Star Wars: Tango Team

A 4-hour Adventure by Kirby Gehman

Designed for One-Shot or Convention Play

Introduction

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

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 fired from a holdout pistol,

Overview

Shortly before the Battle of Yavin (Destruction of the First Death Star) the PCs are a Rebel Special Forces unit, composed partly of military personnel and partly of non-military specialists in computers, hardware and "psycho-social skills". The PCs are 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 the building and the system.

Overall Structure

The adventure includes an in media res opening scene, and then a flashback to the briefing for the mission. The PCs and the GM are then left to improvise the adventure until the GM ties things back to a central point to reveal the "twist" at the halfway mark of the adventure. There is a setup for the large Grand Ball, and again the PCs and GM are left to their own devices until the GM determines it's time to trigger the final "run for the exit".

I will provide the scripted/prepared parts of the adventure, and list the ways that the three different parties filled in the improvised spaces between them, so GMs can see how I dealt with the unknown and have some ideas to hang their own version of this adventure on.

Rules and Mechanics

Characters have skills and attributes listed. Normal "roll over a GM-set value using the number of 6-sided dice listed for your skill" WEG rules are used. Players who don't have a skill use the value of the attribute that the skill is ordinarily listed under. For example if a player does not have "Blaster" then they use "Dexterity" to shoot.

The Wild Die - Players always include one differently coloured die in their rolls. This die is part of the normal dice count and is not an extra die added to the pool. If the player is rolling 3D, roll two dice the same colour and one differently coloured, for example. If the "wild die" rolls 2-5, then it is a normal roll and all pips are added up normally. If the wild die rolls a 1, then the pips are added up normally and the value reported to the GM, but the Wild 1 indicates that something interesting but bad happens. A Wild 6 indicates that something interesting but good happens. Note that a character can fail a roll but still have something good happen on a Wild 6. This mechanic means that something unexpected and interesting happens 1 out of 3 rolls, which helps keep the tone of the Star Wars and Indiana Jones style movies. Use these Wild Die rolls to create new opportunities for your players to solve problems and be creative.

Examples of Wild Die rolls: A Wild 6 on a blaster shot could result in the target's helmet being blown off losing them communications, or the shot could hit a control panel that locks the door that reinforcements were arriving through, or the shot could set off the firefighting systems filling the room with foam giving the PCs a chance to escape. A Wild 1 on a blaster shot could result in a ricochet that shoots out the lights in the room, or it could activate a thermal detonator on the target's belt (at very close range to the shooter), or the pistol could be out of tibanna gas after this shot. Note that none of the effects are dependent of success or failure. The shot could hit or miss and still have any of these effects happen. A Wild 6 on a data access roll could get the data the PC wants, but also give up starship schedules and plans for senior officer movements. A Wild 1 could mean that they get the data they want, but half of it is unreadable, or their access codes are logged, or they short out the terminal that they are at and need to find another. None of them are instant problem solvers or breakers, they just add interesting twists.

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. This 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 now happen to have the information or hardware that they previously didn't have. Preparation Points aren't meant to completely solve a problem (they aren't magical get out of jail free tokens) but they add a twist to the current problem in the PCs favour. An example might be that the PCs flash back to the briefing where they study the blueprints to find ventilation shafts going to the location they need, but the shafts are dangerous to move through, or they require going to a dangerous/difficult area to access. One player "remembered" to bring a small EMP grenade to cause a distraction during a critical point. One

PC asked for a full bio of the major NPCs, which she used to prepare to impersonate Horne. The Preparation Points need to be useful and make the players feel clever in their planning, but not simply bypass a significant obstacle for free.

The Adventure - 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 members: the face, the slicer, the engineer, the career soldier leader, 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. An employee at the Casino has informed the Rebellion that there will be a large transfer of data happening at the Casino. 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. 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.

- 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.

Adventure - Scene by Scene

Welcome and Rules Introduction

When everyone had arrived and chosen a character, I went through the basics of dice rolling and Wild Die and went through the character sheet to describe what all the numbers meant. I also laid out the game contract, where I described my table rules (No gore, no torture, no sex, etc) and described the tone of the game, which was over-the-top action like Star Wars and Indiana Jones, with some comedy but avoiding silliness. I also mentioned that I had a few pre-written parts to set up the mission and background, but that we would be making the entire story up together for the most part. This took 10 minutes tops.

The Drop

[reading aloud or paraphrasing] 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 Team.

[CUE STAR WARS THEME MUSIC] (All 3 tables sang the entire theme unprompted once I mentioned this)

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 it accelerates off into the night sky.

The wind grabs at your jumpsuit as you starfish and gain control of your fall. A kilometer below you is the dark surface of the ocean, visible only when the moon 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.

2:1 Glide ratio is easy enough. You've done harder. Landing on the top of a tall building while avoiding antennas and machinery, and limiting grav belt use to avoid detection of the energy signatures still won't be fun. The pounding rain makes it less so.

Stop to ask the group how they are arranged, and how they want to perform the landing. If necessary, Prompt the player playing Mell to take some leadership and lay out a landing order and any other special instructions. Note that the players can talk to each other the whole time through implanted communication units. 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). 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. Wild 1's tear a piece of their wingsuit and flip upside down or begin to corkscrew. Team members may make rolls to assist, which is a fun bit of introductory team building. Again, this scene isn't meant to be dangerous, just tense. Don't kill anyone here.

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.

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. Failing the second but passing the first could mean slipping on the gravel or rolling on the landing or bumping an antenna or something minor. Failing both 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.

The players now have an idea of how checks work, and are kind of 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…

Mission Briefing

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 were just shown to the players and 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 people to hang their own imaginations on. They are not maps of the area. I left pictures of Rhugo and Horne on the table (they are pretty intimidating and lend some gravity to their scenes), along with the tower diagram.

