

STAR WARS: TANGO SQUAD

A 4-HOUR ADVENTURE BY KIRBY GEHMAN
DESIGNED FOR ONE-SHOT OR CONVENTION PLAY
FOR 3-5 PLAYERS PLUS GM

INTRODUCTION

This game was first run at JimCon 6 (2016) in Winnipeg, Manitoba, Canada. It was billed as "Star Wars meets Ocean's Eleven", and was listed as a game that was open to beginner role-players as well as veterans.

A QUICK ADVENTURE OVERVIEW

The PCs are a Rebel Special Forces unit tasked with breaking into a Casino to steal some data that is being handed off from one Imperial officer to another. The data is not where they expect it to be, and they are forced to attend a social function full of Imperial officers in order to obtain it, resulting in a final race to escape.

DETAILED PLOT SUMMARY

The adventure takes place in 1 BBY, shortly before the Battle of Yavin. The PCs are Tango Squad, an experienced intelligence team doing covert missions for the Rebellion. They have the typical "movie team" members: the face, the slicer, the engineer, the career soldier leader, and the muscle.

The Crimson Crystal Casino on Torrad in the Talcene Sector is an Imperial front. They launder money, transfer information, and wine and dine important guests in luxury. The casino is a tower built into the side of a cliff, continuing under the water level to the seafloor. It's over a kilometer tall, hundreds of meters across, and at least 300m of it are underwater. An employee at the casino has informed the Rebellion that there will be a large transfer of data happening soon. The PCs are tasked with intercepting this data and keeping it out of Imperial hands.

No weapons are allowed in the facility, so hold-outs will be the strongest weapon the PCs can sneak in, unless they find ways to hide them.

Moff Beravi Rhugo will be accepting the data from Commodore Sarah Horne. The data is design updates for a new space station of some kind.

Commodore Horne will drop the data in the casino data banks when she arrives, they will spend a few days overlapping at the casino as cover, and then Moff Rhugo will download the data and leave.

The casino manager is a flamboyant Twi'lek by the name of Othomann Dagian. Dagian was once a child holo star.

PCs will wingsuit onto the roof of the casino. Once Tango Squad is on site, they will insert themselves into the guest manifest or staff roster, get the information from the data core, exfiltrate through the underwater hangar and walk along the sea floor to where their ship is waiting, hiding from sensors.

RULES AND MECHANICS

As I played it, the game uses a very, very stripped down minimal WEG D6 Star Wars system, but it could very easily be converted for use with any system, because this adventure is very story focused rather than combat-centric. In 3 play-throughs (nearly 14 hours of gaming with a dozen players) the only shots fired by PCs were 2 warning shots from a holdout pistol.

PREPARATION POINTS

Because this adventure is attempting to capture an "Ocean's Eleven" feel, give each PC a token (a coin or glass bead or poker chip) called a "Preparation Point".

This token can be handed in at any point in the adventure, which instantly triggers a "flashback" to the introductory briefing, where the PCs can ask a question of the briefing officer, get more information on a subject, or ensure that they have a specific piece of hardware that they need. The flashback then ends, and the PCs are back in "the present" with the information or hardware that they previously didn't have.

Preparation Points aren't meant to completely solve a problem but to add a twist to the current problem in the PCs favour. They need to be useful and make the players feel clever in their planning, but not simply bypass a significant obstacle for free.

EXAMPLES OF PREPARATION POINTS

PC "flashed back" to the briefing where they were allowed to study the casino blueprints to find ventilation shafts leading to a specific location, where their plan began to unfold.

PC "remembered" to bring a small EMP grenade to cause a distraction during a critical point. The grenade didn't solve any major plot problems, it simply gave the PCs a distraction so the main action could take place.

PC asked for a full bio of the major NPCs, which she used to prepare to impersonate Horne. This didn't bypass any obstacles, it just allowed the PC's plan to play out, which was risky and very entertaining.

USING IMAGES AND HANDOUTS

There are a number of full-page images included with this adventure. Have them printed out and ready to show the players at the appropriate time. I had them in plastic sheet protectors in the binder I used, in order.

Most of them are shown to the players and then put back, for mood. Don't let the players keep the picture of the data core shaft, or the casino lobby, or the hangar area, because they are just meant to offer an idea or a rough concept for players to hang their own imaginations on. They are not meant to be actual maps of the area. I left the pictures of Rhugo, Horne and Dagian on the table, along with the tower diagram.

SCENE BY SCENE

WELCOME AND RULES INTRODUCTION

When everyone has arrived and chosen a character, go through the basics of dice rolling and Wild Die and go through the character sheet to describe what all the numbers mean. This is also a good time to lay out the "game contract", by describing your table rules (no gore, no torture, no sex, etc) and describing the tone of the game (which for me was over-the-top action like Star Wars and Indiana Jones, with some comedy but avoiding silliness). I also mention that I have a few pre-written parts to set up the mission and background, but that we will be making the entire story up together for the most part. This takes at most 10 minutes.

THE DROP

Read the following aloud, or paraphrase it for your players.

It's 1 BBY, just months before the Battle of Yavin.

The first Death Star is about to be brought online. Darth Vader and his Empire are terrifying the galaxy into submission.

The Jedi are long gone, a vague memory.

The Rebels are organized, and are beginning to take steps towards large-scale operations.

There are soldiers and spies everywhere, trying to get their fellow Rebels every possible advantage in the fight for the galaxy

Soldiers and spies like... Tango Squad. Cue the Star Wars theme music.

I haven't actually played any music, I've just said "Cue the theme music". Every table has spontaneously sung the entire theme once I mention this. It's quite fun.

Continue reading:

There is a blast of cold air in your face as you hit the slipstream. The Thoughtful Madman speeds away from you, it's large cargo ramp closing as the ship accelerates off into the night sky.

The wind grabs at your wingsuit as you starfish and gain control of your fall. A kilometer below you is the dark surface of the ocean, visible only when the large yellow moon shows through the thick cloud cover and reflects off the waves. A half-kilometer to your left is the long line of cliffs that mark the shoreline.

Breaking the shoreline is an immense tower built into the side of the cliff, glowing pearl white in the diffused moonlight, with red flashing glow plates on the tips of antennas and in a line down the center rib. Your target.

A 2:1 glide ratio is easy enough. You've done harder. Landing on the top of a tall building while avoiding antennas and machinery still won't be fun. The pounding rain makes it even less so.

Stop to ask the group how they are arranged, and how they want to perform the landing. If necessary, prompt the player running Mell to take some leadership and lay out a landing order and any other special instructions he can think of.

Note that the players can talk to each other the whole time through implanted communicators.

In the order that the players are approaching the tower, have them roll a Freefall skill check (or Mechanical if they don't have it) or whatever skill check would be used in the system you are using. Take each result and narrate it as it applies to how well they are approaching the tower.

Failed rolls are coming in too fast, or too low or too high. Successful rolls are right on the correct glide path.

Wild 1's tear a piece of their wingsuit and flip upside down or begin to corkscrew. Wild 6's get cocky and pull off a somersault in mid-air or something equally flashy.

Squad members may make rolls to assist other members in trouble, which is a fun bit of introductory team building.

After the first round of rolls are narrated, ask for a second roll to describe the landing. I made a simple chart with each player and the pass/fail of their two rolls to help with the narration.

