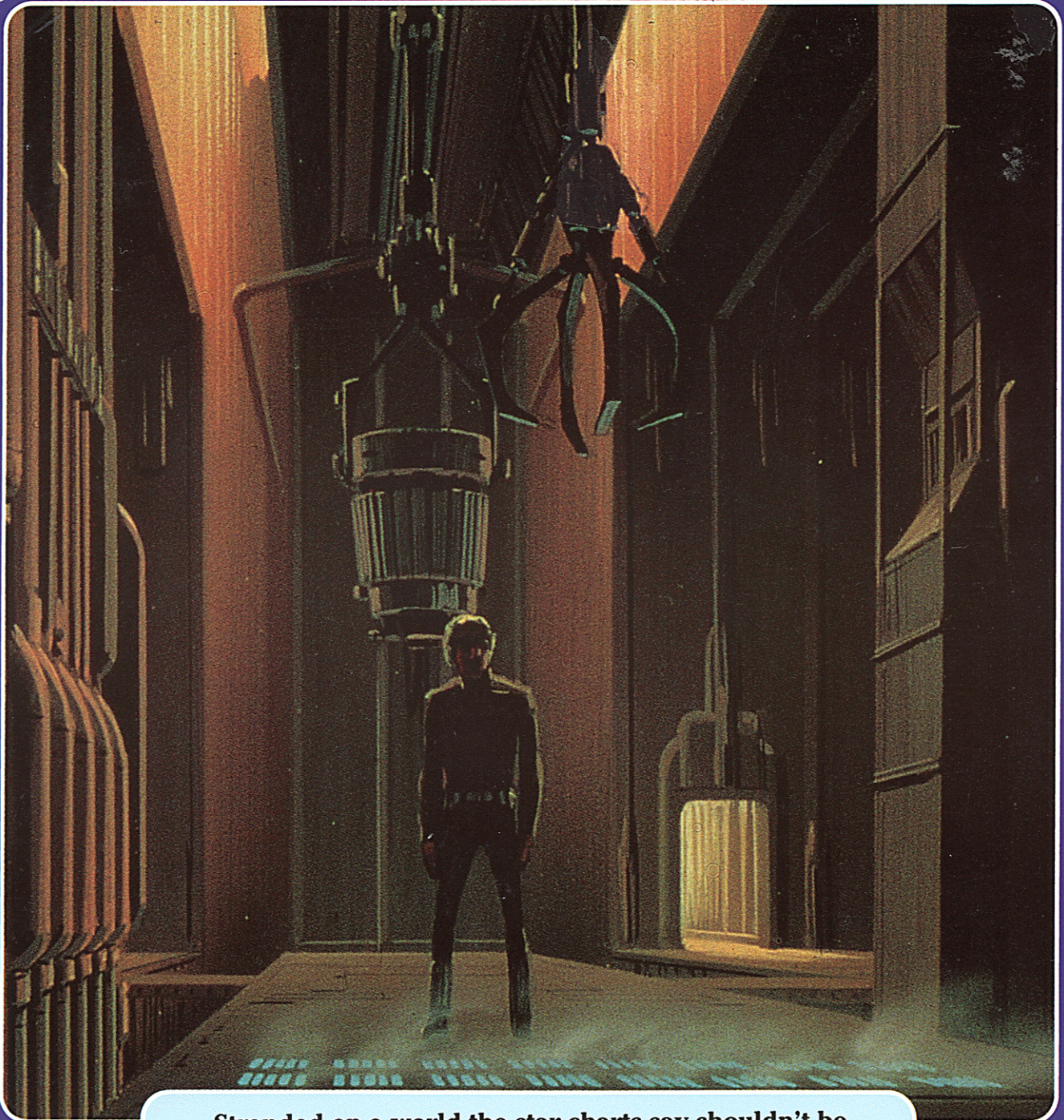


STAR WARS®

Planet of the Mists

An Adventure for use with *Star Wars: The Roleplaying Game*

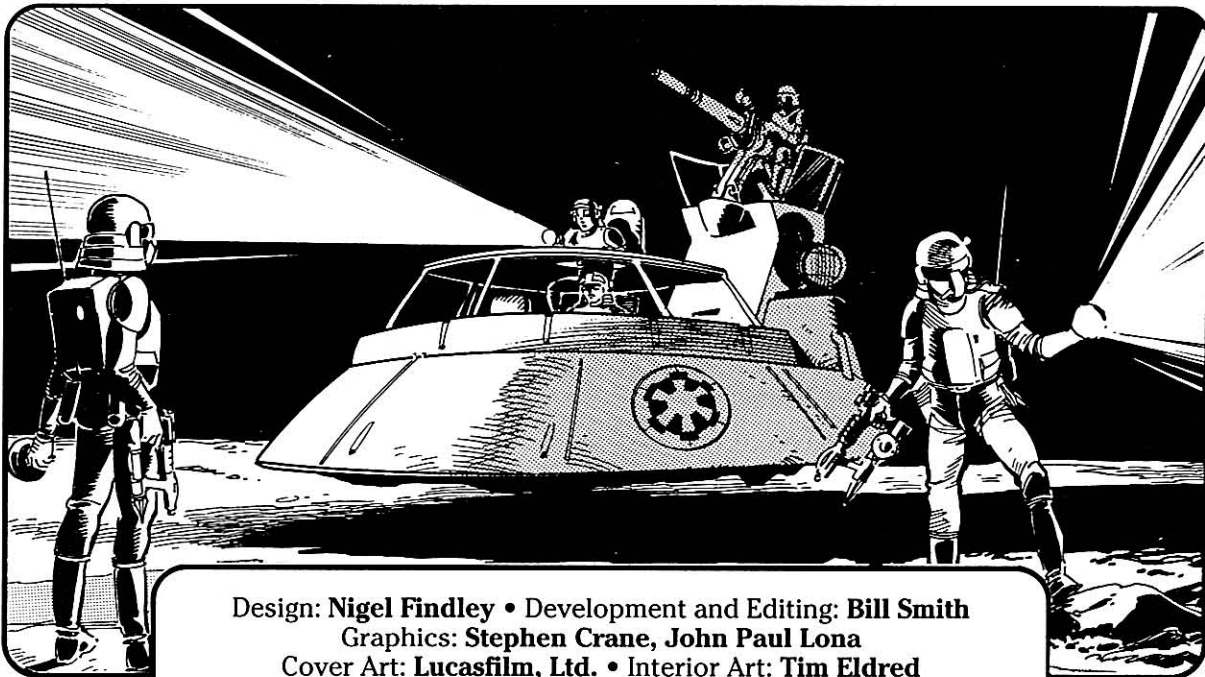


Stranded on a world the star charts say shouldn't be there, the Rebels are caught in a desperate struggle to save a dying race from the Empire!



STAR WARS®

Planet of the Mists



Design: **Nigel Findley** • Development and Editing: **Bill Smith**
Graphics: **Stephen Crane, John Paul Lona**
Cover Art: **Lucasfilm, Ltd.** • Interior Art: **Tim Eldred**

Playtesting and Advice: **Chuck Corey** (Jack Ellis, Kris Hall, Bob Hodurski, Dana Nardo), **Jeff Fisher** (Terry Appling, Lisa Bell, Rich Belcinski, David Collins, Michael Kelly, Tom Machuda, Jeff Shapiro), **Ivan Alexander Conan Garczynski** (David Apgar, Jenni Braunschweig, Peggy Kumbalek, John Marsack, Sharon Mentz, Clare Moran, Dave Pavestic, Charlie Thu), **Janelle Keberie** (Steve Cameron, Barbara Clark, Richard Clark)

Publisher: **Daniel Scott Palter** • Associate Publisher: **Richard Hawran**
Editors: **Greg Farshtey, Bill Smith, Ed Stark** • Art Director: **Stephen Crane**
Graphic Artists: **Cathleen Hunter, John Paul Lona** • Illustrator: **Allen Nunis**
Production Manager: **Steve Porpora** • Sales Manager: **Fitzroy Bonterre**
Sales Assistant: **Maria Kammeler-Kean** • Special Projects Manager: **Ron Seiden**
Warehouse Manager: **Ed Hill** • Treasurer: **Janet Riccio**

Published by



RD 3 Box 2345
Honesdale PA 18431

40049

Introduction

Space is vast enough to hide many secrets. And the Galactic Empire certainly has the power to keep many secrets. Now members of the Rebel Alliance have stumbled upon one: a hidden world, one that appears on no star charts. But can they survive long enough to pass the information on to their Alliance superiors? Or will their “unexplained disappearance” be yet another mystery associated with the fortunes of war?

Planet of the Mists is an adventure for use with *Star Wars: The Roleplaying Game*. It is designed for a group of six Rebel player characters and a gamemaster, but can be easily adapted for use with groups of different sizes.

Important!

If you want to be a player in this adventure, stop reading now. This book contains information for the gamemaster only. Reading the material before you play will only ruin the adventure for you and for everyone involved.

In this Adventure ...

... a group of Rebels are on their way to an Alliance base for new orders. Unexpectedly, their ship drops out of hyperspace, and is forced down on a planet that appears on none of the ship’s star charts. This cloud-enshrouded world is one of the Empire’s best-hidden secrets, and home to a massive hyperbaride synthesis plant that produces one of the materials essential for the construction of heavy turbolasers. The world is also home to a sentient species, on the verge of extinction due to the environmental changes the synthesis plant has wrought.

The Rebels thus have several interlocking goals: to escape from the planet, to deny the Empire this source of vital hyperbarides, and to save the sentient race from certain destruction at the hands of the uncaring Empire.

Preparing to Play

Before the opening credits roll and this session of *Star Wars: The Roleplaying Game* gets underway, there are a few things the gamemaster must do. First, the gamemaster (who should be the only one currently reading these words) should read through the entire adventure. By being familiar with all of the material included, the gamemaster will be able to handle most of the twists and turns the players will throw at him.

If this adventure is to be played as part of an existing campaign, review your players’ characters templates so you can adjust encounters to make use of their particular skills and experience. Please note that whatever ship the characters are using at the beginning of this adventure will be destroyed before the first episode is underway. Also note that much of their gear may be damaged, destroyed or lost in the course of this adventure — fate can be cruel to heroes.

Adventure Materials

This book contains the *Star Wars* adventure *Planet of the Mists*. It is a full-length adventure that comes complete with an adventure script to start the action, props, maps and diagrams of major locations the player characters will visit, and gamemaster template profiles of recurring or important characters. Photocopy the script so that each player can have a copy. During the course of the adventure, the players may need to see a map — we suggest that you make copies for them before hand (you may want to sketch the maps instead of photocopying them, since most of the maps contain important information that characters should only discover during the course of the adventure).

In addition to this book, you will need *Star Wars: The Roleplaying Game*, *The Star Wars Rules Companion*, pencils, paper, and lots of six-sided dice.

The Star Wars Sourcebook, The Imperial Sourcebook, The Rebel Alliance Sourcebook and Star Wars miniatures sets are all recommended accessories but are not necessary for play.

Difficulty Numbers and Game Balance

As gamemaster, you must modify this adventure to fit your particular group of players using the numbers found in the box labeled "Difficulty Number Scale" and in *The Star Wars Rules Companion*.

For example, if the text says a Rebel must make a Moderate *Droid programming/repair* roll to fix a damaged Astromech Droid, you would assign a number between 11 and 15, depending on the skill of the character. The number of Rebels and their template types affect the outcome of every encounter.

This adventure is designed for four to six characters of moderate experience with a good mix of skills. If there are more characters involved, or if they are true "veterans", then you may have to beef up the encounters to achieve the same affect. You can do this by assigning difficulty numbers at the upper end of the scale (i.e., 14 or 15 for Moderate tasks). If you have fewer characters, or less experienced ones, you may have to scale the encounters down.

The idea is to challenge the Rebels, neither overwhelming them nor making things too easy.

Adventure Background

For many centuries, scientists have known of a group of "super-heavy" elements, or hyperbarides, that were as stable as more common elements but possessed certain chemical and physical properties that made them unique. They are seldom found existing naturally, and are often synthesized from more common elements through an intricate process requiring great temperature extremes, pressures and raw energy.

Hyperbarides came to be used in many high-energy applications, because they could withstand higher temperatures, flux densities and levels of radiation than standard materials. Because of these qualities, hyperbarides are a vital part of the high-yield turbolasers used by the Empire in its heavy capital ships and ground installations. In fact, without the hyperbarides used in their construction, such weapons would fail, or perhaps even explode, after firing their first shot. A notable use of hyperbaride technology was the main weapon of the Death Star battle station.

Without a steady supply of hyperbarides, Imperial weapons manufacturers would quickly be unable to build or recondition heavy turbolasers, which would have an immense impact on the Imperial Navy.

Difficulty Number Scale

Task	Difficulty Range
Very Easy	3-5
Easy	6-10
Moderate	11-15
Difficult	16-20
Very Difficult	21-30+

Hyperbarides are exceptionally difficult to create. Immense amounts of thermal energy are needed, and the useless byproducts of the reaction must be disposed of somehow — not a simple task since they are very toxic to virtually all forms of life. Because of the toxicity of these by-products, it is politically unfeasible to build these plants in established, settled systems — the Empire must find an unexplored and unused system that contains the necessary raw materials. A typical hyperbaride plant draws the huge amounts of energy it needs from the core of the world, and simply dumps the toxic by-products into the environment. Of course, the world is rendered uninhabitable very quickly.

Even before the Galactic Civil War escalated with the destruction of the Death Star, the Empire was highly secretive about exactly where it located its hyperbaride synthesis plants. It chose worlds in systems well away from normal trade routes, and as far as possible from inhabited worlds. The locations and details of these worlds were then removed from all official star charts and planetary databases. As far as the rest of the galaxy was concerned, these systems ceased to exist.

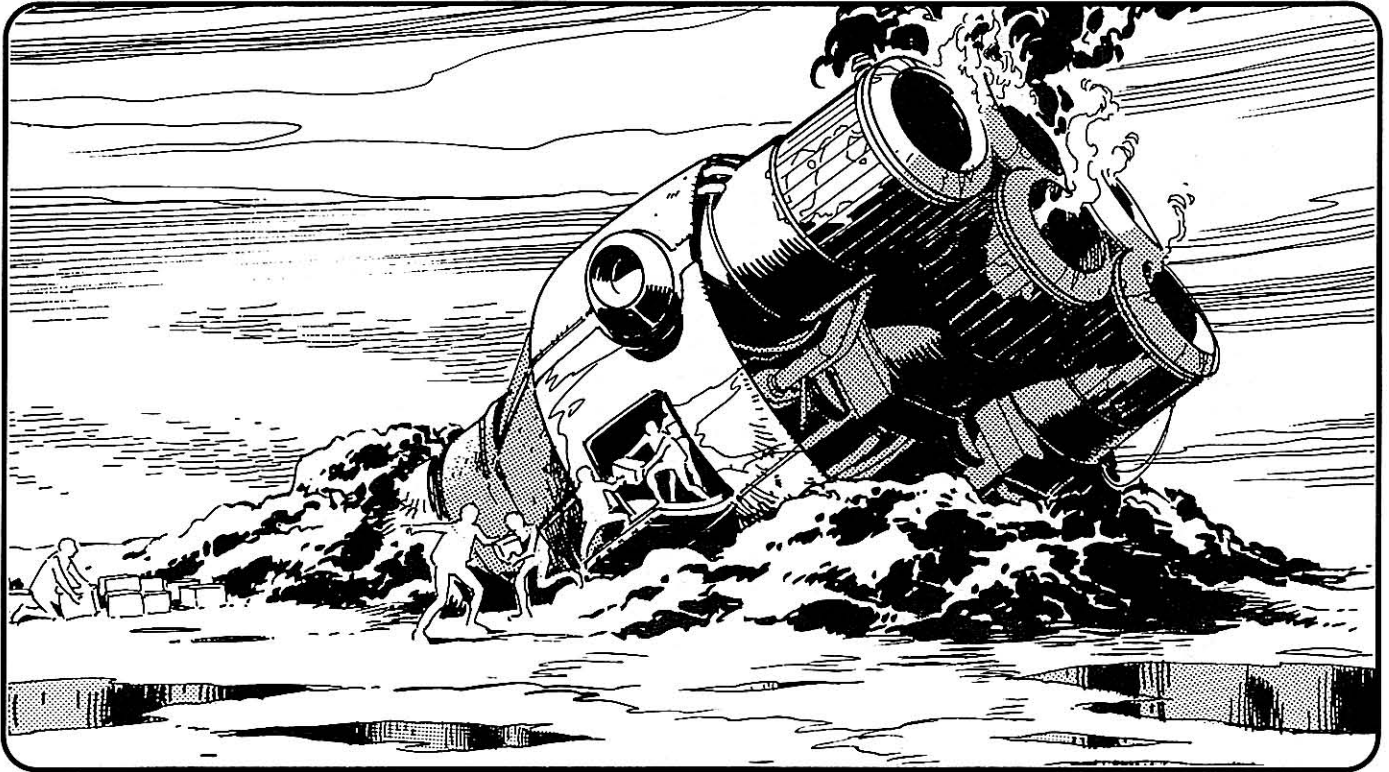
Such is the case with the Marcellus system, and the planet Marca. However, this system, hidden within the Marcellus Nebula, is about to be discovered by the intrepid party of Rebels ...

Adventure Synopsis

Immediately after the completion of their last mission, the Rebel group receives a coded message to report at once to the Alliance operational base in the Sumitra section. Since the order is coded "Extremely Urgent," the Rebels must plot a shortcut through the Marcellus Nebula.

While there are no established routes through the nebula, there shouldn't be a great deal of risk since the databases say nothing of any significant mass is hidden within the cloud of space dust.

Unexpectedly, however, the ship drops out of hyperspace when its systems detect a gravitational anomaly. In fact, the "anomaly" is a whole system, and the Rebels' ship has appeared close to an uncharted world.



Their ship is disabled by a space mine and plummets to the surface of the planet, and they have little choice but to use escape pods to avoid a fiery death. While their first objective is, of course, to find some way of getting off the planet, they soon become involved in other matters. The planet, Marca, is home to a hyperbaride synthesis plant.

They discover that not only are the employees of the plant being forced to work against their will (requiring a substantial "security force"), but the toxic discharge of the plant is steadily destroying the ecology of the planet and endangering the future of a sentient reptilian race known as the Seekt.

The plant is the only place on the planet where the Rebels might possibly get passage off-planet and it's unlikely that the managing director is going to offer rag-tag strangers, and Rebels at


















that, free passage; it's much more likely that he'll offer them lifelong employment.

Thus, aside from escape, the Rebels have "inherited" another goal. While they could just infiltrate the synthesis plant and steal a starship (how easy to say; how much more difficult to do), wouldn't it be much more heroic if they could close down the plant in the process?

The obstacles the Rebels must overcome include the security forces guarding the plant (plus several illegal "security" Droids), the managing director himself (who is an adept of the Force's Dark Side, trained under Lord Darth Vader), and finally the unpleasant and eternally hungry predators that inhabit the mist-shrouded world.

If the Rebels succeed, they'll have struck a mighty blow against the evil Empire, greatly aided the Alliance, and, not inconsequentially, saved an entire sentient race from extinction.

Planet Log Terrain Key

 Plains	 Barren Rock	 Volcano	 Water
 Desert	 Craters	 Plateau	 City
 Swamp	 Hills	 Canyon	 Spaceport
 Forest	 Mountains	 Ice	 Site of Interest
 Jungle/Rain Forest			

PLANET LOG

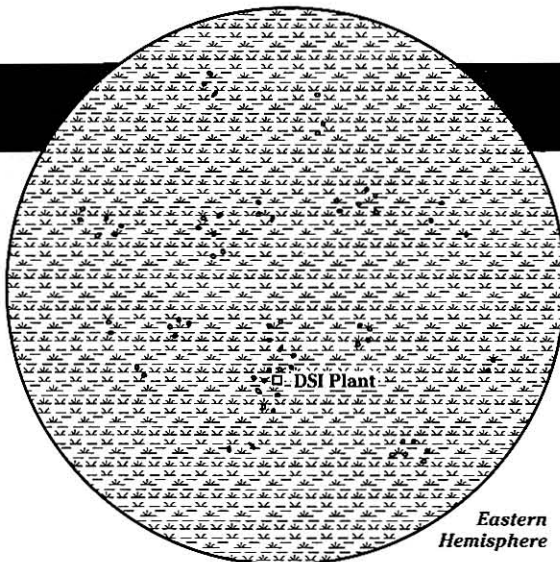
Planet Name Marca	Planet Type Humid Swamp
Type: Terrestrial	
Temperature: Hot	
Atmosphere: Type I	
Hydrosphere: Saturated	
Gravity: Standard	
Terrain: Ocean, swampy islands	
Length of Day: Constant daylight	
Length of Year: 340 Standard Days	
Sentient Races: Humans, Sekt (N)	
Points of Interest: DSI Hyperbaride Synthesis Plant	
Starport: Standard Class	
Population: 1,600	
Government: Corporate (plant), Tribal (Sekt)	
Tech Level: Space; Stone (Sekt)	
Major Exports: Hyperbarides	
Major Imports: None	

SYSTEM DATA

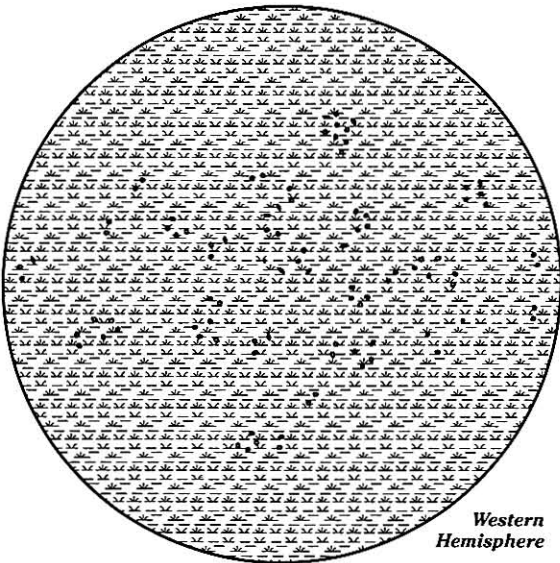
System Name: Marcellus	
Star Name: Marcellus	Star Type: Yellow

ORBITAL BODIES

Name	Planet Type	Moons
Marca	Humid Swamp	0
Glauheim	Gas Giant	3
Dadrus	Gas Giant	5



Eastern Hemisphere



Western Hemisphere

World Summary

Marca officially doesn't exist. Hidden inside the Marcellus Nebula, the moist swamp world's existence was eradicated from all databases when the Empire authorized the construction of the hyperbaride synthesis plant. Because of the immense value of the hyperbarides in weapons construction, the entire planet is considered a high-level security area of Imperial space—anyone caught in the nebula is subject to life-time imprisonment (normally, the unlucky offenders are forced to work in the plant). The whole nebula has been mined to disable unauthorized vehicles that unwittingly enter the nebula.

The planet itself is a moist, humid swamp. The planet is covered with thick mist and is in a perpetual twilight, with no true day or night (a result of the light reflected at the planet by the nebula as well as a strange atmospheric reaction). There is a sentient race, called the Sekt. Unfortunately, the plant's toxic emissions will most assuredly result in the extinction of the peaceful creatures.

The hyperbaride plant is managed by Vost Tyne, a retired Imperial admiral. He is believed to have strange mental powers.

Stephen Crane

PLANET OF THE MISTS ADVENTURE SCRIPT

Use the following script to start the adventure.
Your gamemaster will tell you what part (or parts) to read.

GM: *The interior of a Rebel starship. The heroes are all gathered in the cockpit as the co-pilot plots the path through hyperspace to the Sumitra sector.*

1st Rebel: I don't like this. There's no reason for us to plot a course right through the middle of a nebula. It's a risk we just don't have to take.

2nd Rebel: I said it before and I'll say it again: there's no risk. The charts all say the Marcellus Nebula is just interstellar gas, and nothing else. There's absolutely nothing to worry about.

3rd Rebel: Anyway, we don't have much choice. This route takes twelve hours off our transit time. That means we'll get to the Sumitra operational base almost three hours before we're supposed to report to Admiral Ackbar, instead of nine hours too late.

4th Rebel: That's reason enough for me. Everybody says the admiral's a real stickler for discipline. I'd rather not be late.

5th Rebel: Why does the admiral want us there so fast anyway?

6th Rebel: The orders didn't say. Why don't you ask him when we see him?

5th Rebel: No thanks.

2nd Rebel: The charts say it's fine. I'll say it again: there's absolutely nothing ...

GM: *Suddenly you feel the disconcerting internal lurch that tells you you've suddenly dropped to sublight speed. Red lights flash on the control console, as a siren screams in your ears.*

3rd Rebel: Cut off that alarm. What happened?

4th Rebel: Hyperdrive cut-out. The ship's systems detected a significant mass up ahead and kicked us out of hyperspace before we could plow into it.

5th Rebel: I have a bad feeling about this ...well, somebody had to say it.

6th Rebel: Hey, um, guys ... why don't you look out the viewport?

GM: *You crowd to the viewport and stare out. Instead of the featureless black of space that you expect, the port is filled with a white-and-grey streaked globe. There's a world below you, orbiting a small yellow star and your charts say neither should exist.*

1st Rebel: So what's that, Mr. "Just Interstellar Gas"?

2nd Rebel: It's not my fault; that's what the charts said.

3rd Rebel: Well, we've still got that meeting to get to, so let's log this and get back into hyperspace.

2nd Rebel: You're right. Let's go.

GM: *The ship jolts, and rings like a gong. The alarms that had just been stilled sound again, and are joined by many others. Data screens display dire warning messages. Somewhere you hear the faint hiss of escaping air.*

5th Rebel: What the hell was that?

6th Rebel: The computer says we hit a space mine. Nailed us good too. We're holed, and we've lost every major system.

3rd Rebel: What's a space mine doing out here?

6th Rebel: I don't know. All I know is we're going down ... fast.

4th Rebel: Why always me? Why always us? How come nothing ever goes smoothly — here we are, on our way to an important meeting, when BAM!, it's all over like that.

2nd Rebel: It's not my fault. It's just not my fault.

3rd Rebel: Argue about it later ... if there is a later. What are we going to do?

Episode One

Welcome to Marca

Summary

The adventure begins immediately after the Rebels have completed a mission for the Alliance. While in transit, they receive a coded message ordering them to report to the Rebel Alliance base in the Sumitra sector. The date and time for the meeting gives them no leeway whatsoever. In fact, so tight is the deadline that if they follow standard hyperspace routes, they'll miss their meeting. Therefore, they must take a shortcut through the Marcellus Nebula, a cloud of interstellar gas that their ship's charts list as being empty.

Thus, it's a complete surprise when the ship drops out of hyperspace near an uncharted world in an uncharted system! The Rebels' ship is incapacitated by a space mine, and they have no choice but to descend to the surface. Once down on the cloud-shrouded surface, they must evade Imperial swamp troops (army troops specifically trained for swamp terrain), encounter a tribe belonging to a race called the Sekct, and learn about a threat to the race's very survival.

Start the Adventure

Hand out copies of the adventure script and assign each player a part. The parts are labelled as "1st" through "6th" Rebel. Assign multiple parts if there are fewer than six players. Begin by reading the narrative introduction provided in the "Read Aloud" box and then cue the players to start reading their parts from the script. The script leads directly into the encounter "There's not SUPPOSED to be Anything Here."

Encounter: There's not SUPPOSED to be Anything Here

As the adventure opens, the Rebels find that their ship has unexpectedly dropped back into realspace when their sensors detected a large mass in their path. This mass is, in fact, the planet Marca. Before the Rebels can respond in any

meaningful way, the ship strikes a space mine (part of the defenses the Empire has installed around Marca to discourage unwanted guests from visiting the planet). Their ship is severely damaged, out of control, and plummeting toward the world below.

Going Down...

After the players finish reading the script, read aloud:

The control panels tell their tale of woe. The hull is punctured near the stern, and you can hear the roar of escaping air. The hyperdrives, shields, weapon systems and nav computer are all just so much scrap, while the ion drives and lateral thruster subsystems seem to be marginally functional ... for the moment. At least the computer systems are still operational. But it doesn't look like they'll stay that way long. The explosion has knocked you into a steep, tail-first dive toward the planet below. Already you can hear and feel the first tenuous wisps of atmosphere tugging at the ship's hull.