[Read aloud or paraphrase]

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 six of you sit in the theater alone.

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

A map of the Galaxy shows up on the holoscreen, [show galactic map, point out a few common Star Wars planets like Tatooine and Coruscant if you like, point out Talcene Sector] then zooms in to Talcene Sector [show Talcene Sector Map], and then in to the planet Torrad [point to it on the sector map], then in past wispy cloud cover to the only small continent is 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.

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 prevent the Imperials from getting away with it.

The data will be brought aboard Disruptor [show image of Disruptor], a Vigil Class Corvette commanded by Commodore Sarah Horne [place Horne's picture in the middle of the table], one of the Empire's best and brightest. She's bringing the data to Beravi Rhugo [place Rhugo's picture beside Horne's on the table], one of their most ruthless. He'll be aboard the Ravager, [show picture of the Ravager] a Venator class Star Destroyer. 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 [show picture of transport] will drop you at 6 thousand feet at get the hell out of there. You'll freefall to the top of the tower and enter the facility. Once you are in the building, it will be your responsibility [indicate Salmo] to forge credentials and ensure that your team can operate freely in the building as guests. You will have to enter the data core, extract the data, wipe it and get out. You are not, repeat NOT, to engage with Horne or, Flitchee forbid, 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 transport 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.

Common answers:

- Horne will drop the data off as soon as she arrives. Rhugo will arrive and they will spend a few days overlapping at the Casino. As Rhugo leaves, he will pick up the data from the Casino Data Core.
- No weapons are allowed on guests or staff at the casino.
- PCs shouldn't be told what the data is other than that it is engineering data.

Post-Briefing

[read aloud or paraphrase] *This is a very, very large room, a hundred meters or more across, with a ceiling about 7 meters high. 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 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. It's essentially a work space for the building maintenance crew.

There are four exits that you can see, marked with red glow plates, equally spread through the room. They are what look like small room with grav lift doors in the side.

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 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…)

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 any group did was to hack the elevator system so the PCs could use them without access badges.

Locations 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 they also had complete flexibility. The core is a death-star like vertical shaft in the center of the building [show the image 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 (just to add interest).

The Twist

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

Once they get to the core, PCs investigating the computer will find this data (and the hard copy disks that Horne brought) is now corrupt and unreadable. On 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 (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 ball - Dagian". It's from a Twi'lek named Othomann Dagian, who is the Casino manager (a flamboyant ex-child star from the holovid). Dagian has made a copy of the data and has it for Tango. 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 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, the Next Night

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, they loved 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, a green sphere the size of a baseball with no obvious method of drinking). 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 75% Imperial officers on leave and 25% 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 (Imperial Security Bureau - spy hunters) agents in dress whites. 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 there as well as two feared ISB agents.

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 groups 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 Imperials will be disconcerted by this and demand they 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 and introduce him. The PCs will hopefully have worked out what is going on at this point, have their slicer check Casino records for the droids 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 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, so the PCs should take this as a hint to run. If they still don't, have one of the ISB agent shout for them to "Halt!" or something, to trigger the flight. They start to go after the PCs, who race to the elevators, and head for the hangar. So far, every party I've run though this has commandeered the elevator system (via slicing) early on in the session, so they can delay the ISB agents.

This can be touchy. 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]

They race through the warehouse area towards their exit, when huge pressure doors close well in front and behind, and the area started 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.

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. 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.

They will need to find which droid is QG-4. Some groups just called out to see which droid responded to the name, but some went to look at each droid to read the serial numbers. I said there were 11 droids spread out, each PC could look at 1 droid per round, and for the first one they needed to roll a 12 on 2d6, for the second one they had to roll an 11+ on 2d6, for the third they needed a 10+ on 2d6 and so on, in order for that to be the right droid. This resulted in a countdown mechanic where the stormtroopers were getting closer (moving forward and taking cover a few at a time), the PCs still needed to get into underwater gear, and they were racing around frantically looking at droids to find the right one. It was so fun I'd probably not have the droids respond to their names anymore, forcing this to happen. 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 get out to the waiting ship on the sea floor before the Stormtroopers get close enough to start doing any real damage.

Fly Away Home

The PCs reach the ship, it powers up and they are greeted by the pilot. They blast, clear the water and make for orbit. (All of the groups 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 ships in orbit, but I just narrated the pilot dodging and avoiding, and then they make hyperspace. Screen wipe.

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 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:

0:15 in - finished welcome, intro, and teaching rules
1:30 in - start to access computer core area
2:00 in - break (right after the computer corruption reveal)
2:15 in - ballroom scene
3:15 in - get to exit hangar
4:00 in - 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 NPCs - Randomly generated with some random 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.

Twi'lek named Othomann Dagian who has the characteristics of Secretive. and Anything is a legitimate area of investigation.

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.

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.