LANDING SUCCESS CHART

PC	Pass/Fail Roll 1	Pass/Fail Roll 2
Mell		
Jude		
Salmo		
Cal		
Ozen		

When that is filled in, use the results to narrate the landing. If they failed the first but not the second, you could narrate their recovery to a fair landing. Passing the first but failing the second could mean slipping on the gravel on the roof or rolling on the landing or bumping an antenna or something minor. Failing both the first and second check is dramatic, like overshooting and barely stopping before sliding off the far side of the building, or hitting the side of an elevator shaft shack on the roof and being stunned. Make it cinematic and fun, but remember this scene isn't meant to be dangerous, just tense. Don't kill anyone here.

The players now have an idea of how checks work, and are beginning to be invested in the characters and have hopefully done a bit of teamwork. Get the players to gather their gear, open a hatch and get into the maintenance area below the roof. You might even have to just narrate them doing it, but as soon as the characters are there, narrate a Star Wars screen wipe to a flashback to the Mission Briefing.

MISSION BRIEFING

Read the following aloud, or paraphrase it for your players.

The briefing room of the 131st Security Intelligence Unit is a busy place, but today you have it all to yourselves. Just you and the CO.

There are dozens of empty chairs in rows around you as the five of you sit in the theater.

General Retric stands behind a small podium, and the room goes dim.

A map of the Galaxy shows up on the holoscreen,

Show the galactic map. Point out a few common Star Wars planets like Tatooine and Coruscant if you like. Point out Talcene Sector.

and then zooms in to Talcene Sector

Show the Talcene Sector Map.

and then in to the planet Torrad

Point to it on the sector map.

and then in past wispy cloud cover to the only small continent in a vast ocean, then in towards the coastline, and then finally stops on a pearly white tower, a kilometer or more high.

Give them their own copy of the tower layout in the middle of the table.

"The Crimson Crystal Casino". In the middle of nowhere, once used for the local Sector Governors and their staff to relax. None of the locals could afford it. The Imperials have commandeered it as a meeting center for high command staff. They launder money, transfer information and wine and dine important guests in luxury.

Place Dagian's picture on the table.

We have obtained information from an employee at the casino indicating that there will be a large data transfer happening at the Crimson Crystal soon. It's critical that we obtain this data, and that we prevent the Imperials from getting away with it.

The data will be brought aboard Disruptor, a Vigil Class Corvette

Show the image of Disruptor

commanded by Commodore Sarah Horne, one of the Empire's best and brightest.

Place Horne's picture in the middle of the table

She's bringing the data to Moff Beravi Rhugo, one of their most ruthless.

Place Rhugo's picture beside Horne's on the table

He'll be aboard the Ravager, a Venator class Star Destroyer.

Show the picture of the Ravager.

They'll spend some time at the Casino to make it look like a normal shore leave, but they'll use the Casino's databases to make the exchange.

Because of the amount of Imperial hardware in orbit, we're going to have to go in small and fast.

A Kom'rk class fighter transport, the Thoughtful Madman, will drop you at 6 thousand feet, begin evasive maneuvers and then make for the rendezvous point on the sea floor.

Show the picture of the Thoughtful Madman.

You'll freefall to the top of the tower and enter the facility. Once you are in the building, the first requirement will be to forge credentials and ensure that your squad can operate freely in the building as guests. Then you will have to enter the data core, extract the data, wipe the data from the core and get out. You are not, repeat NOT, to engage with Horne or Rhugo.

You will exfiltrate through the underwater hangar in the base of the building. Using maintenance suits on site, you'll make your way 2 kilometers across the sea floor under 300 meters of water to where the Madman will be waiting for you powered down and avoiding sensors, ready to take orbit and get out of there faster than a pissed off Gundark. So. Does anyone have any questions, or special requests?

Let the PCs ask questions and get an idea of what they are in for. PCs shouldn't be told what the data is other than that it is engineering data. This ends the flashback, and the action returns to the casino roof.

POST-BRIEFING

Read the following aloud, or paraphrase it for your players.

The floor immediately below the roof is a very, very large room, a hundred meters or more across, with a ceiling about 7 meters high. It appears to be a storage and maintenance area of some sort. It's dimly lit, with a light panel every 10 meters or so next to a ladder up to a hatchway in the roof. Scattered about are ventilation shafts and other "big building" type machinery, spread out but common enough that you can't see all the way across the room because something breaks your line of sight.

Imagine the "unfinished skyscraper" floors in Die Hard and The Dark Knight.

There is a lot of dust and bits of dirt and synthcrete and stuff on the floor, and there are some basic tools and equipment loose and in carry bags, piled near some of the ladders. There are four exits that you can see, marked with red glow plates, spread equally through the room. They are the top floor of the casino's main turbolifts.

You take off your backpacks and gear bags. What's in them?

Have the players describe what equipment they have with them. Only things that will fit into a backpack should be allowed, and it should be noted where they hide any large items, as most of their time in the casino will likely be spent in civilian dress clothes or Imperial work uniforms. (No room to hide 100m of rope and climbing gear on their bodies...)

OBTAINING THE DATA

You and the PCs are now on your own. I didn't specifically prepare locations or methodology for anything until they get to the computer core itself.

The first challenge is getting the ID data badges that every staff and guest have to wear, and updating them to the proper clearances and inserting the proper stories into the computer. Each team solved this differently, from stealing them from guest rooms, to breaking into the administrative offices at night, to having the correct hardware from the beginning (using a "Flashback") and just having to hack the access.

One of the first things every group did was to hack the elevator system so the PCs could use them without access badges. Locations that I improvised for various sessions included a threadbare set of generic administrative offices, complete with half dead plants and "Hang in There" posters. The identification office had a locked cabinet with a tub of ID badges and a machine with a socket to plug a badge in and set the access level. I also made up some generic guest rooms with rich furnishings and luggage. There wasn't any reason for people to leave their badges without being there, and stealing them from sleeping people was deemed too big a risk, so the group eventually went to the admin offices.

To get to the data core the PCs also have complete flexibility. The core is a death-star like vertical shaft in the center of the building (show them the image of the data core to give them an idea), running from roughly just above the administration levels to just below the administration levels (so about 200 meters high) complete with pulsing blue lights and howling wind. The PC doing the access (likely Salmo) will have to climb out on one of the horizontal pipes to the access panel and hook in.

One group infiltrated the data center administrative area (low Cubicles, nerdy Imperial Computer geeks) and created a plumbing distraction while one member snuck into the "core access area" which was a set of sliding double doors that act like an airlock to keep stuff out of the core (white paper suit, hairnet and booties required). He had to climb down to the horizontal access pipe using a rope then climb along the pipe to the access panel.

One group didn't want to climb up or down to the access panel, so they found what level the access panel was on and went straight there. It ended up being a Tatooine-themed bar, and the hatch to access the data core was behind a plant beside the bar. The Face created a distraction by causing a fight between two groups of construction contractors and Salmo slipped in and climbed along the pipe (closing the hatch behind him) to the access panel while the others kept people's attention away.

One group went in from the top of the shaft and rappelled down over 100 meters, avoiding security lasers the whole time (that I inserted just to keep it interesting).

THE TWIST

Things are going very well, and at least one PC has reached the data access panel. Time for the unexpected.

Once they get to the core, PCs investigating the computer will find that the data they are looking for (and the hard copy disks that Horne brought) is now corrupt and unreadable. On further study, they will be able to see that it was in fact blueprints and data sheets of some sort, but they are almost completely corrupt and unreadable.

Immediately after finding the corruption, the PC accessing the data gets a network message on her data pad (as if the sender knows who she is and why she is where she is) stating:

"I don't want to risk them getting this. I'll hand the data off personally at the Grand Ball - Dagian".