The Rebels have basically two options: take

Read Aloud

A long time ago, in a galaxy far, far away ...

The Galactic Civil War rages on. As the evil Galactic Empire tightens its grip on the millions of star systems under its sway, the Rebel Alliance continues to grow in power and influence.

A group of Rebel heroes is returning from a successful hit-and-run mission, when they are summoned to an urgent meeting in the Sumitra sector.

Their course takes them through the Marcellus Nebula, where they'll learn that the galaxy is large enough to contain many secrets that are of interest to the Alliance ...

any available escape pods or try to ride the ship down. If they use the escape pods, cut to “To the Pods”; if they try to bring the ship down, cut to “Crash Landing.”

If the Rebels Call for Help

If the Rebels decide to send a distress signal their ears will be bombarded by thick static. Any character making a *Very Easy Knowledge* roll will know that the standard communication frequencies around the planet are being jammed.

To the Pods

The Rebels have one minute in which to gather whatever gear they figure they need, and stow it and themselves aboard the ship's escape pod(s). An *Easy starship piloting* roll will allow them to figure out that if they take any longer than this, the ship is too deep into the atmosphere and will begin to tumble, making it impossible to launch the pod(s). If they're not aboard the pod(s) in time, they have no option but to ride the ship down.

Each escape pod can hold six people. If the Rebels are in more than one pod, they may use the podlock navigation option, which allows one pod to follow the trail of any previously launched pod so that they land near one another (most ships with more than one escape pod have this option).

If the Rebels are aboard the pod(s) in time, read aloud:

The automatic launch sequence engages, and thrusters hurl your pod(s) free from the doomed vessel. Through the viewport you catch blurred views of grey-white clouds, and then a flare of light as your ship explodes. Then you're into

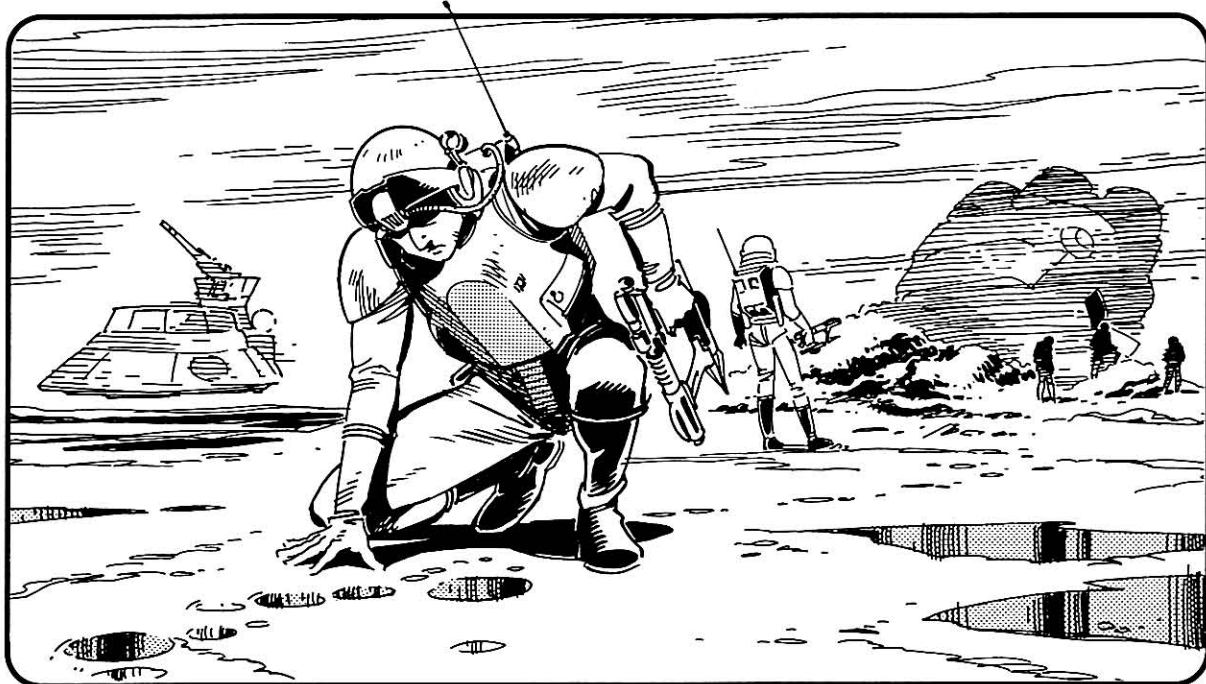
the cloud deck, and everything turns grey. Reaction engines roar, and parachutes explode from the top of the pod. For a moment you weigh twice as much as normal, as the pod decelerates. Then there's a jolt as your pod slams into the planet's surface. You're down.

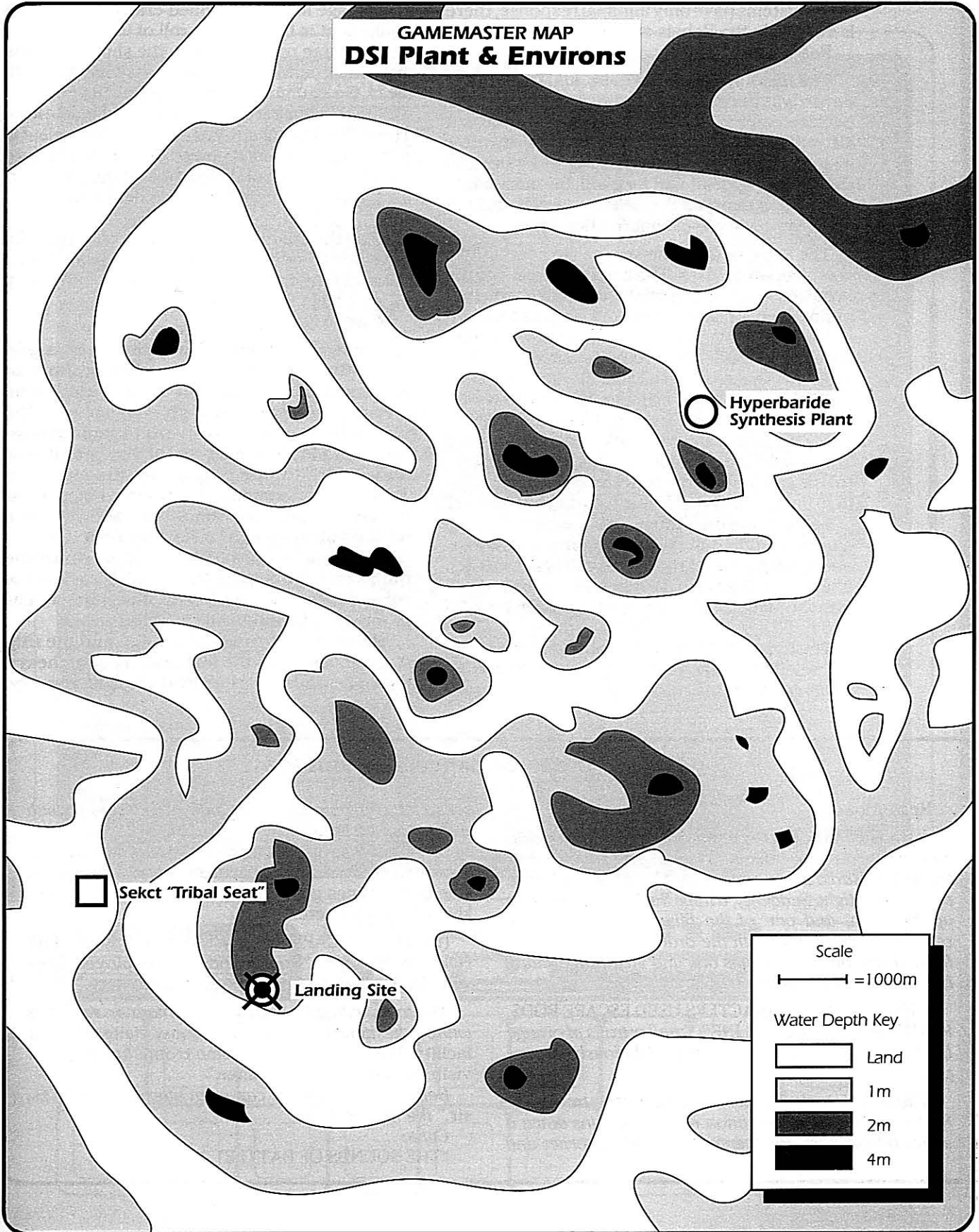
In addition to whatever the Rebels stowed aboard the pod before launching, each escape pod has some survival gear: one week's consumables for six people (including a total 74 liters of fresh water), a hunting blaster (4D damage), a dozen flares, an emergency signal beacon (if characters bother to listen in on any frequencies, they will learn that all signals are jammed), six breath masks, one porta-shelter to provide protection from the elements, and six Uni-Environment Survival Suits (a multi-purpose suit which protects the wearer from extremes of heat and cold, as well as dehydration and moderate amounts of radiation). The suits have a detachable face plate, as well as detachable gloves.

The pods land near the shore of a large island, maybe 20 meters from shore and in about half a meter of foul smelling water. They can tell that even after they struck the ground, the pods are still moving, but ever so slowly — they are sinking into the water and muck. After they have exited the vehicle, cut to the “Sunless Sea” encounter. For more information on the terrain of the planet Marca, refer to “Welcome to Marca.”

Crash Landing

If the Rebels elect to try and crash land the ship, they are in for a rough ride. Since the shields have already failed, and most of the relevant





John Paul Lona

drive systems have only minimal response, there is very little the Rebels can do.

Read aloud:

The ship's systems are a mess, and that's being downright generous. The very best you can expect is a controlled crash, hopefully one you can all walk away from. But if the lateral thruster control — the thing that's sparking and spitting in the corner — goes down for good, the more likely outcome is that you'll splatter yourself and the ship over a couple of square kilometers.

The Rebel piloting the ship has to successfully complete three tasks. The amount of damage the Rebels take in the crash landing depends on whether or not the pilot fails any of the following rolls.

First, he must maneuver the ship into a proper, nose-first attitude, instead of its current tail-first position. This requires a Difficult *starship piloting* roll. If this roll is failed, the ship will slam down into the planet, doing 4D damage to each character. Also, equipment aboard might be damaged — roll 1D for each piece of equipment the Rebels will want to use, and if any of the rolls come up as 5 or 6, the item in question is broken and cannot be repaired.

Second, the pilot must slow the ship down to a normal approach velocity, requiring a Moderate *starship piloting* roll. If this roll is failed, each character suffers 3D damage when the ship slams into the planet, and equipment is broken on a roll of 5 or 6.

Finally, the pilot must bring the ship's nose up for a belly landing, requiring a Difficult *starship piloting* roll. If this roll is failed, characters take

2D damage in the controlled crash landing, and equipment is broken on a roll of 6.

If all three rolls are made, the ship still slams into the ground, but at least everyone will walk away. No equipment will be damaged.

The ship, on the other hand, is a complete loss. The engines are destroyed, and the power plant is operating on minimal power. The superstructure has been bent beyond recognition. The only operating systems are the computer data files.

Read the following section after all three rolls have been made, making up more elaborate detail about the crash depending upon whether any piloting rolls were failed.

Read aloud:

Though you struggle mightily, there's precious little you can do. The ship is about as maneuverable as a brick. You can't see a thing through the planet's cloudy atmosphere. The viewports show only grey-white nothingness. The only clue you have about your position is the rapidly-dropping figure on the altimeter. Two hundred meters, one hundred meters. At the last moment the clouds part, and you see a flash of silver — light reflecting off water.

Then you're down. Water roars against the hull; you can imagine the massive curtains of spray you must be kicking up. The ship screams in torment as bulkheads buckle.

Slam! You hit something solid, and the ship stops at last — for the last time. You can hear a hissing as the ship's hull, still hot from re-entry,

Cut-Away to the Hyperbaride Synthesis Plant

Read Aloud:

A DARKENED CONTROL ROOM. A lone technician monitors a starship tracking system. The silhouette of the planet Marca is surrounded by dozens of small blue pinpoints of light. Suddenly, a huge flash of orange lights up a screen, and one of the blue lights zips a few centimeters to impact with the orange blip. There is a flash, as the blue light winks out, and the orange shape hurtles toward the planet below.

(NOTE: IF THE CHARACTERS USED ESCAPE PODS, READ THE FOLLOWING LINE:) *Smaller trails of orange light depart from the larger mass. Obviously escape pods.*

The technician's eyes widen as he plots a trajectory. He leaves the communication room, and runs down a series of corridors. He eventually rounds a corner and

sees a tall, thin human in the middle of a discussion with some other technicians.

"Mr. Tyne, sir, our scanners in the communications room detected a ship that just dropped into the system. One of the mines got it. It's due for impact just a few kilometers from here."

(NOTE: IF ESCAPE PODS WERE USED, READ THE FOLLOWING LINE:) "Escape pods were deployed. They will also land just a few kilometers from here."

The man, with a brusque military manner, responds without hesitation. "So we have some visitors to our facility. We must dispatch some troops to greet our visitors in the proper manner."

Before the technician can even utter a hasty, "Yes, sir," the man is gone.

Cut to ...

"THE SOUNDS OF BATTLE"

MARCA AND THE MARCELLUS SYSTEM

To: Aaz'del Hutrick, Director, Imperial Department of Munitions Resource Development
From: Vost Tyne, Director, Marca Hyperbaride Synthesis Plant, Marcellus
Re: Update

Mr. Hutrick,

As the enclosed progress report indicates, production of hyperbarides has increased dramatically since I assumed control of this plant from Arviz Linden.

I have included the completed system survey for incorporation into your analysis of the effects of hyperbaride manufacture upon the local environment. As you will see, the increases in production and the military and economic benefit to the Empire more than justifies any harm that may befall a particular planet.

History

The Marcellus system was discovered and explored more than two centuries ago. Its primary is a small yellow star, located within the Marcellus Nebula.

The star is orbited by three planets: two gas giants called Glauheim and Dardris, and, of course, the habitable planet of Marca.

The hyperbaride cracking plant on Marca was first built by Dynamic Synergetics Inc. nearly 30 years ago. Of course, any information relating to the system was eliminated from common databanks throughout the galaxy. Due to the distant location of the nebula and the thick gas clouds (which prevent light from the star from reaching beyond the boundaries of the nebula), the entire system continues to be a well-guarded secret.

Terrain

Marca is a very hot, very humid world. It is about 12,000 kilometers in diameter, with Standard gravity. It is continually cloaked in grey-white clouds; sunlight never reaches the surface of Marca, and nobody on the planet can ever see the stars. A middle layer of the cloud cover glows with a white light, due to a continuously occurring atmospheric reaction. This light illuminates the surface with a sourceless light about equal to twilight. This level of illumination never changes; thus there is no night on Marca. Visibility seldom extends more than 20 meters due to the everpresent mist.

The planet is mostly water, with some low-lying swampy land; some 99.9% of the planet's surface is ocean. Even at its highest point, the land is only very rarely more than about 2 meters above sea level. Generally the oceans are between 1 and 5 meters deep.

Mineralogy

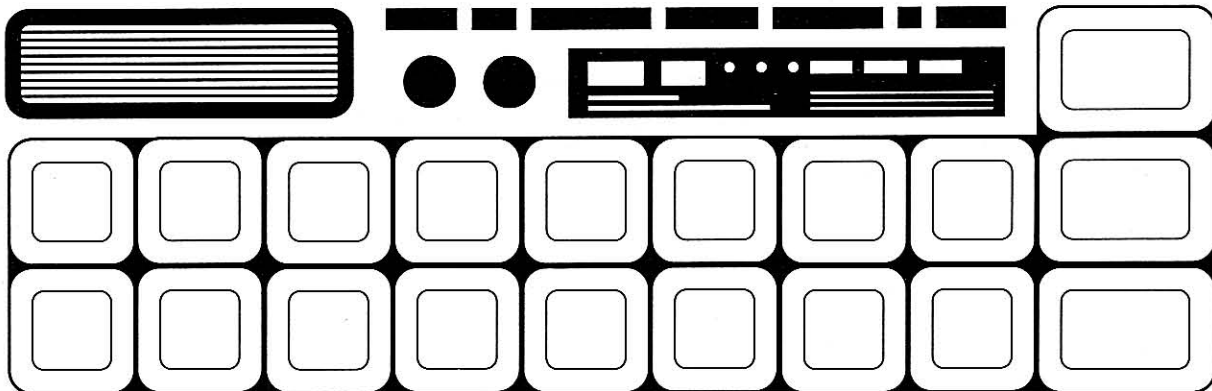
This planet is rich in the raw materials necessary for the production of hyperbarides. Due to the incredible value of these "synthesized elements," all other mineral wealth is of secondary importance.

Biology

The oceans are full of different types of flora, including seaweeds and other small aquatic plants. Land vegetation consists of only moss and lichen — there are no trees or bushes.

Marca is home to a wide range of animal life, including a bothersome sentient species known as the Seket. Reptilian life forms predominate. The biology of the creatures and plants are such that humans may not consume them without risk of poisoning.

Analysis of dead Seket bodies indicates that the race is absorbing a great deal of the toxic emissions from the plant. They have a highly reactive genetic structure and my head researcher believes the species will die out within two generations. Naturally, this is a tolerable loss, at least to my way of thinking.



boils away the water around it. Toward the stern you hear a gurgling as the wrecked ship takes on water. Welcome to ... somewhere.

The wrecked ship is resting half in a shallow ocean, and half on the shore of a low island. The lay of the land is described in more detail in "Welcome to Marca." A hole in the hull is causing the ship to take on water. While the ship won't sink entirely into the water, it's odd angle will insure that all of the lower corridors are filled with water (about 1.5 meters deep), while corridors within the higher end of the ship will have about half a meter of water in them (the gamemaster should determine the angle of the ship's final resting spot). All of the electrical and computer systems will short out within a matter of minutes, as the power plant finally gives out.

Quick-thinking Rebels might try to get a "mayday" off before the ship sinks. The communication suite is still functioning, barely, but they are unable to send the message: something on the planet is jamming all transmissions (they can learn this with a *Very Easy Knowledge* roll).

Cut to the encounter, "Sunless Sea."

Welcome to Marca

The Mist

Marca's humid atmosphere, high temperature and extremely high moisture content generates an endless mist that obscures visibility on the planet. With the exception of the area immediately around the hyperbaride synthesis plant (encountered in Episode Two, "Death-Machine"), the mist is found everywhere on the planet. It obscures vision so that characters can only see a maximum of 20 meters unless they have infrared scopes or vision enhancers.

Terrain Considerations

Marca is a humid swamp planet. Most of the land on the planet is a combination of mud and foul-smelling water. Even the driest land on Marca is soft, black, sticky mud. Most of the land is covered with very large pools of water — some are only centimeters deep, but many are several meters deep. Sometimes the mud actually sits on top of a very deep pool of water. The bottom line is that the land is treacherous and unstable, and characters can very easily get into trouble.

There are only mosses and fungi on the surface of Marca; trees and bushes are absent. There are advanced aquatic plants, and characters may actually get tangled up in them if they try to walk through pools of water.

Human characters typically sink about ankle-deep (although, to help the mood, make sure you tell your players they occasionally sink deep enough for the mud to squelch into their boots). Larger, heavier characters, such as Wookiees, sink deeper, almost knee-deep. Because of the thick mud, characters only move seven meters per speed action.

If a Rebel is wading through water that is between knee-deep and waist deep, characters only move four meters per speed action. Characters trying to walk in water that is any deeper will only move two meters per speed action, although swimming is much easier and faster.

Earthquakes

Hyperbaride synthesis plants have a severe destabilizing effect on planets, and cause all manner of seismic upheavals. The plant on Marca causes many dangerous earthquakes.

There seems to be no rhyme nor reason to these quakes, so you as gamemaster can use them as "stage dressing" and to add to atmo-

Checking the Computer

Although it's unlikely, considering everything else that's going on, it's possible that one of the Rebels will take the time to check the computer to find out what is known about the Marcellus Nebula. Normally this wouldn't require a roll, but because of the distractions (for example, having the ship almost coming apart around the Rebels) this requires an *Easy computer programming* roll to get any information.

A successful roll means the Rebel has confirmed what he already knew: that the Marcellus Nebula is listed as a cloud of interstellar gas, with no significant masses and no star systems within it. No matter how carefully he looks, the Rebel can find no evidence that

the ship's computer has been tampered with (it hasn't been — you might ask for computer programming rolls anyway, but the machine keeps confirming, "You find no evidence of tampering.")

What happened here? When the Empire set up their hyperbaride synthesis plant on the planet of Marca, they obliterated all mentions of Marca and the Marcellus system from the star charts and databanks. Since merchants and others are continually updating their databanks, it would be impossible for the ship not to have the "updated" files unless it hadn't received a data update in decades.

sphere whenever you like. The characters probably won't even understand the reason for the earthquakes until late in the adventure — at this point, they will just be another cruel aspect of the environment on the planet.

Rebels in the water when an earthquake strikes are unaffected. Rebels on land, however, must make a *Dexterity* roll, with the difficulty ranging from Very Easy to Difficult depending on the magnitude of the quake. A failed roll generally means the Rebel suffers 1D damage in a clumsy fall, or the character may fall into a pool of water and risk drowning.

Dangers of the Environment

The air of Marca is about human body temperature, and the water is only a degree or two cooler. The hostile environment exposes characters to a significant chance of heat prostration. To combat this, the Rebels must drink relatively large quantities of pure water, and must rest frequently.

Each hour, each Rebel must drink half a liter of water. After each hour of normal activity, each Rebel must rest for 10 minutes. (In this context, normal activity includes walking or swimming.) After each hour in which he performed strenuous activity (running, combat or the like), a Rebel must rest for 20 minutes.

In each hour that a Rebel ignored either of these requirements, he loses one pip off both *Strength* and *Dexterity*. These losses are cumulative: thus a Rebel who doesn't drink enough water and doesn't rest sufficiently will lose 2 pips of *Strength* and *Dexterity* each hour.

In addition, if the Rebel is wearing armor such as Stormtrooper armor, Bounty Hunter armor or anything similar, the *Strength* loss is doubled.

All lost *Strength* and *Dexterity* returns if the Rebel drinks one liter of water and rests for one hour. Any character who makes an Easy *survival* roll will understand these requirements. It is advisable that the gamemaster keep a running tally of rest and water consumption for each character.

Fortunately for the Rebels, the swamp water is drinkable, but only if it is first boiled and chemically treated (the survival kits from the escape pod have the correct chemicals). Because of its disgusting brown color and fetid odor, it's doubtful that any Rebel will drink it without such preparations. If someone does, however, call for a Moderate *stamina* roll. An unsuccessful roll means the Rebel suffers severe stomach cramps for 1D hours, during which time all dice codes are decreased by 1D.

So hideous is the appearance and smell of the water, it requires an Easy *survival* roll to know that it will be safe after treatment. No plants or animals on Marca are edible to any race not native to the planet — eating the mosses or animals causes 3D

damage and gives no nutritional value. Obviously, they're edible to each other.

In addition, the byproducts belched out by the hyperbaride synthesis plant are highly toxic. Rebels who don't wear some kind of breath mask will start feeling the effects after 12 hours. Each 12 hours of exposure, a Rebel loses one pip from his *Strength*. Lost *Strength* returns at a rate of one pip per hour once the Rebels are breathing clean air again.

Marcan Fauna

The following creatures provide the basis for some interesting encounters to hurry along the characters. Remember, too, that an "encounter" doesn't necessarily entail combat; seeing an ill-defined shape moving through the mist is often more unsettling than an outright attack ...

The encounters can be selected randomly by rolling 1D, or used in any order you like. Remember, the maximum normal visibility through the clouds of Marca is 20 meters.

Mosrk'teck

DEXTERITY 3D+1

PERCEPTION 3D

STRENGTH 4D

Orneriness: 6D

Speed Code: 3D

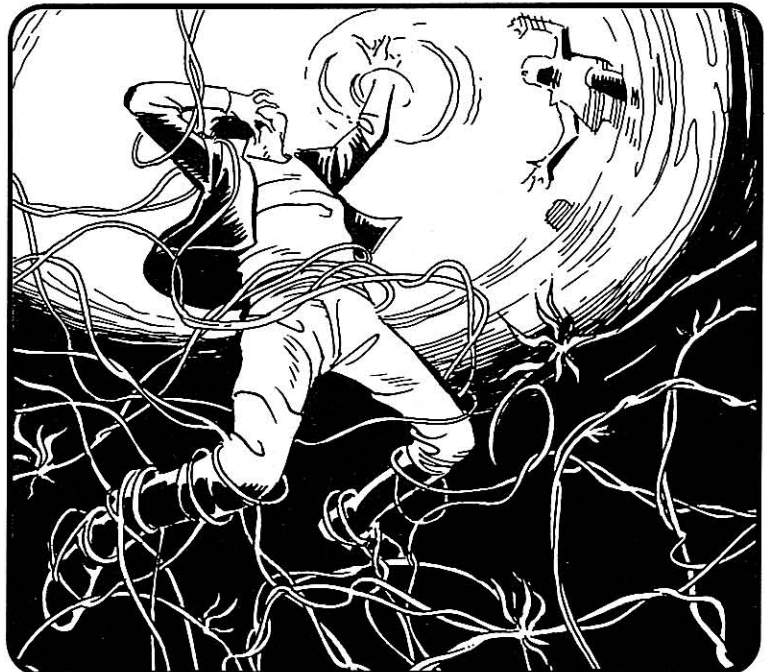
Size: Up to 4 meters long

Scale: Creature

Attacks:

Bite: 5D damage

Combat: Mosrk'tecks hunt in groups of half a dozen or more creatures. They are vicious carnivores.



A carnivorous amphibian, looking like a large squashed lizard, an average Mosrk'teck is about two meters long, not including the tail (which can be just another two meters long). They have small eyes, and very large mouths filled with razor-sharp teeth.

They are equally at home in the shallow oceans and on the land. In the water they swim, propelled by their broad tail; on land, they tend to slide on their broad belly, propelled by their feet. In this way, they negate the movement penalty for the swampy land.

Mosrk'tecks are pure carnivores, near the top of the Marcan food chain. They have highly-attuned senses of smell and hearing, and use them to track prey beyond the 20-meter range of vision. They normally hunt in groups of six or more creatures.

Swamp Serpent

DEXTERITY 2D+2

PERCEPTION 2D

STRENGTH 1D

Speed Code: 2D

Size: Up to 1.5 Meters

Scale: Creature

Attacks:

Bite: 2D damage

Combat: Timid, but territorial, these creatures will defend their nests if attacked, but don't pose a major threat to most humans.

Sinuous brown snakes, each less than a meter long, these creatures are usually found in "schools" with up to 15 members. These creatures nest in the shallows, and feed on small crab-like crustaceans. They will attack only if their nesting site is disturbed. The snakes can be driven away by loud sounds, or by a major commotion in the water. They cannot leave the water.

Thunder Lizard

DEXTERITY 2D

PERCEPTION 1D+2

STRENGTH 5D

Orneriness: 3D

Speed Code: 2D

Size: 12 meters long

Scale: Creature

Armor: +1D to *Strength* to resist damage

Attacks:

Tail Slap: 4D damage

Combat: Generally peaceful, but dangerous when angered are frightened. Thunder lizards will leave characters alone unless attacked or surprised. They will be found only in water.

The name is translated from the Sekct language, and is highly appropriate. A thunder lizard is a massive saurian, averaging 12 meters long, and standing almost 3 meters high.

Thunder lizards usually keep to the medium-depth oceans (in about 2 meters of water) and spend their lives happily feeding on seaweed. They emerge onto land only to mate. The creatures are normally placid herbivores, although they can deliver a punishing strike from their tail if they feel threatened.

Flutterer

DEXTERITY 3D

PERCEPTION 2D

STRENGTH 1D

Speed Code: 4D

Size: 6 centimeters long

Scale: Character

Flutterers are small water-breathing fish. Their bodies are about the size of a man's thumb, on either side of which they sport large wing-like fins. They hang just below the surface of the water, lazily roiling the surface with their wings (the purpose of this behavior is to oxygenate the water). They typically gather in schools of 3D creatures. When so many flutterers stir the water, it looks like something massive is writhing below the surface. The creatures are totally harmless.