Images

Briefing Images:

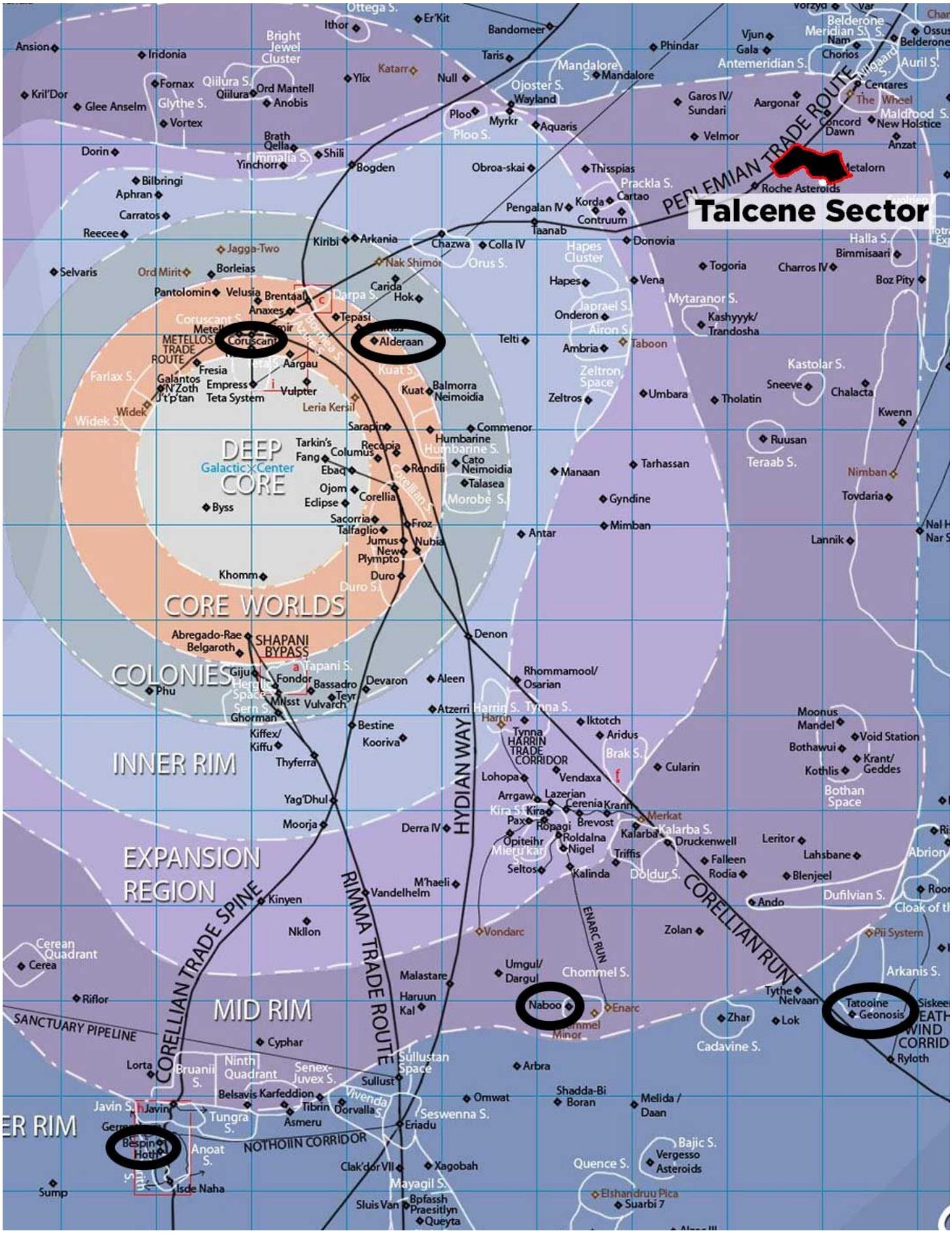
- Galaxy Map - with common locations circled for context, and Talcene Sector highlighted.
- Talcene Sector Map - with planets and hyperspace travel times (in hours)
- Casino Tower Diagram
- Commodore Sarah Horne
- Vigil Class Corvette
- Moff Beravi Rhugo
- Venator Class Star Destroyer
- Kom'rk Class Fighter/Transport

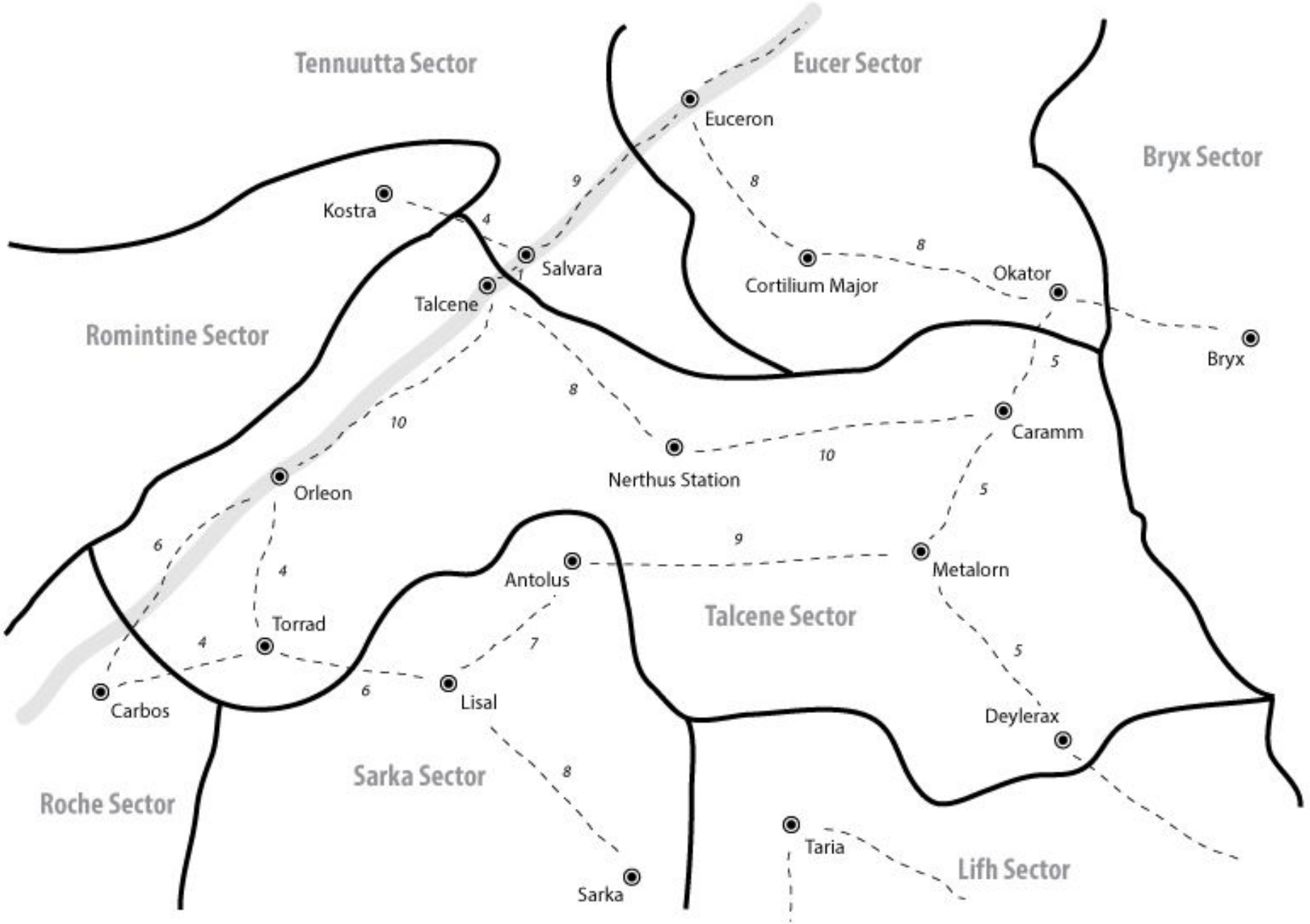
Inspiration Images:

- Data Core
- Ball Room Image
- Hangar Image

NPCs:

- Othomann Dagian
- QG-4, an ASP Series Droid


Talcene Sector
PERLEMIAN TRADE ROUTE
Roche Asteroids
Metalorn
Ottega S.
Er'Kit
Ithor
Bandomeer
Bright Jewel Cluster
Ansion
Iridonia
Fornax
Qiilura S.
Qiilura
Ord Mantell
Anobis
Glythe S.
Vortex
Kril'Dor
Glee Anselm
Katarr
Ylix
Null
Taris
Mandalore S.
Mandalore
Ojoster S.
Wayland
Myrkr
Ploo
Ploo S.
Aquaris
Phindar
Vjun
Gala
Antemeridian S.
Belderone
Meridian S.
Nam
Chorios
Ossus
Belderone
Auril S.
Centares
The Wheel
Maldrood S.
New Holstice
Concord Dawn
Anzat
Garos IV/ Sundari
Aargonar
Velmor
Brath
Qella
Immalia S.
Shili
Yinchorr
Bogden
Dorin
Bilbringi
Aphran
Carratos
Reecee
Obroa-skai
Thisspias
Prackla S.
Cartao
Korda
Pengalan IV
Contruum
Taanab
Kiribi
Arkania
Chazwa
Colla IV
Orus S.
Donovia
Hapes Cluster
Halla S.
Bimmisaari
Jagga-Two
Nak Shimon
Selvaris
Ord Mirit
Borleias
Pantolomin
Velusia
Brentaal
Darpa S.
Carida
Hok
Anaxes
Tepasi
Hapes
Vena
Togoria
Charros IV
Boz Pity
Mytaranor S.
Kashyyyk/ Trandosha
Japrael S.
Onderon
Airon S.
Taboon
Ambria
Telti
Coruscant S.
Coruscant
METELLOS TRADE ROUTE
Alderaan
Aargau
Fresia
Galantos
N'Zoth
J't'p'tan
Empress
Teta System
Vulpter
Leria Kersil
Kuat S.
Kuat
Balmorra
Neimoidia
Zeltron Space
Zeltros
Umbara
Tholatin
Kastolar S.
Sneeve
Chalacta
Kwenn
Widek
Widek S.
Sarapin
Commenor
Humbarine
Humbarine S.
Ruusan
Teraab S.
Nimban
Tovdaria
DEEP CORE
Galactic Center
Tarkin's Fang
Columus
Recopia
Ebaq
Rendili
Cato Neimoidia
Talasea
Morobe S.
Manaan
Tarhassan
Ojom
Eclipse
Corellia
Corellian S.
Gyndine
Byss
Sacorria
Talfaglio
Froz
Jumus
Nubia
New Plympto
Antar
Mimban
Lannik
Khomm
Duro
Duro S.
CORE WORLDS
Abregado-Rae
Belgaroth
SHAPANI BYPASS
Denon
COLONIES
Giju
Fondor
Tapani S.
Bassadro
Devaron
Aleen
Rhommamool/ Osarian
Phu
Hergli Space
Sern S.
Milsst
Vulvarch
Teyr
Ghorman
Atzerri
Harrin S.
Tynna S.
Iktotch
Aridus
Moonus Mandel
Void Station
Bothawui
Krant/ Geddes
Kothlis
Bothan Space
Kiffex/ Kiffu
Bestine
Kooriva
Thyferra
INNER RIM
HYDIAN WAY
Tynna
HARRIN TRADE CORRIDOR
Brak S.
Cularin
Lohopa
Vendaxa
Arrgaw
Lazerian
Cerenia
Krann
Kira S.
Kira
Pax
Ropagi
Brevost
Merkat
Kalarba S.
Kalarba
Druckenwell
Leritor
Lahsbane
Abrion
Yag'Dhul
Moorja
Derra IV
Opiteihr
Roldalna
Nigel
Mieru Kar S.
Triffis
Falleen
Rodia
Blenjeel
Seltos
Kalinda
Doldur S.
EXPANSION REGION
M'haeli
Vandelhelm
Kinyen
Nkllon
RIMMA TRADE ROUTE
CORELLIAN TRADE SPINE
CORELLIAN RUN
Ando
Dufilvian S.
Cloak of th
Vondarc
ENARC RUN
Zolan
Pii System
Cerean Quadrant
Cerea
Umgul/ Dargul
Chommel S.
Arkanis S.
Malastare
Haruun Kal
Naboo
Enarc
Tythe
Nelvaan
Tatooine
Geonosis
Riflor
MID RIM
SANCTUARY PIPELINE
Zhar
Lok
Cadavine S.
Cyphar
Sullustan Space
Sullust
Arbra
Ryloth
Lorta
Bruanii S.
Ninth Quadrant
Senex-Juvex S.
Belsavis
Karfeddion
Tibrin
Dorvalla
Vivenda S.
Omwat
Shadda-Bi Boran
Melida / Daan
Javin S.
Javin
Tungra S.
Asmeru
Seswenna S.
Eriadu
ER RIM
Bespin
Hoth
Anoat S.
NOTHOIIN CORRIDOR
Bajic S.
Vergesso Asteroids
Clak'dor VII
Xagobah
Quence S.
Isde Naha
Sump
Mayagil S.
Elshandruu Pica
Suarbi 7
Sluis Van
Bpfassh
Praesitlyn
Queyta