It's from a Twi'lek named Othomann Dagian, who is the Casino manager (a flamboyant ex-child star from the holoivid).

Dagian has made a copy of the data for Tango Squad. Dagian is taking great risk to pass on the information, and **will not** meet in private, especially with an Imperial presence.

The PCs have a full day to make plans and prepare before the ball. Show them the pictures of the casino common areas, and let them get dressed up in fancy clothes (or plain Imperial grey for waiters and staff).

THE GRAND BALL

Show the picture of the ballroom to the players.

The grand ballroom is a massive room, a hundred meters across or more, in multiple levels, with balconies and stairways all over, allowing the many hundreds of rich and famous guests to make grand entrances and "see and be seen".

There is a large band, floating spheres of light, at least a dozen bars serving drinks, and many low ranking Imperials serving drinks off of all sorts of trays. I had a lot of great reactions to describing some bizarre drinks and letting players choose some and play out holding and drinking it. Imagine beakers of lemon yellow liquid with large clouds of smoke coming off, tall thin test tubes of murky liquid with a skinny worm wriggling about inside, or a green sphere the size of a baseball with no obvious method of drinking from it. Use your imagination.

If the PCs look, they will see a few dozen stormtroopers around the perimeter of the room, being very unobtrusive, but armed with blaster rifles.

The crowd is roughly 50% Imperial officers on leave and 50% rich Imperial sympathizers aiming for lucrative contracts.

Dagian is sitting very uncomfortably at a sofa near the center of the ball area with Moff Rhugo, Commodore Horne and a pair of ISB agents (Imperial Security Bureau - spy hunters) in bright white dress uniforms. He is obviously under some sort of suspicion and is being watched. He'll never be allowed to be alone. There will be an uncomfortable empty space around the couches, as they contain the highest ranking officers at the Ball as well as two feared ISB agents, and most guests are avoiding the immediate area.

THE HANDOFF

Dagian will wait until the party comes close, and gesture grandiosely for them to come over.

He will greet the party under their cover names, and will make a big show of greeting any non-humans by saying he is trying to learn their language, as they are the only two in the whole facility that speak the language and he finally gets to practice.

He makes a show of speaking a traditional greeting in Weequay or Aqualish, but what he actually says is "*QG-4 droid*" in their language. This is his handoff, as he has secreted the data in QG-4, an ASP series worker droid in the hangar area. Play this in real time, air-kissing cheeks and saying loudly "*QG-4 droid, Mell Lucinius QG-4 Droid*" or, "*QG-4 Droid, Ozen Kalem, QG-4 Droid*" and then having Dagian sit down. The PCs should be immediately confused, but it should click pretty quickly what Dagian has told them.

The slicer can quickly find a list of droids and locations in the facility with no effort.

One of the parties didn't have any non-humans in the group that met Dagian, so Dagian asked them to relay a greeting to their friend (with the same content) and they did so immediately over the comms. Same result.

THE CHASE BEGINS

The Imperials are disconcerted by the alien language, will demand that everyone speak Galactic Basic, and may begin to ask more questions about the PCs (such as what they do and why they are at the casino) if the PCs can't politely extract themselves from the conversation in time. Dagian may try to get Rhugo to move to another group of guests and be introduced.

The PCs will hopefully have worked out what is going on at this point, have their slicer check casino records for the droid's location and will know that it's time to exfiltrate. Once the PCs have the information about where the data is, there will be a race to obtain it.

Try to do anything you can to get the PCs to figure out that this droid is what they are looking for and that it is time to leave immediately before the Imperials get too dangerous.

Once the PCs figure it out, the ISB agents begin to look very suspicious, and begin murmuring into their communicators, and obviously get some sort of answer on the translation of the greeting. They are standing behind the couches and begin the move around, so the PCs should take this as a hint to run. If they still don't, have one of the ISB agents shout for them to "Halt!" to trigger the flight. The agents start to go after the PCs, who race to the elevators, and head for the hangar.

So far, every party I've run through this has commandeered the elevator system (via slicing) early on in the session, so they can delay the ISB agents.

This scene can be touchy and require a lot of improv and "guiding" by the GM.

One party had met Rhugo in the halls earlier and the Face seduced him. She got him a little drunk at the ball, and brought him over to the shadows by the elevators to make out, at which point the slicer opened the elevator doors and she pushed him down the empty shaft. A minute later, the ISB agents got suspicious and the chase started.

Another party actually locked Rhugo and Horne in their rooms remotely and had the face impersonate Horne at the ball. She met Dagian and the ISB agents, got the info, passed it on and got to the elevators where she met the party and noticed the pursuing ISB agents.

Whatever happens, have it end with a race for the elevators, and maybe a shot or two from the Stormtroopers at the PCs feet to encourage them to hurry.

THE ESCAPE

The elevators lead to the maintenance levels, which are 300m underwater and are only used for bringing supplies to the casino. There are no ships or subs here, it's just a loading dock. They arrive about 300 meters away from the location of the droid and the predetermined exit point, where a ship is powered down on the seafloor waiting for them.

Show the picture of the hangar area.

FLOOD!

The PCs race through the warehouse area towards their exit, when huge pressure doors close well in front and behind, and the area starts flooding with icy seawater. There are many possible ways around, from slicing (at this point the slicer sees her system access being revoked a step at a time so it can be a race against time (and die rolls) to get what she needs before she's locked out) or mechanically stopping the water as Cal brute forces the machinery, or using the cargo droids to pry open the doors, or finding a vent shaft that goes around, or whatever else your players come up with.

The doors open into the hangar deck. There is a large force field door out to the water, a dozen ASP series droids working, and a rack of underwater gear by the door.

STORMTROOPERS!

As they take this in, a squad of stormtroopers rounds the corner on the far side of this massive loading bay, 150 meters or more away, and begins shooting just to put time pressure on the PCs.

The PCs, being casino guests, are only very lightly armed, so hopefully this turns into a "take cover and get the job done" rather than a full scale firefight (which isn't very "heist movie").

Discourage the firefight by showing the PCs how much more range and power the Imperial blaster rifles have over their holdout pistols.

FIND THE DROID

They will need to find which droid is QG-4.

There are 11 identical droids spread out over the hangar deck moving crates around. One of them is QG-4. Each PC that isn't busy holding off Stormtroopers or getting into underwater suits can look at 1 droid per round to check their serial number plate.

For the first droid that is checked, the PCs need to roll a 12 on 2d6 for that to be QG-4. For the second droid checked, they need to roll 11+ on 2d6. For the third they need to roll 10+ on 2d6, then 9+, then 8+ and so on until they succeed in a roll and the droid being checked is QG-4. This "countdown" mechanic results in the stormtroopers were getting closer every round (slowly moving forward and taking cover a few at a time while shooting suppression fire to keep the PCs pinned down) while the PCs still need to get into underwater gear and find the droid. Play up the pressure, blaster fire flying past their heads, the crates they are moving between getting hit and bursting into flame, and the stormtroopers getting closer.

This should be a tense "Hurry up! Hurry up!" scene until they are ready to get out the door. ASP droids are very slow and stupid ("AFFIRMATIVE" and "NEGATIVE" responses only) and the information is not extractable on-site, the PCs need to take the droid with them.

They have to find a way to get the slow moving stupid droid out of the area fast enough (cargo grav cart?, 4 PCs carrying?), get into underwater gear, and walk out through the force field door along the sea floor to the waiting ship before the Stormtroopers get close enough to start doing any real damage.