Water Glider

DEXTERITY 4D

PERCEPTION 2D

STRENGTH 1D

Speed Code: 1D

Size: 15 centimeters long

Scale: Character

A water glider is an insectoid creature with a broad, flat body about the size of a man's hand. From this body emerge ten delicate legs, each tipped with a large disc. The creatures skim across the surface of the water. They are bright red in color, and have a set of hideous-looking mandibles, but they are quite harmless. They will flee from commotion or quick motion.

Swamp Shark

DEXTERITY 3D

PERCEPTION 2D

STRENGTH 4D

Speed Code: 3D

Size: 1 meter long

Scale: Creature

Attacks:

Bite: 3D+2 damage

About one meter in length, swamp sharks are highly aggressive predators, and will attack virtually anything, even a thunder lizard, that comes within range of their limited senses. They can detect movement at a range of about 10 meters, twice that for frenzied movement. Swamp sharks are generally solitary.

Encounter: Sunless Sea

Modify the following description depending on whether the Rebels used the escape pods or came down in the ship. Read aloud:

As you open the airlock and stick your head out, you feel like you're looking into a steambath. Within a couple of seconds, you feel your clothes starting to stick to your skin. There's light, about equivalent to twilight, around you. You can't see a distinct source: the light seems to come evenly from the entire sky. Grey-white clouds billow around you. You can't see more than twenty meters, if that. You're near the shore of a swampy island. You can't see anything moving anywhere. The air smells fetid, which means there's some life — that's something to be thankful for.

If the characters examine the wreckage (it's not quite accurate to call it a ship anymore), an *Easy Mechanical* total will allow the character to know that the ship is sufficiently damaged that it will never see space again (power packs burned out, hull ruptured, internal structure hopelessly bent, etc.). Of course, the escape pods are useless for anything beyond shelter.

No matter how the characters got down to the surface of the planet, it's clear that they'll have to find another way home.

The Sound of Battle

Don't give the Rebels time to acclimate themselves to the planet they have crashed on. If they want to, allow them a few minutes to make plans — perhaps they will choose to hide from the investigating troops that will be headed their way (from the cut-away), or they may decide to do some hunting. However, before they get involved in anything too elaborate, they will encounter the sentient race known as the Sekct.

Read aloud:

The mud clings to your boots, making your feet weigh twice as much as they have any right to. You've been to worse places before, but not many — with just a week's rations, an emergency beacon that's being jammed and no ride off this huge swamp, things are looking grim.

Suddenly, you hear a sound through the thick fog. A high-pitched babbling noise that could only be some kind of speech. Even though you neither recognize nor understand the language, you know the emotional content is high. Then a mighty scream echoes across the waters — the hunting cry of a large predator — followed immediately by an unmistakable, blood-curdling death-scream. When the cry dies down, the unmistakable sounds of combat continue ...

Call for Very Easy *Perception* rolls to see if the Rebels determine the direction from which the sounds are coming. The battle is occurring about 100 meters from the crash site. When the Rebels come within range of the battle, read aloud:

You've stumbled upon something serious, it looks like. There are five small, bipedal creatures locked in battle with an equal number of two-meter-long carnivorous lizards. The bipeds are armed with spears and clubs made from large bones, and seem very skilled with their primitive weapons.

A sixth biped lies motionless in the shallows, dead. Obviously, the smaller creatures are outmatched. The larger lizards have surrounded them so there's no escape, and it's just a matter of time before they get dragged down.

The small bipeds are a sentient race who call themselves the Sekct. The creatures attacking them are, of course, Mosrk'tecks. If the Rebels don't join in, the Sekct will all be killed and eaten. If the Rebels join the fray, they'll almost certainly turn the tide of battle: when two of the remaining five Mosrk'tecks are killed, the survivors will flee.

If the Rebels join the battle, the Sekct will be understandably awed by the Rebels and their advanced weapons. While most seem to want to flee, the largest of the bipeds, obviously the leader, holds her ground. Cautiously she approaches the Rebels, speaking in a sibilant, and very alien, tongue. The Rebels must make a Very Difficult *languages* roll to understand that the Sekct leader is thanking them for their assistance, identifying herself as part of a species called the Sekct, giving her own name (Hissest), demanding to know why they act unlike they normally do, and fought to defend the Sekct instead of kill them.

If the Rebels try to talk to the Sekct in Basic, the creatures will (surprisingly) understand, and the leader will reply in a very twisted form of the language — "We thank to you, those who look like death-machine people. Use you these light sticks on us — why help us?"

Hissest will engage in conversation for several minutes in an attempt to get the characters to reveal their "true, evil nature." If the characters ask what the name "death-machine" means, Hissest will mock their ignorance — "What death-machine. You know — its great clouds kill us. Your friends who live in this kill us."

The Sekct will be more than happy to engage in combat if the characters provoke them. However, just as it appears that conflict may be imminent, or it seems that the characters have reached an impasse with the unusual aliens, cut to the encounter, "The Welcoming Committee."



The Sekct

The only sentient lifeform native to Marca is a race of reptilian bipeds who call themselves the Sekct. They are small creatures, standing about one meter in height. They look like small, smooth-skinned lizards, similar to terrestrial geckos. Their eyes are large, and set into the front of the skull to provide stereoscopic vision. They have no external ears.

They walk upright on their hind legs, using their long, but non-prehensile, tail for balance. Their forelimbs have two major joints, both of which are double-jointed, and the limbs are tipped with hands each with six slender fingers and two opposable thumbs. These fingers are very dexterous, and suitable for delicate manipulation.

Sekct range in color from dark, muddy brown to a light tan. In general, the color of their skin lightens as they age, although the rate of change varies from individual to individual.

Sekct are amphibious, and equally at home on land or in the water. Their hind feet are webbed, allowing them to swim rapidly.

The small bipeds have a reproductive cycle that's very rare in the galaxy: they are fully parthenogenetic. In other words, all Sekct are female; there are no male Sekct. Every two years, a sexually-mature Sekct lays a leathery egg, from which hatches a single offspring. Theoretically, this offspring should be genetically identical to its parent; such is the nature of parthenogenesis. In the case of the Sekct, however, their genetic code is so susceptible to change that random mutations virtually ensure that each offspring is different from its parent. This susceptibility carries with it a high cost — only one egg in two ever hatches, and the Sekct are highly susceptible to influences from the outside environment. Because of the uncontrolled emissions of the hyperbaride synthesis plant, the race faces extinction within two generations.

Sekct are sentient, but fairly primitive. They operate in hunter-gatherer bands of between 20 and 40 individuals. Each such band is led by a chief, referred to by the Sekct as "She-Who-Speaks." The chief is traditionally the strongest member of the band, although in some bands this is changing, and the chief is the wisest Sekct. The Sekct are skillful hunters.

Despite their small size, Sekct are exceptionally strong. They are also highly skilled with the weapons they make from the bones of mosrk'teck and thunder lizards.

The creatures have no conception of writing or any mechanical device more sophisticated than a spear or a club. They do have a highly-developed oral tradition, and many Sekct ceremonies involve hearing the Ancient Words — a form of epic poem — recited by She-Who-Speaks. The Ancient Words take many hours to recite in their entirety. Their native tongue is complex (even very simple concepts require a Moderate *languages* total). The Sekct have learned some Basic by observing the people from the "death-machine" (the Imperial hyperbaride synthesis plant), but they have a tendency to translate the language into a form more akin to their native tongue, and thus lack a thorough understanding of the language.

The Sekct are dying out, and they know it. They blame this on the people who built the "death-machine." The younger, hardier Sekct generally want to attack the plant and destroy it; even if they fail, they reason, their deaths would mean something, and would make a noble closing chapter to the Ancient Words ... even if no Sekct would ever hear it. The tribal chiefs, however, are much more fatalistic about the whole thing. They pray to their strange gods, and wait for deliverance to come from the sky.

Sekct have a well-developed code of honor, and believe in fairness in all things. To break an oath or an assumed obligation is the worst of all sins, punishable by expulsion and complete ostracism. Ostracized Sekct usually end up killing themselves within a couple of days.

Sekct

DEXTERITY 3D+2

Melee 4D+2

KNOWLEDGE 1D

Sekct tradition 3D

MECHANICAL 1D

PERCEPTION 2D

STRENGTH 3D+1

Swimming 4D+1

TECHNICAL 1D

Hissest

The leader of the hunting party is a young, vibrant Sekct by the name of Hissest. Like the rest of her tribe, she knows that her entire race is doomed unless something is done about the “death-machine” that is spewing poisons into the air. Hissest favors direct action of some kind. Even though she suspects that any direct action will just be an elaborate form of suicide, she believes there is no honor in just waiting. She wishes to lead the tribe against the plant.

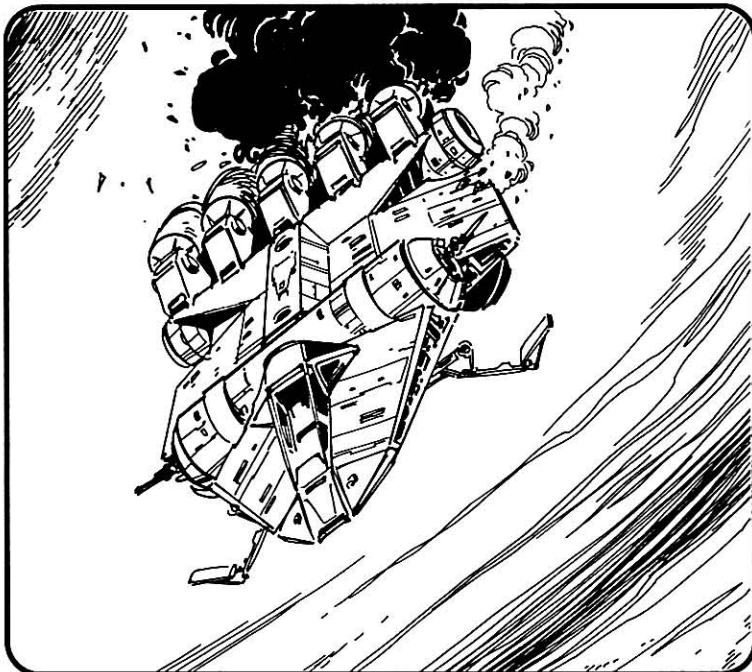
Now that she’s seen the Rebels with their sophisticated weapons and found that they may be willing to aid her rather than kill off all of her people, she believes there might be a chance of success.

Unfortunately, that isn’t her decision to make. The chief of the tribe — She-Who-Speaks — believes that the god of the Sekct will save her people, and that to take action themselves would be an insult to the god. So while Hissest might disagree with She-Who-Speaks, and might argue with her, honor and duty dictate that Hissest must go along with the chief.

Hissest is intelligent, though, and has a new plan — which will come to fruition when they reach the tribe. She will suggest that the characters have been sent by the god of the Sekct, and that they will save their tribe.

Hissest

DEXTERITY 3D+2
Melee 4D+2
KNOWLEDGE 1D
Sekct Tradition 3D



What’s Going on Here?

The basic appearance of the characters — human — has caused the Sekct to confuse them with the only other humans they have encountered — the swamp troopers in the employ of the hyperbaride synthesis plant. Since these humans have always fired at the Sekct (often, simply for sport), the diminutive creatures assumed that the reaction of the characters would be similar (hence, the obvious fear the others exhibit toward the characters).

This case of mistaken identity will be partially allayed if the characters indicate that they have never seen the Sekct before, and simply state their desire for peace and communication. However, the characters won’t be fully trusted until they show that they aren’t allied with the swamp troopers (this will become clear in the encounter, “The Welcoming Committee.”)

MECHANICAL 1D
PERCEPTION 3D+1
Hide/Sneak 4D+1
STRENGTH 3D+1
Swimming 4D+1
TECHNICAL 1D
Equipment: Spear (STR +1D+1)

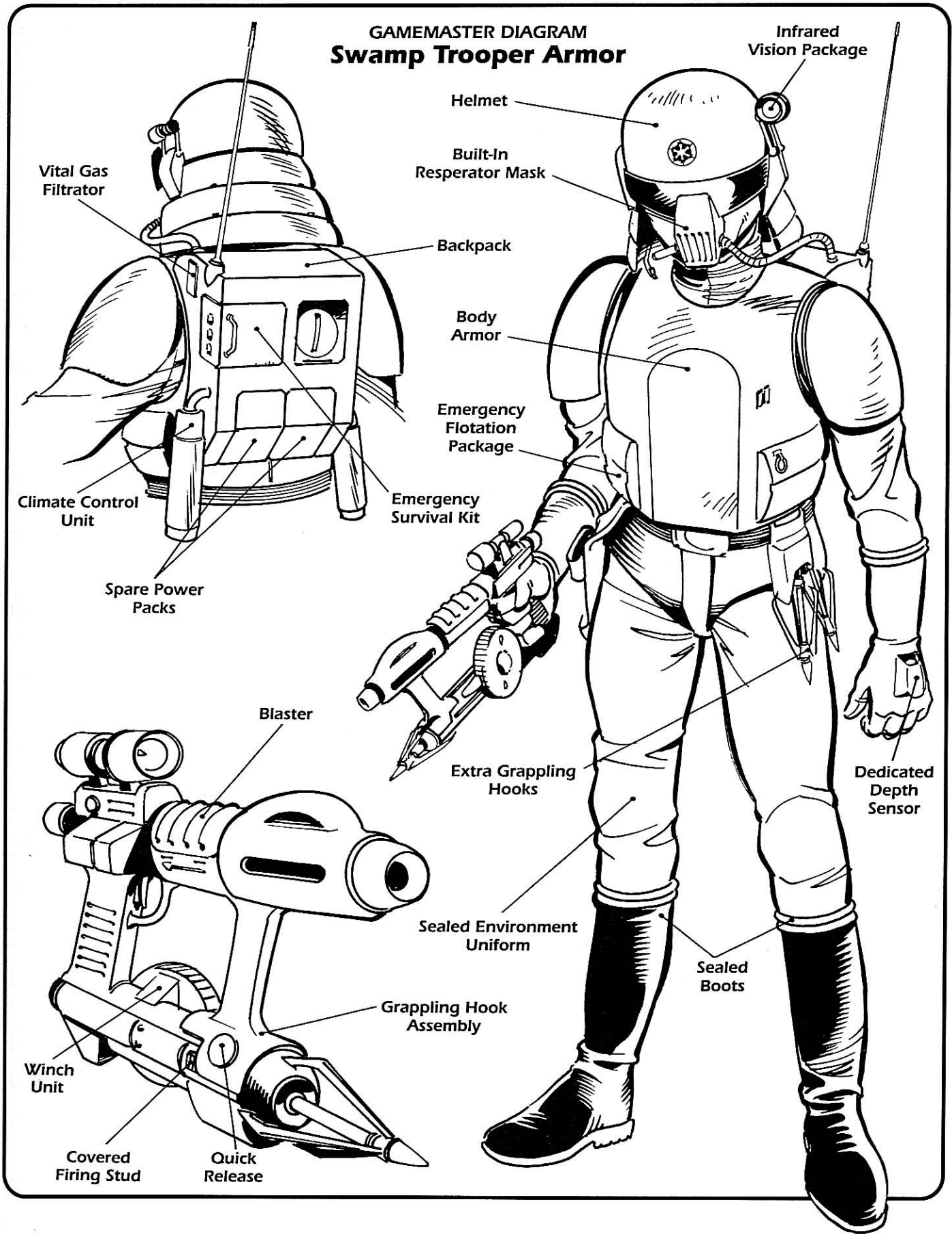
Encounter: The Welcoming Committee

Vost Tyne, managing director of the hyperbaride synthesis plant, has dispatched several Imperial Army swamp troopers and repulsor scouts to investigate the crashlanding on Marca.

There are eight Imperial swamp troopers and two repulsor scouts. Their mission is to capture any survivors of the crash, so they will attempt to use their grenades and grappling hooks to stop the characters, rather than outright kill them.

Imperial Swamp Troopers

DEXTERITY 3D
Blaster 4D+1, dodge 4D+1, grenade 3D+2, heavy weapons 3D+2
KNOWLEDGE 1D+1
MECHANICAL 1D+1
Repulsorlift op. 3D
PERCEPTION 2D
STRENGTH 3D+1
TECHNICAL 1D
Equipment: 3 Stun grenades (5D stun damage), modified blaster (as blaster 5D damage, range 3-10/30/100; as grappling hook, 6D damage,



plus entangle), two spare grappling hook/cords, swamp trooper suit (infrared vision, allowing full vision up to 100 meters regardless of light; telescopic sight, which moves targets up one range level or gives +1D to *Perception* based skills; adds +1D to *Strength* to resist damage, but reduces *Dexterity* actions by -1D; life support system).

Repulsor Scout

Craft: Mekuun Repulsor Scout

Crew: 1

Passengers: 3

Cargo Capacity: 100 kilograms

Scale: Speeder

Speed Code: 3D

Maneuverability: 1D+1

Body Strength: 3D

Weapons:

One Heavy Repeating Blaster

Fire Control: 0D

Range: 0-3/75/200/500

Damage: 8D

Flight Ceiling: 1 meter

The troops arrive on the crash scene shortly after the crash — the sounds of the vehicles will be discernable through the mist before the characters can see the vehicles (especially since they can only see up to 20 meters away).

The troopers will be headed straight for the crash site. If the characters remain at the site for more than five minutes, they will hear a distant rumble deep in the mist — they will have five

rounds to leave the area of the crash. Any character making an Easy *Technical* roll will recognize the tell-tale whine of repulsor vehicles. The vehicles will actually appear six rounds later, but the infra-red scanners on the swamp troopers helmets will detect the characters as soon as the vehicles are within 100 meters of them. Because the troops are conducting such a thorough sweep, the vehicle is moving only about 20 meters per turn (or, at a very slow “walking speed”).

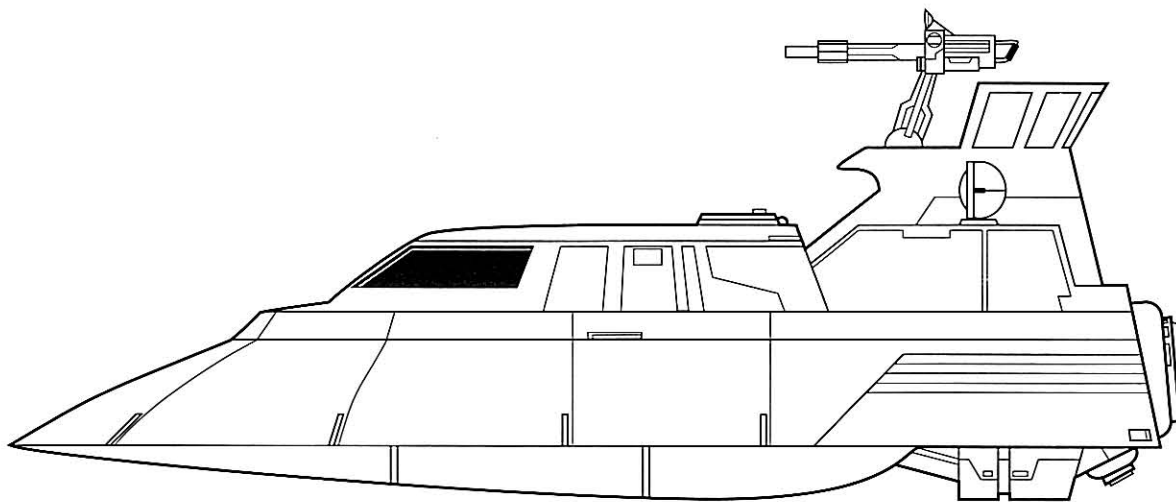
If the characters are spotted, the troops will attempt to capture the characters. If the characters flee in time, the troops will stop at the crash site and investigate. The path the characters left in the muck and mud is spotted at the end of two rounds, and six troops will decide to follow the path cautiously.

If the characters went on to encounter the Sekct, they will hear the repulsor vehicles, and have eight rounds before the swamp troopers spot the heat signatures of the characters and open fire. The Sekct will realize that they and the Rebels share a common enemy, and will offer them aid.

During the course of the encounter mention that the troops are actually using their external speakers to talk to each other, instead of using their comlinks. Let them draw the conclusion that the communications jamming has also effectively cut out their comlinks as well.

The characters will probably attempt to flee through the muck — stage the event with plenty of close calls, but if they have encountered the Sekct,

GAMEMASTER DIAGRAM Mekuun Repulsor Scout



John Paul Lona

allow them to escape to the encounter, “Meeting the Tribe.” The Sekct may even suggest a trick that will throw off the Imperial pursuit (such as luring the troops into the area of a thunder lizard and allowing the troops to anger it with stray blaster bolts). Go to “A Beginning Trust.”

If desired, the gamemaster may have the characters kidnapped by the swamp troopers, in which case proceed to Episode Three, the encounter, “Back on Track” (page 52) — be advised that if this happens, the characters won’t have access to most of the important information they gather in the next two encounters.

A Beginning Trust

The threat of the Empire has been dispatched, at least temporarily. Hissest looks at the Rebels, and does something uncharacteristically human — she smiles, and then laughs heartily.

“You-enemies death-machine people. We friends. Sekct, we. Hissest, me. You with us home? Lots-of-us home? We thank to you all, and She-Who-Speaks thank to you. Come?”

If the Rebels try to question the leader, she avoids answering them, insisting that they talk to “She-Who-Speaks.” The Sekct will then turn and start making their way through the mists. It’s up to the Rebels whether or not they follow. Cut to the encounter, “Meeting the Tribe.”

Trouble Shooting

If the Rebels decide, for whatever reason, to not get involved with the Sekct, or don’t even investigate the sounds of battle, the above encounters may be run in a number of ways.

- If the Rebels simply stay at the sight of the crash landed escape pods or the ship, the swamp troopers and their vehicles in the encounter “The Welcoming Committee” will emerge from the swamp. Give the characters six rounds of warning (they hear the sounds of the oncoming vehicles) — if they don’t scatter, let the blaster bolts begin flying. Even if they do scatter, the swamp troops will elect to follow the tracks left by the characters.

Depending upon the situation, the characters may encounter Hissest and one or two surviving tribe members (assume they escaped the Morsk’teck). They may at first react with fear and attack, unless the Imperials show up immediately and the Sekct see that they and the Rebels have a common enemy in the Imperials. Or, you could reason that the Sekct have observed the Rebels dilemma from a distance and decided to get involved in return for a chance to get some of the Rebels’ “light-sticks.” Cut to the encounter, “A Beginning Trust.”

- If the Rebels manage to kill off all of the Sekct (obviously overreacting to the situation), you

may have them encounter another group, creating a leader very similar in function to Hissest. This gives the heroes a chance to atone for foolish earlier actions. After establishing at least some basic trust, cut to the encounter, “Meeting the Tribe.”

- If the Rebels, for whatever reason, refuse to become involved with the Sekct, you may have them proceed to the plant (if nothing else, they could follow any surviving swamp troopers back to the plant), and when they learn about the nature of Tyne and the plant, they will also “stumble upon” datafiles detailing the information on the Sekct, as well as their imminent extinction. Cut to “Episode Two: Death-Machine.”

- If the Rebels just wander in the mist, just assume they got lost (a few creature encounters will be disorienting enough to explain this). At the gamemaster’s discretion, they can either encounter the Sekct tribe (assume that Hissest observed the battle with the Imperials and has decided that she wants their help — have her introduce herself and offer them aid, as in “A Beginning Trust”) or they can stumble upon the plant (Cut to Episode Two, “Death-Machine”).

Encounter: Meeting the Tribe

Read aloud:

The bipedal lizards lead you further into the mists. Every now and then, the leader looks back over her shoulder, and beckons you to follow. After you’ve travelled for at least an hour, you hear sounds ahead of you: the same hissing speech you heard your “guide” use. But from the sound you judge there are more of the creatures ahead, perhaps many more.

The clouds part, and you see a group of Sekct squatting in the mud. There are about 40 of them, forming a rough circle. In the center of the circle is a single Sekct, her skin so light as to be almost white. Around her neck she wears a necklace made of bones strung on a thin cord. This must be the one your guide referred to as “She-Who-Speaks.”

As you and your guides appear out of the mists, everyone falls silent. The Sekct forming the circle look at you, then turn expectantly to the white-skinned Sekct in the center of the circle. The leader of the hunting party steps forward into the silence and enters animated conversation with the white-skinned Sekct.

The Rebels must make a Very Difficult *languages* roll to understand what’s going on here. If the Rebels do manage to decipher the conversation, Hissest is explaining that these visitors have been sent by the Sekct god and that now is the time for an attack. She-Who-Speaks is very offended by this suggestion.

If nobody understands the language, you should find a convenient time for Hisset to explain the background to the Rebels — they may be quite angered that she has manipulated them so, but that is the position they have been placed into.

Trial by Challenge

She-Who-Speaks finds Hisset's belief that the Rebels are some kind of "divine aid" highly offensive. She decides it's about time she did something about Hisset. She decides that the best strategy is to use an ancient and rarely-used tradition among the Sekct, called trial by challenge.

Act out the following sequence, portraying She-Who-Speaks. Rising to your feet, pretend to scrutinize the characters. Read aloud:

"Strangers, are you. Your people use death-machine; harm Sekct."

Pretend to turn to the rest of the tribe, hissing in a made-up alien language, as if pandering to the fears of your fellow Sekct. Then turn, pointing at the characters, hissing the following accusations:

"Harm Sekct, these also? Learn, we must. Trial by challenge, call for. You champion choose, battle our champion. Use our weapons only."

"If stranger champion stop-moving, strangers evil are, must move on."

"If Sekct champion stop-moving, strangers, not enemies are."

Then, seem to turn, smile cruelly, and point at the imaginary Hisset. Read aloud:

"Hisset, Sekct champion is."

She-Who-Speaks has figured out an excellent way of solving the problem of Hisset. The Sekct "trial by challenge" is a duel to the death between champions chosen from opposing groups. By selecting Hisset as the Sekct champion, She-Who-Speaks has stacked the deck in her favor.

If Hisset wins the duel, and the Rebel champion is killed, then by the conditions She-Who-Speaks set on the trial, the Rebels are evil and must move on.

If the Rebel wins the duel, however, then Hisset is dead, and She-Who-Speaks can make her own decisions without the young firebrand second-guessing her. Either way, the problem is solved. Hisset can explain this to the Rebels.

Even though Hisset knows she's being manipulated, she must abide by the laws of the Sekct and by her own code of honor. Call for *Easy alien races* rolls. Any Rebel who makes the roll understands intuitively that going against the traditions of the Sekct — by refusing to take the trial by challenge, for example — will virtually guarantee that all the Sekct, even Hisset herself, will shun them. The roll will also allow the character to guess that if the

characters use anything but the spears or clubs provided, the Sekct will shun them as well.

Both "champions" will be armed with their choice of a spear (Str +1D+1 damage) or a club (Str +1D damage). No other weapons are allowed. The fight will continue until one champion or the other "stops moving" — due to the primitive nature of Sekct medicines and their rather fragile body chemistry, it is unusual for an individual to recover from injuries serious enough to knock them out. In fact, if any of the Sekct or characters are incapacitated when they arrive at the tribe, the Sekct will repeatedly ask why they are bothering with someone who has "stopped moving," since they "move again never."

What Are Our Options?

The Rebels should realize that they're in a trap with few ways out. They can certainly refuse to participate, but then they'll receive neither information nor help from the Sekct.

Other options include intimidation: The Rebels can try to intimidate She-Who-Speaks or the other Sekct. If they succeed, they might be able to extract directions to the "death-machine," but they won't receive any active help from the Sekct.

The Rebels will not be able to con She-Who-Speaks into dropping the duel. A Force-using Rebel might be able to persuade She-Who-Speaks to cancel the duel and help the Rebels willingly, but this kind of trickery should be a difficult, and very-well roleplayed, situation.

If the Rebels outright break the rules of the trial (such as using blasters to stun any Sekct), the entire tribe will tell them to leave, and will be willing to fight to force them to leave. However, if the characters ask, they will give directions to the so-called "Death Machine."

The most viable option is for a little slight of hand and creative interpretation of their words — recall that the Sekct use the phrase "stop-moving" for "die" or "dead." This should be a hint to the Rebels that the Sekct have very primitive concepts of death and medicine. They consider a creature to be dead when it stops moving — when it reaches the incapacitated stage and falls unconscious. Your players might figure this out for themselves, especially if the Sekct have already brought attention to someone amongst the characters who is incapacitated.

