they are set on playing a different character type, there are a variety of ways to convince them to play along.

Before beginning, the Game Master should read the entire adventure. The players should create their characters, buy equipment, establish their Obligation, and select the starship to use as their base of operations. While this adventure introduces game concepts and rules, it does not necessarily introduce the Player Characters to each other. They should establish at least a broad reason for knowing each other and working together. Alternatively, Sinasu the Hutt, their “employer,” could order them to work together on this smuggling run, enabling them to meet for the first time at the beginning of the adventure.



## ADVENTURE SUMMARY

The Player Characters begin play in debt to Sinasu the Hutt as part of their starting Obligation. Sinasu is a moderately connected crime lord, based out of the smuggler's moon Nar Shaddaa, which is in Hutt Space. Sinasu is "giving" the PCs an opportunity to repay part of their debt, should they successfully take a special cargo on a smuggling run from Tatooine to Nar Shaddaa. The adventure starts with the PCs already at the pickup location, which is a small canyon outpost called Vapor Station. The small settlement is 200 kilometers outside of Mos Eisley on the planet Tatooine. The PCs' ship is in a docking bay near the canyon rim, while the PCs themselves are at a storehouse at the canyon floor, ready to pick up their cargo.

The adventure opens with Jora, one of Sinasu's Rodian associates, greeting the PCs and explaining the needs of the unusual cargo. One item is a crate of krayt dragon eggs, complete with an incubator. A much larger and stronger crate holds very young krayt dragon, currently anesthetized. Both crates require monitoring. The incubator is old and temperamental, while the dragon must be regularly drugged to keep it asleep until delivery. Transporting the creatures through Imperial space requires permits, of which the PCs have only a forgery of an outdated version.

As Jora finishes his instructions, a band of Tuskan Raiders suddenly raids the outpost. The PCs must get the cargo safely back up to their ship, battling Tuskan Raiders along the way. They blast off and head either for orbit, or back to Mos Eisley or another Tatooine city for supplies.

The PCs eventually make the jump to hyperspace. Throughout the trip, the crew must work to keep the incubator functional and the dragon under sedation. They also have an opportunity to interact with each other and take care of personal gear or the ship itself.

When the PCs arrive at the city-planet of Nar Shaddaa, they find that Greentop, the docking tower they were directed to use, is a burned-out structure littered with starship hulks. They must make their own docking arrangements and deal with unscrupulous docking bay personnel. The PCs must investigate what happened to the platform and/or figure out where to make contact with the Hutt or his people.

It doesn't take long for the PCs to learn that Sinasu is embroiled in a gang war with Noako the Hutt, a hated rival. To make matters worse, if the PCs become known as associates, they will soon be targeted by Cordol's Chain, a local bounty hunter group hired by the Noako. They must make contact and deliver the crates as soon as possible.

The PCs learn Sinasu is most likely hiding in an outlaw tech shop called TechTank. It is deep in the city's lower levels, inside a massive holding tank in an enormous water processing center. They fly down to deliver the crates. After arrival (or along the way), they discover they've been followed by Cordol's Chain. A battle ensues in the shop, complicated by a traitor in Sinasu's organization. Sinasu demands the PCs get him out. The battle turns into a chase, with armed air-speeders pursuing the PCs' ship until it reaches orbit.

After succeeding in their escape, Sinasu directs the PCs to a little-used starport where he takes his leave of them (or an alternate location if things have gone poorly), Sinasu disembarks with the crates (assuming they've survived). He relieves the PCs of a portion of their Obligation, and might even give them a bonus for the rescue.

## GETTING THE PLAYER CHARACTERS INVOLVED

The Player Characters should work for Sinasu the Hutt, and owe part of their starting Obligation to him. The Player Characters may create a specific reason for the Obligation owed, or Sinasu might have simply fronted half of the funds required to acquire their ship (the base assumption for the adventure). The Player Characters might regard their relationship as mutually beneficial or a reluctant, necessary evil. Sinasu is only interested in results, and has nothing personal against the characters (unless they specifically add something in their own backstories). He is ruthless and unforgiving, but also influential and a great source of opportunities.

While this mission is best suited to smugglers, Sinasu feels the interest he has in their ship or venture gives him enough pull to convince other types of characters, such as bounty hunters or even refugees and traders, to go along. Characters who find working for the Hutt morally repugnant might go along on the promise that success will bring them one step closer to removing his influence from their lives. If nothing else works, Sinasu can always threaten to repossess their ship.

## PRIOR TO PLAY

- The GM should make an **Obligation check** to see if any of the Player Characters' Obligation is activated. If so, the GM should try to incorporate it into the adventure. Some sections contain suggested alterations to the adventure itself for certain types of Obligation.
- The players roll to generate the pool of Destiny Points for the session.



# EPISODE I: VAPOR STATION

Read the Opening Crawl aloud.

It is a time of civil war. Throughout the galaxy, the out-manned and outgunned REBEL ALLIANCE battles the GALACTIC EMPIRE. The Rebels scored their first victory, destroying the fearsome DEATH STAR. Despite recent upheaval, the Galactic Civil War does not dominate the galaxy.

In the remote Outer Rim Territories, a band of smugglers and fringers work to escape debts owed to the ruthless gangster, Sinasu the Hutt. Summoned to the planet Tatooine, they are given a chance to loosen his grip by flying an unusual smuggling run. First, they must withstand the darkening underworld and the might of the Empire.

Play begins with the characters meeting Jora, Sinasu's local leader, at Vapor Station. They stand in front of a ramshackle clay structure, while their ship is parked in a similar clay building, open top landing bay just below the canyon rim, many meters above them. Read or paraphrase the following aloud:

Vapor Station – once a small community of failing moisture harvesters, now a tiny community of thieves and thugs working for Sinasu the Hutt. Vapor Station lies at the juncture where a narrow, steep stone canyon forks into two smaller crevasses. Crumbling clay structures dot the dry canyon bed, with a few fronting natural caves in the walls above. With the canyon floor too narrow and rocky for even small starships to land, a docking bay lies near the canyon rim. A rough, steep switchback path ties the landing bay to the valley floor far below.

You stand in front of a dilapidated clay storage building on the valley floor, where the smaller crevasses join the main canyon. Your ship is in the docking bay above. Before you is a heavily-scarred Rodian big game hunter called Jora. He is Sinasu the Hutt's local mouthpiece.

To either side of Jora are two battered, but reinforced, metal crates. One is roughly a one-meter cube, fully enclosed, with a top covered by an array of blinking lights and read-outs. The other is much larger, two meters by three meters by two meters high. It has open slats at the top and upper sides, but the interior is too dark to make out in the harsh

## VAPOR STATION DETAILS

Vapor Station currently has twenty-five residents, mostly Humans and Rodians, scattered around a dozen buildings up and down the rocky canyon. They use small speeders and speeder bikes to navigate the canyon. Vapor Station serves as Sinasu's secret incursion into Jabba the Hutt's area of influence. It is also used for meetings away from Jabba's spies in Mos Eisley and elsewhere. It has a small cache of general supplies, basic weapons, and a range of contraband cargo, such as spice and moderately illegal tech.