Tennuutta Sector
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Talcene Sector
Sarka Sector
Roche Sector
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Euceron
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Cortilium Major
Okator
Bryx
Caramm
Nerthus Station
Orleon
Antolus
Metalorn
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Carbos
Lisal
Deylerax
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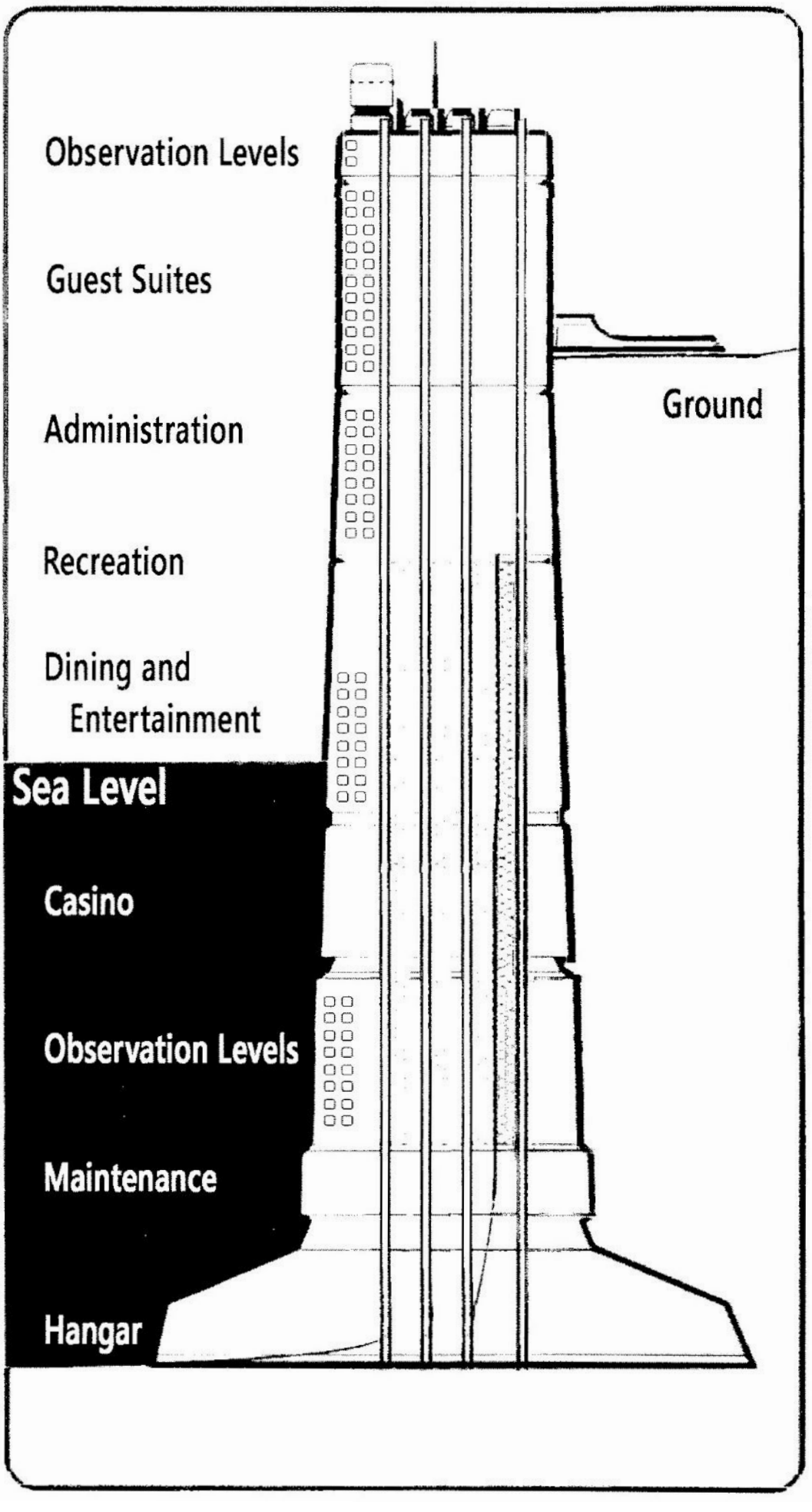
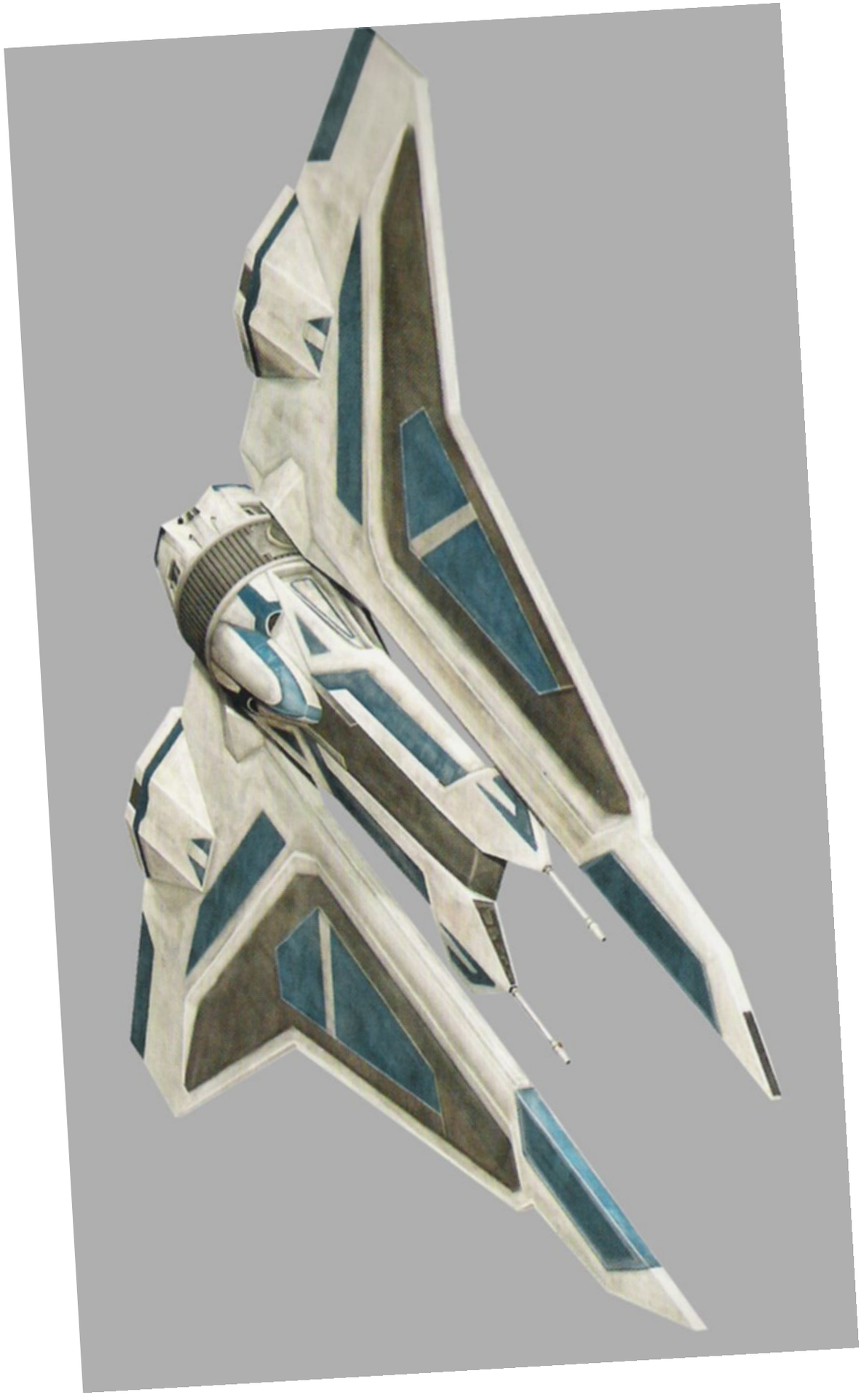
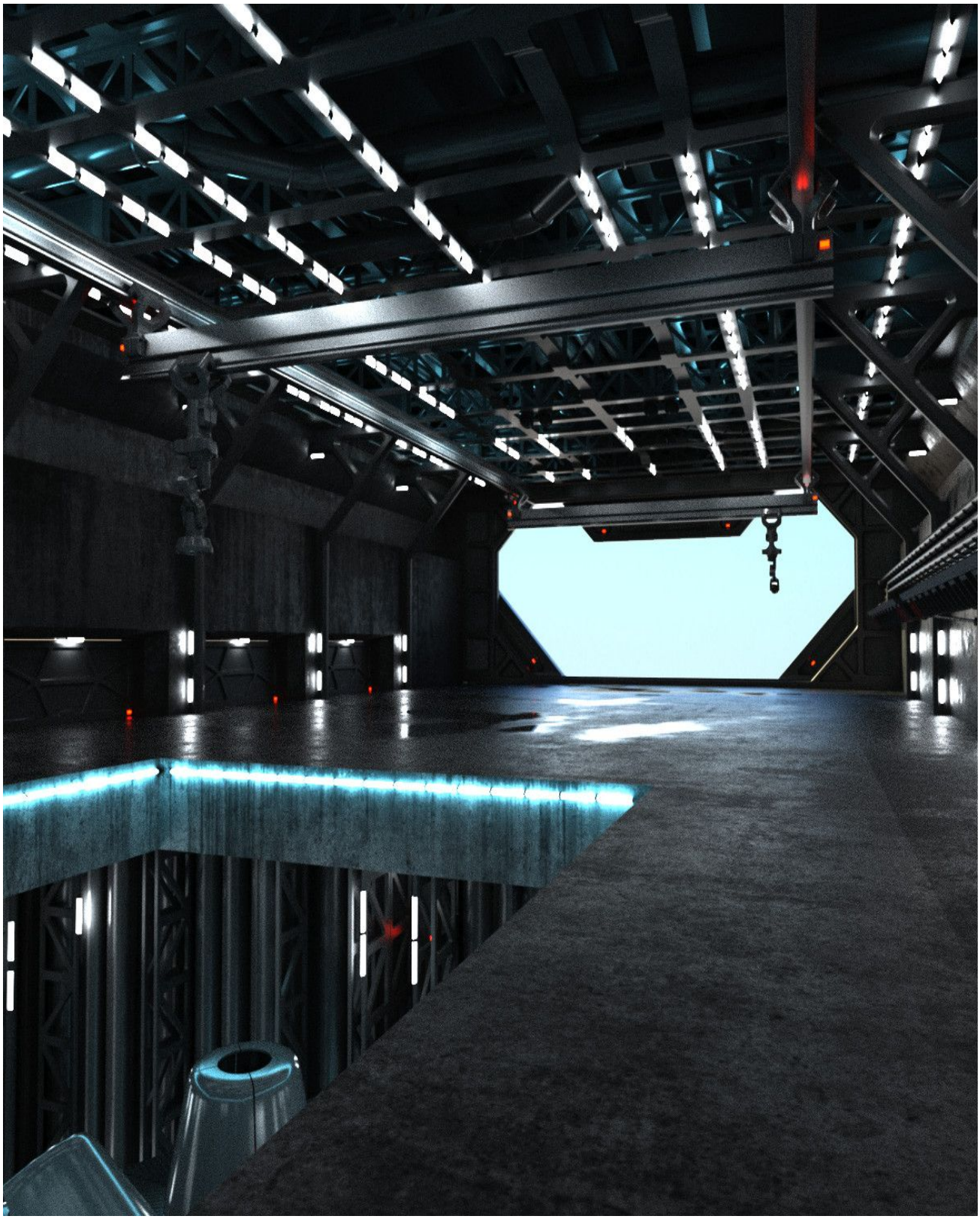