If they don't, their characters can figure it out on a *Moderate Knowledge* roll. This gives the Rebels a sly way out of the trap. Once either combatant in the duel is reduced to incapacitated, according to the way the Sekct view the world, that champion is dead. Of course, modern medicine or the Force can bring that champion "back from the dead" — that is, reduce the wound level from incapacitated to wounded. If this hap-

pens, then the constraints of the trial by challenge have been met.

If it was Hisset who “died,” then by the conditions set by She-Who-Speaks, the Rebels are “friends.” If the Rebels revive her, Hisset is still around to press her opinions, and in fact is such an object of awe that the rest of the tribe will pay more attention to her than to She-Who-Speaks. Hisset will become de facto chief of the tribe.

When a character treats Hisset, if the character makes a Moderate *medicine* roll, the character will realize that their friend has incredibly high levels of toxins in her body — so high, that she will probably die within a couple of years. If the characters test other Sekt, they will get the same readings. If they ask the Sekt, they will say it is from the “death-machine” — they don’t know why, but they do know it is killing them off. The medpac’s computer will tell the characters that the toxins are not natural to the planetary environment.

If it’s the Rebel champion who “dies” and comes back from the dead, this will give much credence to Hisset’s contention that the strangers are a form of divine aid. The other Sekt will listen to Hisset’s opinion over that of She-Who-Speaks, and again Hisset will become de facto chief.

Play out the combat, or the Rebels’ attempt to avoid that combat. If Hisset is killed for real, She-Who-Speaks will claim that the Rebels are not enemies, but will still refuse to help them in any way, since the problem of the “death-machine” is

a purely Sekt problem. If the Rebel champion is killed for real, then all of the Sekt will shun the “evil” strangers.

What the Sekt Know

The Sekt know very little about the hyperbaride plant, and due to their language difficulties, have trouble putting what they do know into something the characters can understand.

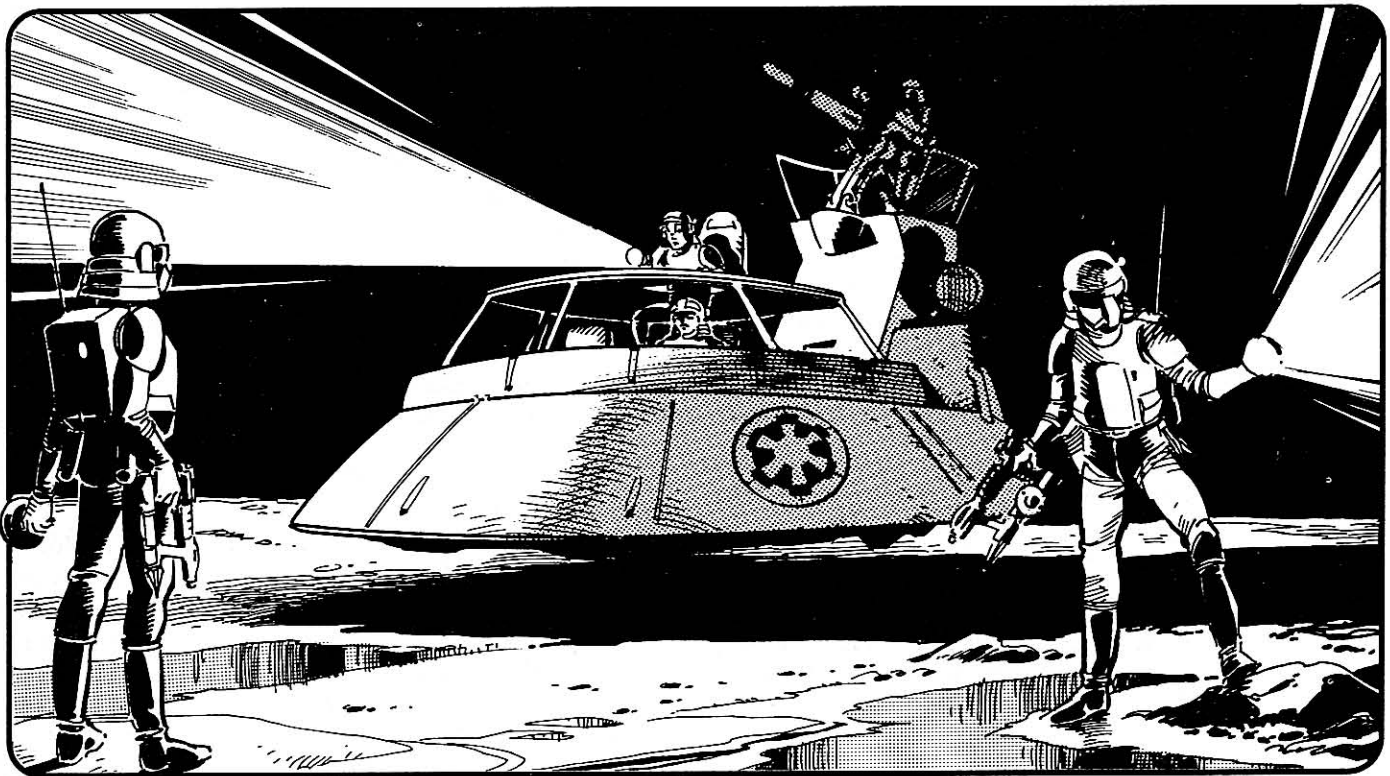
If asked about the swamp troopers, they will agree that there are many such troops. They will also say that they have seen many of the “floating roarers” (the repulsor scouts) that the troops used.

The plant itself “found where clouds end. Makes great, evil smoke hurts us. Try stop evil — light sticks made many stop moving.”

However, if the characters have a Droid with them, they will say that the “death-machine” has some “with big light sticks.”

Aside from the plant, they have very little knowledge of the nature of their universe. They don’t understand the concept of planets, or high technology — they call their world the “great waters.” Their rich oral tradition never predicted the death-machine, but they do know it has been on the planet for “long as many Sekt live” — in fact, nearly thirty years.

Cut to Episode Two, “Death-Machine.”



Episode Two

Death-Machine

Summary

The Rebels get their first glimpse of the hyperbaride synthesis station. It's obvious that if they want to get off-planet, the station is the only place to get a ship. They encounter assassin Droids and Imperial swamp troopers, and the battle for escape, and the fate of the planet, may soon be underway.

Encounter: The Clouds Part

Whether or not the Rebels have gained the cooperation of the Sekct, they should realize that they have to explore further if they ever want to get off Marca. If they have been at least partially successful with them, they will know the approximate location of the plant, and will have at least some information about what they are facing, although the primitives will have no understanding of the defenses surrounding the base. Unfortunately, they'll have to get inside the base to secure a transport off of the planet.

If the Rebels have won over the Sekct, then they'll be accompanied by Hissest and four other Sekct warriors. Hissest, who still believes that the Rebels have been sent to deliver her race from extinction, leads them to the plant.

If the Rebels haven't won over the Sekct, they'll have to wander around on their own. Feel free to "urge" them in the appropriate direction using animal encounters or more encounters with swamp trooper patrols.

In any event, there will be numerous swamp trooper and repulsor scout patrols (either because the characters stopped the earlier patrol and Managing Director Tyne has sent troops to look for them, or the earlier patrol returned to the base empty-handed). If the characters have gotten lost in the swamps, or are off the track of the adventure, it may be appropriate to have a patrol "chase" them to the plant.

Once they near the plant read aloud:

The weather conditions seem to be changing, you notice. You can feel a gentle wind on your face, which seems hotter and somehow drier than the air elsewhere. There's an unpleasant smell to the air as well — not the now-familiar reek of biological decay, but a sharp, chemical odor that catches in your throat and makes your eyes water. You can also feel the short hairs on the backs of your hands and the napes of your necks stirring. A deep rumble shakes the ground, the sound of machinery of unfathomable power. The soil is as dry as you've seen it on this planet — so dry in fact, that your steps kick up small clouds of dust. There are some moist areas, with pools of water even more hideous than the water naturally found on this planet — they are saturated with toxic emissions, and their noxious odors are unmistakable. There's something definitely out-of-the-ordinary up ahead ...

Call for *Easy Knowledge* rolls. Any Rebels who succeed will realize that the stirring of their hairs implies the wind is electrically charged. While this could be a natural phenomenon, it points more to a significant source of power ahead.

If the Sekct are accompanying the Rebels, read aloud:

Your Sekct guide signals to you to stop. "Ahead, death-machine. Ahead, danger. Care, take." And with that she and the other Sekct drop down onto all-fours and crawl forward cautiously.

If the Rebels continue to advance, read aloud:

As you move cautiously forward, the harsh chemical smell increases in intensity. The ground shakes even more, and the sound is nearly deafening. Ahead of you, it looks as though the pervasive clouds are thinning. You continue ahead ...

... and then stop in amazement. The clouds come to an end, almost like a curtain. Ahead of you is an area of clear air — a circular break in the clouds several hundred meters in diameter. In the center of this clear area is a huge installation of some kind. Huge spires tower into the sky, sheathed in coruscating auras of blue sparks.

Beacon lights flash red and blue atop slender antennae. In the center of the installation is a massive cooling tower or exhaust port, pouring yellow-gray clouds into the air. Above the facility, these clouds roil in great circular patterns, mixing with the grey-white clouds typical to the planet.

You realize that the facility must be a source of incredible heat to so destabilize the planet's normal weather patterns. In fact, you decide, this entire area of clear air must be a byproduct of the plant you see before you.

While your attention is drawn first to the massive installation, you notice other features as well. Beyond, a space vessel is rising into the sky, its ion drives glaring bright blue until it vanishes into the cloud cover. A starship ... where there's one, there are bound to be others. Have you found a way off this world?

On a Moderate *technology* roll, a Rebel can recognize the facility as a hyperbaride synthesis plant, and receives the information from the sidebar "Hyperbaride Synthesis Plants" and the

background on the importance of hyperbarides from the Adventure Background section on page 3. On a Very Difficult *technology* roll, the Rebel will even have a rough idea of how such a plant might be laid out. Consider giving the Rebel's player a very rough, hand-drawn sketch of the facility map from Episode Three, "Going In." Feel free to leave out important details, or to add some incorrect information, of course.

On a Very Easy *Knowledge* roll, a Rebel can recognize the departing starship as a space barge.

If the Rebels are accompanied by Sekct, read aloud:

Your Sekct guide points to the installation. "Death-machine," she says quietly. "World change. Water change, air change. Sekct stop-moving, in time. Sekct stop-moving, all." She points at you. "You Sekct help?"

Call for Moderate *Perception* rolls. Any Rebels who succeed hear a faint whirring sound behind them in the clouds, and have a combat round in which to react. If no Rebels in the group succeed on the roll, their first warning that anything is amiss is when blaster bolts sear through the clouds from behind them, fired by ...

The Security Droid

Predictably, the Empire isn't slack when it comes to protecting important installations like the synthesis plant. The perimeter is patrolled

Hyperbaride Synthesis Plants

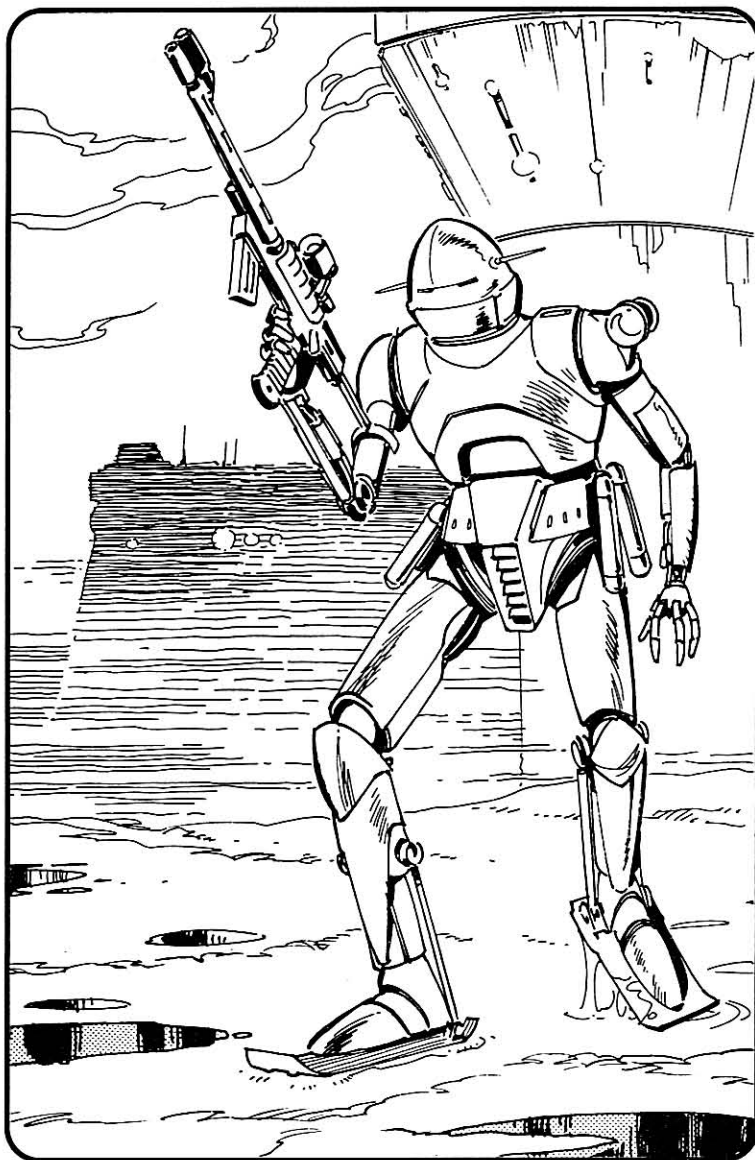
Synthesis plants aren't good things to be around, and play merry hell with the world on which they're built. At the center of the plant is a massive shaft, driven down into the molten core of the world. Upon it sits a huge energy reactor. This shaft supplies the synthesis plant with the huge amounts of energy that it needs. This shaft is also used to pump up the semi-molten material from the planet's mantle that provide the heavy elements that are the precursors of the synthesized hyperbarides. This shaft frequently destabilizes the planet's core, causing earthquakes, volcanos and other seismic upheavals.

The actual process of synthesizing hyperbarides is a carefully-controlled fusion reaction. While few toxic radioactives are created, the other byproducts created in the process are highly dangerous. They have a destructive effect on the genetic code of almost any creature, although the time scale of this effect varies from creature to creature.

These byproducts are released directly into the environment on Marca.

The hyperbaride synthesis reaction is very inefficient, and much of the energy drained from the core of the planet is released from the plant as heat. This massive heat discharge usually has a large and deleterious effect on the planet's climate.

Synthesis plants are quite easy to keep running and need very few technicians to run them — generally fewer than 20. However, they do need many manual laborers, because the energies released by the process interfere with the internal functions of Droids (which would normally be used for manual labor). The high levels of energy and the corrosive properties of the elements involved necessitate frequent cleaning and replacement of pipes, filters and other machinery. A plant of this size could be expected to have over 150 workers.



by modified assassin Droids. Of course, assassin Droids are illegal, but what does that matter when the Empire makes the laws? One of these killing machines has found the trail of the Rebels, and is now attacking.

The security Droid is a 2-meter-tall humanoid shape, brutal and angular, with mirror-finish silver skin.

Assassin Droid

DEXTERITY 4D

Blaster 5D, melee 6D, melee parry 4D

STRENGTH 5D

PERCEPTION 4D

Search 5D

Weapons: Modified blaster rifle (damage 6D)

The Droid is totally emotionless, and will fight

until it has killed all Rebels and Seket in the area, or until it is reduced to slag. It has been programmed with a high level of tactical awareness, and so will concentrate its attentions on its most dangerous foes, leaving the others for mopping up later. It will concentrate its fire on the Rebels since it recognizes them as threats.

The Droid is supposed to be in constant communication with the swamp troopers and other Droids who make up the rest of the security detachment. Fortunately for the Rebels, the jamming prevents communication. There are a total of four Droids patrolling the perimeter — roll 5D to determine how many rounds until the second Droid arrives, and then 4D for the third Droid and 3D for the final Droid. If the characters retreat back into the mist, the other Droids will discover the remains any destroyed assassin Droids, or if the characters only damaged the Droid, they will relay information to the other Droids. If more than one Droid survives, one will go to the vehicle hangar to place the whole plant on alert (see area 2 in Episode Three), while any other Droids will continue to patrol the area, with hopes of finding and killing the characters. If the characters destroy the Droids, they have 15 minutes before the entire plant goes on alert.

Cut to “An Unsuccessful Patrol.”

An Unsuccessful Patrol

This encounter can happen any time after the characters have first battled the assassin Droids. One of the repulsor scouts is returning from a search mission in the swamps and has had no luck finding the characters. The search team will either A) wonder where the assassin patrol Droid is (if the characters have destroyed it), or B) be informed by one of the remaining Droids that the characters are in the immediate vicinity.

To set the stage for this encounter, have each of the Rebels roll a *Very Easy Perception* check to see if they hear an approaching repulsor scout. If the check is successful, give them five rounds to react and flee back into the mists, since there are no natural trees and bushes to hide behind. The characters may also find an outcropping near the factory for cover. Remember, however, that since the swamp troopers have infra-red sights, they will have to be fully hidden not to be spotted.

Allow each character to make a *Very Easy Knowledge* roll — if successful, the characters will realize that by submersing themselves in the watery pools found near the plant, they will be able to hide their heat signatures from the swamp troopers' sights.

Have each character generate a *hide* total. This is the total the troopers must beat to see a given character. Statistics for swamp troopers and repulsor scouts can be found in Episode One.

Read aloud:

A familiar hum seems to echo from the clouds — another repulsor scout. One swamp trooper is at the controls, while another stands ready at the heavy repeating blaster. The other two are scanning the area for signs of your presence.

If the assassin Droids relay information to the troopers, or the troops discover the remains of one of the Droids, they will begin searching the perimeter, looking for tracks. Have each of the troopers make a *search* total, comparing it to the *hide* total generated by the characters. If the troopers roll higher, they will find the characters within a few rounds (gamemaster's discretion as to exactly when). If the swamp troopers spot the Rebels, they'll open fire at once. Should the troops decide they're outmatched (for example, if they take several casualties in the first round of combat), they'll try to head to the hangar to raise the alarm.

If the swamp troopers don't spot them immediately, the Rebels have a choice. They can attack the troops. Alternatively, they can remain hidden and see what they can learn. If characters choose the latter, two of the swamp troopers will pass dangerously close to the characters, and they will overhear the following conversation:

(If the assassin Droid has disappeared without a trace, use the following lines:)

One swamp trooper looks at his fellow soldier. "Where is that damn Droid anyway?"

"Beats me," his colleague replies. "Sometimes I wish we could just turn off the jamming. It's more of a pain than a help."

"See if you still think that if the Rebels find this place and stage a major assault," the first trooper rebukes him.

"You think the little lizards got it?" the second trooper asks.

"Don't make me laugh," he snaps. "The lizards took out a modified assassin Droid with a spear? Yeah, right." He chuckles. "Anyway, the specialists say we won't have to worry about the lizards much longer. Har har har."

(If the assassin Droid has been found destroyed by blasters, or the Droid relayed information to the troops about the characters, use the following lines:)

One swamp trooper looks at his fellow soldier.

"I wonder what the story is — how many of them there are."

"Beats me," his colleague replies. "Sometimes I wish we could just turn off the jamming. It's more of a pain than a help."

"See if you still think that if the Rebels find this place and stage a major assault," the first trooper rebukes him.

"Well, at least it's not those damn lizards. They're more trouble than their worth." the second trooper comments.

"The specialists say we won't have to worry about the lizards much longer. Har har har."

This encounter may be run in any number of ways, depending upon what the gamemaster desires.

Since all of the comlinks of the swamp troopers are jammed, the gamemaster has a great deal of leeway regarding the level of challenge that is thrown at the characters. Naturally, if a firefight does begin, the Imperial swamp troopers and assassin Droids will place a high priority on getting to the hangar and sounding the general alarm within the facility, although again, the number of troops actually at the plant instead of in search parties is up to the discretion of the gamemaster. See the sidebar, "Plant Security" (page 34).

If the characters are smart or lucky, they may end this encounter with several suits of swamp trooper gear and a repulsor scout. This will make infiltrating the plant quite easy, unless any of the carbon scoring marks on the armor from blaster bolts caused a great deal of damage ("Tell me soldier, when were you shot? You just told us you didn't find the crashlanded ship.").

Sneaking In

If the characters simply observe the plant, they'll see that the only two possible entrances are the vehicle hangar (area 2) and the outflow pipes leading into the water-cooled particle accelerator (area 23) — see Episode Three for more information.

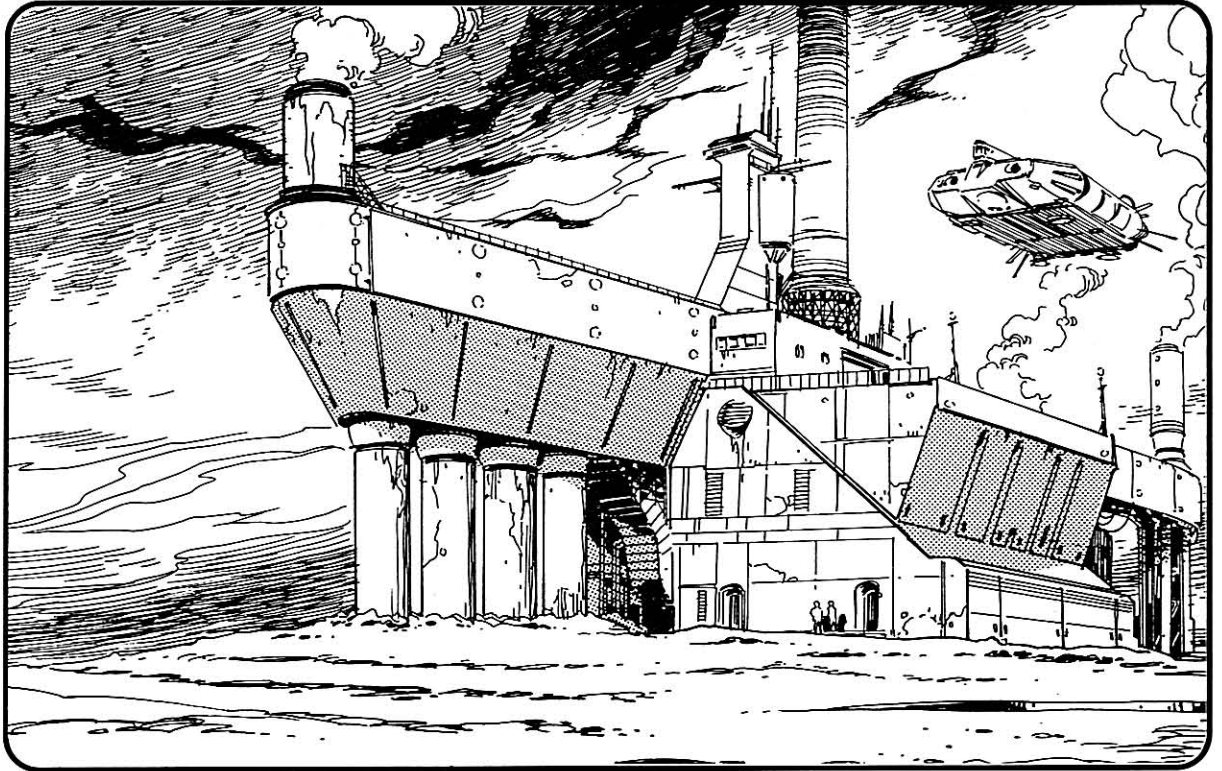
Full Alert

This encounter occurs only if the assassin Droids or swamp troopers were able to get to the hangar bay and sound the alarm. Whatever troops and repulsor scouts remain at the plant will pour out of the hangar bay within five minutes of the alert being sounded. Only one scout will remain at the hangar entrance, while the rest will fan out over the entire area in their search for the Rebels.

The Sekct, assuming they're still present and haven't fled into the mist on their own, will suggest that "Now leave good time." If the Rebels decide to stand and fight, rather than retreat, play out the battle. If they try to leave, as long as they generate good *sneak* rolls while leaving the area, they will probably get away. The swamp troopers will extend their search no further than 200 meters from the border of the clear area.

There is also the chance that the Rebels may have taken prisoners, in which case go to "Interrogating Prisoners."

If the rebels are taken prisoner, cut to the sidebar, "Back on Track" in Episode Three.



Interrogating Prisoners

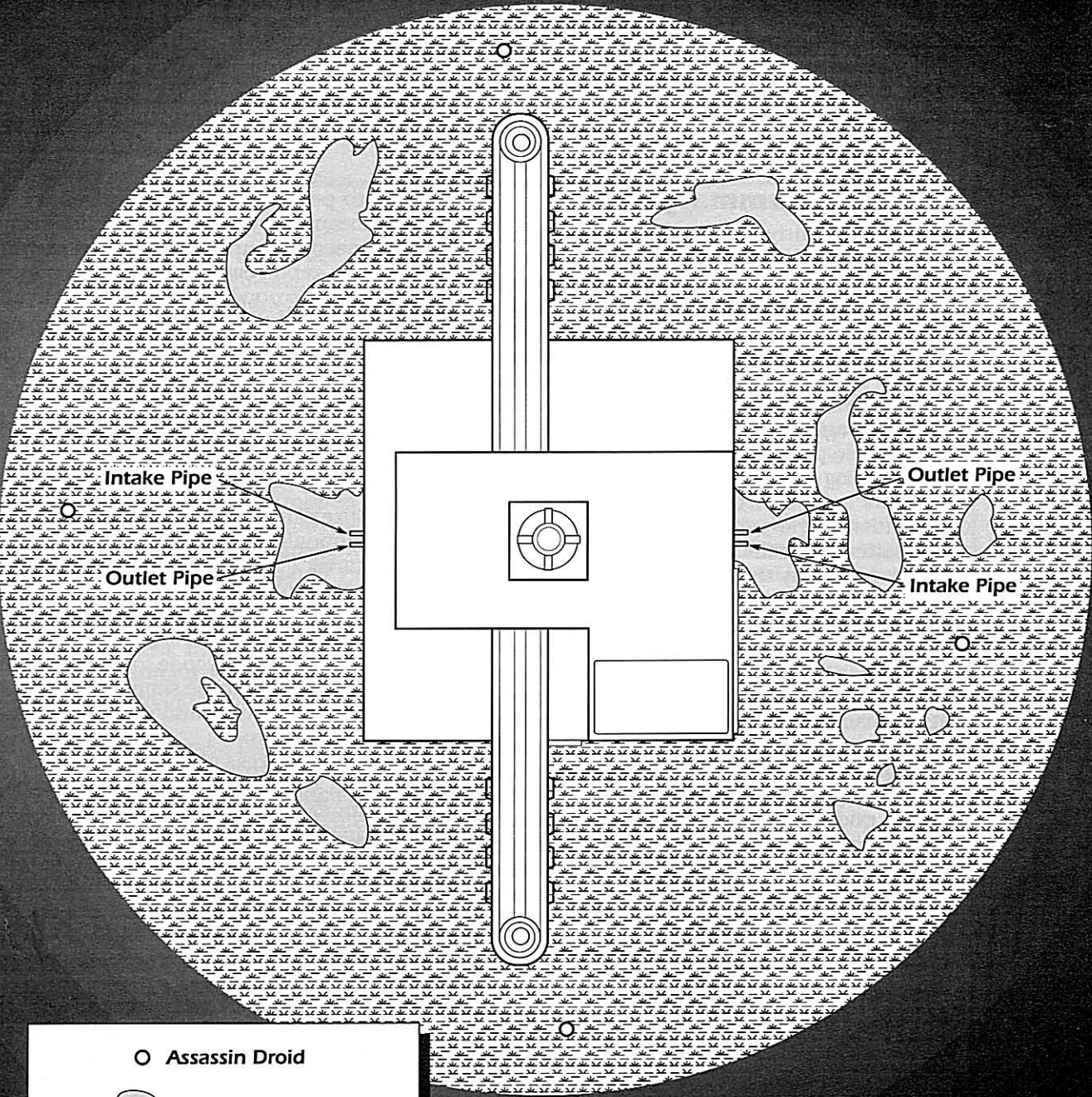
If the Rebels take one or more troopers alive, they can interrogate their captives. Presuming they ask the right questions, the Rebels can learn the background on the hyperbaride synthesis plant, and the rudimentary information on the security detachment from the sidebar “Plant Security” (see Episode Three). They can also potentially learn the background from “Getting Off-Planet”(see Episode Three). The troopers can also provide a more detailed layout of the plant, although they’ll certainly try to lie. Especially persuasive characters may get information on the only two possible entrances: the vehicle hanger (area 2) and the outflow pipes leading into the water-cooled particle accelerator (area 23) — see Episode Three for more information.