The canyon is thirty meters deep with steep sides. A steep, two meter wide path leads from the canyon floor to the docking bay, which is five meters down from the canyon rim. The path has two switchbacks, about one every twelve meters apart. Boulders large enough to provide cover sporadically line the path. The path is difficult terrain.

Tatooine sunlight. Each rests on a hovering repulsorsled.

Jora wastes no time with pleasantries. "So, you're Sinasu's new smugglers, eh? I can't believe Sinasu is risking this job on you, but that's not my problem. Your job is simple enough. Take these two crates to Sinasu on Nar Shaddaa within four days. They are to arrive intact. The smaller one holds a pair of krayt dragon eggs inside an incubator. I hope you're good with machines. It's a bit temperamental.

"This larger box holds the bigger prize. A real live young krayt dragon I captured a few days ago. I've got it sedated. You'll need to keep it that way. This medpac holds enough sedative for a week, far more than you'll need. It takes one dose every twelve hours. There are also enough liquid nutrition bags in here to keep it alive. You'll have to switch out the bags every eight hours. Just hook them up to the dispenser behind the small door at the rear of the crate.

"Now, this datapad holds directions to Greentop. That's Sinasu's docking tower on Nar Shaddaa. Don't lose it. A Mon Calamari named Lanni will meet you to pick up the crates on arrival.

There is one complication. We had forgeries of the permits to legally transport these creatures in Imperial space. The Imperial bureaucracy issued new forms a week ago, and we don't have them. This chip holds an old form forgery, but it likely won't hold up under scrutiny now. Try to avoid using it.

"Questions?"

Allow the Player Characters to ask a few questions. Jora is obviously unimpressed with them, but responds as truthfully as he can. He has nothing to hide and needs the characters to successfully complete the mission.

- Jora captured the dragon and the eggs at Sinasu's request.
- Jora doesn't know why the Hutt wants the krayt dragons. It might be for protection, sport, or to use as leverage in some other deal.
- If requested, Jora can demonstrate how the drugs and devices work (which grants the characters a Boost die on future skill checks regarding the crates).
- The last sedation time was ten hours ago. A new food bag is needed in two hours.

As the party concludes its questions (or as they discuss the situation, if they linger), Tusken Raiders attack the settlement. Slugthrower shots echo through the canyon, and several rounds strike the area around the characters. One shot hits the smaller repulsorsled, causing its repulsorlift to short out and drop the sled instantly to the ground with a loud bang. Another round hits the medpac holding the sedatives and liquid food bags, piercing one of each and causing them to leak out of the case. If the PCs posted a guard or had someone keeping watch, allow them to make a **Surveillance check** opposed by the Tusken Raiders' **Stealth** before they attack. Otherwise, they may make the check after the first errant shots land around them.

Jora points at the canyon rim and shouts "Tusken Raiders! Ugh, another raid! I told Sinasu they would never stop. Get those crates out of here!" He draws his blaster and dives for cover.

There are four groups of Tusken Raiders. A group of three snipers hides on the canyon rim above the PCs' ship and a second group of three is similarly concealed, spread along the opposite



rim. A third and fourth group of four arrives the following round via the canyon floor. The Tuskan seek to kill everyone in the outpost.

**Roll Initiative:** Jora uses one of the PCs' slots. The other Vapor Outpost inhabitants are handled cinematically (see **Cinematic Action** sidebar).

**Round 1:** The Tuskan Raiders on the rim near the PCs' ship fire at the PCs. The second group engages Vapor Station's inhabitants. Jora returns fire at the second group.

**Round 2:** The group on the canyon floor appears, fast approaching from around a bend (in the long-range band). Vapor Station inhabitants begin to appear from the buildings around the canyon and return fire.

**Round 3:** The third and fourth groups charge anyone still on the canyon floor, seeking to engage in melee. If the PCs are on the path, a pair of Tuskan Raiders pursue them.

**Round 4 and beyond:** Once the Tuskan Raiders above the hangar realize the PCs are heading for the ship, the group on the rim climbs down and blocks the hangar. They continue to fire down the path, and engage in melee when the PCs reach the top.

The PCs can take any action they like—they can return fire, try to move the working repulsorlift up the path, try to jury rig the damaged sled, or attempt to move the smaller crate by hand. The smaller crate is very heavy, and likely requires two people to lift and move it (an **Average (◆◆) Athletics check**, aided by the second character). A couple of warning lights flash on the top panel. An **Average (◆◆) Mechanics check** reveals that the incubator does not require immediate attention. The repulsor sled is controlled by a handheld remote, and moves at the speed of a walking person. It can be physically pushed at a faster rate, matching the speed of the person pushing. However, the additional momentum increases the stopping time to one round after the stop command is given. Stacking the smaller crate on the larger one is possible, and does not affect the speed of the sled.

### ROLEPLAYING JORA AND THE VAPOR STATION INHABITANTS

Jora should be loud, brash, and vocal. If he's not yelling at the PCs to get out of there, he's shouting insults at the raiders and any slow-moving underlings. He switches between speaking in Basic and Huttese. If the PCs are confused about what to do, he doesn't hesitate to order them around, while disparaging their inexperience at the same time. The rest of the Vapor Station inhabitants are tough desert or criminal types (or both), who have little time or respect for the PCs. They help only if Jora orders them to.

## LANDING BAY

Once the PCs arrive at their ship, they are free to load up and take off, not counting interference from any pursuing Tuskan Raiders. They can set course directly for space, or divert to a Tatooine port to pick up supplies or attend to wounded allies. Locating replacement sedatives and liquid food bags requires an **Average (◆◆) Medicine** or **Streetwise check**. At legitimate sources, the sedatives cost fifty credits per dose, and the bags cost 300 credits per bag. Black market suppliers raise the cost twenty-five to fifty percent.

**Astrogration:** The PCs must make an **Easy (◆) Astrogration check** to set course for Nar Shaddaa. The trip takes thirty-six hours with a class 1 hyperdrive.

To keep the action moving, any combat between the Vapor Station inhabitants (other than Jora) and the Tuskan Raiders should be handled as a cinematic fight, described by the GM, without die rolls. The Tuskan Raiders slow as the resistance increases. No more than a handful should engage the PCs in any given round. Jora and the inhabitants may lend a hand if the PCs get into too much trouble (in this case, normal combat die rolls should be used). Vapor Station eventually repels the raiders, though not necessarily before the PCs escape.