FLY AWAY HOME

When the PCs reach the ship, it powers up and they are greeted by the pilot. They blast off, clear the water and make for orbit.

All of the play groups so far have turned off the force field at this point to flood the hangar and take out the stormtroopers.

There will be shots taken at the ship by the Imperial ships in orbit. Narrate the pilot dodging and avoiding, possibly a glancing blow or two, and then the Thoughtful Madman makes for hyperspace. Screen wipe to black. They've escaped.

POST-MISSION BRIEFING

At the after-briefing, the PCs are told that they have deprived the Empire of the plans for a security update for the Death Star.

The Empire will have to re-develop Thermal Exhaust Port Cover technology, and it won't be ready for months.

For those unfamiliar, the Death Star was blown up by Luke Skywalker dropping proton torpedoes down the open Thermal Exhaust Ports. This is a fun way to tie up the mission as the PCs realize they made the destruction of the Death Star possible.

TIMINGS

The adventure had to be done in 4 hours or less due to convention timetables. Here was my breakdown for where the characters needed to be when:

Time Progress

0:15 finished welcome, intro, and teaching rules

1:30 start to access computer core area

2:00 break (right after the computer corruption reveal)

2:15 ballroom scene

3:15 get to exit hangar

4:00 finish up

GM ADVICE

Once you get to know the basic plot outline, and what beats **MUST** be hit (accessing the core to set off the twist, the beginning of the ball, the escape) you can improvise everything else you need with an eye to directing the players to the next beat at the approximate time.

This ends up being about 2 and a half hours or more that the players are completely in charge of the session.

If you have 45 minutes before the next "must hit" timing, then let it go completely undirected and just help the PCs accomplish what they are attempting. If you need have them at the computer core in 5 minutes, perhaps start hinting or leading the players that way, or summing up the current line with a neon plot arrow saying "This way to the egress".

Don't forget to encourage use of the Preparation Points.

Encourage fun details and creativity. If the player asks "Hey, is there...?" the best answer is usually "Sure!" and play it out. Again, don't let it be the easy solution to a problem, but having the plot move forward because of a player idea makes players feel awesome.

COMPLETION

If you end up using this adventure or any of the ideas from it, please feel free to drop me a line at kirby@gehmanfamily.com I'd love to hear how your players managed to screw things up and how you managed to resolve it!

RANDOM ENCOUNTERS

If things are too quiet (this was never an issue...)

- Meet a squad of stormtroopers.
- Get to a door that doesn't open for their ID.
- See someone who recognizes Soronal from a past con.
- Cal sees a lone Imperial walking down a corridor.
- Meet an Imperial Technical Officer, Administration Officer and Logistics Officer, all friends just out of the Imperial Academy, who try to make conversation.

RANDOM NPCs

Randomly generated with some phrases to give you personality ideas

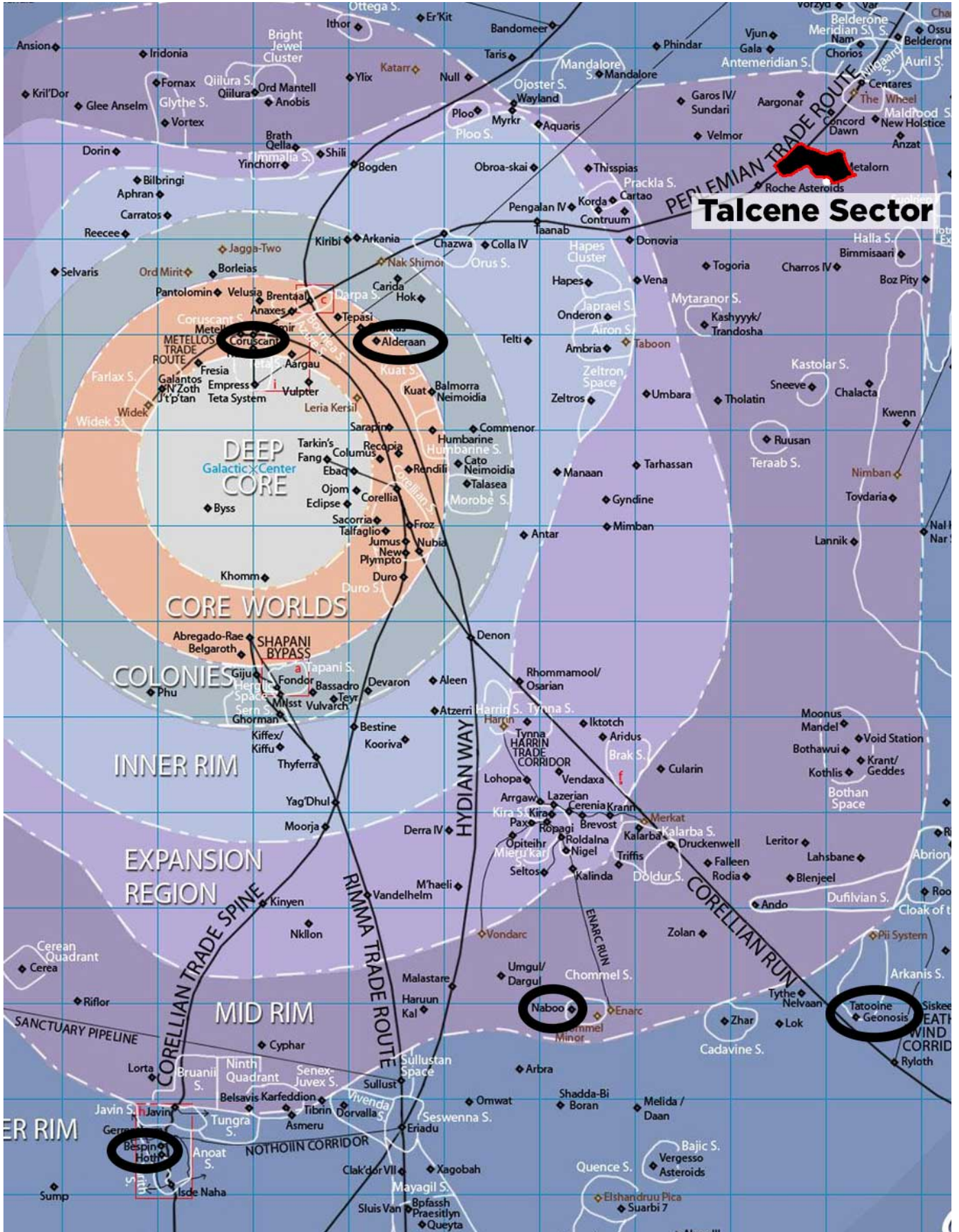
- Human named **Arthur Avedar** who has the characteristics of "constantly checking own appearance" and "The best is the enemy of the good".
- Rodian named **Ackys Lucrece** who has the characteristics of "Foolhardy", "Dreamy", and "Try to give people more than they expect".
- Human named **Mandricardo Gunasekera** who has the characteristics of "Stammers", and "Time is money".
- Human named **Annette Alani** who has the characteristics of "Aloof" and "Very thin".
- Sullustan named **Allsun Dalyell** who has the characteristics of "Opinionated" and "Optimistic".
- Gamorrean named **Kamlesh Baren** who has the characteristics of "Curious", "Swap your integrity for money, power, or fame" and "Wears clothes a size too large".
- Human named **Boin Androw** who has the characteristics of "Sober" and "Ponderous".
- Rodian named **Salome Fayerweder** who has the characteristics of "Elitist" and "Kind-hearted".
- Sullustan named **Wonder Warde** who has the characteristics of "Irreverent" and "Foolhardy".
- Zabrak named **Dent Lynne** who has the characteristics of "Mischievous" and "Do cheerfully what you must do".