Observation Levels
Guest Suites
Administration
Recreation
Dining and
Entertainment
Sea Level
Casino
Observation Levels
Maintenance
Hangar
Ground

Commodore
Sarah Horne

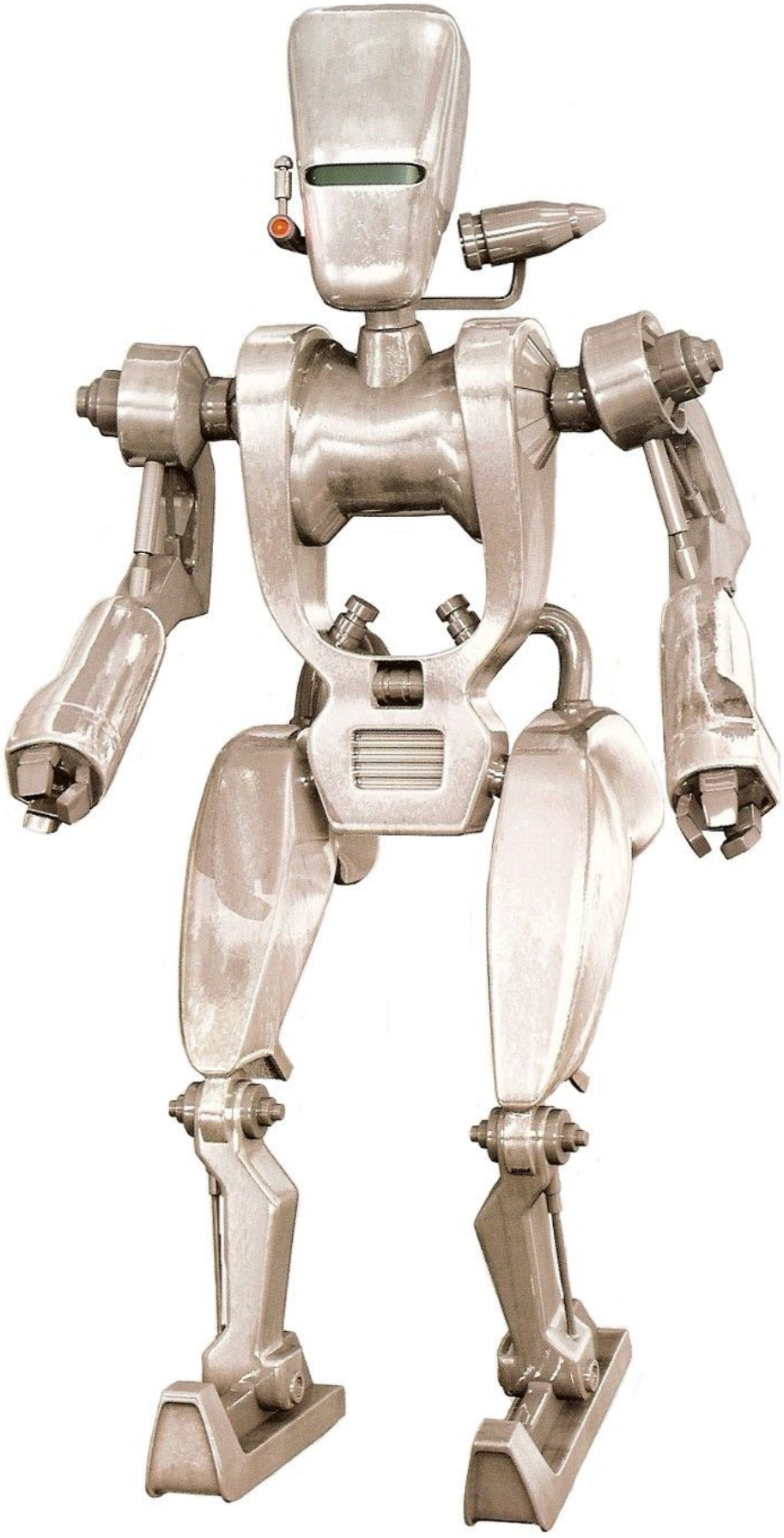
Moff Beravi Rhugo



BioWare
MASS EFFECT 3



Othomann Dagian
Casino Manager



Fold Cards

Print the following pages on card stock and fold them in half. Put them on the table in front of your players so they can see their characters, and others can have a capsule description of them.