### TUSKAN RAIDER SNIPERS [MINION]

**Brawn 3** **Cunning 2**  
**Presence 1** **Agility 2**  
**Intellect 2** **Willpower 1**  
**Skills (groups only):** Melee, Perception, Ranged (Heavy), Survival  
**Talents:** None  
**Soak/Defense:** 3 / 0  
**Thresholds:** Wound: 5  
**Equipment:** Slugthrower Rifle (Ranged [Heavy]; Damage 7; Critical 5; Range [Medium]; Cumbersome 2), Gaffi Stick (Melee; Damage 6; Critical 3, Ranged [Engaged]; Defensive 1, Disorient 3)

### TUSKAN RAIDER REAVER [MINION]

**Brawn 3** **Cunning 2**  
**Presence 1** **Agility 2**  
**Intellect 2** **Willpower 1**  
**Skills (groups only):** Melee, Perception, Ranged (Heavy), Survival  
**Talents:** None  
**Soak/Defense:** 3 / 0  
**Thresholds:** Wound: 5  
**Equipment:** Gaffi Stick (Melee; Damage 6; Critical 3, Ranged [Engaged]; Defensive 1, Disorient 3)

### JORA [HENCHMAN]

**Brawn 2** **Cunning 3**  
**Presence 2** **Agility 2**  
**Intellect 3** **Willpower 2**  
**Skills:** Knowledge (Underworld) 2, Ranged (LightSkulduggery 2, Streetwise 2, Vigilance 2)  
**Talents:** None  
**Soak/Defense:** 2 / 0  
**Thresholds:** Wound: 12  
**Special:** Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting)

### VAPOR STATION INHABITANT [MINION]

**Brawn 2** **Cunning 3**  
**Presence 2** **Agility 3**  
**Intellect 2** **Willpower 2**  
**Skills:** None  
**Talents:** None  
**Soak/Defense:** 2 / 0  
**Thresholds:** Wound: 12  
**Abilities/Equipment:** Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting)



# EPISODE II: NAR SHADDAA

During the hyperspace jump, the PCs can attend to their own affairs. They can repair broken gear, work on the ship, train, get to know each other, and tend to the crates. When they arrive at Nar Shaddaa, they drop out of hyperspace quite close to the planet. While formal control of the spacelanes exists, so many ships disregard orders that no one chases them down if their approach deviates from the regulated lanes.

The PCs must make an **Average (◆◆) Computers check** to locate Greentop Tower, the docking tower owned by Sinasu. Success locates the pad, but reveals the expected landing beacon transponder isn't transmitting. Failure results in a search of several hours to find the right area and the right pad in the planet-wide city. When the PCs approach the pad, read the following aloud:

Your flight path winds through the towers and spires of the upper levels of Nar Shaddaa. All are heavily weathered and worn, with decades of dirt and grime covering most. Turning between two enormous residence blocks, you see an eighty-story tall spire topped with four levels of five green painted landing pads

## TENDING THE KRAYTS

Throughout the adventure, the status of the crates should be paramount in the PCs' minds. The GM can and should use a crisis with either crate, but especially the troublesome incubator, as an added twist to the action, or to break up a quiet stretch.

**Incubator:** Though the krayt dragon eggs are actually very hardy, the incubator is still important. Any time the incubator takes a hard knock or jolt, its lights flash and there is a 50% chance the unit shuts down, triggering a very loud alarm. A successful **Average (◆◆) Mechanics check** restarts the incubator. Failure requires extended tinkering with the unit for thirty minutes before making another check. If the incubator fails for eight hours, there is a 25% chance one of the eggs will be damaged. However, it will be impossible to tell before they hatch, which is still weeks away. In addition, if the check ever generates two or more Threat, the GM should spend it to have the power supply be completely discharged within ten minutes (showing in the display), requiring an outside source or replacement to keep the unit operating. Replacing the unit should not be difficult, but should keep the Player Characters on their toes and aware that things could always go wrong.

**Sedatives and Food Bags:** Swapping out a food bag is a simple procedure, and does not require a check. However, the PCs do need to remember to do it. A sedated dragon can survive two days without a food bag. Applying the sedative requires an **Average (◆◆) Medicine check**. Failure wastes one dose of sedative, and two or more Threat adds a Misfortune die to the next check as the dragon's metabolism starts to go haywire. The dragon awakens thirty minutes after a missed dose. Though the crate is secure, the dragon might eventually break out. Applying the sedative to a fully awake dragon requires a **Hard (◆◆◆) Medicine check**.

each. Greentop is aptly named, or was. As you approach, you realize the entire structure is a burned out hulk of a building, with broken windows and a smoke stained exterior. Whatever befell the building, it spread fast enough to engulf the speeders and starships parked on its pads. The derelict craft and debris leave no room for landing. A few stray wisps of smoke still emanate from the building and the vessels.

Allow the PCs to make **Average (◆◆) Surveillance checks** to pick out details, such as ship types (mostly freighters). They should eventually realize that there is absolutely no one visible anywhere on the building. No droids, salvage crews, or even scavengers remain. There are a few official notices that the structure is declared unsafe, but that shouldn't scare away Nar Shaddaa's downtrodden, desperate, or opportunistic inhabitants. Clearly something bad enough happened here that nobody is willing to return.

The PCs must find a new landing spot. An **Easy (◆) Computers or Streetwise check** brings up a list of three public pads in the area. However, only the closest, Rowo's Landing, has a view of Greentop Tower, and it is a kilometer away. If the PCs pick a different location, adapt Rowo's staff to the selected pad.

## LOCAL SCUM

Rowo's Landing is a massive cylindrical tower with a couple of dozen speeder and starship hangar bays. It is old, grimy and heavily dented, but still functional and busy. The PCs should request clearance to land. If they do, they're given the choice of a large hanger, or shared space on the open platform at the top of the tower. If they don't, a few near misses with incoming or outgoing speeders might clue them in. They must make a **Hard (◆◆◆) Pilot (Space) check** to avoid colliding with a large erratic airspeeder truck. If they hit, they suffer a minor collision (see the **Collisions** sidebar on page 160). The speeder tumbles but eventually rights itself and continues on without stopping. Its driver has bigger concerns.

When the PCs land, a brightly tattooed Twi'lek named Impact immediately approaches the vessel. If they obtained clearance, he is all smiles, though obviously suspicious of them. If they landed unannounced, Impact is highly annoyed, especially if they hit anything or anyone on the way in. It will take a lot of talking or credits to smooth things over. Depending on the PCs' approach to the situation, they may make **opposed Charm, Coerce, Deceit, or Negotiation checks**.

Impact negotiates the docking fees and any other services the characters need. To work out a reasonable price, the PCs and Impact make an **opposed Negotiation check**. Fees start at 200 credits a day in a shared landing bay, or 100 credits on the shared open platform, just to park the ship without resupply or even standard power connections. The PCs can spend any Advantage scored on the check to get power and refueling thrown in free of charge, just as the GM can spend any Threat to allow Impact to insist on power and refueling costing 100 extra credits. Triumphs can be spent to drop the price by 50 credits a day, with Despair increasing the cost by 50 credits per day.



## ROLEPLAYING IMPACT

Impact is a cheat and a scoundrel of the worst kind. Rowo's Landing charges for every service imaginable—speeder rental, ship resupply and repair, load lifters, dock droids, repulsorsleds, and more. Even the turbolifts charge for every ride. To sucker clients, Impact allows them to negotiate the docking fee down (although he's not afraid to try and push it up again). Thereafter, he doesn't hesitate to add liberally to the bill.

Impact can also sell the characters information about Nar Shaddaa. If he realizes they're interested in Greentop, however, he immediately shuts up and obviously tries to get rid of them as soon as possible. He'll allow the ship to stay for one day, then he wants them to leave, or he triples the prices. He wants nothing to do with the Greentop disaster, or anyone involved with Sinasu. He suggests they ask around if they want to know what happened or where to find Sinasu.