Remember that while the swamp troopers are loyal to the Empire, they aren’t nearly as willing to die for the cause as stormtroopers — if they think their lives will be spared, they may cooperate with the characters.

What to do Now

Either the characters are in the midst of a smooth running commando-type mission, and are making a mockery of the plant’s security forces, or they’ve been routed around the Imperial security forces. The characters may decide to enter the plant immediately. If they are having a difficult time, they will probably attempt to flee the area, and infiltrate the plant later. Cut to Episode Three, “Going In.”

GAMEMASTER DIAGRAM
DSI Hyperbaride Synthesis Plant
Site Plan



○ Assassin Droid
Pool of Water

Note: Beyond the clear area, plant is surrounded by perpetual mist.

John Paul Lona

Episode Three Going In

Summary

It should be fairly obvious to the Rebels that the only way they're going to acquire a ship to get off-planet is to infiltrate the hyperbaride synthesis plant — certainly a difficult task, but they're heroes.

The Rebels meet a protocol Droid that remembers how things were before Imperial involvement reached its present level, and before the current managing director took over. The Droid helps them to penetrate the computer system.

While going through the computer records, the Rebels learn that the Sertim sisters — the commanders of the civilian security force — had a third sister. While the women believe that their sister was killed by the Rebel Alliance, the computer records show that it was Managing Director Tyne who actually killed her.

However, the Rebels are captured, and interrogated by the Sertim sisters. If they manage to win over the Sertims to their side — by proving that the managing director killed their sister — the Rebels will be allowed to escape, but only if they help the sisters.

The Sertims supply them with enough weapons to arm a raiding force of Sekct, and promise to arrange a diversion for when the Rebels return to assault the plant. Through this action, the sisters will get their revenge against Tyne, and in return, the characters will be allowed to leave the planet.

Encounter: Into the Plant

There are several ways in which the Rebels might try to infiltrate the plant. The two most obvious are to use "acquired" swamp trooper armor and repulsor scouts to con their way in through the vehicle hangar entrance (area 2), or to sneak in through the coolant outflow pipes that lead into the water-cooled particle accelerator chambers (areas 23). More information on these areas is provided in the appropriate entries and the areas are marked on the map.

Dramatically, it's necessary that the Rebels

manage to penetrate the plant somehow. This doesn't mean that you should let totally idiotic plans succeed, of course, but don't feel bad about letting them get off easy. However, once they're in, the swamp troopers and civilian forces will mobilize, and show them exactly how efficient Imperial security can be.

If the characters cannot come up with an appropriate plan, it is perfectly acceptable to have them captured. If they are captured, cut to the sidebar, "Back on Track."

Plant Overview

The entire plant is flat grey, and is illuminated by flat, emotionless lighting. All areas identified by an asterisk (*) are forbidden to indentured workers. Attempting to enter such an area triggers the worker's location forbidder. Also note that the doors to any such area are kept closed, secured by a simple keycode lock unless otherwise noted. Opening these simple locks without the appropriate combination code requires a Very Easy *security* roll.

The plant's process of generating energy creates a great deal of interference that damages Droids. Rooms that receive this kind of interference are marked with a (†) on the map. For more information, see the sidebar, "Why So Many Workers?"

Every room in the facility has a computer terminal, usually mounted in a wall, which is linked to the central computer system that runs much of the plant.

Predictably, the system is protected by passwords and other forms of computer security. Breaking into the system without appropriate access codes requires a Difficult *computer programming* roll. Penetrating deeply enough to perform sensitive functions — such as shutting down the plant's operation, or overloading the hyperbatteries — requires a Very Difficult *computer programming* roll. So tight is computer security that, if a Rebel fails any roll, the computer alerts the security force. In 2D combat rounds, a

security force of four swamp troopers arrives to investigate. However, remember that since comlinks don't work because of the jamming, the soldiers won't necessarily know what to expect when they are summoned to an area.

The plant works on a round-the-clock schedule. This means the level of activity is constant, regardless of what time the Rebels decide to penetrate the site.

Turbolifts and Hallways

For the Rebels to successfully stop operation of the plant, they will probably need to use the

turbolifts to get to the second floor. All of the turbolifts are armed with the location forbiddler system, and will stun anyone wearing a forbiddler who enters them (doing 6D stun damage).

There are turbolifts located in the hallways near the gym (area 18) and the security control room (area 26). They take one round to get to the second floor. On the second floor, they come out near jamming control (area 47) and communications room (area 50). There is also a turbolift in the hallway near the technicians' quarters (area 58), which leads to the hyperbattery control room (area 43, first floor). The control room can only be accessed through this turbolift.

Disguise

Enterprising players might well try to penetrate the plant by disguising themselves as swamp troopers or as indentured workers. There are some advantages to this, but there are hazards as well.

Indentured Workers: The obvious disadvantage here is that workers are limited to only certain areas of the site, and are always under swamp trooper supervision. Workers found wandering the hallways outside their normal work areas will be stopped on sight. The swamp troopers have come to rely on the subservience of the workers, and so will handle such an encounter with casual threat and intimidation ... unless something has aroused their suspicion (such as noticing that the "indentured workers" they've encountered aren't wearing location forbidders). In such a case, the swamp troopers will stun first and ask questions later.

The swamp troopers pay little attention to the faces and identities of the workers they supervise; thus they won't notice new faces among their charges. By contrast, the workers definitely will notice new "colleagues", but probably won't draw this to the attention of security personnel. They won't immediately trust the newcomers either. Paranoia has become a way of life for the indentured workers, and there is always the possibility that any newcomer is actually an Imperial agent or corporate spy. Depending on the personality of individual workers, in other words, on how you, as gamemaster, want to handle things, such "agents" might become victims of "industrial accidents" at the hands of the workers. Probably the greatest chance of exposure lies in orders from swamp troopers and Rebels'

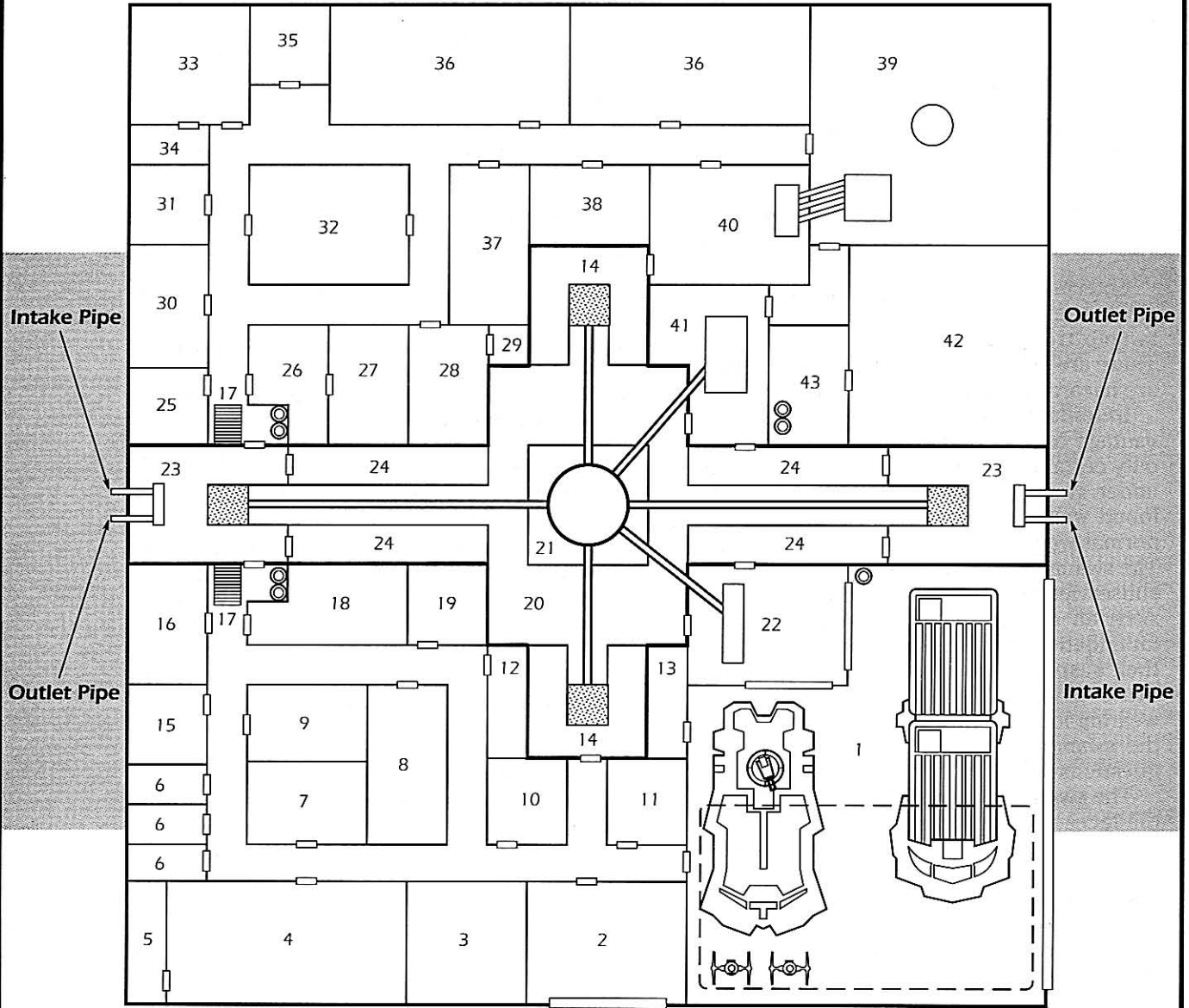
ignorance of the plant and its operation. A swamp trooper issuing an order like, "You, adjust the coolant flow on panel BF-38" would expect the subject of that order to jump to it ... and to know how to adjust the coolant flow, and where panel BF-38 is.

Swamp troopers: Rebels will probably find their lives easier if they impersonate swamp troopers. With the helmet in place, it's difficult to recognize the individual wearing the armor, unless they are not human, or obviously too tall, thin or heavy for "Imperial standards". Conversation will eventually give away the deception, but smart characters or those with high *con* skills can get around that ... at least for a while.

Ignorance can still give away the impostor, of course. A trooper ordered to "Check on the workers in block B" will be expected to know where block B is, and head in the right direction. Swamp troopers are fairly free to wander around the first level, but if they encounter an officer they had better be able to give a good reason for being there. Swamp troopers are rarely found on the second level, and then they will have very specific duties to perform. A swamp trooper on the second level had better have a particularly good story to tell ...

In either case, whether the Rebels impersonate workers or swamp troopers, the result will be the same if the security forces catch them at their deception. The Rebels will be stunned or otherwise incapacitated as fast as possible, and thrown into the detention cells for interrogation. If this happens, cut to the encounter, "Interrogation." If the characters haven't received all of the information from M-3PO-C, use the sidebar, "Back on Track."

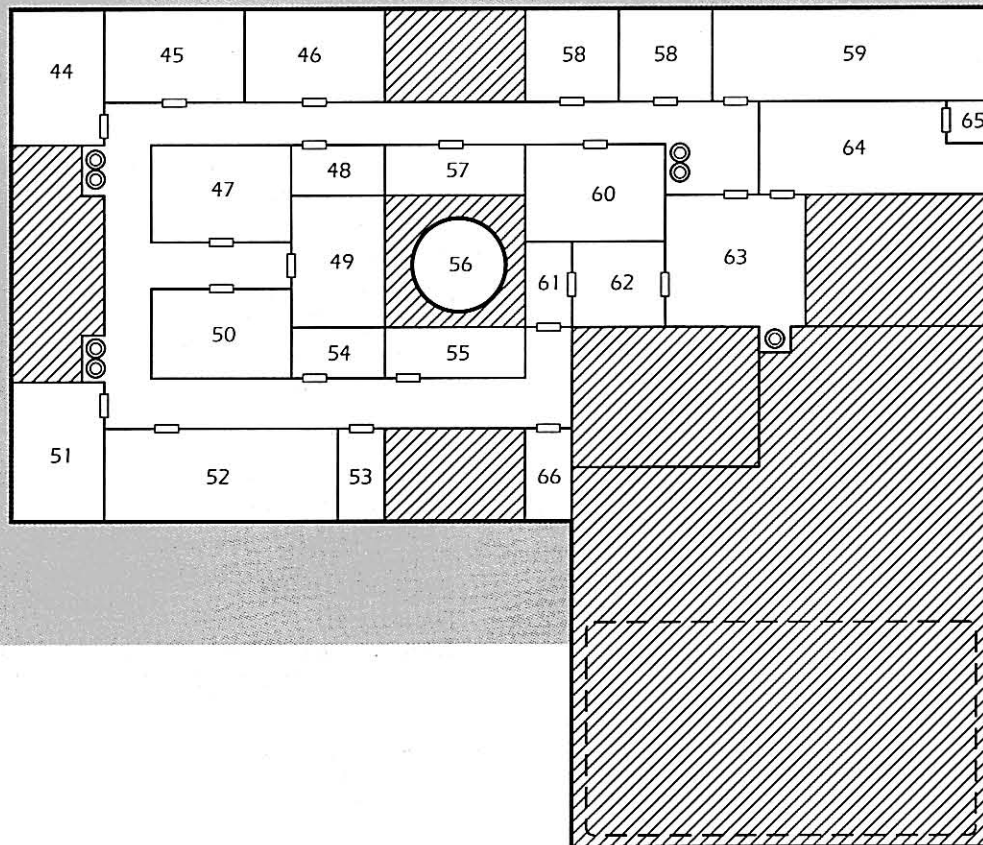
GAMEMASTER DIAGRAM DSI Hyperbaride Synthesis Plant Ground Floor



⊙ Turbolift

John Paul Lona

GAMEMASTER DIAGRAM
DSI Hyperbaride Synthesis Plant
Second Floor



☉ Turbolift

John Paul Lona

Plant Security

The security detachment protecting the synthesis plant consists of three distinct parts. The first is the Imperial security team. There are 60 Imperial army swamp troopers — elite army troops trained specifically for the muddy and wet conditions found on planets like Marca. The trooper force has access to 12 repulsor scouts. The force is commanded directly by Tyne, managing director of the plant. These are 57 average troops, and three officers who deal directly with Tyne.

Depending upon the abilities of the characters, the gamemaster should decide exactly how many troops and repulsor scouts have been sent on search missions to find the Rebels. The more troops that have been sent out to search, the weaker the security at the plant. However, these troops will be returning at some point, so the characters may think they have things well in control when yet another patrol returns to the plant, making things interesting all over again.

Imperial Swamp Troopers

DEXTERITY 3D

Blaster 4D+1, dodge 4D+1, grenade 3D+2, heavy weapons 3D+2

KNOWLEDGE 1D+1

MECHANICAL 1D+1

Repulsorlift op. 3D

PERCEPTION 2D

STRENGTH 3D+1

TECHNICAL 1D

Equipment: 3 stun grenades (5D stun damage), modified blaster (as blaster 5D damage, range 3-10/30/100; as grappling hook, 6D damage, plus entangle), two spare grappling hook/cords, swamp trooper suit (infra-red vision, allowing full vision up to 100 meters regardless of light; telescopic sight, which moves targets up one range level or gives +1D to *Perception* based skills; adds +1D to *Strength* to resist damage, but reduces *Dexterity* actions by -1D; life support system).

Repulsor Scout

Crew: 1

Passengers: 3

Cargo Capacity: 100 kilograms

Scale: speeder

Speed Code: 3D

Maneuverability: 1D+1

Body Strength: 3D

Weapons:

One Heavy Repeating Blaster

Fire Control: 0D

Range: 0-3/75/200/500

Damage: 8D

Flight Ceiling: 1 meter

The second portion of the security force are the four assassin Droids assigned to constant patrol of the perimeter of the plant. Because of the jamming of communication frequencies, the Droids must report

in to the hangar bay every hour. If a Droid does not report on time, swamp troopers are sent to investigate, and the plant is placed on alert.

Assassin Droid

DEXTERITY 4D

Blaster 5D, melee 6D, melee parry 4D

STRENGTH 5D

PERCEPTION 4D

Search 5D

Weapons: Modified blaster rifle (damage 6D)

The final portion of the security detachment is civilian in nature, hired by DSI, which built the cracking plant. This consists of eight “civilian security consultants”, read “mercenaries.” These “consultants” are under the control of two highly-skilled twin sisters named Marci and Darci Sertim. The civilian security people are nominally under the orders of the managing director, but in fact their loyalty is to the Sertim sisters.

The consultants are at the plant exclusively for the control of the indentured workers, and will not be called into any battle outside the facility, no matter what the circumstances.

Civilian Security Consultant

DEXTERITY 3D+2

Blaster 4D+2, dodge 4D+2, melee 4D+2

KNOWLEDGE 2D+2

Streetwise 3D+2

MECHANICAL 2D+2

Repulsorlift op 4D+2

PERCEPTION 2D+1

STRENGTH 3D+2

Brawling 4D+2

TECHNICAL 3D

Security 4D

Equipment: blaster carbine (damage 5D), vibroblade (damage STR +1D+2), two stun grenades (stun damage 5D)

Marci and Darci Sertim

DEXTERITY 3D+2

Blaster 5D+2, dodge 5D+2

KNOWLEDGE 2D+2

Streetwise 3D

MECHANICAL 2D+2

Repulsorlift op 3D+2

PERCEPTION 2D+1

Command 4D+2

STRENGTH 3D+2

Brawling 4D+2

TECHNICAL 3D

Security 5D

Equipment: Heavy blaster pistol (5D), holdout blaster (3D+1), vibroblade (STR +1D+2), 4 stun grenades (stun damage 5D), 2 explosive grenades (damage 5D), 1 medpac

Alert Status

Bear in mind that the troop suggestions in this overview of the plant reflect the assumption that most of the troops have returned from search patrols in the area.

When the plant goes on “alert status”, basically the plant is still manufacturing hyperbarides at the normal rate, but Managing Director Tyne is aware that there is some kind of disturbance, and hence calls out all of his security personnel.

If the Rebels succeed in disabling the plant and creating all sorts of havoc, the plant goes to “standby” operation, and all of the indentured workers are sent to their quarters and guarded by all of the civilian security personnel, while the swamp troopers conduct a full sweep of the plant. Manufacturing ceases during these periods.

If you, as gamemaster, have decided to lighten up security, don't forget to remove the number of troops indicated in certain areas as you deem appropriate. When the plant is on alert, in addition to the security complements listed in the text, there will be two parties of four swamp troops on patrol within the hallways and rooms of the plant — this is a systematic sweep, and you must note (in pencil) on the map where the two teams are on a round by round basis.

If you have decided to make the adventure harder, you may have added more troops to the plant's complement — in this case, once the plant goes on alert, all “extra” troops will be patrolling the hallways of the plant.

Inside at Last

Regardless of how the Rebels penetrate the plant, read aloud the following “atmosphere” paragraph as soon as they're inside:

Power. That's the first impression you get: a sense of almost limitless power, barely kept under control. The floor vibrates with it, the walls hum with it. There's an oppressive feeling in the air, like just before a massive thunderstorm, and there's a faint tang of ozone in your nostrils. You feel your hair stirring gently, almost as if each individual strand were alive. How must it be to work here, you wonder, in such an oppressive environment? It can only be like a waking nightmare ...

The following entries are keyed to the map on pages 32 and 33. They give complete information on the plant, as well as a description of what kinds of forces that will be encountered. Rooms with a (*) are forbidden to indentured workers. Rooms with a (†) disrupt the internal functions in Droids.

1. Landing Bay* A huge, 10-meter tall room that contains the plant's limited space fleet. The flat roof rolls back to allow the ships to land or take off. The roof is controlled by the central computer system, and can only be opened by using the computer system in the managing director's suite (area 63); there is no local control. Two TIE/In fighters, a space barge and a personnel carrier are parked here. Two technicians are always working here, and two swamp troopers patrol the area. The technicians are loyal employees ... but their loyalty doesn't extend to getting themselves killed. If trouble breaks

out, they'll find the nearest place to hide.

There is a single turbolift against the north wall of the landing bay. This is a private lift, reserved for the Managing Director Tyne, and leads directly up to his personal suite (area 63) on the second floor. The lift is secured by a computer lock that requires a magnetic key. Only one such key exists, and Tyne has it on his person at all times. Operating the lift without the key requires a Very Difficult *security* roll — failing an attempt to override the security system triggers all of the alarms.

If the plant is on alert, five swamp troopers will be found here.

Technician

DEXTERITY 2D+1

KNOWLEDGE 4D

Bureaucracy 5D, technology 6D

MECHANICAL 2D+2

Repulsorlift op. 3D+2

PERCEPTION 2D+1

STRENGTH 2D+2

TECHNICAL 4D

Computer prog/repair 5D, repulsorlift repair 6D+2, starship repair 6D, plant operation 7D

Equipment: personal tools

2. Vehicle Hangar* The plant's repulsor scouts are stored here. The large double blast doors leading to the outside are controlled by a panel mounted in the wall beside them; this panel cannot be disabled by the central computer system. The full complement is 12 repulsor scouts, but there may be some missing depending upon how many have been destroyed since the beginning of the adventure and how many are still out

Why So Many Workers?

Within the *Star Wars* galaxy, the vast majority of manual labor is performed by Droids. After all, Droids consume fewer resources than “biologicals,” and are much more tractable. Why, then, are 150 “indentured workers” required at the hyperbaride synthesis plant?

The process of synthesizing hyperbarides generates such great amounts of “noise” (actually the troublesome frequencies are beyond audible human senses) that the functioning of even the simplest Droid brains is interrupted. If a Droid can’t do the work, who better to handle the job than an indentured worker?

There are some studies that indicate that the noise is dangerous to humans over long periods of exposure, but of course the Empire doesn’t pay any attention to such studies.

Areas of extremely high noise levels are marked on the map key with the (†) symbol. For each round that a Droid remains in that area, it suffers 5D damage. It is impossible to dodge this damage, but it affects Droids only.

on search missions, looking for the survivors of the crash landing. There should be at least one scout here, but it is under repair (the Rebels will notice this with a *Very Easy Perception* roll).

There is a vid monitor to the outside (outside there is a page button, so that returning troops can signal the technicians to open the doors). The computer terminals are near the doors leading into the hallway — the whole plant can be put on alert with this computer.

If the plant is on alert, three swamp troopers will be found here.

3. Vehicle Repair Shop* A well-equipped repair shop for the repulsor scouts. Virtually any kind of common tool can be found here. This area is deserted.

4. Swamp Trooper Barracks* Military-style barracks, with two-level bunk beds, enough for fifty men. The room is absolutely spotless; everything is in its proper place. Twenty-five extra suits of swamp trooper armor, with full standard equipment, are stored in lockers around the walls. If the plant hasn’t been placed on full alert and all of the troops haven’t been sent on search duty, there may be as many as 17 swamp troopers sleeping or trying to sleep in their bunks.

If the plant is on alert this room will be vacant. If Rebels attempt to sneak around the room while the troopers are asleep, call for Moderate to Very

Difficult *hide/sneak* rolls each combat round to avoid waking up the troops.

5. Trooper Showers/Toilets*

6. Officers’ Quarters* Each of the three rooms is set up for one troop officer. Furniture includes a bed, table, two chairs, and a desk. These officers are nominally in command of the rest of the troops. These quarters will be empty if the plant is on alert. If the Rebels have waited around enough for things to die down, one officer may be asleep in his bed.

7. Armory* The door is secured by a complex electronic lock, to which only the swamp troop officers and the Sertim sisters know the combination. Jiggering this lock requires a Difficult *security* roll. The armory contains 35 blaster pistols, 50 blaster rifles, 30 blaster carbines, 80 stun grenades, and 25 thermal detonators. There are 100 replacement blaster power packs, as well as several two-liter canisters of blaster gas. Replacement and spare parts for Imperial issue weapons will also be found here. There will always be two swamp troopers standing guard here.

If the Rebels manage to get in here, you, as gamemaster, must be very careful about maintaining “reality” — “Okay, Roark, you say you’re carrying 35 pistols. How?”

Disabling Equipment

In general, it’s easy to disable high-technology electronic equipment, which, after all, tends to be very delicate. To disable any piece of equipment in the plant, a character must incapacitate it by damaging it with ranged or melee weapons. Equipment has a *Strength* of 1D+2 unless otherwise stated.

Once the piece of equipment is reduced to a status of incapacitated, it ceases to work. The consequences of destroying different pieces of equipment are described in the text. Of course, there are some times when it isn’t advisable to just blast everything in sight — particularly when the sound of a blaster will bring security forces.

Disabling a piece of equipment silently requires either a *computer programming/repair* or *demolitions* roll, and has a base difficulty of Moderate, unless otherwise stated. The GM can increase or decrease this difficulty level based on circumstances (for example, trying to “crash” a computer in the pitch dark, while wearing armor, with security troops searching the area would probably be Very Difficult).

8. Training Theater With seats for 50 people, this multi-media theater is used for training presentations for new swamp troopers, technicians and indentured workers. Currently it's not in use.

9. Officers' Mess and Lounge* A comfortably laid-out room where the swamp trooper officers can relax. An autochef is built into the far wall, and there are various computer-controlled entertainment systems around the room, including holo-vids and holo-vid games. This room will be empty.

10. Meeting Room The circular conference table that dominates this room has a holographic display system built into its center. This can be used to display a map of the facility, among other things. Retrieving and displaying this map requires a Difficult *computer programming* roll, and failure means that an alert is sounded. If the characters succeed in their attempt, the map of the entire facility is displayed to them in a holograph, with each room labeled (use the header for each room in this section). Rooms that are forbidden to the workers are marked on this map. Give the players a photocopy of the plant's maps on pages 32 and 33. There is no other information in this computer, and it is not linked to the main computer banks.

11. Technical Meeting Room Less formal in decor, this room is designed for technicians to hold technical review meetings. Each place at the table has a digitizing pad and stylus. Anything written on the pad is displayed, and enlarged on wall-sized screens. This room will be empty.

12. Machinery Spaces*† The area is filled with humming high-energy circuitry. Disabling this circuitry will disable the plant, but will also bring security in force. If the plant is on alert, there will be three swamp troopers here.

13. Spare Parts Storage* Racks, shelves and cabinets contain a bewildering range of electronic components, tools. Characters will probably be able to find replacement parts for any broken equipment, and will be able to find spares of essential equipment: pocket computers, glowrods, survival rations, and comlinks (even though they won't function because of the jamming).

This room also holds many of the replacement sensors that form part of the swamp trooper outfits — stand alone infra-red sensor kits, telescopic magnification kits, breath masks and so forth. Since these items are meant to be integrated into a suit of armor, they are actually in several pieces and will require an Easy *Technical* roll to assemble and carry around as a portable unit. This room will be empty.

14. High-energy Particle Accelerator Chambers*† These rooms contain high-energy machines that fire subatomic particles down linear accelerators into the hyperbaride reaction chamber in the

center of the plant. The rooms are filled with the hum of almost limitless power, and the air is sharp with ozone. The location forbidden sensors may be disabled by security so that indentured workers may enter to change filters, piping and other machinery (characters attempting to disable this system themselves need a Difficult *security* roll).

Each room has one technician on duty round the clock, monitoring gauges and making sure the equipment remains on line. The technician may summon security by merely keying a command into the computer (this takes one round).

Disabling the equipment in either of these rooms immediately brings the entire plant off-line, but also immediately summons security. If the plant is on alert, there will be four troops here.

15. Meeting Room The circular meeting table has no high-tech features, and there is a "dumb" terminal here — it is not integrated into the main computer system.

16. Refectory* This is where the swamp troopers eat their meals. A high-capacity autochef is built into the far wall. If the Rebels have penetrated the plant without causing an alert, they may encounter four off-duty swamp troopers, unarmed and unarmored, getting themselves a snack.

17. Underpass A stairway leads down to a short corridor that passes below the particle accelerator above.

18. Gym* A well-equipped gym, where off-duty swamp troopers can keep themselves in good condition. If the plant isn't on alert when the Rebels arrive, one unarmed and unarmored swamp trooper is working out on a HyperGym machine. If the plant is on alert, the room will be empty.