BRIEFING IMAGES

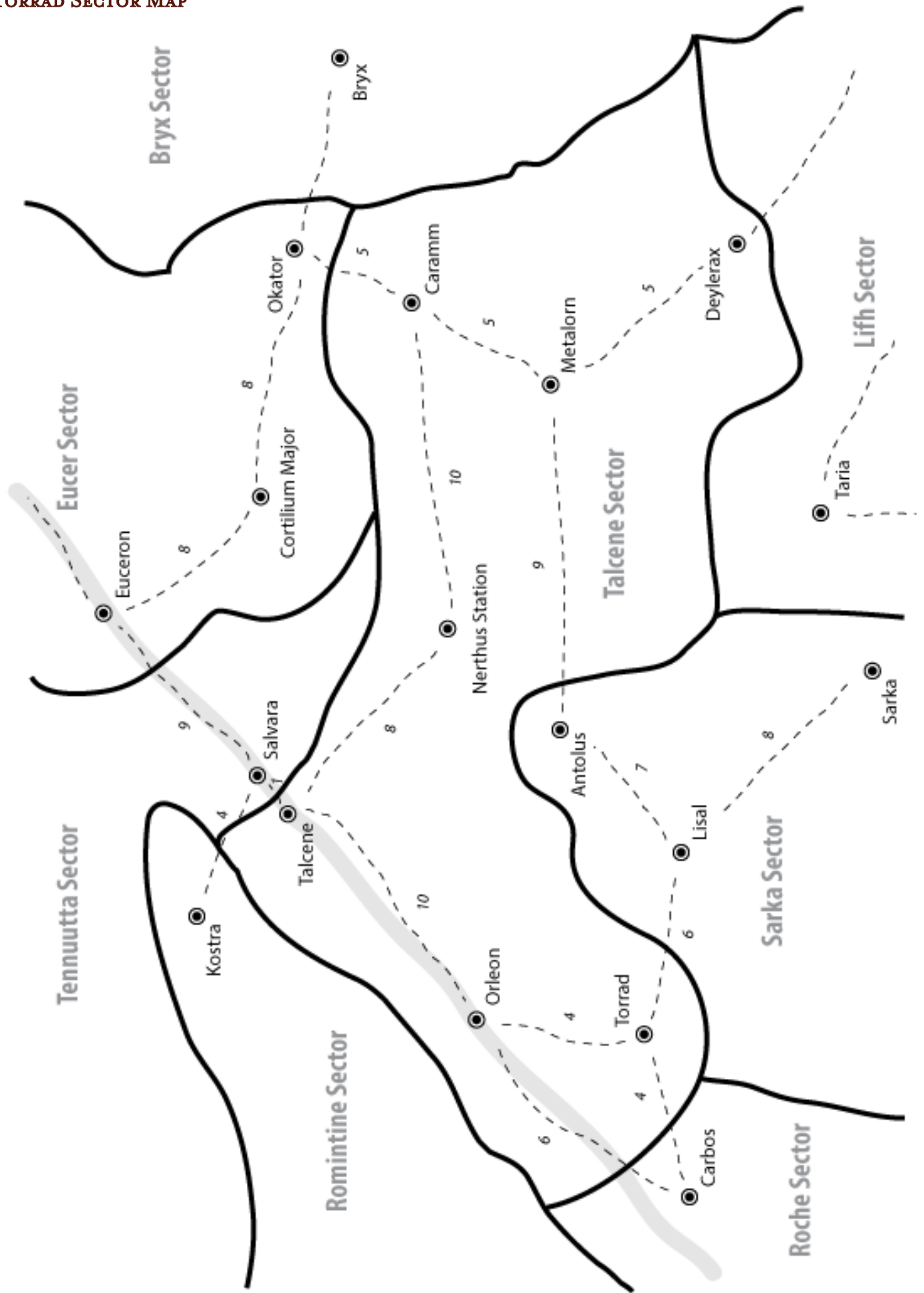
This is a list of the images included on the following pages. Some images were not included in this package due to copyright, but links to the images are provided so you can print a copy for your own personal use.

- 1) **Galaxy Map with common locations circled for context**
- 2) **Talcene Sector Map with planets and travel times in hours** - Created by Kirby Gehman kirby@gehmanfamily.com
- 3) **Casino Tower Diagram**
- 4) **Commodore Sarah Horne** - source: PD image of Russian Medical Officer in WWI
- 5) Vigil Class Corvette - Not included. <http://fractalsponge.net/?p=151>
- 6) **Moff Beravi Rhugo** - photo montage
- 7) Venator Class Star Destroyer - Not included. http://starwars.wikia.com/wiki/File:Venator_clonewars.jpg
- 8) Kom'rk Class Fighter/Transport - Not included. <http://starwars.wikia.com/wiki/File:GauntletFighter-SWE.png>
- 9) Data Core - Not included. http://starwars.wikia.com/wiki/File:First_Death_2.png
- 10) Ball Room Image - Not included. Concept art by Matt Rhodes http://img.neoseeker.com/v_concept_art.php?caid=35538
- 11) Hangar Image - Not included. <http://www.turbosquid.com/3d-models/3d-model-sci-fi-hangar/838776>
- 12) Othomann Dagian - Not included. <http://starwars.wikia.com/wiki/File:OrnFreeTaa-DB.png>
- 13) QG-4, an ASP Series Droid - Not included. http://starwars.wikia.com/wiki/File:ASP-droid_negtd.jpg