### IMPACT [HENCHMAN]

**Brawn** 2

**Presence** 3

**Intellect** 3

**Skills:** Charm 2, Deceit 2, Negotiation 2, Ranged (Light) 1, Perception 1, Streetwise 2, Vigilance 1

**Talents:** Nobody's Fool 1 (upgrade the difficulty of Charm or Deceit checks targeting Impact once)

**Soak/Defense:** 2 / 0

**Thresholds:** Wounds 12

**Equipment:** Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), datapad, comlink

**Cunning** 4

**Agility** 2

**Willpower** 2

## INVESTIGATING GREENTOP TOWER

With Greentop destroyed, the PCs have no local contact with Sinasu to fall back on. Their best hope is to find out what happened to Greentop and hope it leads back to the Hutt or Lanni. They can start by questioning other Rowo guests, local cantinas, or supply shops, or by tracking down an infochant (information merchant). The characters can make **Average (◆◆) Computers, Streetwise, or Underworld checks** to learn the following information:

### COMPUTERS

A successful check reveals a news story, including video and holographic recordings from two days ago, reporting the burning of Greentop. The video shows flames at every level of the structure, some an odd greenish-blue color. The report speculates that some sort of chemical spill caused the fast moving fire, and warns local residents to avoid the building. There is no mention of Sinasu or any owner of the building. One or more ☹ can be spent to dig up additional stories that reveal speculation that some kind of chemical fuel was used to start the fire, but no one knows how it spread so fast. More ☹ can be spent to discover initial investigative reports suspecting arson.

### STREETWISE

A successful check reveals that Sinasu the Hutt is involved in a turf war with Naoko the Hutt, his hated rival. Everyone thinks Naoko arranged a hit on Greentop. Bounty hunters are rumored

to be watching the place, which is why no one will go near it. ☹ can be spent to learn speculation that Noako destroyed Greentop to avenge the loss of his best smuggling ship, a repurposed Corellian corvette called *Blackmist*, which crashed into Naoko's own landing pad. Another ☹ or a ☹ can be spent to reveal very quiet speculation that one of Sinasu's lieutenants, a Rodian named Pon, is working for Noako. Pon was seen badly burned in the fire, but no one knows where he is now. The best guess is BactaMax medical center.

### UNDERWORLD

A successful check reveals the same information as a successful Streetwise check. ☹ can be spent to learn that one of Sinasu's dockmasters, a Mon Calamari female named Lanni, was wounded. She's in the BactaMax medical center, along with a few others injured in the attack. BactaMax is about five minutes away from Greentop by airspeeder. Another ☹ or a ☹ can be spent to reveal that Sinasu may be hiding out in one of his allies' illegal tech shops, trying to throw off Noako's bounty hunters.

### SEARCHING GREENTOP

If the PCs visit Greentop, they find it deserted. They're free to access any level and most any room. There is no power and the lifts are non-functional. The computers are out. If they are somehow powered up by other means, the PCs discover that the databanks have been destroyed or wiped. The PCs can get around by stair and ladder. It is a dangerous structure, and the PCs should make at least one **Average (◆◆) Athletics check** to access or avoid damaged areas. They should make **Perception** and **Surveillance checks** while searching for possible clues. A successful **Average (◆◆) check** shows the PCs that there are strange burn patterns and scorch marks on surfaces around all of the fire suppression nozzles, as though the nozzle sprayed a flammable liquid or gas instead of suppression foam. If the PCs investigate the basement, they discover the fire suppression pipes have been diverted from the firefighting system to a chemical fuel tank, thereby spraying all levels of the building simultaneously for a short time. A successful **Average (◆◆) Education or Mechanics check** reveals such sabotage would take days to carry out and be difficult to conceal from Greentop's workers.

Greentop is also being watched by several of Naoko's bounty hunters. The PCs might notice one observing from a nearby building, by making a successful **Hard (◆◆◆) Surveillance check** (with an additional ■ due to cover). A successful **Average (◆◆) Perception check** reveals active cameras and sensors hidden in the debris. The bounty hunters won't confront the PCs directly at this time. They want to follow the PCs back to Sinasu, or one of his other secret operatives. They disappear the minute they think the PCs have begun to pursue them.

### OTHER IDEAS

The Player Characters can come up with other ideas for contacting Sinasu, or might wish to use or develop personal connections through their own Obligation or motivations. Sinasu's allies are laying low, but with sufficient effort, one or more could be located and questioned by the PCs. The GM is free to adapt the investigation as needed to accommodate other approaches.



## PURSUIING LEADS

The PCs should find at least one or two good leads to follow up on. If not, one of Sinasu's underlings eventually finds the PCs, but only does so a day after their delivery deadline.

### LANNI & BACTAMAX

BactaMax is a large corporate medical center, filled with the sick and injured from around the planet. It is formal, reasonably secure, and difficult to move around in without authorization. Lanni proves difficult to find, as the PCs don't know her last name, and the staff won't volunteer any information. The PCs must either learn her name, come up with a way to circumvent the system, or sneak around. Slicing the computer system (a **Hard (◆◆◆) Computers check**) or posing as employees are viable possibilities with the right equipment or plan. Lanni is there; Pon is not.

Once the PCs find Lanni, deep in the heart of the sprawling facility, they discover she is still in a bacta tank. She is groggy, but conscious. Even better, she knows who the PCs are, as she was going to handle their arrival and offloading. She can direct them to Sinasu's hideout, which is an outlaw mechanic's shop called TechTank. It's concealed in an enormous underground water tank that is part of Nar Shaddaa's massive support system. It is about ten kilometers from Greentop.

Lanni also asks about the damage at Greentop. If the PCs haven't learned about the sabotage, she can share her suspicions about it, implicating Pon. She thinks Sinasu is unaware, because she saw the Hutt direct his underlings to take a badly burned Pon onto his escape speeder. She is somewhat concerned about the bounty hunters, but given her low status, she doesn't think she is worth tangling with BactaMax security.

### LANNI, MON CALAMARI [HENCHMAN]

**Brawn** 2 **Cunning** 2  
**Presence** 2 **Agility** 3  
**Intellect** 3 **Willpower** 3  
**Skills:** Computers 2, Mechanics 2, Vigilance 1  
**Talents:** None  
**Soak/Defense:** 2 / 0  
**Thresholds:** Wound: 12  
**Abilities:** Amphibious (Mon Calamari can breath underwater without penalty and never suffer movement penalties for traveling through water)  
**Equipment:** None

### PON

Locating Pon is difficult, because he hasn't been seen since the fire. Lanni or one of the other survivors saw that Pon was burned, but they don't know how. A few of the injured saw him carted aboard Sinasu's airspeeder before the Hutt fled the scene.

### OTHER HIDEOUTS

Searching for Sinasu's hiding spot without additional information is a long, slow process, requiring a successful **Daunting (◆◆◆) Streetwise** or **Hard (◆◆◆) Underworld check**. News of the turf war has spread quickly, and no one

## MEANWHILE, BACK AT THE SHIP

With an unreliable docking bay and crates of Krayts to babysit, it is likely that one or more of the PCs will remain with the ship. While this makes perfect sense, dividing the party also divides the game. The GM should split the action as evenly as possible, using the following events:

Periodically, one of Impact's underlings will try to up-sell the characters on a new service, such as supplies, catered meals, droids, ship cleaning, and so forth. If they are rebuffed, they become sneakier. At some point the GM can have the PCs make an **Average (◆◆) Perception check** with  due to cover to notice one of the employees sneaking up (and trying to attach a fuel hose, power coupling, or other device to the ship, to justify charging them extra later on).