19. Computer Library* There are several computer terminals here. When the Rebels arrive, there is one technician present. Using the computers to retrieve a plan of the plant requires a Difficult *computer programming* roll.

20. Machinery Area† This large room is filled with machinery necessary for the plant's continued operation: coolant pipes, power cells and converters, high-voltage transformers, and so forth. Four huge, humming tubes — linear accelerators — lead into the room and then into the reactor space in the center of the plant. In the northeast corner, a massive conveyor belt system carries processed rock destined for the reactor. In the southeast corner, a system of pipes decants the liquid hyperbarides and carries them into the storage area next door.

The temperature in this room is painfully high, and the noise level is just short of the threshold of pain. Any Rebel entering this room without suitable protection — ear protectors, or swamp trooper armor, for example — must make a Moderate

stamina roll, or suffer a -1D reduction in all die codes while the character remains within the area. The indentured workers have become accustomed to the environment, and the security forces are protected from it, so they suffer no penalties.

Thirty indentured workers are here at all times, guarded by two civilian security personnel and 10 swamp troopers. If combat breaks out in the room, the workers will make every attempt to either escape (hoping not to be noticed in the confusion) or duck behind cover. They are unlikely to join the combat no matter what the circumstances.

The Workers

The plant's security forces are highly concerned with internal security. The 150 manual laborers at the synthesis plant are known as "indentured workers" — each worker's contract is owned by the company running the synthesis

plant, and thus indirectly by the Empire. The workers come from worlds all over the galaxy.

They thought they were signing up for standard manual labor contracts. However, the contracts were incredibly vague regarding wages to be paid, cost for company-provided quarters, and the conditions under which work was to be conducted. However, once the contract was signed, there was no exit for the worker.

The grim realities of the deal became apparent when they learned that they were charged with the cost of shipping themselves to the planet Marca. Their true wages are so low that they won't be able to pay off this cost for several years.

Obviously, as soon as this unpleasant fact becomes apparent, the "indentured workers" would like to "default on the terms of their employment" — in other words, escape. This is impossible, of course, without the cooperation of the plant management, since it's management and the Empire that controls all ship traffic to and from Marca.

The company is officially entitled to inflict whatever punishment it may see fit on employees who break any of the many rules. Such punishments range from half-rations for two weeks, to imprisonment, to summary execution.

Each "indentured worker" has a device called a location forbinder around his wrist. This band contains high-capacity batteries, a locator, and various other types of circuitry. Should the worker try to enter any area of the plant to which he's forbidden (identified by a * in the plant description), the device inflicts a painful and incapacitating electric shock (8D stun damage) and alerts plant security. Any swamp trooper or security consultant can selectively trigger the location forbinder of any worker in line of sight, making for a convenient means of punishment. This is done with a small blue rectangular box carried on their belts.

Obviously, the band is impossible to remove without the appropriate tools, and such tools are only in the security control room (area 26) or Tyne's office (area 62). Removing a band with make-shift tools requires a Very Difficult *Mechanical* roll. Removing the band with the appropriate tools requires an Easy *Mechanical* roll. On a failed roll, the device delivers 6D of stun damage to anyone touching it, and alerts security.

Indentured Worker

DEXTERITY 2D
KNOWLEDGE 2D
MECHANICAL 2D
PERCEPTION 1D+2
STRENGTH 2D+2

Stamina 3D+2

TECHNICAL 2D

Plant operation 3D

Equipment: tools, location forbinder



21. Reactor Space† This room can only be accessed by a secure maintenance hatch on the east side of the reactor. Anyone attempting to open the hatch must make a Difficult *security* check, and any attempt to enter the reactor area — successful or not — shuts down the entire plant. In addition, security will be dispatched to investigate.

Radiation warning signs are everywhere. The temperature and radiation levels are too high for living creatures to survive for more than a few seconds. Each combat round that a character is within this area he or she must make a Very Difficult *stamina* roll, or suffer an attack of 10D damage. This area is not restricted to indentured workers, but even they know enough to avoid the reactor. It is impossible to dodge the damage.

Radiation proof suits will protect the characters. The only way maintenance is performed on this section of the plant is if the reactor is entirely shut down and “scrubbed out” by particle bombardment to clean out the radiation (this is performed once per year).

22. Hyperbaric Storage Area† The molten hyperbarides from the reactor are decanted here into great sealed metal containers. Ten indentured workers are here, guarded by two civilian security guards. There are five filled containers waiting to be loaded onto the space barge.

23. Water-Cooled Particle Accelerator Chambers*† As with the high-energy particle accelerator chambers (area 14), each of these rooms always has a technician on duty to monitor the equipment. Although the technician is unarmed, and thus little able to deal with invading Rebels himself, he can certainly trigger the alarm and summon security forces. Sounding the alarm is a matter of striking one key on the control panel.

The equipment is cooled by water drawn in from the swamp and circulated around the equipment; then it is released back into the swamp, loaded with deadly toxins. The water intake and outflow pipes are each one meter in diameter.

The intake pipe is below the surface of the water, and its mouth is covered by a tight meshwork of bars (to prevent the intake from sucking up anything that might block the pipe). Even if the Rebels manage to cut away the bars, the intake leads directly to a multibladed pump, which blocks access to the interior of the plant. (An Easy *Technical* roll will allow the Rebels to know this.)

If the Rebels want to gain access to the plant, the outflow pipe is a much better bet. Much of the cooling water is boiled away to steam, so the volume of water pouring out of the outflow pipe is much less than the pipe’s size might indicate. The pipe is four meters long; at the end of it is a

grill. There is an access hatch in the upper surface of the pipe just before the grill. If they open this hatch, the Rebels can enter the room.

Of course, there is still some water pouring out, and it’s almost boiling. Unless the Rebels have insulated suits or some other means of insulation (such as sealed armor), they suffer 2D damage each round that they’re exposed to the water (disregard stun results). The effects of the toxins won’t be noticeable in the few rounds the characters will spend crawling through the pipe. Normal clothing, or limited armor like a protective vest, won’t give the Rebels any protection against boiling water.

If a Rebel is injured by boiling water, he or she must make a Moderate *stamina* roll to avoid crying out in pain — if they do scream out, give each technician a *Perception* check, and if they beat a Moderate difficulty, they hear this cry. If the plant hasn’t been placed on alert, the technician will probably investigate. If the plant is on alert, the technician will summon security, who will arrive in 6D rounds in response to such a “low priority” call.

24. Superconducting Magnets*† These supercooled magnets are part of the two major particle accelerators feeding the central reactor. Disabling any magnets immediately deactivates the plant. As stated earlier, equipment like the magnets can be disabled by weapons fire, or by successfully making a Moderate *computer programming/repair* or *demolition* rolls.

25. Meeting Room Another standard meeting area. If the characters are captured by the swamp troopers or civilian security forces, they will be taken here for interrogation.

26. Security Control Room* This is where the plant’s security is monitored. If the plant isn’t on alert, the Sertim sisters, two civilian security consultants and one swamp trooper will be here.

If the plant is on alert, four swamp troopers, the Sertim sisters and two civilian security personnel will monitor the computer security system. Since the comlinks are jammed, they can only monitor for computerized alerts. Any swamp troopers not specifically allocated to rooms will be on patrol in the hallways immediately outside the room, and can be deployed to anywhere else in the plant.

The whole plant can be placed on alert from this room.

27. Detention Cells The front “wall” of each cell has charged metal bars that do 8D stun damage to anyone that touches them. Each cell is controlled independently by the computer system (area 26). When the Rebels first enter the plant, there are no prisoners here. If the Rebels

are taken prisoner, they will be brought here (see the encounter, "Interrogation" and the sidebar, "Back on Track.").

28. Computer Room* The door is secured by a complex lock to which only the technicians, swamp troopers, Tyne and the Sertim sisters know the combination. Jiggering this lock requires a Difficult *security* roll. The room is filled with computer equipment. Read the following aloud:

Galaxies of tiny status lights wink out their messages from massive control panels, dozens of video screens are filled with incomprehensible scrolling data. For a moment, you stand amazed at the amount of sheer data processing ability in this single room. This is very obviously the nerve center of the entire plant ...

Disabling the equipment totally deactivates the hyperbaride synthesis operation and, of course, immediately notifies security. The computer system has a *Strength* of 2D, and disabling it requires a Very Difficult *computer programming* roll. The roof of the landing bay (area 1) can't be opened if the computer system is down ...

29. Storage Room Racks and cabinets contain spare parts and supplies: data disks, optical chips, electronic components, spare memory storage units, hyper circuits, optical processing capacitors and so forth can be found here. The spare parts are of the highest quality and utilize the latest technology — the cache in this room is worth a fortune!

30. Civilian Armory* The door is secured by a complex lock to which only the Sertim sisters know the combination. Jiggering this lock requires a Difficult *security* roll. Stored in this room are the civilian security team's extra weapons: 5 blaster pistols, 3 heavy blaster pistols, 2 blaster rifles, 10 stun grenades, 10 explosive grenades and 2 thermal detonators.

31. Civilian Refectory* This is where the civilian security people eat their meals. An autochef is built into the wall opposite the door.

If the Rebels have penetrated the base without alerting security, there are two civilian security personnel chatting over a meal.

If the plant is on alert, this room will be vacant.

32. Clinic This small medical facility is staffed by a Too-Onebee surgical Droid, which is programmed to treat anyone who is injured, regardless of who they are (the plant's management never foresaw the possibility that Rebels might penetrate the facility). The clinic is equipped with two rejuve tanks. Racks contain 10 medpacs.

Too-Onebee Medical Droid

KNOWLEDGE 4D

Alien Races 5D

TECHNICAL 6D

Medicine 9D

Equipped with:

- Medical diagnostic computer
- Analytical computer
- Various surgical attachments

33. Civilian Barracks* The civilian security personnel sleep here. Although the furniture is similar to that in the swamp troopers' barracks (area 4), this room is nowhere near as clean and tidy. Some of the beds are unmade, and there are posters, holographs, and other personal effects tacked up on the walls.

If the plant isn't on alert when the Rebels arrive, there are three security consultants asleep in their bunks. These operatives' personal equipment is casually placed under their beds.

If the plant is on alert, the room will be empty.

34. Showers/Toilets*

35. Sisters' Quarters* The Sertim sisters live here. The room is comfortable, with some artwork on the walls. When the Rebels enter the plant, the sisters are elsewhere. A *Moderate search* roll will turn up two holdout blasters concealed for emergencies.

36. Indentured Workers' Barracks These institutional, soulless barracks each sleep 75 people. When the Rebels arrive, there are 35 indentured workers asleep in each room. The others are either on duty or in the refectory. Other than the workers themselves, these rooms contain nothing of any value.

Although the workers would like nothing more than to escape from the plant, they are too afraid of the incapacitating effects of the location forbidders they wear to rise up against their masters. They will help the Rebels, but only if they are shown that the plant's management won't be able to punish them (for example, the Rebels assure them transport off-planet).

If the plant is on alert, there will be two civilian security guards here.

37. Indentured Workers' Refectory A large, institutional-style eating hall, with two high-capacity autochefs mounted in the wall opposite the door. When the Rebels arrive, five off-shift indentured workers are present, talking quietly. If the plant is on alert, there may be security personnel standing outside the door.

38. Droid Repair Shop* This workshop boasts virtually any piece of Droid repair equipment that can be imagined, including two hot oil im-

mersion baths. The workshop is under the control of a Dee-Fourvee maintenance droid. When the Rebels arrive, Dee-Fourvee is busy working on a malfunctioning Artoo unit.

Dee-Fourvee is totally uninterested in anything other than Droids, and will pay no attention whatsoever to the Rebels ... unless they have a Droid with them. Then Dee-Fourvee will wander over, with the intention of giving the Rebels' Droid a full system check.

This encounter can provide some much needed humor in the midst of a grim combat scenario. The humor comes from the Rebels trying to prevent the determined little Dee-Fourvee unit from messing with their Droid.

Dee-Fourvee Maintenance Droid

TECHNICAL 5D

Computer programming & repair 6D

Droid programming & repair 9D

Equipped with:

- Four retractable arms — one heavy grasper and three light manipulators
- Extendable video sensor
- Small electric arc welder
- Fire extinguisher

The D4V resembles a slightly taller and thinner R2 unit. It is used for many kind basic maintenance tasks, but only in rooms not marked with a (†).

39. Core Shaft Room*† In the center of this room is the well-head of the shaft that reaches down to the core of the planet. The room is filled with complicated machinery. Subsidiary equipment pumps up the molten rock that provides the raw materials for the hyperbaride synthesis process. This magma is pumped into large, wheeled containers, which are then moved by automated sleds into the autoprocesing room (area 41). There are three of these sleds.

Steam fills the air, and the scream of high-pressure steam and coolant passing through the piping is just below the threshold of pain. There is one technician and 20 indentured workers in this room at all times. The location forbidding system may be turned on or off by the technicians, so that workers can be allowed into or out of the room without fully compromising security. The technicians and workers wear eye and ear protection, which decreases their *Perception* by -2D (minimum *Perception* of 1D).

If the plant is on alert, the workers are supervised by five swamp troopers. If there has been no alert, there is only one trooper here. The troops' armor provides appropriate eye and ear protection.

So hostile is the environment in this room that any characters not wearing suitable eye and ear

protection must make a Difficult *stamina* roll each combat round, or suffer a -1D reduction in all die codes (except for *Strength* when resisting damage only) for a period of 1D hours. This penalty is not cumulative.

Transport Sled

Crew: 1

Scale: Speeder

Speed Code: 1D

Maneuverability: 0D

Body Strength: 2D

Each sled is driven by an indentured worker. The appropriate skill for driving the sled is *repulsorlift operation*.

40. Heat Exchangers*† This room contains the massive heat exchangers which convert the energy drawn from the planet's core into more useful forms of energy. Huge pipes pass through the wall, connecting the machinery here with the well-head (area 39). There is no steam here, but the noise level is almost as high. Characters without ear protectors must make a Moderate *stamina* roll each round, or suffer a -2 pip reduction in all die codes for a period of 1D rounds.

Unless maintenance is being performed here, the room is empty. The door requires a Difficult *security* total to break through. There is one swamp trooper in the hallway, outside the door.

41. Autoprocesing Room † The semi-molten rock transported by sled from the well-head (area 39) is dumped into hoppers which feed the plant's huge and sophisticated autoprocesing machinery. This system processes the rock, extracts and concentrates the crucial ingredients, and delivers it to the reactor. Waste products, many of which are hot — both thermally and radioactively — are dumped into a "storage facility" (actually just a large pit) several meters directly under the floor of this room.

If a character somehow gets dumped down into the pit, the waste products cause 4D damage per round a character is immersed in them, and the character will have to make three successful *climbing* actions of Moderate difficulty to climb to safety.

42. Hyperbatteries*† The door into this large room is painted bright red, and warning signs indicate the possible damage should a hyperbattery fail and begin spraying the area with radioactivity. The large room is filled with 16 massive, humming hyperbatteries that store the energy extracted from the planet's core by the heat exchangers. There are a series of tubes, each one leading into a hyperbattery, that jut from the floor and connect to the base of the batteries (they provide energy captured in the reactor, areas 21 and 56). The top of each hyperbattery has a solid tube that leads

Overloading the Hyperbatteries

If the Rebels decide they want to destroy the plant, the most efficient way is to rig the hyperbatteries to overload. They can learn this from any technician or indentured worker or figure this out with a *Difficult Knowledge* roll. Setting up some kind of timer system to overload the batteries but still give the Rebels, and everyone else, time enough to get away requires a *Difficult Technical* roll (because of the sophisticated safety interlocks built into the system). A failed roll will generally mean that the timer doesn't trigger the overload at all. However, if the character misses the roll by more than 10, the overload process begins immediately.

Once the batteries have begun to overload, there's no way to stop or reverse the process: 10 + 1D minutes after the overload starts, the batteries explode, destroying the entire plant.

Inside the hyperbattery chamber (area 42), the overload process is very dramatic, complete with huge sparks and thunderclaps of sound. Should the batteries begin to overload, the computer system will sound alarms throughout the facility, warning that the plant must be evacuated immediately. To determine damage from the explosion of the plant, refer to the table below. This explosion is starfighter scale (refer to *The Star Wars Rules Companion*).

Range	Damage
0-500m	16D
501-750m	12D
751-1000m	8D
1001-1500m	5D
1501-2000m	4D

into a massive power grid on the north wall. The power is then transferred to the autoprocesing room (area 41).

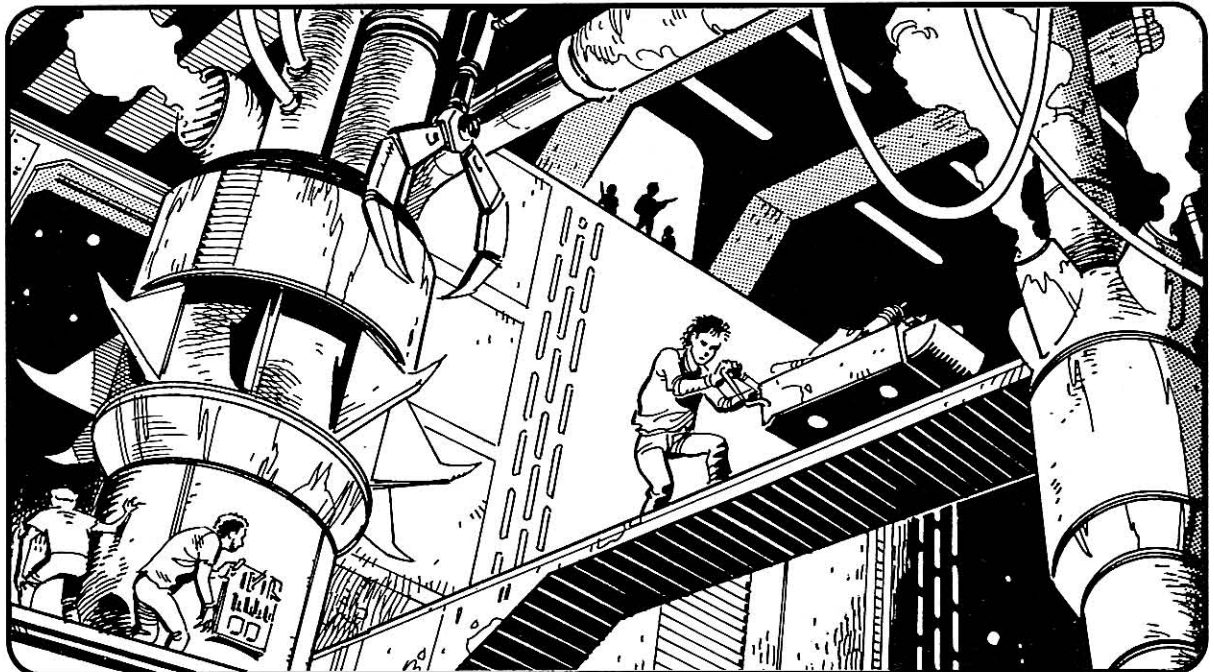
In the event of a hyperbattery failure, anyone who enters this room without first donning a radiation protection suit suffers 3D radiation damage each round of exposure. For each additional battery that fails, add +3D to the radiation damage.

If the batteries are somehow overloaded, they will explode with enough force to obliterate everything for a two kilometer radius. Refer to the sidebar "Overloading the Hyperbatteries" for more information.

43. Hyperbattery Control Room * † This room is filled with computer equipment all of which is dedicated to monitoring the conditions of the batteries. There are always two technicians on duty here. Six radiation suits hang in lockers. Note that the only way of reaching this room is via the turbolifts from the second floor.

Second Floor

The second floor can be reached only by turbolifts. All turbolifts are considered "off-limits" to the location forbidders that the workers wear. Because of this, none of the rooms themselves are



armed with the location forbidding system. This means that any time someone wearing such a device enters a turbolift, he or she suffers 8D stun damage from the location forbidding.

44. Theater This comfortable theater seats 20, and is provided to keep the technicians entertained.

45. Technicians' Lounge A tastefully-decorated area for conversation and recreation, the money that was put into this area shows that the company and the Empire realize that it's important to keep their technicians happy.

If the Rebels arrive and the plant isn't on alert, there is one technician present, napping in an armchair. If the plant is on alert, the room will be empty.

46. Technicians' Refectory The autochefs in this dining room are programmed to provide much more elaborate meals. The furniture is comfortable and the decor expensive, more in keeping with a restaurant than an institutional facility.

If the plant isn't on alert, there will be at least two technicians present, engaged in an animated conversation about the "military inadequacies and inept personnel in that blasted Rebellion." There is one technician who is defending the Alliance as a legitimate military threat, but he predicts that the Empire will never fall to the "upstart bantha pups." Naturally, this is the perfect straight line for a few blaster shots, and a smug, "Yeah, right." from one of the characters.

If the plant is on alert, the room is empty.

47. Jamming Control This room is filled with the equipment that generates the jamming field surrounding the planet (it's this field which prevented the Rebels from sending a mayday).

The equipment is maintained and controlled by a modified R2 astromech Droid. This Droid's allegiance is totally with the company, and it will immediately raise the alarm if any unauthorized personnel enter the room. Once the Droid is out of the way, turning off the jamming requires an *Easy computer programming* roll or a blaster bolt. If the jamming screen is brought down, the communications room may be used to send a mayday if the characters figure out how to reconfigure the frequencies. The astromech can turn the jamming off and on at will (doing so takes one round to power down, and one more round to power up once the jamming is turned on again). If the characters want to only temporarily turn off the jamming (without destroying the whole unit), they will need to make a *Moderate computer programming* roll.

If the plant isn't on alert, there will be only the Droid in the room. If the plant is on alert, there will be four swamp troopers standing guard.

Astromech Droid

STRENGTH 2D

TECHNICAL 5D

Computer programming/repair 7D, jamming 8D

Equipped with:

- Three wheeled legs (one retractable)
- Two retractable arms: a heavy grasper; a fine work manipulator
- Extendable video sensor
- Small electric arc welder
- Video display screen
- Holographic projector
- Data disk multiple storage unit (may hold up to six disks)

48. Storage Room This room contains spare parts for the jamming and communication gear.

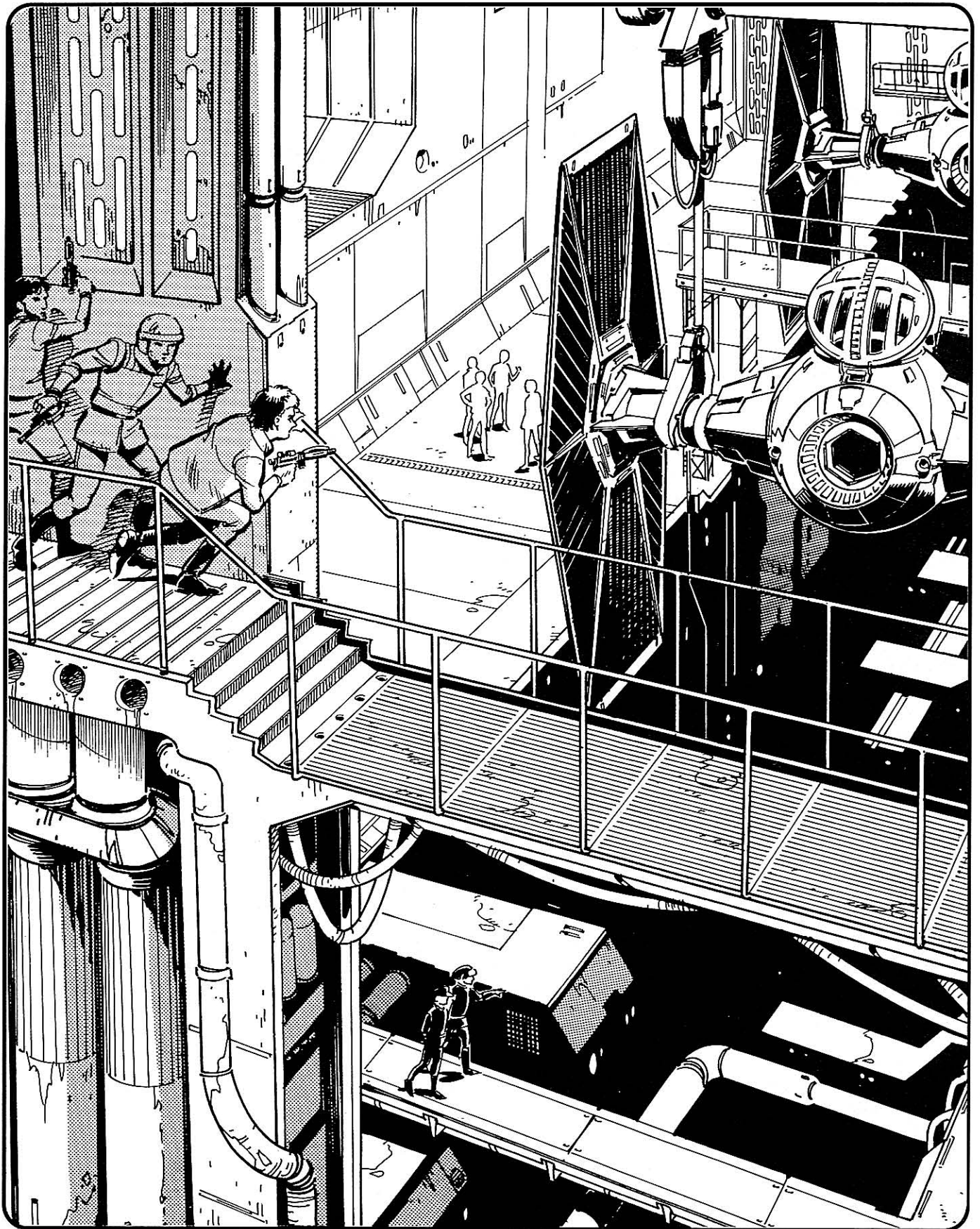
49. Control Room Through a transparisteel window, three technicians look down on the huge central reactor (area 56 on this floor, area 21 on the ground floor). It's from here that they control the hyperbaride synthesis process. Shutting down the process from here requires a *Very Easy computer programming* roll (of course, blaster fire will also do the job, as described in the sidebar on "Disabling Equipment"). However, putting the hyperbatteries into overload requires a *Difficult computer programming* roll; any attempt to do so automatically sounds the alarm, and summons security forces to this room. It is impossible to set up a delay on the overload from here, however; once the process is begun the hyperbatteries will explode in 10 + 1D minutes.

If the plant is placed on alert, Managing Director Tyne and five troopers will be here.

50. Communications Room The facility's powerful transmitters are located here. They pack enough power to "burn through" the plant's jamming, but only on one specific Imperial frequency. Marca cannot receive any incoming messages. That frequency is always monitored by the Imperial ships that rendezvous with and escort the space barges carrying the hyperbarides. Any other message — such as a call for help, for example — will certainly alert the Imperial vessels that something is wrong.

If the characters want to send a communique on another frequency, they will need to make a *Difficult Technical* roll to redesign the transmitter, and they will also have to acquire parts from the Storage Room (area 48). The base time to alter the frequency is 15 minutes. However, remember it may be several days before the Rebels receive any help.

The communication gear is maintained and controlled by another modified R2 unit, who is also completely loyal to the company and will



Why the Jamming Works

Jamming systems are a mixed blessing — while they prevent signals from being received or sent out from a jammed area, they are also a frequency nightmare that will be noticed for many systems away because of the sheer amount of interference they create. A jamming system is a rather rude way to announce to neighboring systems that there is something in the system of value — the Alliance doesn't use them because of the undue amount of attention non-Imperial jamming systems receive. However, Marca's jamming system has helped retain the system's secrecy simply because it is hidden in the middle of a nebula. The only way the jamming will be discovered is if visitors are already in the nebula, and by then one of the thousands of mines around the planet will have destroyed the ship.

sound the alarm as soon as any unauthorized personnel enter the room.

Astromech Droid

STRENGTH 2D
TECHNICAL 5D

Computer programming/repair 7D, communications 8D

Equipped with:

- Three wheeled legs (one retractable)
- Two retractable arms: a heavy grasper; a fine work manipulator
- Extendable video sensor
- Small electric arc welder
- Video display screen
- Holographic projector
- Data disk multiple storage unit (may hold up to six disks)

51. Exercise Room A well-equipped gymnasium for the use of the technicians.

52. Conference Room This long, luxurious conference room is rarely used — typically only when important Imperial officials visit the facility. The eastern wall is taken up by a huge holo-screen controlled from the audio-visual room next door.