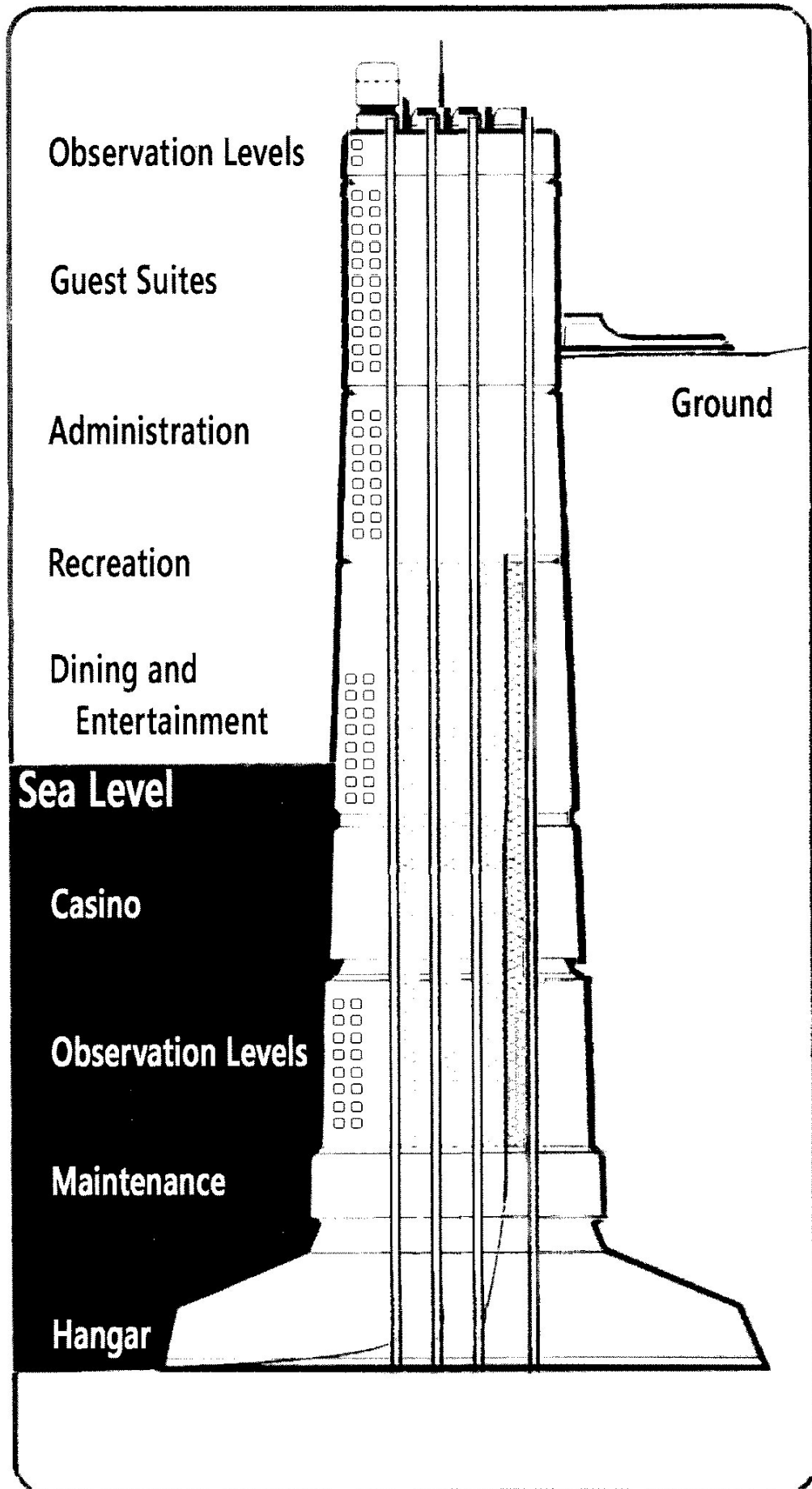
GALAXY MAP



TORRAD SECTOR MAP



CRIMSON CRYSTAL CASINO TOWER





Commodore
Sarah Horne



Moff Beravi Rhugo

PLAYER CHARACTERS

For each character, there is a character sheet, a handout with notes on the character's history and personality, and a "fold card".

Print one copy of each character sheet and handout. Print a copy of each fold card on cardstock and fold them in half so everyone can have a capsule description of the characters being played.

Each character can be played as male or female.

STAR WARS

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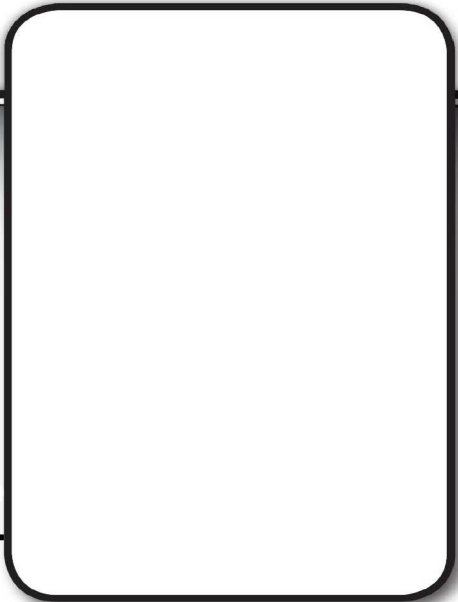
Character Name

Gender / Species

Age Height Weight

Type

Move Player Name



Dexterity 2D+2

- Blasters
- Dodge
- Martial Arts

Perception 3D+1

Notes (Racial Abilities, Etc)

Knowledge 2D+1

Strength 3D

Punch Damage 2D

Equipment

Mechanical 3D+1

Freefall

Technical 3D+1

- First Aid
- Personal Tech
- Security Systems

Char Pts

5

Armor

vs. Physical: vs. Energy:

Dex Penalty:

Locations:

Ranged Wpn

Damage: Skill Used:

Rate of Fire: Rate of Fire:

PB S M L

Melee Weapon

Damage: Max Dmg

Difficulty:

Armor

vs. Physical: vs. Energy:

Dex Penalty:

Locations:

Ranged Wpn

Damage: Skill Used:

Rate of Fire: Rate of Fire:

PB S M L

Body Pts: 28

Body Pts Remaining:

Stunned

22

Wounded

16

Severely Wounded

10

Incapacitated

5

Mortally Wounded

2

Status

Calanalaurae "Cal" Vesna

WHO ARE YOU?

23 year old Human Rebel Commando - Mechanical Technician - Pilot

WHAT'S YOUR HISTORY?

You joined the Rebellion one year ago this week. That's one year since those Imperial bastards killed your wife and daughter. You had a quiet life on a backwater farming planet, your own land, no one to bother you. Then the Emperor decided to annex your planet to feed Coruscant. You can still smell the burning fields.

WHAT'S YOUR PERSONALITY?

You seethe with anger at the Imperials. Joining the Rebellion was a way to focus your anger at the people who caused you so much pain. When you aren't on a mission, you sometimes forget and go back to your joke-loving laid-back self, but it's usually not long before something reminds you of your wife and you have to go spend some time alone in your room with a bottle.

Following orders is important, but if an opportunity ever presented itself to kill some Imperials or do some major damage to a facility, you'd be on that like white on a wampa. You can deal with the fallout later. Chain of command is just a tool that's useful when it's useful. Sometimes it's not.

WHAT ARE YOU DOING RIGHT NOW?

Your farm upbringing and experience makes you a natural tech and equipment operator. If it shoots, it's Mell's. If it beeps and it's delicate, it's Selmo's. Otherwise, it's yours. Droids, lifters, doors, drawbridges, elevators, repulsor lift vehicles, and even a 120 meter ore harvester once. With a toolkit and some time, anything can do anything.

WHAT ARE YOUR GOALS?

Accomplishing the mission objectives is primary, obviously. Most of your time is spent backing up Mell and Ozen, and clearing the way forward when it's blocked, or finding innovative ways to use what's at hand to help the mission.

You don't want to be promoted, you don't want out, you just want to do this job and help end the Imperials. Maybe in a few years you'll have matured enough to think of the future, but for now, you're pretty single minded.

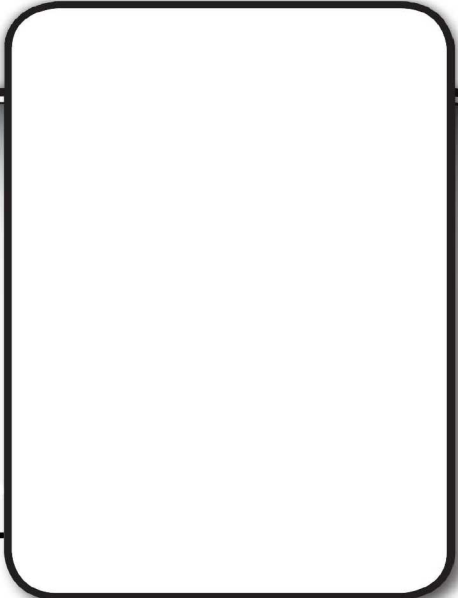
SPECIAL NOTES:

You fight alongside Mel and Ozen often, letting Jude and Salmo do the delicate work. Ozen is a good drinking partner, because he's usually hilarious and doesn't ask too many personal questions. You and Salmo sometimes work together on tech issues, and she loves odd alien finger foods as much as you do.