If the PCs draw the attention of Noako's bounty hunters, a pair of them checks out the ship and tries to plant a homing device on the hull. The PCs might attract their attention by visiting Greentop, asking the wrong questions to the wrong people, or if their ship takes an obvious interest when flying around Greentop. The bounty hunters conceal themselves while they observe the ship. If they think the coast is clear, they send a small floating droid to attach the homing beacon. The PCs can spot the bounty hunters or droid with successful **Hard (◆◆◆) Perception** or **Vigilance check**. The droid is easily destroyed with a blaster hit. If exposed, the hunters quickly withdraw. Another group of hunters observes the bay from afar, ready to chase the ship via airspeeder, if it departs. If bounty hunter profiles are needed, use the Journeyman Hunter profile from page 201.

wants to get drawn in. However, a fair amount of bribery and coercion speeds things along. The characters might twist the situation to help them, by threatening to implicate contacts as a sympathizer of one side or the other. Computer slicing is another possibility. Once the PCs begin searching safe-houses, they should find one or more clues leading them to another hideout, Lanni, or TechTank. Locations include:

- **Greystar Holdings:** An old safe-house warehouse in the recycling district. It was abandoned after Noako arranged for the droid recyclers to repeatedly dump speeder loads of toxic sludge on and around the building, and large piles of scrap metal at the entrances. The droids still make at least one drop per day (and certainly while the PCs investigate). Sales literature for The HoloBar is strewn amongst the trash. A flimsiplast schematic of the district's water system is pinned to one wall. Various points are noted, one of which says "the tank," which is TechTank's location.
- **The HoloBar:** A popular nightclub featuring holographic racing and entertainment from across the galaxy. It is in the bottom of a small sector called the Entertainment Ring. Noako recently maneuvered the ownership group into transferring control to him. The bar was once owned by Greystar Holdings.



## TO TECHTANK

Even if Lanni gives the PCs directions, finding TechTank is difficult. The PCs cannot fly directly to the point indicated on a map. They must fly their ship or speeder into a sprawling water recycling and treatment complex covering several square kilometers. They must find their way through enormous pipework, with pipes up to three meters in diameter, clouds of steam from venting pipes, and other obstructions.

Approaching TechTank's location, you realize it lies in the heart of a massive water treatment and recycling station. A web of giant pipework crisscrosses several square kilometers, connecting tanks with filtration machinery and more. Some pipes are several meters in diameter, and most of the visible tanks are hundreds of meters wide. Your flight path looks to take you deep into the tangled mess of pipes, venting steam, and confined spaces.

Flying amidst the pipework requires an **Average (◆◆) Pilot (Planetary) check** or **Hard (◆◆◆) Pilot (Space) check**. Any check gains one ■ due to the cluttered environment. Failure means the PCs spend a fruitless hour flying around before they either try the check again or land their ship or vehicle and proceed on foot. Three or more Threat may be spent to generate a minor collision (see the **Collisions** sidebar on page 160) and potential damage. A Despair result indicates a major collision (see the **Collisions** sidebar on page 160) and collapses the pipes in such a way as to prevent the ship from using that pathway back out of the area. Flying at faster speeds increases the Difficulty of the check (see page 165).

Once near TechTank, their path leads to a massive maintenance access point large enough to fly a ship into, straight down into the ground. However, it is blocked by an enormous metal hatch. The PCs may open it using one of the following methods:

- **Computers:** A successful **Hard (◆◆◆) Computers check** remotely accesses the system controlling the grate (reduce to Average if the character physically

hooks his computer into a maintenance connection). Failure alerts the authorities, who eventually send a patrol to check the area. As a part of the check, at least one ☹ can be spent to also open the grate, otherwise a second **Average (◆◆) Computers check** is needed. If the PCs fail either check, the system stiffens its defenses, upgrading the Difficulty of the check once on subsequent attempts. A Despair result locks down the system completely, and cuts the PCs' access.

- **Mechanics:** A successful **Average (◆◆) check** activates the servos (requiring the PCs to get out and work on the system directly). A failed check trips the security system, upgrading the Difficulty of the check once on subsequent attempts. A Despair result cuts power to the servos.
- **Attack:** The characters can blow open the hatch, either using explosives or the ship's weapons. Using explosives requires an **Average (◆◆) Mechanics check**, assuming they are simply blowing the locking mechanism. If the PCs try to blow the hatch itself, they will need a large amount of explosives. If they attack the hatch with their ship's weapons, they are guaranteed to hit and eventually blow through the metal. The hatch isn't a military grade door. Either attack draws the attention of a patrol.

### DETECTING PURSUIT

The approach to TechTank makes it difficult for the bounty hunters to follow the PCs. However, it also makes it easier for them to conceal themselves along the way, both physically and from sensors. If the bounty hunters successfully attached a homing beacon to the PCs' ship or speeder, they simply follow at a safe distance and out of sight. However, if they failed, they send a pair of airspeeders to pursue at a discreet distance. They frequently lose contact, and often must find their own way through the tangle of pipework. The PCs might detect one or more speeders with a successful **Hard (◆◆◆) Perception check**, plus one or more Setback dice for cover and concealment. The speeders flee if obviously detected, and try to reacquire their target later on. The Game Master can turn this into a game of cat and mouse through the pipework to build the suspense.



# EPISODE III: TECHTANK

The shaft descends 500 meters below ground and opens into an enormous water storage tank two kilometers in diameter and a kilometer deep. Read the following aloud:

The ship descends into a wide open, cavernous space. It is obviously an enormous metal tank around two kilometers across. Aging, dim lights hang from the gently arcing ceiling. The water's dark surface is about 100 meters from the top of the tank. About a kilometer away, you see a cluster of bright lights and machinery on a huge platform in the center of the tank. Through the middle of the platform is a large shaft that appears to run from the top of the tank to the bottom. The platform is about a meter above water level. There are wide, clear areas separated by parked speeder bikes, metal sheds, and makeshift accommodations.

TechTank has taken over the maintenance and monitoring platform in the center of the storage tank. The liquid in the tank is simple water—treated, but not yet to the point of distribution into the water system. It poses no special danger to the PCs.

The platform is about 100 meters in diameter. Much of it is flat and open, and there is more than enough room to land a ship. The structure is obviously stout. Maintenance sheds, tents, and repurposed cargo containers are the heart of TechTank, and cluster around the central shaft. The shaft is mostly superstructure, with a mechanical drive that raises and lowers the platform with the surface of the water. Turbolifts, pipes, and conduit fill out the remaining space.

The PCs can land anywhere there is space to do so. Initially, the platform looks deserted. The PCs can make an **Average (◆◆) Surveillance check** to see individuals hidden among the equipment or peeking out from the various enclosures. The PCs might notice workbenches, crates of technical parts, and other evidence of a tech shop.