53. Conference Control Room In this small room are the controls for the conference room's sophisticated presentation equipment.

54. Storage Room There are many basic maintenance materials here, including chemicals, tools, replacement lights and so forth.

55. Maintenance Droid Storage This room contains three Arbee-One maintenance Droids,

whose job is to perform simple maintenance on the facility's systems. They're "off-shift".

Arbee-One Maintenance Droid

STRENGTH 2D+2
TECHNICAL 5D

Computer programming & repair 6D, general equipment repair 8D

Equipped with:

- Four articulated arms, each tipped with a light manipulator
- Fire extinguisher

The RB-1 has a small, hemispherical body, out of which extend its articulated arms. It runs on wheels.

56. Hyperbaride Reactor This is the second story of the reactor (the ground floor portion of the reactor is area 21). Anyone looking in on the reactor from the control room (area 49) will get a marvelous view of one of the most dynamic and dangerous reactions outside of the internal reactions of a star.

In addition to the two stories of the plant, the reactor reaches nearly 40 meters high into the huge tower at the center of the plant. The transparisteel viewplate in the control room offers a glimpse into madness — a swirling mass of orange, yellow and red energy whirls around eight brilliant blue reaction tubes as tall as the reactor, but only about one meter in diameter. Four particle accelerator chutes terminate in this chamber, shooting streams of brilliant green energy,

Keeping Tyne Alive

If the characters are very lucky, or have very good plans, they may be routing the plant's security. It is vital to keep Tyne alive until Episode Four, "The Final Battle." Because he is the central villain, his entrance should be saved for the dramatic conclusion of the adventure.

However, Tyne's reputation should be enough to intimidate all of the workers, the troops, and even the Sertim sisters. They believe him to be a strange sorcerer with powers evil beyond understanding, and he should strike fear into the hearts of everyone at the plant.

If the players have asserted enough control that they stand a reasonable chance of eliminating Tyne, you may have to look for a hole in their plans and have Tyne take that escape route — not that he would actually be attempting to escape, but as fate would have it, he happened to be taking the only path that the characters didn't cover.

almost like a blaster of unimaginable power. The reactions create arcs of blue-white plasma that dance around the reaction tubes and ultimately smash into one of energy processing grids ringing the outer wall of the reactor chamber. The grids transfer power to the hyperbatteries (area 42) through a series of 16 underground tubes.

57. Housekeeping Droid Storage This room contains two Emarr-Nine housekeeping Droids, whose job is to perform basic housekeeping duties around the second floor. They're currently "off-shift" when the Rebels enter the room for the first time — if they remain in the factory, they may see them going about their tasks.

Emarr-Nine Housekeeping Droid

KNOWLEDGE 1D

Housekeeping 4D

STRENGTH 2D

Equipped with:

- Retractable vacuum cleaner

The MR-9 is humanoid in shape, looking similar to a shorter and simpler version of a 3PO protocol unit. It does not talk, and can understand only the simplest instructions in Basic ("Do not make the bed while I'm in it", and so forth).

58. Technicians' Quarters Although they still are set up like barracks, these rooms are much more luxurious than barracks have any right to be. There are carpets on the floor and artwork on the walls. The beds are comfortable. Personal affects will be found stuffed in lockers and numerous closets, although there are no weapons and nothing of notable value.

59. Technicians' Library and Workroom This is a computer room and workshop, sporting the latest technology in computer design equipment. The company and the Empire have provided this on the off-chance that the technicians will develop something worthwhile in their spare time.

If the plant isn't on alert when the Rebels arrive, there's one technician here, working on something unrecognizable.

If the plant is on alert, the room will be empty.

60. Technicians' Meeting Room A very high-tech conference room, reserved for weekly staff meetings among the technicians. Managing Director Tyne often observes these meetings, although he rarely contributes anything.

61. Anteroom This small office controls access to the office of Managing Director Tyne. A specially-programmed 3PO protocol Droid sits behind the desk. The Droid manages Tyne's appointment calendar, and will do what it can to prevent anyone without an appointment from barging in on the managing director's office. The door to Tyne's office is always locked, and the

lock can be released only by a button concealed beneath the Droid's desk. Of course, the Droid will always unlock the door for Tyne, or for anyone else with an appointment. There is a second concealed button which summons security.

If the plant is on alert when security is summoned, everyone in the facility will be directed to head to the area immediately, regardless of what else is going on.

D-3P-O2

KNOWLEDGE 3D

Bureaucracy 5D, cultures 4D, languages 10D

STRENGTH 2D

The Droid has a thick accent, as if it was programmed by Imperials from the Core Worlds. It is completely loyal to Tyne. It is a dull silver, with metallic blue highlights. It has a stuffy, suspicious personality.

62. Tyne's Office A sumptuous corporate executive office, with a large desk that sports many electronic "labor-saving" features, and a comfortable conversation grouping of furniture. The artwork on the wall includes a holo of Tyne, wearing the uniform of an Imperial admiral, standing next to a tall, black-clad figure — Darth Vader.

The desk has a powerful computer terminal that allows Tyne to control the plant's computer system. This terminal is secured using a retinal scanner so that only Tyne can turn it on. Defeating this security measure without disabling the entire terminal, and thereby rendering it useless, requires a Very Difficult *security* roll. Once the characters have accessed the computer system, they can shut down the plant, overload the hyperbatteries, instruct the computers to shut down the jamming system, or just about anything else the characters think of.

The door leading to Tyne's executive quarters (area 63) is always locked, and only Tyne knows the combination. Jiggering this lock requires a Moderate *security* roll. Tyne will not be found in this area until Episode Four, "The Final Battle."

63. Tyne's Executive Quarters The decor and furniture are almost unbelievably opulent. The walls are, in fact, large holo screens, which display panoramic views of a forest world, giving the illusion that the living room is actually atop a wooded hill. On an end table is a fully-functional lightsaber (it is mounted on a base like a kind of trophy). Tyne took this from a would-be Jedi he killed, and has taught himself something of its use. The weapon can easily be snatched from its base.

In addition, there are several other weapons concealed about the room: two holdout blasters and a heavy blaster pistol. One of these is almost always within quick reach of Tyne.

The north door leading to the corridor is

always locked, and can be opened by an electronic key. Tyne owns the only copy, and carries it with him at all times. Jiggering this lock requires a Difficult *security* roll.

In the south wall is a door leading to Tyne's private turbolift, giving access to the Landing Bay (area 1). There is no lock on the turbolift in Tyne's quarters (naturally, there is a very secure lock at the landing bay level).

This area will be empty until Episode Four, "The Final Battle."

64. Tyne's Bedroom Also exceptionally luxurious and decorated with artwork from a dozen Imperial worlds. Concealed under the pillow is a holdout blaster.

65. Bathroom

66. Storage Room This room has miscellaneous cleaning and maintenance supplies.

Encounter: The Protocol Droid

This encounter provides the Rebels with information vital to their survival. This encounter must occur on the first floor.

Read aloud:

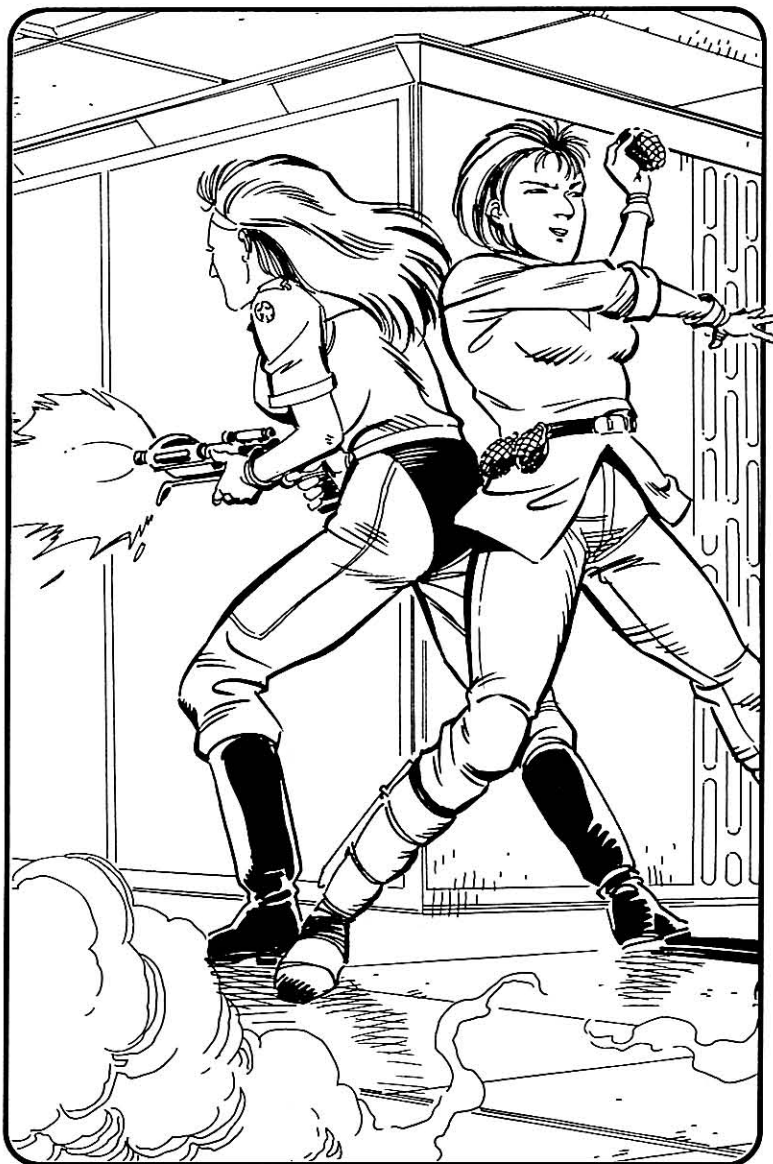
A tentative voice sounds from behind you, "Oh, dear, I wouldn't go that way, if I were you. There's no escape."

The speaker is a 3PO Droid, who looks very much the worse for wear. This is Em-Threepio-See (M-3PO-C), a protocol Droid who's been working here since the plant was commissioned. It has recognized the characters as neither swamp troopers nor indentured workers (since the characters will probably be disguised, their unusual behavior gives them away — if the characters are trying to con their way through everything, have them encounter this Droid just as soon as they begin a strategy session that includes very incriminating statements).

The Droid will want to help them, and will suggest going to the nearest vacant room (use the training theater, area 8; meeting room, area 10; technical meeting room, area 11; meeting room, area 15; or, meeting room, area 25).

Once the Rebels have reached a safe place, read aloud:

The Droid seems to sigh with relief as it closes the door behind you. "That was close," it moans. Then it fixes you with its glowing eyes, and you hear a tone of pathetic hope in its voice as it says, "I'm glad you came. Mr. Linden said someone would eventually come to clean house, that's what he said. Mr. Linden did send you, didn't he?"



If the Rebels agree that, yes, Mr. Linden, whoever he may be, did send them, then the Droid will be relieved, and will gladly answer any questions they may have.

If they ask, the Droid will also show them how to bypass the security on the plant's central computer system, at least to the level of being able to retrieve information from the data banks. The Droid cannot penetrate security to the level required to shut down the plant's operation or overload the hyperbatteries, however. If the characters ask, the Droid will relay the information in the sidebar "What the Droid Saw."

Alternatively, if the Rebels admit they don't know who Mr. Linden is, read aloud:

The Droid takes a step back in alarm. "Oh no," it moans. "I've made a terrible mistake, I always knew I would. If you weren't sent by Mr.

Linden, then you're with that terrible Mr. Tyne and the Empire, and you'll break me up for scrap for sure."

If the Rebels explain to the Droid that they have no love for either Tyne or the Empire, even though they have no connection with Mr. Linden, M-3PO-C will calm down (slightly) and will still help them by answering their questions and by helping them to penetrate the computer. If the characters ask, the Droid will relay the information in the sidebar "What the Droid saw."

If the characters destroy the Droid, the gamemaster may want to hint that it would be a good idea to least activate the Droid's computer brain (such as when Chewbacca reassembled C-3PO in *The Empire Strikes Back*) — this should be a Difficult *Droid repair* task. If the characters simply do not get any help from the Droid, they will be able to continue on to finish the adventure regardless.

Computer Search

Should the Rebels use M-3PO-C to help them penetrate the plant's computer system, they can learn various items of interest. Once the Droid has penetrated the first level of security, the Rebels are free to search the databases (if the characters have to penetrate security without the Droid's help, it is a Difficult *computer programming* task). Listed below are the pieces of information they can dig up. Each requires a separate *computer programming* roll. The Difficulty for each piece of information is provided along with the description. The characters should simply tell the gamemaster what kind of information they are looking for, and the gamemaster will relay what "files" they may come across (use the codename) — for files that they wouldn't logically be looking for (like the one on Gayle Sertim), the gamemaster can simply indicate that they happen to notice a particular codename.

What the Droid Saw

The Droid Em-Threepio-See (M-3PO-C) was one of the first "employees" of the hyperbaride plant when it was commissioned. Initially, the plant was run entirely by the company Dynamic Synergetics Inc., and provided hyperbarides under contract. At that time, the managing director was Arviz Linden, a good manager who truly cared about the conditions of those who worked for him. Under Linden, the plant was manned by workers who chose this arduous duty, and were well-paid for their labors. M-3PO-C was Linden's personal assistant at this time. Over the next two decades, M-3PO-C and Linden formed a very close relationship.

Then Dynamic Synergetics Inc. was "nationalized" by the Empire. The company retained title to the plant, but in name only: senior management was taken over by Imperial appointees. It was at this time that, as a cost-saving measure, indentured workers were brought in to do the manual labor at the plant. Arviz Linden kept his position, but an "executive assistant" named Tyne was installed to keep a close eye on Linden.

While Linden was running the plant, the facility was working at only 25% of its capacity, although the was a remarkable safety record and there was little ecological damage. Linden had determined to his own satisfaction that this level of production wouldn't cause undue damage to the planet's environment. Of course, as soon as the Empire became involved in management, 25% was deemed much too low. Linden was ordered to bring production up to 100% capacity immediately, with no regard for the planet's environment and the native savages who might be harmed by the increased output of byproducts. Linden fought this directive as hard as he could, but knew his

attempts were doomed to failure.

According to M-3PO-C, Linden then decided on another course of action. It was intolerable to him that the plant — his plant — would destroy the ecosystem of a planet, so he decided to seek outside aid to change things. Actually, he planned to contact the Rebel Alliance, but M-3PO-C doesn't know this. The Droid knows Linden tried to contact this "outside aid," but died of a mysteriously ruptured trachea before anything came of it. Since then, M-3PO-C has been living in hope that the "outside aid" would someday arrive. And now the Rebels are here.

After Linden's "unfortunate demise," Tyne took over as managing director of the plant. The man's cruelty knows no bounds, the poor Droid complains, and the fact that he continues to sit in the managing director's office is an affront to the memory of Arviz Linden. M-3PO-C has been demoted, and now serves as overseer for various housekeeping Droids. Its memory has never been wiped, which is why it still shows its somewhat pathetic devotion to the dead Linden.

The Droid is aware that there is a sentient race native to the planet, although it knows nothing about them. It also knows that the poisons released by the plant when it's running at full capacity will doom those sentients to extinction, and very soon too. M-3PO-C knows next to nothing beyond this. If the Rebels want to know more, it suggests they try the plant's computer system.

M-3PO-C
KNOWLEDGE 3D
 Bureaucracy 4D
STRENGTH 2D

Since M-3PO-C has disabled at least some of the computer security, a failed roll will not alert the security forces in the normal way, no matter how badly the roll is failed — the character will simply know that there is some information that he cannot get to. If M-3PO-C hasn't helped the characters, any failures will signal an alert — the computer will simply refuse access, as security forces are dispatched to the room in question.

- **Codename: Hyperbarides.** Background on hyperbarides and synthesis plants (assuming the Rebels haven't already learned this from another source). Summarize the sidebar, "Hyperbaride Synthesis Plants." Difficulty: Very Easy.
- **Codename: Map.** A map of the plant. Provide

File ID: 3000306

Personnel File: Sertim, Gayle
ID# 4881-AH-93

Originator: Tyne, Vost,
Managing Director

Personnel Status: Deceased

File Status: Closed, Archived,
SECURE

Background: Subject G. Sertim served with distinction as leader of civilian security force at Marca plant, assisted by her younger sisters, Marci and Darci (files on record). Unacceptable level of friendship between subject and Linden, Arviz, then managing director of facility.

Surveillance begun, Imperial Authorization Alpha-3A clearance. Subject showed high level of empathy toward indigenous life forms, shared Linden's concern about increased plant output and deleterious effects on said life forms. Continued resistance to Imperial directives.

Surveillance extended to include M. Sertim and D. Sertim, Imperial Authorization Alpha-4H. On covert elimination of Linden (Imperial Authorization Omega-1B), subject expressed grave suspicions of Imperial involvement in Linden's death. Incontrovertible evidence obtained that subject was attempting to contact Rebel sympathizers.

Disposition: Subject sent off-planet in shuttle with booby-trapped power coupling. Thermex charge detonated remotely, ship destroyed.

Cover Story: Shuttle destroyed by Rebel starfighters, simulated telemetry data provided as corroborative evidence. Story accepted by all involved. No repercussions.

File Closed

the characters with a copy of the plant's map. Difficulty: Moderate.

- **Codename: Security.** An up to date listing of the deployments of the plant's security. This will list how many swamp troopers and repulsor scouts are still on search missions, the status of the patrol assassin Droids (on patrol, destroyed, or missing), where all of the troopers within the plant have been assigned or ordered to investigate, as well as the posts of the civilian security forces. This file indicates that the security forces are headed by a Marci and Darci Sertim. This file also indicates the current status of the plant — normal, alert or standby. The characters also get a complete rundown of information that has been gathered about them if the plant is on alert — how many "infiltrators" there are, basic descriptions (if anyone has gotten the description to security, suspected armament, and so forth). This is a "real-time" file that is continually being updated as more information is being put into the computer, so it may actually change in front of their eyes. Difficulty: Difficult.

- **Codename: Workers.** Data on the plant's indentured workers, including details on the location forbidders. Summarize the information in the sidebar "Why so Many Workers?" and "The Workers" (page 39). Difficulty: Easy.

- **Codename: Starships.** Data on the plant's starship fleet, including details on how the landing bay doors are controlled. Note that the space barge is set to leave the plant in 48 hours. Summarize the information in the sidebar, "Getting Off Planet." Difficulty: Moderate.

- **Codename: Safety.** The dangers of disruption in the computer system, and hazards of failures in hyperbatteries. Summarize the information in the sidebars, "Disabling Equipment" and "Overloading the Hyperbatteries." Difficulty: Easy.

- **Codename: Tyne.** Tyne's background. Summarize this information for the players. Difficulty: Moderate.

- **Codename: GSertim.** This is the file on Gayle Sertim, sister of Marci and Darci Sertim. Her sisters believe she was killed by the Rebellion, but she was actually killed by Tyne. Having them access this file is essential to them convincing the Sertim sisters to help them. Show the players the sidebar, "File ID: 3000306."

Allow the characters to automatically access this file even though it appears to have a high level of security (M-3PO-C will be very interested in this file's codename, and will be able to suggest a "back door" that will allow the characters to circumvent the security) — if M-3PO-C isn't around to help, any character making a Moderate security or computer programming check will no-

tice that it seems to be a very well protected file, but, “ah-hah!, the programmer made a mistake and left open a hole in the security net.”

Encounter: Caught!

When Tyne “demoted” M-3PO-C years ago, he suspected that the Droid might do something to cause trouble. At the time, he set an override on the computer system to alert security should the Droid ever access the databases to a level inappropriate to its duties. When the Droid helped the Rebels access the computer system, it triggered the alert, which was registered in the security control area (arean 26). The troops in that area have been dispatched to deactivate the Droid. In this encounter, the characters are supposed to be captured by the Imperials.

If the characters are able to use the computer system without the help of the Droid, they may trigger the alarms if they fail on one of the *computer programming* rolls.

When the troops arrive, call for Moderate *Perception* rolls — if successful, they will hear the troops coming (either just around the corner, or on the other side of the door, or whatever) and allow them two rounds to react.

The troopers will open fire on the characters if they aren’t in trooper uniforms or the Droid is with them — obviously there is something wrong here.

If the characters are in Imperial uniforms and received the help of M-3PO-C, they may be able to con their way out of the situation once the troops indicate that they’re looking for the miscreant Droid “because it was tampering with the computer system.”

If the characters tripped the alarms on their own, without the help of M-3PO-C, and they aren’t in Imperial uniforms, the troops will attempt to

Heroes are Tough

Yes, we all know that no self respecting player will allow his or her character to be captured in the middle of an Imperial facility. If the players are determined to fight it out, have the sisters report to the scene and use their stun grenades to disable the characters.

If that isn’t enough to disable the party, it’s time to use gamemaster fiat: the Imperials are actually trying to lure the characters to a specific area of the hallway where the floor can be electrified (this was set up as a means to control the indentured workers). If you want to roll this out, it can do 6-10D of stun damage (your choice) — it’s true purpose is to disable and knock out all of the characters.

Go to the encounter, “Interrogation.”

Tyne’s Background

According to the computer, Managing Director Vost Tyne served with the Imperial Navy, and attained the rank of Admiral. He commanded a Star Destroyer in the battle group assigned to work with Darth Vader, Lord of the Sith, and actually worked closely with that august personage on several occasions. There are hints that they developed a friendship of sorts, and that Tyne looks up to Vader as a mentor.

When the Empire “nationalized” Dynamic Synergetics Inc., Tyne retired his commission. It was Vader’s personal influence that gained Tyne his position as “executive assistant” to the previous managing director, Arviz Linden, and that ensured his succession to that office on Linden’s death.

Although there are no specific mentions of it, this information should prepare the Rebels for the fact that Tyne is an adept of the Dark Side of the Force.

capture them for questioning. If they are in uniform, role-play out the encounter: if the players say anything even remotely suspicious, the swamp troopers will draw their guns and attempt to capture them for questioning.

Cut to the encounter, “Interrogation.”

What If They Go Off the Path

If the characters do nothing wrong (such as trigger the alarms), the gamemaster may decide to have the above encounter occur randomly while the characters are wandering the plant. If they say anything suspicious, it’s quite likely that the swamp troops will want to question them.

If the characters are very smooth, and don’t do anything wrong — well, just let them wander through the plant without interference. However, in this case, the gamemaster will have to introduce the heroes to the Sertim sisters and set into motion the plans detailed in “Convincing the Sisters” and “The Plan.”

Encounter: Interrogation

This encounter occurs only after the Rebels have been captured by Imperial forces. Read aloud:

Your head swims, too heavy to lift. The blackness starts to fade ... how long were you out? Minutes? Days?

Consciousness returns slowly and painfully. Your bodies are tingling with the aftereffects of the stuns that brought you down. You roll over

and look around you.

You're in small cells in what must be the plant's detention area. Two figures are standing outside your cell, glaring in at you. Both are tall and slender, with blonde hair — they're obviously twins — and they're packing enough weaponry to outfit a small army.

"Alright, Rebel scum," one of the women spits, "we want you to know who we are. We're Darci and Marci Sertim. We think it's important that you know the names of your judges ... and executioners."

"Tell us what you're doing here," the other snarls, "before we kill you."

The Rebels are totally unarmed — all of their equipment has been confiscated. They are being held in separate detention cells (see area 27).

The sisters want to find out exactly what is going on, but they've got time to toy with the characters' minds. If the players don't cooperate, the women will leave the characters in their cells, and come back later. There's plenty of time ... months, years, as far as they're concerned.

Convincing the Sisters

Up until recently, the Sertim sisters hated all Rebels because they believed that the Alliance was responsible for the death of their sister, Gayle. However, the sisters recently found a surveillance device hidden in their quarters, which was obviously hidden by Tyne. This, coupled with partially-suppressed doubts about their sister's activities before she died, has made them re-think some things.

If the Rebels have accessed the file regarding Gayle Sertim, they know that Managing Director Tyne was responsible for Gayle's death. If the Rebels tell the sisters their story, they won't believe them — unless the characters suggest that they check the computer system, and the date that the file in question was created. The girls may mention that they can't access files of that security level — they are Tyne's protected files. That's when the characters should mention the flaw in the security system — the back door — and the character may even have to make the roll to crack the system again (the sisters can shut down the alarms for these attempts). Once the sisters see the file, complete with the fact that it hasn't been altered in months, they will realize that Tyne must die — it would only be fair.

Read aloud:

The women look at each other, and from their expressions you can see they have made a difficult decision. One of them turns to you. "Okay," she says quietly. "It was that slime-leech Tyne who killed our sister, not you and your kind. Hell, I guess she was a Rebel, too. I

Back on Track

If the characters were captured before they were able to learn any of the background information presented in "Computer Search," M-3PO-C will arrive at the cell under the guise of serving dinner, but will have a hidden blaster and will escort a character to a computer terminal because "I knew Mr. Linden would send someone." M-3PO-C then tells the character the information under "What the Droid Saw," as the character is free to investigate any information under "Computer Search."

suppose we knew that for a while ..." — her sister nods — "... we just didn't want to face it."

The sisters will seem to be paralyzed by indecision — they know that they definitely want to kill Tyne. They don't seem to care much about anything else. If one of the Rebels suggests a plan to destroy the factory, save the Sekct, get all of the indentured workers off the planet and stop Tyne, they'll be willing to listen (as long as stopping Tyne is the main priority).

If the characters can't think of a plan, the sisters will mention the Sekct a few times ("Maybe we should do something to help them — it's what Gayle would have wanted.") After a few minutes, the sisters will come up with the following plan, which can be modified by the characters.

The Plan

Darci Serim looks at the heroes. Read aloud:

"You guys think you're heroes? Now's your chance. We want Tyne dead. We also want to make sure that he will die knowing that his career is ruined.

"You know those lizards, the Sekct. They've attacked us, a lot of them died, but that was because all they had were spears, and well, to be honest, we're pretty good shots around here. But, if they had some real weapons, like blasters, and a lot of them attacked, well Tyne will order all of the troops out of the plant and into battle.

"Once that happens, we can kill Tyne — we'll surprise him so he can't use his abilities. Then we'll give you a ship so you can fly home. Simple."

The women say that they can cover the disappearance of the Rebels for maybe a few hours, and they can also get them a bunch of blasters. Marci then explains that she'll release the characters in about two hours and make sure that there aren't any guards between the detention blocks and the hangar bay (area 2). In the hangar

bay, they'll be a repulsor scout running, with weapons filling the cargo area. It'll will be up to them to return to the Seket tribe, gather as many Seket as they can and attack in exactly six hours.

If the Rebels suggest going after Tyne immediately, they'll refuse. They'll just explain that they've seen him use some strange powers on others who disobeyed him, and he seems to know exactly what's going on most of the time, sometimes even if he's not present. They feel the only way they'll be able to stop him is to catch him unawares, such as when the plant is under attack.

The Rebels might try to convince the sisters to just let them get to the landing bay and escape. The sisters will refuse to help them in this; they want their revenge on Tyne and the Empire. The sisters' emotions are so strong on the subject that they won't accept any alternative, no matter how logical. The sisters will point out apparently-logical reasons for their intransigence — such as the fact that the Rebels will be unable to open the landing bay doors without access to the computer system in Tyne's suite. If the Rebels push the point, the sisters will remind them that they're still in the detention cells, and their only hope for escape lies with the Sertims.

Into Action

As promised, after about two hours, the detention block doors slide open. The path to the repulsor scout is clear. If the characters decide to betray the sisters, and head directly to the landing bay (area 1) and the ships, they'll enter the bay only to see the sisters toting blaster rifles, and aiming at the unarmed and defenseless characters.

They'll simply say, "We thought you might try this." and open fire. If the characters head to the repulsor scout in the hangar bay and agree to cooperate, the sisters will allow them to proceed with the mission.

Freedom

The characters enter the hangar bay, and right in front of them is a repulsor scout, engine running, ready for action. If they check the cargo hatches (side compartments), they'll see 20 blaster rifles and 20 blaster pistols neatly packed away. Unless they do a thorough check, they won't notice that the power packs are bundled separately, stowed beneath the blasters (this way the characters won't just grab the blasters and then attack the sisters). All it takes it to hit

the switch to open the hangar door and the characters are free ...