STAR WARS

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Character Name
 Gender / Species
 Age Height Weight
 Type
 Move Player Name



Dexterity 3D+2

Thievery 4D+2

Perception 4D

Con 5D
Forgery 5D

Notes (Racial Abilities, Etc)

Knowledge 3D+1

Languages 4D+1
Willpower 4D+1
Business 4D+1

Strength 2D+2

 Punch Damage 1D

Equipment

Mechanical 2D+1

Ships Systems 3D+1

Technical 2D

Char Pts

Armor

vs. Physical: vs. Energy:
 Dex Penalty:
 Locations:

Ranged Wpn

Damage: Skill Used:
 Rate of Fire: Rate of Fire:
 PB S M L

Melee Weapon

Damage: Max Dmg
 Difficulty:

Armor

vs. Physical: vs. Energy:
 Dex Penalty:
 Locations:

Ranged Wpn

Damage: Skill Used:
 Rate of Fire: Rate of Fire:
 PB S M L

Body Pts:

Body Pts Remaining:

Stunned	Wounded	Severely Wounded	Incapacitated	Mortally Wounded
24	17	11	5	2

Status

Soronal Jude

WHO ARE YOU?

25 year old Human Rebel Commando - Psycho-Social Specialist

WHAT'S YOUR HISTORY?

Four years ago you joined the Rebellion as a way to get away from a Hutt that was after you for a minor misunderstanding about some credits. Physical work was not your style, but you knew a good deal when you saw it. You've survived this long, and noticed that you have a talent for this style of work.

WHAT'S YOUR PERSONALITY?

You are confident, quick to speak up, and reluctant to use force when personality will do.

Your confidence usually doesn't go quite as far as arrogance, but it might be seen as that on first glimpse. Your team has learned to trust your instincts, but it was hard going to convince a military squad that talking can be a powerful weapon.

WHAT ARE YOU DOING RIGHT NOW?

Your skills and training have made you the "Face" of Tango Squad. You've talked your way out of trouble on a half dozen planets, and talked your way into trouble just as often.

You're not leading the mission. Especially on a mission like this, you think that's just plain wrong.

WHAT ARE YOUR GOALS?

Accomplishing the mission objectives is primary, obviously. But if you could manage to show the higher-ups that you can handle this sort of thing well using your own tactics, maybe you could get a promotion, or a move over into Intelligence. Being a spy would be awesome.

You aren't above "putting your own spin" on your orders if you think you can accomplish things better or speed up the operation. After all, they've got your back if things don't work out, right? Right?

SPECIAL NOTES:

Osen and Mell are a bit too hardcore military for you. This kind of mission calls for something a bit more classy. You'll have to convince them, or possibly take things into your own hands.

Cal Vesna and Salmo are useful support techs. Getting closer to them is always going to pay off later.

Don't be afraid to play up the attitude and "confidence".

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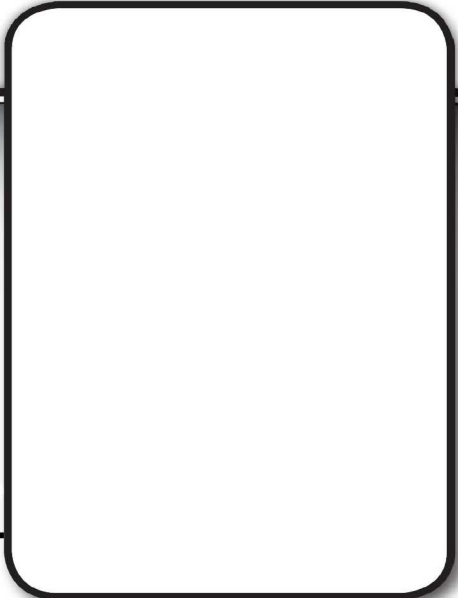
Character Name

Gender / Species

Age Height Weight

Type

Move Player Name



Dexterity 3D

Dodge 4D
Blasters 4D

Perception 2D+2

Investigation 3D+2
Persuasion 3D+2

Notes (Racial Abilities, Etc)

Knowledge 3D+1

Law Enforcement 4D+1

Strength 2D+2

Punch Damage 1D

Equipment

Mechanical 2D+2

Technical 3D+2

Computer Tech 4D+2
Droid Tech 4D+2

Char Pts

Armor

vs. Physical: vs. Energy:
Dex Penalty:
Locations:

Ranged Wpn

Damage: Skill Used:
Rate of Fire: Rate of Fire:
PB S M L

Melee Weapon

Damage: Max Dmg
Difficulty:

Armor

vs. Physical: vs. Energy:
Dex Penalty:
Locations:

Ranged Wpn

Damage: Skill Used:
Rate of Fire: Rate of Fire:
PB S M L

Body Pts:

Body Pts Remaining:

Stunned	Wounded	Severely Wounded	Incapacitated	Mortally Wounded
24	17	11	5	2

Status

Salmo Keld

WHO ARE YOU?

26 year old Human Rebel Commando - Digital Access Specialist

WHAT'S YOUR HISTORY?

What a great job! Getting paid to travel all over the galaxy and hack stuff? It's like a dream. Of course, it often involves shooting your way into and out of places, but that's something you can handle because of the incredible tech you have access to. Your schoolmates would never believe it.

WHAT'S YOUR PERSONALITY?

You've loved working with computers ever since you can remember. You love new challenges and can get distracted by an interesting problem over a useful one. You wouldn't necessarily call yourself a genius, but you wouldn't blush if others did.

WHAT ARE YOU DOING RIGHT NOW?

Most Tango Team mission involve some sort of security or computer system work. There's always something new, whether it's high level Imperial encryption or Hutt safecracking. You back up Ozen and Mell as an infantryman, doing what needs to be done to whoever needs it done to them.

WHAT ARE YOUR GOALS?

"Accomplish the mission" is always your primary goal. You're usually assisting as the others accomplish the main mission, but for this one you might just get some glory time. That'd be cool.

The more you can learn about various computer and security systems, the better your odds for a transfer to even more exciting work. Of course, downloading interesting data that might be useful later is always a plus.

SPECIAL NOTES:

You like the military life, but often Mell to be too intense for your taste. He's good guy, he cares for his people, but you aren't all hardcore army and he needs to back off sometimes. You often work closely with Cal, and have a good friendship based on your common like of tech and obscure alien snack food.

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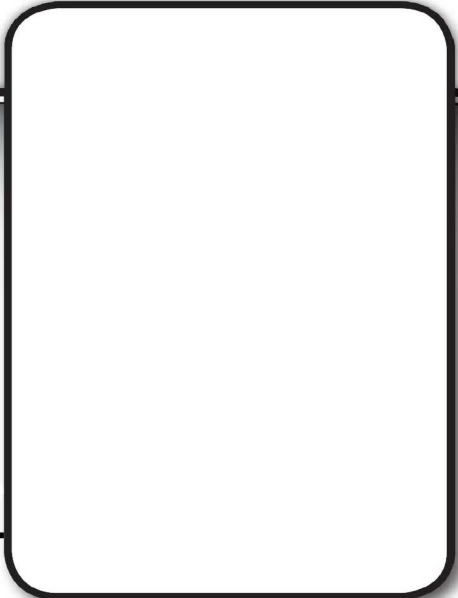
Character Name

Gender / Species

Age Height Weight

Type

Move Player Name



Dexterity 2D+2

Dodge
 Melee Combat
 Blasters

Perception 2D+2

Intimidation

Notes (Racial Abilities, Etc)

Knowledge 3D

Streetwise

Strength 4D

Athletics

Equipment

Mechanical 3D+1

Freefall

Technical 2D+1

Char Pts

Armor

vs. Physical: vs. Energy:
 Dex Penalty:
 Locations:

Ranged Wpn

Damage: Skill Used:
 Rate of Fire: Rate of Fire:
 PB S M L

Melee Weapon

Damage: Max Dmg
 Difficulty:

Armor

vs. Physical: vs. Energy:
 Dex Penalty:
 Locations:

Ranged Wpn

Damage: Skill Used:
 Rate of Fire: Rate of Fire:
 PB S M L

Body Pts:

Body Pts Remaining:

Stunned	Wounded	Severely Wounded	Incapacitated	Mortally Wounded
31	23	15	7	3

Status

Ozen Kalem

WHO ARE YOU?