## TECHTANK AND SINASU THE HUTT

TechTank is a small, illegal tech modification and manufacturing gang. With about a dozen members, it modifies weapons, surveillance gear, speeders, computers, and even the occasional starship. They are run by a Bothan called Tennom. He has bribed the local water maintenance manager. He keeps the tank running, and the manager keeps the staff away from the place. Anything else is Tennom's business. TechTank's security relies more on its secret location than force of arms.

TechTank is secretly a close ally of Sinasu the Hutt, benefiting greatly from his various operations. When Sinasu escaped Greentop, he opted to sneak into the tank rather than one of his own safe-houses. Having lost other safe-houses in the turf war with Noako, he suspects a traitor in his midst. He hoped to throw them off by going to "the tank." Even those who know of his alliance usually don't know where the tank is located.

The PCs' approach is impossible to hide, so the TechTank crew had ample time to take cover. Not immediately recognizing the characters' ship (or speeder), and with no arrivals expected, they assume the ship belongs to Noako's forces. As any major combat would likely result in the public discovery of TechTank and force them to flee, they're willing to wait until they're absolutely certain of who the PCs are before taking any radical action. If attacked, they can defend the platform with a concealed missile battery, which is the only weapon at hand large enough to affect a starship.

When the PCs land, TechTank's leader, Tennom, sends a protocol droid called TT-3P0 out to meet the ship and ascertain who they are. Read or paraphrase the following:

Not long after your ship touches down, a door on a nearby cargo container opens. A metallic blue 3P0 protocol droid emerges and walks stiffly towards your ship. It stops near the main hatch and waves. It turns up its voice synthesizer and loudly yells, "Greetings. I am TT-3P0, TechTank customer relations. Please, if you would be so kind as to come down, I can discuss your service needs in detail and at a much more civilized volume."

TT responds to the characters' questions, acting as if this is all perfectly normal. When pressed about where the techs are, he replies they'll be around shortly. If asked about Sinasu, he seems confused about the question, until he receives orders to reveal Sinasu's presence.

Tennom and Sinasu watch via concealed cameras and sensors from a nearby cargo container-turned office and command post. It doesn't take long for Sinasu to recognize the PCs, but he wonders how they found him and whose side they're on. Sinasu and Tennom direct the droid to pursue this line of questioning. If the PCs indicate they have the krayt dragon crates, TT demands the crates be unloaded and moved in, away from the ship. Once the crates are confirmed, Tennom, Sinasu, and the rest of the techs leave their hiding spots. Sinasu is riding aboard a customized repulsorsled, and continues to do so throughout the encounter.

Tennom and Sinasu approach the PCs to inspect the Hutt's new prize. If the eggs and dragon are in good condition, he is pleased. If one or more didn't make it, he is unhappy. If none of them survived, Sinasu refuses to forgive the PCs of any of their Obligation (i.e., forgive part of the debt on the ship, etc.).

Tennom sees an opportunity to earn a few credits and offers to repair what he can of any obvious damage to the PCs' ship, at a reduced rate. If the ship suffered significant damage on the way in, this is a way to mitigate some of that. TechTank isn't a full shipyard, however, so its resources are limited. Tennom can repair up to five structural integrity, and is willing to do so for 50 credits per point repaired.

If someone asks about Pon, either Sinasu or Tennom points towards a tent and indicates the injured lieutenant is unconscious and recovering inside. If told about their suspicions, Sinasu becomes angry and orders a tech to stand guard at the tent until he can question Pon personally.



## TT-3P0 [HENCHMAN]

**Brawn 1**  
**Presence 2**  
**Intellect 3**

**Skills:** Charm 2, Knowledge (Education) 3, Knowledge (Xenology) 3, Negotiation 2, Perception 1

**Talents:** None

**Soak/Defense:** 3 / 0

**Threshold:** Wound 10

**Abilities:** Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater. Immune to poisons or toxins.), Etiquette and Protocol (protocol droids allow allies to add one Boost die to any Negotiation checks or other checks made to negotiate or mediate)

**Equipment:** None

**Cunning 1**  
**Agility 1**  
**Willpower 1**

## CINEMATIC ACTION

There are a lot of characters for the GM to track in this encounter. For maximum flexibility, game statistics have been provided for all possible parties the PCs might interact with, but the GM need not engage them all at the same time. The GM should concentrate on the aspects of the scene the PCs focus on.

Keep the action moving and keep things exciting. Let the lesser bounty hunters and techs fight amongst themselves in a cinematic fashion while the bigger threats take on the PCs directly, using the Initiative order. If the PCs want to engage bounty hunters involved in the cinematic action, let them, and bring the affected NPCs into the Initiative order on the next round.

## CORDOL'S CHAIN ATTACK

Before the PCs have a chance to complete their transactions and depart, Cordol's bounty hunters arrive on the scene. The first indication is when a tech runs up to Tennom or Sinasu with a datapad and starts screaming about the sensors at the hatch and lifts being tripped. Several unexpected airspeeders are inbound. As the techs scramble to their defensive positions, Sinasu berates the PCs for their incompetence in being followed. He starts to head for his hiding position, his repulsorsled moving at high speed.

Moments later, a large turbolift in the central shaft opens up, and a half-dozen armored bounty hunters fly out, firing at everyone except Sinasu. They have strict orders to capture the Hutt, preferably unharmed. Sinasu realizes they are outgunned and that the best way out is via the PCs' starship. He turns towards the ship, yelling for the PCs to get the dragons back on board. He offers payment or cancellation of additional debt, or threatens them with bounty hunters if that's what it takes to help him.

The PCs are free to play the situation as they wish. They can help the Hutt, or flee. If they flee, the airspeeders pursue (see **The Fate of Sinasu the Hutt?** sidebar on page 218). If they help, Sinasu heads towards the ship.

Before he arrives, however, his sled suddenly veers towards the edge of the platform, clearly out of his control. PCs making a successful **Average (◆◆) Surveillance** or **Perception check** see Pon standing on a raised platform just outside the medical tent door, with some kind of remote in hand. The tech guard is unconscious on the deck. Pon is controlling Sinasu's repulsorsled, directing it off the edge of the platform to impact with the water 70 meters below. Additionally, he has tapped into the tank platform controls. He intends to sink the platform to ensure the destruction of Sinasu's allies.

### IF THINGS GO AS PLANNED, THE ENCOUNTER UNFOLDS AS FOLLOWS:

**Round 1:** The bounty hunters (2 units of four Cordol's Chain Apprentices, 2 Cordol's Chain Journeymen, and Tor Cordol) arrive via lift, move, and attack.

**Round 2:** Bounty hunters continue attack; Sinasu races for the PCs' ship.

**Round 3:** Attacks continue. Pon directs Sinasu's sled towards the water and away from the PCs. The airspeeders fire from medium range band. The entire platform begins to descend towards the water. Tennom or a tech uncovers the missile launcher.

**Round 4:** Attacks continue. Airspeeders move to close range band. Tennom fires missile at one airspeeder. One airspeeder heads for Sinasu. Sinasu is over the water. The platform nearly reaches water level.

**Round 5:** Attacks continue. One airspeeder reaches Sinasu, while another fires at the missile battery. Water rushes across the platform as it descends below water level. One of the jetpack bounty hunters moves to pick up Pon. Techs scramble for speeder bikes or taller structures to avoid the water.