There is a male and a female version of each character, except for Mell. Who knows what the differences are between Aqualish genders?

Calanalaurae "Cal" Vesna

Mech Tech.

"The only good Imperial is an Imperial slowly dying in agony."

Calanalaurae "Cal" Vesna

Mech Tech.

"The only good Imperial is an Imperial slowly dying in agony."

Calanalaurae "Cal" Vesna

Mech Tech.

"The only good Imperial is an Imperial slowly dying in agony."

Calanalaurae "Cal" Vesna

Mech Tech.

"The only good Imperial is an Imperial slowly dying in agony."

Mell Lucinius

Team Leader. Overwatch.

"Soldier, shut up and soldier."

Mell Lucinius

Team Leader. Overwatch.

"Soldier, shut up and soldier."

Ozen Kalem

The Muscle.

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

Ozen Kalem

The Muscle.

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

Ozen Kalem

The Muscle.

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

Ozen Kalem

The Muscle.

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

Salmo Keld

Digital Wizard.

"Just give me an access terminal and ten minutes..."

Salmo Keld

Digital Wizard.

"Just give me an access terminal and ten minutes..."

Salmo Keld

Digital Wizard.

"Just give me an access terminal and ten minutes..."

Salmo Keld

Digital Wizard.

"Just give me an access terminal and ten minutes..."

Soronal Jude

The Face.

"Violence is the last resort of ugly people."

Soronal Jude

The Face.

"Violence is the last resort of ugly people."

Soronal Jude

The Face.

"Violence is the last resort of ugly people."

Soronal Jude

The Face.

"Violence is the last resort of ugly people."

STAR WARS

TANGO SQUAD - JIMCON 2016

Character Name	Calanalaurae Vesna
Gender / Species	Human
Age	23
Height	5'9"
Weight	165lbs
Type	Mechanical Technician
Move	10
Player Name	

Dexterity 2D+2

Blasters	3D+2
Dodge	3D+2
Martial Arts	3D+2

Perception 3D+1

Knowledge 2D+1

Strength 3D

Punch Damage 2D

Mechanical 3D+1

Freefall	4D+1

Technical 3D+1

First Aid	4D+1
Personal Tech	4D+1
Security Systems	4D+1

Notes (Racial Abilities, Etc)

Equipment

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	Wounded	Severely Wounded	Incapacitated	Mortally Wounded
22	16	10	5	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

TANGO SQUAD - JIMCON 2016

Character Name	Mell Lucinius
Gender / Species	Aqualish
Age	62
Height	5'10"
Weight	160lbs
Type	Tango Team Coordinator
Move	10
Player Name	

Dexterity 3D+2

Blaster	4D+2
Dodge	4D+2

Perception 3D+1

Sneak	4D+1

Knowledge 2D+1

Tactics	3D+1

Strength 3D+2

Athletics	4D+2

Punch Damage 2D

Mechanical 2D+2

Ship Systems	3D+2
Freefall	3D+2

Technical 2D+1

Notes (Racial Abilities, Etc)

Equipment

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: 31

Body Pts Remaining:

Stunned	Wounded	Severely Wounded	Incapacitated	Mortally Wounded
24	18	12	5	2

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.

STAR WARS

TANGO SQUAD - JIMCON 2016

Character Name	Ozen Kalem
Gender / Species	Weequay
Age	29
Height	6'
Weight	210lbs
Type	Commando
Move	10
Player Name	

Dexterity 2D+2

Dodge	3D+2
Melee Combat	3D+2
Blasters	3D+2

Perception 2D+2

Intimidation	3D+2

Knowledge 3D

Streetwise	4D

Strength 4D

Athletics	5D

Punch Damage 2D

Mechanical 3D+1

Freefall	4D+1

Technical 2D+1

Notes (Racial Abilities, Etc)

Equipment

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: 39

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.

STAR WARS

TANGO SQUAD - JIMCON 2016

Character Name	Salmo Keld
Gender / Species	Human
Age	26
Height	5'10"
Weight	160lbs
Type	Digital Access Specialist
Move	10
Player Name	

Dexterity 3D

Dodge	4D
Blasters	4D

Perception 2D+2

Investigation	3D+2
Persuasion	3D+2

Knowledge 3D+1

Law Enforcement	4D+1

Strength 2D+2

Punch Damage 1D

Mechanical 2D+2

Technical 3D+2

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

Notes (Racial Abilities, Etc)

Equipment

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: 30

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.

STAR WARS

TANGO SQUAD - JIMCON 2016

Character Name	Soronal Jude
Gender / Species	Human
Age	25
Height	6'2"
Weight	180lbs
Type	Psycho-Social Specialist
Move	10
Player Name	

Dexterity 3D+2

Thievery	4D+2

Perception 4D

Con	5D
Forgery	5D

Knowledge 3D+1

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

Strength 2D+2

Punch Damage 1D

Mechanical 2D+1

Ships Systems	3D+1

Technical 2D

Notes (Racial Abilities, Etc)

Equipment

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: 31

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 - Pycho-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".