29 year old Weequay Rebel Commando

WHAT'S YOUR HISTORY?

As a young Weequay with no special skills, the Hutt Cartels seemed to be an obvious place to end up. But the idea of spending your days collecting drug debts for a slug just seemed... pointless. When the Rebellion came recruiting, you jumped at the chance to put your natural muscle to work doing something a bit more useful. You've been happily employed for 7 years now, watching the Rebellion grow, and waiting for the chance to really strike an effective blow.

WHAT'S YOUR PERSONALITY?

You are used to being the strongest person in the room, and you are used to looking fierce enough to not have to prove it. Anyone who gets to know you, however, knows that you have a keen intellect and a sharp wit. You love puns, wordplay and practical jokes, and never miss an opportunity to supply one. You love seeing the eyebrows raise on someone who has obviously written you off as a brute. Anyone underestimating you is going to be sorely surprised. Or they'll be broken and dead so they won't care.

WHAT ARE YOU DOING RIGHT NOW?

You are the "muscle" of Tango Squad. There's a role for finesse and discretion in the work that you do, but sometimes things just need to be punched. You're a soldier, through and through. You assist Mell in providing support and cover for the specialists to do their jobs, and you provide jack-of-all-trades support, doing whatever needs to be done for Tango.

WHAT ARE YOUR GOALS?

Accomplishing the mission objectives is primary, obviously. You aren't terribly interested in doing anything else. You have risen to a level that lets you do what you do best in the service of a noble ideal. How freaking cool is that?

SPECIAL NOTES:

You love the military, and you love working for Mel. Mel's a bit of a hardass sometimes, but sometimes the techs need to be brought in line.

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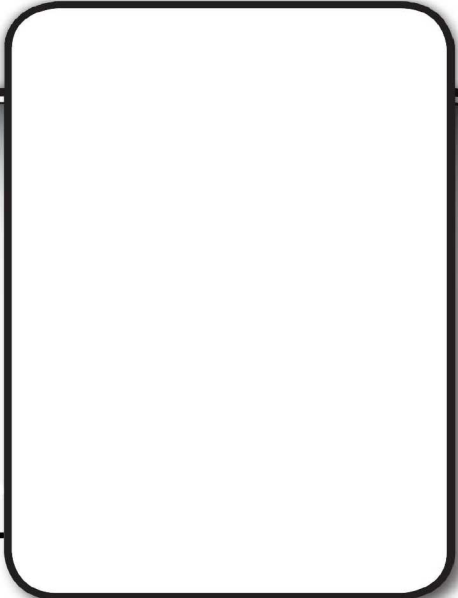
Character Name

Gender / Species

Age Height Weight

Type

Move Player Name



Dexterity 3D+2

Blaster
Dodge

Perception 3D+1

Sneak

Notes (Racial Abilities, Etc)

Knowledge 2D+1

Tactics

Strength 3D+2

Athletics

Equipment

Mechanical 2D+2

Ship Systems
Freefall

Technical 2D+1

Punch Damage 2D

Char Pts

Armor

vs. Physical: vs. Energy:
Dex Penalty:
Locations:

Ranged Wpn

Damage: Skill Used:
Rate of Fire: Rate of Fire:
PB S M L

Melee Weapon

Damage: Max Dmg
Difficulty:

Armor

vs. Physical: vs. Energy:
Dex Penalty:
Locations:

Ranged Wpn

Damage: Skill Used:
Rate of Fire: Rate of Fire:
PB S M L

Body Pts:

Body Pts Remaining:

Stunned

Wounded

Severely Wounded

Incapacitated

Mortally Wounded

Status

Mell Lucinius

WHO ARE YOU?

62 year old Aqualish Rebel Commando - Tango Team Coordinator, Overwatch

WHAT'S YOUR HISTORY?

Your family was broken apart by the Imperials when they occupied your home planet, so the Rebellion seemed a natural place for you to end up. You can shoot, run and put 2 words together so they made you a Team Leader.

WHAT'S YOUR PERSONALITY?

The Rebellion is your life. Every day the Imperials are in power is a day that more people's families die and more worlds are ruined. You are driven and focused on completing the missions that the Rebellion puts in front of you as cleanly and directly as possible so that you can get back and take another. You don't have much of a social life, because you spend your time studying and honing your various skills. Ozen is pretty much your only friend. Most other people find you a bit too intense.

WHAT ARE YOU DOING RIGHT NOW?

You are leading Tango Team. It's not pure "military" in terms of hardcore chain of command and "Yes sir, no sir", but you wish it was. Tango is a group of specialists that do missions together, and sometimes specialists need some special care to get them to do their jobs. It'd be easier to order them to do their jobs at gunpoint, but that seldom works. You find yourself needing to use your "soft skills" more and more often, much to your frustration.

You also provide "Overwatch" and are the team's firearms specialist. Often you are the only well-armed member on a mission.

WHAT ARE YOUR GOALS?

Accomplishing the mission objectives is primary, obviously. Keeping this group of loose cannons all firing in the same direction can be a real challenge. They're all very good at what they do, you have to give them that. Your major role is giving them the time and space they need to do the job while keeping the enemy off their backs. That and cleaning up after they are done...

SPECIAL NOTES:

Ozen is a good friend. You have served together since you joined the Rebellion. Soranal is a pain in the ass, but seems to have a sort of charisma that you lack, and he's saved the team a number of times so you try to cut him some slack, but you worry that he's going to go too far some day. The two techs, Salmo and Cal, are kids with toys, and you have to watch them pretty closely.

“The only good Imperial is an Imperial slowly dying in agony.”

Mech Tech.

**Calanalaurae
"Cal" Vesna**

**Calanalaurae
"Cal" Vesna**

Mech Tech.

“The only good Imperial is an Imperial slowly dying in agony.”

“Violence is the last resort of ugly people.”

Soronal Jude

The Face.

Soronal Jude

The Face.

“Violence is the last resort of ugly people.”

“Just give me an access terminal
and ten minutes...”

Digital Wizard.

**Salmo
Keld**

**Salmo
Keld**

Digital Wizard.

“Just give me an access terminal
and ten minutes...”

“I like you. You make me laugh,
so I won't feed you your feet.”

The Muscle.

**Ozen
Kalem**

**Ozen
Kalem**

The Muscle.

“I like you. You make me laugh,
so I won't feed you your feet.”

“Soldier, shut up and soldier.”

Team Leader. Overwatch.

**Mell
Lucinius**

**Mell
Lucinius**

Team Leader. Overwatch.

“Soldier, shut up and soldier.”