**Round 6:** The airspeeder picks up Sinasu, if the PCs haven't interfered. Some techs run for the central shaft, others must swim for it. The bounty hunters attack anyone helping Sinasu directly. Eventually, the hunters head for the shaft or one of the airspeeders.

Presumably, the PCs scramble to help Sinasu and reload the crates aboard their ship. Once they're ready to leave, their ship can make a run for the way they came in. The airspeeders pursue them up the shaft and back into the pipe works. Ascending the shaft requires a successful **Average (◆◆) Piloting (Space) or (Planetary) check**. Failure results in a collision with the shaft wall. Once back in the pipe works, they must make one **Average (◆◆) Pilot (Planetary) or Hard (◆◆◆) Pilot (Space) check** to find a path up to clear sky. Add ■ for the rough terrain, and the difficulty might increase due to increased speed.

Moments after the PCs clear the pipe works, a pair of CloakShape starfighters take up the pursuit, having been positioned by Cordol's Chain for just such an attempted breakout. The ascent becomes a race to orbit and the edge of the gravity well, though the actual combat can not last as long. The CloakShape fighters do not have hyperdrives. If the PCs escaped the airspeeders prior to the CloakShape's interception, this should be run as a new combat encounter. The CloakShapes engage at the medium range band, though they first appear in the long range band. The fighters put up a tough fight, but retreat if critically damaged. They aim for the ship's engines and



verbally order the ship to put down at a nearby landing pad. Local law enforcement is scrambled, but too far away to affect the outcome of the escape, so long as the PCs' ship holds up. If they do encounter law enforcement, they are given every opportunity to bribe the officers for looking the other way.

Should the PCs' ship become dangerously damaged during the escape, they might need to divert to elsewhere on Nar Shaddaa. Sinasu has a long list of possible repair yards they might be able to slip in and out of, though he trusts none of them for long, at this stage.

### MISSILE LAUNCHER

The weapon uses starship scale, including damage and range. The weapon's range means it can hit anything in the area around the tank.

**Light Concussion Missile Launcher** (Fire Arc All; Range Short; Damage 6; Critical 3; Breach 4, Blast 3, Guided 3, Limited Ammo 4)

### CORDAL'S CHAIN APPRENTICES [MINION]

**Brawn 3** **Cunning 2**  
**Presence 2** **Agility 3**  
**Intellect 2** **Willpower 2**  
**Skills (group only):** Ranged (light), Surveillance  
**Talents:** None  
**Soak/Defense:** 4 / 0  
**Thresholds:** Wound: 6 (Group 24)  
**Abilities:** None  
**Equipment:** Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), light armor plates (+1 soak), jet pack

### CORDOL'S CHAIN JOURNEYMAN [HENCHMAN]

**Brawn 3** **Cunning 3**  
**Presence 2** **Agility 3**  
**Intellect 2** **Willpower 2**  
**Skills:** Brawl 1, Coerce 1, Coordination 1, Ranged (Heavy) 1, Ranged (Light) 1, Survival 2, Vigilance 1  
**Talents:** Lethal Blow 1 (+10% to any Critical Hits made against opponents)  
**Soak/Defense:** 5 / 0  
**Thresholds:** Wound: 13  
**Abilities:** None  
**Equipment:** Heavy blaster pistol (Ranged [Light]; Damage 8; Critical 3; Range [Medium]; Stun setting), laminate armor (+2 soak), jet pack

### MASTER HUNTER TOR CORDOL [NEMESIS]

**Brawn 3** **Cunning 3**  
**Presence 3** **Agility 4**  
**Intellect 3** **Willpower 3**  
**Skills:** Brawl 2, Coerce 2, Cool 2, Ranged (Heavy) 3, Ranged (Light) 2, Melee 2, Pilot (Space) 2, Stealth 2, Surveillance 3, Vigilance 3  
**Talents:** Deadly Accuracy (add ranks of Ranged (Heavy) to all damage from attacks using that skill), Lethal Blow 2 (+20 to any Critical Injury rolls made against opponents), Stalker 2 (add two Boost dice to any Coordination, Stealth, or Surveillance checks)  
**Soak/Defense:** 4 / 1  
**Thresholds:** Wound: 14 / Strain: 13  
**Abilities:** None  
**Equipment:** Heavy blaster rifle (Ranged [Heavy]; Damage 14; Critical 3; Range [Long]; Auto-fire, Cumbersome 3, Pierce 1), rifle flame projector attachment (Ranged [Heavy]; Damage 9; Critical 2; Range [Close]; Burn 3, Blast 6), vibro-knife (Melee; Damage 7; Critical 3; Range [Engaged]; Pierce 1, Vicious 1) light battle armor (+1 Soak, +1 Defence), jet pack

### TECHTANK TECHS [MINIONS]

**Brawn 2** **Cunning 3**  
**Presence 2** **Agility 3**  
**Intellect 2** **Willpower 2**  
**Skills (group):** Computers, Mechanics  
**Talents:** Bypass Security (remove one Setback die from any Computers or Skulduggery check to bypass security)  
**Soak/Defense:** 2 / 0  
**Thresholds:** Wound: 4  
**Abilities:** None  
**Equipment:** Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun Setting), slicer gear, assorted tools

### TENNOM [HENCHMAN]

**Brawn 2** **Cunning 3**  
**Presence 2** **Agility 2**  
**Intellect 4** **Willpower 2**  
**Skills:** Computers 3, Cool 2, Skulduggery 1  
**Talents:** Bypass Security (remove one Setback die from any Computers or Skulduggery check to bypass security)  
**Soak/Defense:** 2 / 0  
**Thresholds:** Wound: 12  
**Abilities:** None  
**Equipment:** Stun blaster (Ranged [Light]; Damage 6; Critical -; Range [Medium]; Stun Damage), slicer gear

### PON [HENCHMAN]

**Brawn 2** **Cunning 3**  
**Presence 3** **Agility 2**  
**Intellect 3** **Willpower 2**  
**Skills:** Charm 2, Deceit 2, Perception 2, Skulduggery 2, Vigilance 2  
**Talents:** None  
**Soak/Defense:** 2 / 0  
**Thresholds:** Wounds: 12 (currently 4 due to injuries)  
**Abilities:** None  
**Equipment:** Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range [Close]; Stun setting)



## SINASU THE HUTT [NEMESIS]

**Brawn 5**  
**Presence 2**  
**Intellect 4**

**Cunning 5**  
**Agility 1**  
**Willpower 5**

**Skills:** Athletics 1, Charm 2, Coerce 4, Cool 3, Deceit 5, Discipline 3, Knowledge (Outer Rim) 3, Knowledge (Underworld) 3, Leadership 1, Negotiation 4, Ranged (Light) 2, Resilience 8

**Talents:** Convincing Demeanor 2 (remove up to two Setback dice from any Deceit or Skulduggery check), Durable 3 (subtract 30 from Critical Hit rolls made against the Hutt), Nobody's Fool 3 (upgrade difficulty of all Charm, Coerce, and Deceit checks targeting Hutt by 3), Resolve 2 (when suffering strain, reduce the amount suffered by 2 to a minimum of 1)

**Soak/Defense:** 9 / 0

**Thresholds:** Wound: 25 / Strain: 25

**Abilities:** Force Resistant (Hutts are notoriously resistant to manipulation through the Force. Any attempt to alter their thoughts or emotions via the Force automatically fails.) Awkward (Hutts have great physical strength, but their bulk imposes severe limitations in flexibility and agility. They add 3 Setback dice to all Brawl, Melee, and Coordination checks they're required to make), Ponderous (Hutts can never spend more than one maneuver moving per turn)

**Equipment:** None

## PILOTS [MINION]

The following profiles are to be used for the pilots of the T-16s and CloakShapes.

**Brawn 2** **Cunning 2** **Presence 2**  
**Agility 3** **Intellect 2** **Willpower 2**

**Skills (group only):** Gunnery, Pilot (Space)

**Talents:** None

**Soak/Defense:** 2 / 0

**Thresholds:** Wound: 5

**Abilities:** None

**Equipment:** vacuum sealed flight suit

## INCOM T-16M SKYHOPPER

**Vehicle Type:** Air Speeder

**Vehicle Model:** T-16 Skyhopper

**Manufacturer:** Incom Corporation

**Maximum Altitude:** 300km

**Crew:** One pilot

**Encumbrance Capacity:** 12

**Passenger Capacity:** One

**Silhouette:** 3

**Speed:** 4

**Defense:** 0

**Hull Integrity:** 4

**Customization Hard Points:** 3

**Sensor Range:** Short

**Handling:** +3

**Armor:** 1

**Strain Threshold:** 6

## WEAPONS

Ventral turret mounted repeating blaster (Fire Arc Forward; Range Close; Damage 3; Crit 4; Auto-fire)

## THE FATE OF SINASU THE HUTT?

The fate of Sinasu the Hutt relies as much on PC actions as his own efforts. Below are a few suggestions for possible turns the adventure might take if the PCs do not help Sinasu escape:

**The PCs flee the platform without Sinasu or the krayts:** Sinasu is captured by bounty hunters and taken to Noako, who holds him for ransom. Sinasu's operation is taken over by a close family member, Reness the Hutt. Reness eventually demands the PCs repay him instead.

**The PCs take Sinasu with them, but turn him over to Imperial authorities, Noako, or another group with a bounty on the Hutt:** The PCs are rewarded with a 10,000 credit bounty, but have made an unforgiving enemy of Sinasu and all of his Hutt allies. The PCs find it difficult to work in Hutt Space, and are hounded by bounty hunters financed by Sinasu's relatives. Paying off their Obligation is nearly impossible, unless they come up with a way to get back into the Hutt's good graces, at least temporarily.

**Sinasu is killed:** Not a likely outcome, but possible, especially with some kind of repulsorsled accident over the edge of the platform in the water tank. Reness takes over the business and pursues the PC's Obligation. If the PCs still have the krayt dragons, research suggests that they might find a potential buyer flying the freighter **Red Nebula**, which is currently docked on station.

## CLOAKSHAPE STARFIGHTER

**Hull Type:** Starfighter

**Ship Class:** CloakShape-class

**Manufacturer:** Kuat Systems Engineering

**Hyperdrive:** None

**Navicomputer:** None

**Ship's Complement:** One pilot

**Encumbrance Capacity:** 12

**Passenger Capacity:** None

**Consumables:** One day

**Cost:** 38,000 credits

**Silhouette:** 3

**Speed:** 4

**Defense:** 0/0

**Hull Integrity:** 10

**Customization Hard Points:** 3

**Sensor Range:** Close

**Handling:** 0

**Armor:** 3

**Strain Threshold:** 8

## WEAPONS

Forward Mounted Light Laser Cannons (Fire Arc Forward; Range Close; Damage 5; Critical Hit 3; Linked 1).





Forward Mounted Light Concussion Missile Launchers (Fire Arc Forward; Range Short; Damage 7; Payload 6; Critical Hit 3; Breach 4, Blast [4], Guided [3], Linked 1, Limited Ammo 6).



## ESCAPE

Once the PCs have evaded Cordol's starfighters, they shake off all immediate pursuit. Sinasu, if aboard, suggests they head for Spaceport 27, a small freight pad on Nal Hutta. Since Nar Shaddaa orbits Nal Hutta, the trip is fairly quick. Sinasu has a personal starship, a light freighter called *Red Nebula*, docked at the station. It is big enough to take the crates.

Provided the PCs performed well in rescuing Sinasu, the Hutt is reasonably grateful for their efforts. Sinasu is in a tight spot and is willing to negotiate like any cunning Hutt. He offers them the choice of five thousand credits, or he agrees to wash away some of the debt they owe him, reducing the overall group's Obligation by an additional 5 points (see the **Epilogue** section for how the Obligation is rewarded).

The PCs are in a fairly strong negotiating position, and can make an **opposed Negotiation check** (against Sinasu's Negotiation skill). To represent the position they're in, they add  to the check. If they fail, Sinasu does not offer them more, but the original offer still remains on the table. If they succeed, Sinasu offers them an additional 500 credits per  and reduces their Obligation by 1 per  or  (this applies whether they select to reduce their Obligation or take the money).

The PCs can also try to threaten the Hutt, figuring they have him in a very compromising position. This requires an **opposed Coerce check** against Sinasu's Cool skill. However, Sinasu understandably could respond badly to being threatened. If the check succeeds, the PCs gain the same benefits for a successful check as listed in the previous section about Negotiation. If they fail, however, Sinasu takes umbrage to their arrogance, reminding them that he still has powerful friends who could crush them, and does not offer them any bonus at all.

Once the PCs reach Spaceport 27, Sinasu and the crates of krayts are off-loaded, and the PCs can head off on their way.

## EPILOGUE

The GM should award XP at the end of the adventure. The suggested rewards are:

- 10 XP for each PC per session played.
- 5 XP per PC for successful completion of the major task (delivering the crates).
- 5 XP per PC for reducing their Obligation.
- 1-2 XP for clever roleplaying.

In addition, the PCs reduce their Obligation for successfully delivering the krayt dragon and eggs. If they successfully deliver the cargo to Sinasu, the group is able to reduce its overall Obligation by a total of 15 (or more, depending on how impressed Sinasu is with their work). This Obligation reduction should be split amongst the PCs in the adventure. It is left up to the GM which PCs actually have their Obligation reduced; the division should be relatively equal, but factors such as the PCs' participation and their type of Obligation should matter as well.

## JUST IN CASE

Though it is possible the PCs will manage to keep the krayt dragon sedated, use the stats below if it wakes up, or is awakened on purpose.

### YOUNG KRAYT DRAGON [HENCHMAN]

**Brawn 5** **Cunning 1**  
**Presence 1** **Agility 3**  
**Intellect 1** **Willpower 1**  
**Skills:** Brawl 2, Perception 2, Survival 2  
**Talents:** Knockdown (may spend Triumph result to knock target prone with successful melee attack)  
**Soak/Defense:** 5 / 0  
**Thresholds:** Wound: 30  
**Equipment:** Brutal Claws and Teeth (Brawl; Damage 6; Critical 4; Range [Engaged]; Pierce 1)