Episode: Bad Timing

The characters leave the hangar bay in their repulsor scout ...

... but six rounds into their flight, they'll pass a returning repulsor scout on search duty.

They may think that they'll have to escape by running through the mists. However, remind the players that if the Imperials aren't destroyed, the Sertim sisters will be in trouble once word gets back to Tyne — they'll have to make sure that the troops don't actually return to base.

Use the Movement rules starting on page 9 of *The Star Wars Rules Companion* to handle this chase — remember that each speed action counts as 250 meters. There is virtually no visibility in the mist (at only 20 meters), but because there are no trees or other obstacles, movement is Very Easy — it's just blind. When the battle begins, consider the Rebels and Imperials 250 meters away from each other, and 2000 meters from the plant.

Because it is virtually impossible to see what is going on, add +5 to the difficulty of any shots with a target more than 20 meters away (the mist counts as heavy cover), and have each character not firing weapons in a given round make a Moderate *Perception* check. If at least one character makes a successful check, he has heard which direction the Imperials are headed and tells the pilot which way to go. However, if every character fails the check, the pilot has actually turned the wrong way, and loses ground on the Imperials (if this happens, ignore the movement for the first speed action, so if the Rebel vehicle takes two speed actions — normally counting as 500 meters of movement — count it as only 250 meters of movement). Remember, this penalty is only in effect if every character fails the *Perception* check.

As gamemaster, you should really play up the tension of driving fast through the mist, and never knowing what might loom up ahead of the Rebels (like a thunder lizard that just happens to be in the way). Colorful details, like the stench of the swamp, the spray of the water on the characters' faces, and the acrid smell of barely missing blaster bolts, can add excitement to the chase.

Cut to Episode Four, "The Final Battle."

Getting Off-Planet

As the Rebels might have already come to suspect, the only starships that land on the planet are those associated with the plant. Specifically, barges are used to ferry cargos of hyperbarides from the planet to weapons factories many systems away. One barge at a time is sent, to be met by Imperial escort vessels. (It's one of these barges that the Rebels saw taking off in Episode Two.)

There is always one partially-laden barge on the surface, parked in the secured Landing Bay (area 1). Also in this landing bay is an Imperial long-range personnel transport, and two TIE/In fighters (in case a barge must be launched while the plant is threatened with attack).

Below are statistics for the barge and the TIE/In fighters, but they are more thoroughly described in the *Star Wars Sourcebook*.

TIE/In Starfighter

Craft: Sienar Fleet Systems TIE/In
Type: Space superiority starfighter
Length: 6.3 meters
Crew: 1
Passengers: None
Scale: Starfighter
Cargo Capacity: 110 kilograms
Consumables: 2 days
Hyperdrive Multiplier: None
Nav Computer: None
Hyperdrive Backup: None
Sublight Speed: 5D
Maneuverability: 2D
Hull: 2D
Weapons:
 Two Laser Cannons (fire linked)
 Fire Control: 2D
 Combined Damage: 5D
Shields: None

Space Barge

Craft: Modified Incom X-26 StarHaul
Type: Space barge
Length: 55 meters
Crew: 2, plus Droid
Passengers: None
Scale: Starfighter
Cargo Capacity: 2,000 cubic meters with a maximum mass of 5,000 metric tons
Consumables: 1 week
Hyperdrive Multiplier: x4
Nav Computer: Yes
Hyperdrive Backup: No
Sublight Speed: 1D
Maneuverability: 0
Hull: 3D
Weapons:
 One Double Laser Cannon
 Fire Control: 1D
 Damage: 3D
Shields: None

Personnel Transport

Craft: Incom CX-5011 PeopleMover
Type: Long-range personnel transport
Length: 42 meters
Crew: 1
Passengers: 20
Scale: Starfighter
Cargo Capacity: 75 metric tons
Consumables: 1 month
Hyperdrive Multiplier: x2
Nav Computer: Yes
Hyperdrive Backup: Yes
Sublight Speed: 1D+2
Maneuverability: 0
Hull: 3D
Weapons:
 One Laser Cannon
 Fire Control: 2D
 Damage: 4D
Shields: 1D
Note: The lasercannon may be controlled by the pilot.

Episode Four

The Final Battle

Summary

The Rebels return to the Sekct, supply them with weapons, and plan the assault on the Imperial facility. Meanwhile, Tyne discovers the escape of the prisoners and it proves his suspicions about the Sertim sisters. He has taken them prisoner. It appears that the plan is falling apart just as the Rebels make their assault.

Thus, the players must personally deal with Tyne, and perhaps they will even be able to rescue the sisters. However, as soon as Marci is rescued by the characters, she will overload the batteries in an attempt to destroy the plant, regardless of the fact that all of the indentured workers and the Sekct will be killed in the blast. The Rebels then must save themselves and everyone else from the unstoppable explosion that will level the plant and everything else within two kilometers ...

Encounter: Back to the Sekct

The Rebels must return to the Sekct to gain their help in the upcoming raid upon the plant. Upon encountering the tribe, the Rebels will find that Hisset has become She-Who-Speaks, the leader of the tribe. If the Rebels left on good terms, it will be a simple task to persuade Hisset that a raid on the plant, using the powerful weapons supplied by the Sertims, is a viable option. This is particularly true if they explain that the sisters will be helping out by creating a diversion.

If the Rebels were banished, once they show the weapons they've acquired, even the skeptical tribal leader will be won over (naturally, the original tribe leader will be in control, and Hisset will still be just a warrior). Maybe Hisset was right, the leader thinks, maybe these strangers are messengers from the Sekct deity. How else could they come back to offer "light sticks" that can defeat the guardians of the "death-machine"?

This is a great opportunity for some role-playing ... and a little humor. The Sekct will be excited and overjoyed to realize that they're

getting light sticks. They're tough fighters and are just itching for a chance to go after the "death-machine." They could very well mob the Rebels in their enthusiasm to get their hands on the blasters. Even though the Sekct can't possibly understand the technological concepts behind blasters, they do show a surprising innate ability to fire them accurately (once they've been shown which end to point at the bad guys and where the trigger is, of course) — use their *Dexterity* attribute to determine their *blaster* skill code.

The toughest job before the Rebels at the moment should be to prevent the Sekct from accidentally killing each other while trying out their new toys.

The Sekct will eventually settle down enough to listen to any plans or strategies the Rebels might have. It's entirely up to the Rebels how they want to stage the attack. A major obstacle is the fact that the Sekct have no real conception of time or time-keeping devices. If the Rebels want, for example, a particular group of Sekct to attack at a set time, they'll have to send one of their number along to keep track of time and tell the little lizards when to move in, or give them something showing the exact time. ("Remember, don't attack until this number on this thing here is exactly the same as this number on my datapad here. Now don't touch those keys ..."). Point out to the Sekct that when they heard the word "retreat," that they should run as far away from the plant as they can, because that means "our friends will now run the plant," and according to the plan, the people that were firing at them will stop shooting and "the plant won't hurt you anymore."

Encounter: The Assault

The details of the assault are basically up to the Rebels. Their equipment is limited to the weapons the Sertims loaded into the repulsor scout, as well as the scout's heavy blaster, plus whatever they managed to grab while they were leaving the plant.

When the Rebels are ready to move in, read the following aloud:

It's time to move. You check your weaponry one last time, and look back to make sure your "troops" are following you. They might not look like much, compared to trained Imperial troops, but you've seen how straight these Sekts can shoot. And nobody can argue with their determination. It's their lives and their world they're fighting for, after all.

You move slowly through the mists, consciously alert for the sound of approaching Imperial repulsorcraft. The clouds part before you ... And there's the facility, in its bubble of clear air.

The characters will then see the doors to the vehicle hangar open, as the remaining complement of swamp troopers and any remaining repulsor scouts head out into the open area around the factory. The doors then shut again.

The chrono says that it is time for the attack to begin. According to plan, within the first fifteen minutes of the attack, the sisters will turn off the jamming gear and announce that they have control of the plant and Tyne is dead. Then the battle will be over, and the Rebels will once again be heroes!

But for now, charge ...

Now that the battle has started, and there is no turning back, read the Cut-Away, then go to "The Opposition Reacts."

Cut-Away to the Control Room

Read aloud:

INTERIOR: THE SECURITY CONTROL ROOM. *The camera pans across the consoles, and settles on the Sertim sisters, punching commands into the computers. The door hisses open.*

ANOTHER ANGLE, LOOKING OVER THE SISTERS' SHOULDERS AT THE DOOR. *Troops fill the doorway, their weapons levelled at the sisters. As one, the Sertims go for their blasters ...*

"Don't even think it."

The voice is hard and cold. The sisters react, lowering their hands from their blaster butts. The troops part to let a tall, thin figure pass.

He wears a severe, black outfit vaguely reminiscent of an Imperial uniform, although much better-tailored. His cold eyes are fixed on the sisters.

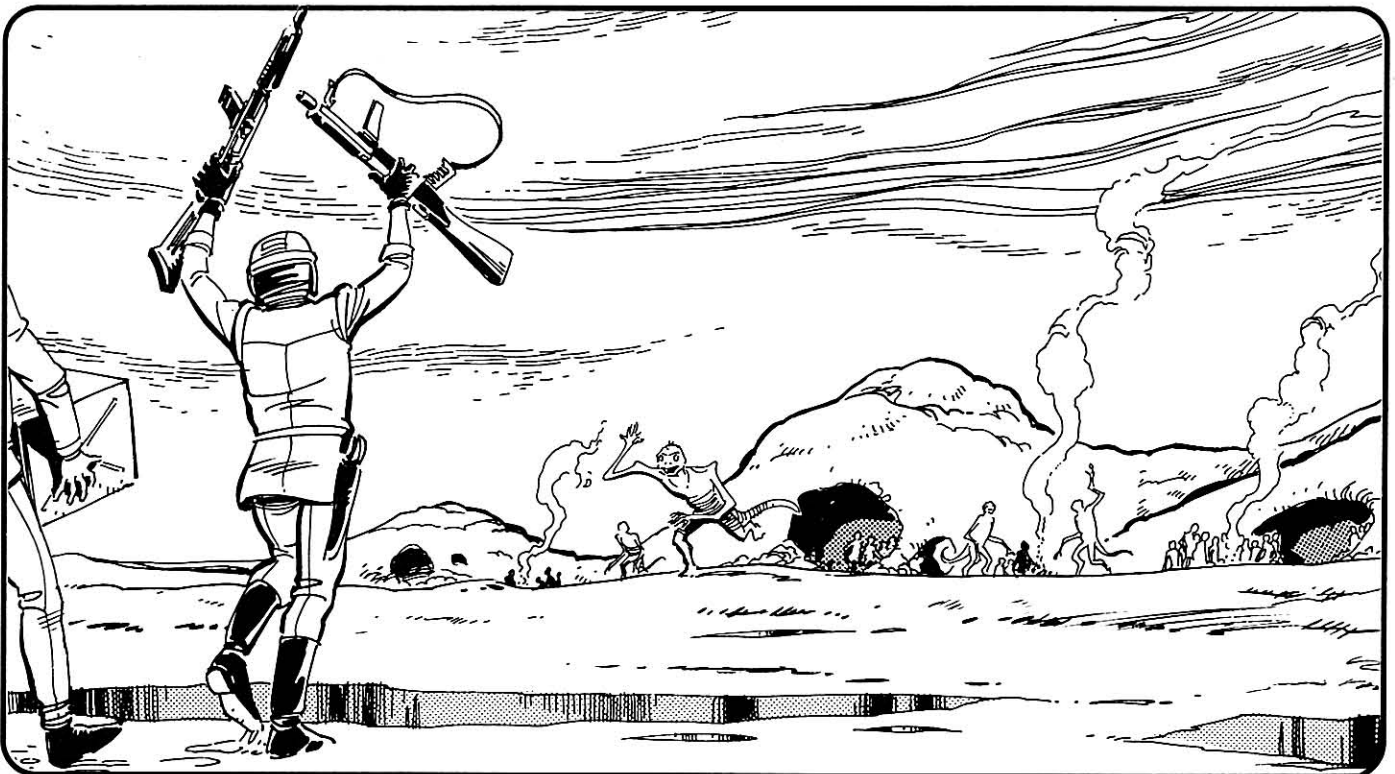
"Mr. Tyne," *Darci Sertim stammers.* "We were just ..."

"I know what you were doing," *Tyne says quietly.* "And I think you've done quite enough."

He turns away, with a last command to the troops. "Take them."

Cut to:

"THE OPPOSITION REACTS"



The Opposition Reacts

Once the advance has started, it's impossible to call the Sekct back. They're possessed by the excitement of battle, and they're simply not going to listen to reason.

Of course, the Rebels will realize that they are in trouble, but there is little they can do ... unless they decide to take over the plant themselves. All they have to do is cross the open area around the plant and enter through the vehicle hangar doors.

Running the Battle

This scene should be reminiscent of the battle on the ice planet of Hoth during *The Empire Strikes Back*. Blaster bolts fly everywhere, and the ground is rocked by explosions. It's up to you to keep everything free-wheeling and fast-moving; don't let things bog down into a pitched battle, which the Rebels will almost certainly lose.

The major thing the Rebels have going for them is that they're heroes. Concentrate on the

Tyne's Plan

Tyne was able to eavesdrop on the sisters using his Force powers and learn the plan, even after the Rebels had escaped. He believed that the superior training of his troops would actually make this more of a slaughter for the Sekct than a true battle.

Drawing together his troops, he instructed the majority of them to prepare for close combat with the Sekct. He has armed them with whatever weapons were left in the armory (area 7)—the sisters raided the armory to provide weapons to the Rebels.

He left only a skeleton force within the base, believing that there was no chance that the Rebels would be able to penetrate the plant — these forces are indicated in the body of the text that follows.

Second, Tyne has summoned a detachment of six troops to serve as his personal bodyguard. These troopers will not leave Tyne's side, regardless of the situation.

If the Rebels disable the jamming gear, Tyne will have instantaneous communication with his troops, but it will also enable the Rebels to call for help. Therefore, he will call immediately for all troops to reenter the plant and hunt down the Rebels.

He will leave the plant if he feels that his forces are going to be completely routed — and in that case he will head for the landing bay and use the personnel transport. He will bring along Darci Sertim as a hostage.

small knots of opposition that the individual Rebels face as they try to make their way to the vehicle hangar. The other fighting should be just a backdrop to their individual actions. Remember that communications between individual troops are hampered by the facility's jamming field, making it virtually impossible for the Imperials to coordinate their actions.

If any Rebels are wearing swamp trooper armor, they have a great opportunity to sow confusion in the Imperial ranks. Unless things went disastrously awry during the chase in the previous episode, they probably have one or more functioning repulsor scouts. They should use the vehicle's mobility to its maximum effect, maybe staging feints or mock retreats to draw away some of the Imperial troops.

It may seem that the Sekct will get themselves slaughtered. Not necessarily. The troops are used to thinking of them — when they think of them at all — as primitives armed with clubs and spears. They certainly won't expect them to be armed with blasters and to know how to use them. This turn of events will definitely confuse and demoralize the Imperials. The troops will also instinctively concentrate their fire on their "traditional" enemies, the Rebels.

Into the Plant (Again ...)

When the firefight breaks out, the door to the vehicle hangar (area 2) is closed. At a dramatically appropriate moment—for example, when it seems that all is lost for the Rebels—the door slides open. Then, three of the civilian security force members come charging onto the battlefield and open fire on the Imperial troops! Making their way across the battlefield, they close to the Rebels, and one quickly exclaims, "Tyne has Marci and Darci imprisoned. We've got to free them!"

The mercenaries then make a quick sprint back to the hangar, all the while dodging blaster bolts and leading the Rebels to safety.

Once inside, the first mercenary, a middle aged human called Alkra, says, "Marci's in the detention cells. I think he took Darci up to his apartment." The mercenaries will definitely want to rescue Marci first since she is on the lower level—if the Rebels insist on rescuing Darci first, the mercenaries will tell them to go on their own.

Encounter: The Rescue

In essence, there are four major areas of concern:

- Marci Sertim in the Detention Cells
- The indentured workers
- Darci Sertim in Tyne's suite
- Saving the Sekct and getting off Marca

The Rebels can tackle these tasks in whatever order they like, although the mercenaries will

insist on rescuing Marci first, and then following her lead.

Marci Sertim

The civilian security personnel will help the Rebels rescue Marci. On the way to the detention cells (area 27), they encounter four troops in the hallway in front of the detention area and have to fight their way past them. There are two more troops in the security control room (area 26) who will join the battle as soon as the shooting starts.

Marci's Plan

Marci will be predictably grateful to the Rebels for rescuing her. She won't join them in their assault upon the rest of the plant, however, claiming she's got something important to do. She'll say whatever it takes to slip away from the Rebels, although she'll order the mercenaries to accompany the Rebels, whatever their plans are.

If the characters are going to rescue the indentured workers, she'll say she is going to secure a ship.

If the characters say they are going to do anything else, she will say that she's going to rescue the indentured workers.

However, what she's really going to do is much more sinister. She'll head for the hyperbatteries (area 42) and set them for a delayed overload. It will take her two minutes to reach the hyperbatteries. Once the batteries are set, there are 10 + 1D minutes before the plant is blown to ions.

After she has set the hyperbatteries for overload, she will head to the hangar bay to get a ship ready. She will wait as long as she can for Darci, but she won't actively go to rescue her sister. Nor does she care what happens to the indentured workers or the Sekt — she is still a pure mercenary at heart, full of nothing but an overwhelming hatred for Tyne, and this is her final revenge.

The Indentured Workers

When the attack began, the facility staff followed standard emergency procedure: they switched the processing plant to "standby" operation, and moved all the indentured workers into their barracks (areas 36). The doors of the barracks are locked, requiring an Easy *security* roll to open them. Only civilian security guards were posted at these barracks.

All army swamp troops know the combination for these locks, but none of them are going to be willing to tell the Rebels. The civilian security people know the combinations, as do the Sertim sisters.

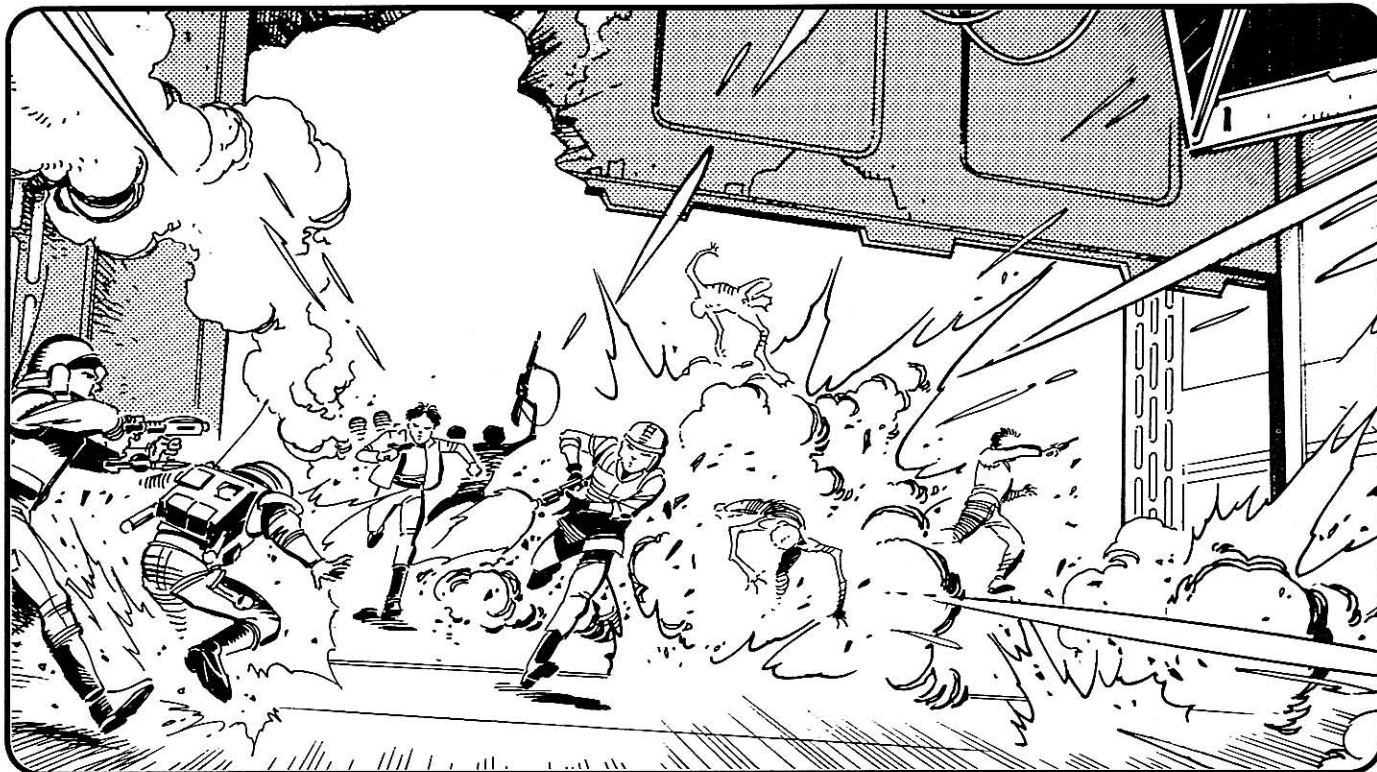
Once the workers have been released, their first priority is to get the out of the facility — any civilian security personnel will know that the explosion will wipe out almost everything within two kilometers. A Rebel making a Very Easy



technology roll will also be able to guess that this will be the blast radius.

The workers are still wearing their location forbidders, of course, and all of the entrances are set up to stun anyone with a forbiddar who attempts to leave. The entire location forbiddar system is controlled by computers located in the security control room (area 26). The civilian security personnel, Marci, or Darci can tell the Rebels this. If no other source of information is available, the Rebels can figure this out for themselves with an Easy *Knowledge* roll.

Actually disabling the location forbiddar system requires an Easy *computer programming* roll — or a couple of well-placed blaster bolts — and must be performed from the security control room. Once the central system is turned off, all location forbidders are completely inert.



Cut-Away to the Hyperbattery Chamber

Use this Cut-Away several minutes after the Rebels have left Marci.

Read aloud:

INTERIOR: THE HYPERBATTERY CHAMBER. *The room is empty, the consoles winking in silence—abandoned because of the battle.*

Suddenly, the door slides open, and Marci Sertim rushes in. She seems to know exactly where she's headed. She reaches across the console, punches a few buttons, and murmurs to herself, "This will get him. For Gayle."

Then, an evil smile comes to her face.

Cut to:

A HALL EXTERIOR, THE REBELS ARE IN THE FOREGROUND. *Suddenly, alarm lights start flashing, and sirens begin ringing. A computerized voice calmly announces, "Hyperbattery overload imminent. Plant meltdown imminent. Evacuate the plant. Plant meltdown in (whatever was rolled) minutes."*

Cut to:

THE REBELS.

Darci Sertim

Tyne has taken Darci Sertim to his suite to interrogate her personally — specifically, to find out everything he can about the Rebel force that will be assaulting "his" plant. He will use direct intimidation, plus Force powers like *Infllict Pain* and *Affect Mind* to wrest from her the information he wants.

Darci is immobilized by binders around her wrists and ankles. They are unlocked by a magnetic key in Tyne's possession. Releasing them without a key requires an Easy security roll.

Getting into Tyne's Suite

There are only two practical ways into the suite: from the hallway, or through the anteroom (area 61). Two troops guard the hallway (part of his personal detachment). There are no guards in the anteroom (but the door is locked).

If the Rebels choose to go through the anteroom, this is another good opportunity for a quick shot of humor since the protocol Droid will still be on duty — "But ... but ... you don't have an appointment ..."

Once the warnings are announced that the hyperbatteries will destroy the plant, Tyne will head straight for the landing bay and his escape, dragging Darci with him. While his "personal" troopers act as rear guard, he uses the turbolift leading from his living room (area 63) to the landing bay, and makes his escape in the personnel transport.

As soon as his turbolift car has reached the landing bay, the “personal” troopers will do whatever it takes to save their own lives — either surrender or flee, depending on the circumstances.

The Final Confrontation

These are three most likely scenarios in which the Rebels will confront Tyne:

First, if they can somehow penetrate the plant without Tyne realizing there are enemies within the facility, they might conceivably be able to surprise him in his living room, still interrogating Darci Sertim.

Second, they might find him in his office, coordinating the defense. This occurs only if the hyperbatteries haven’t been set for overload yet.

Third, they encounter him in the landing bay.

Regardless of when and where they meet him, Tyne is armed with a heavy blaster pistol. He also has a holdout blaster and his light saber concealed in one pocket and a thermal detonator in another. If he’s obviously outgunned, he’ll immediately drop his heavy blaster pistol and “surrender” — and then use his Force abilities to try and stop the characters. He certainly won’t be above using Darci as a human shield.

Tyne is very intelligent, ruthless and sly. As gamemaster, you should play him as such. He’ll use any ruse, and do anything to turn any situation to his advantage.

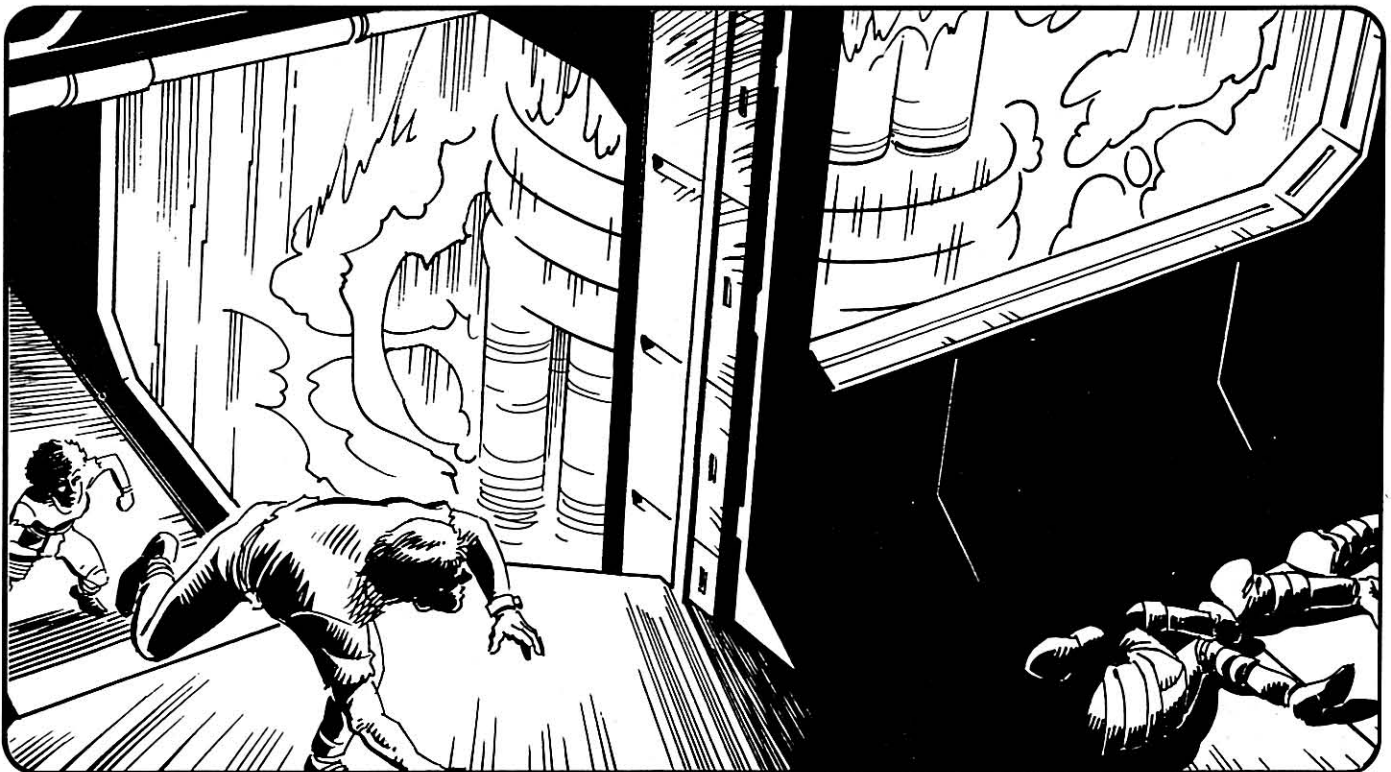
Getting Out Alive

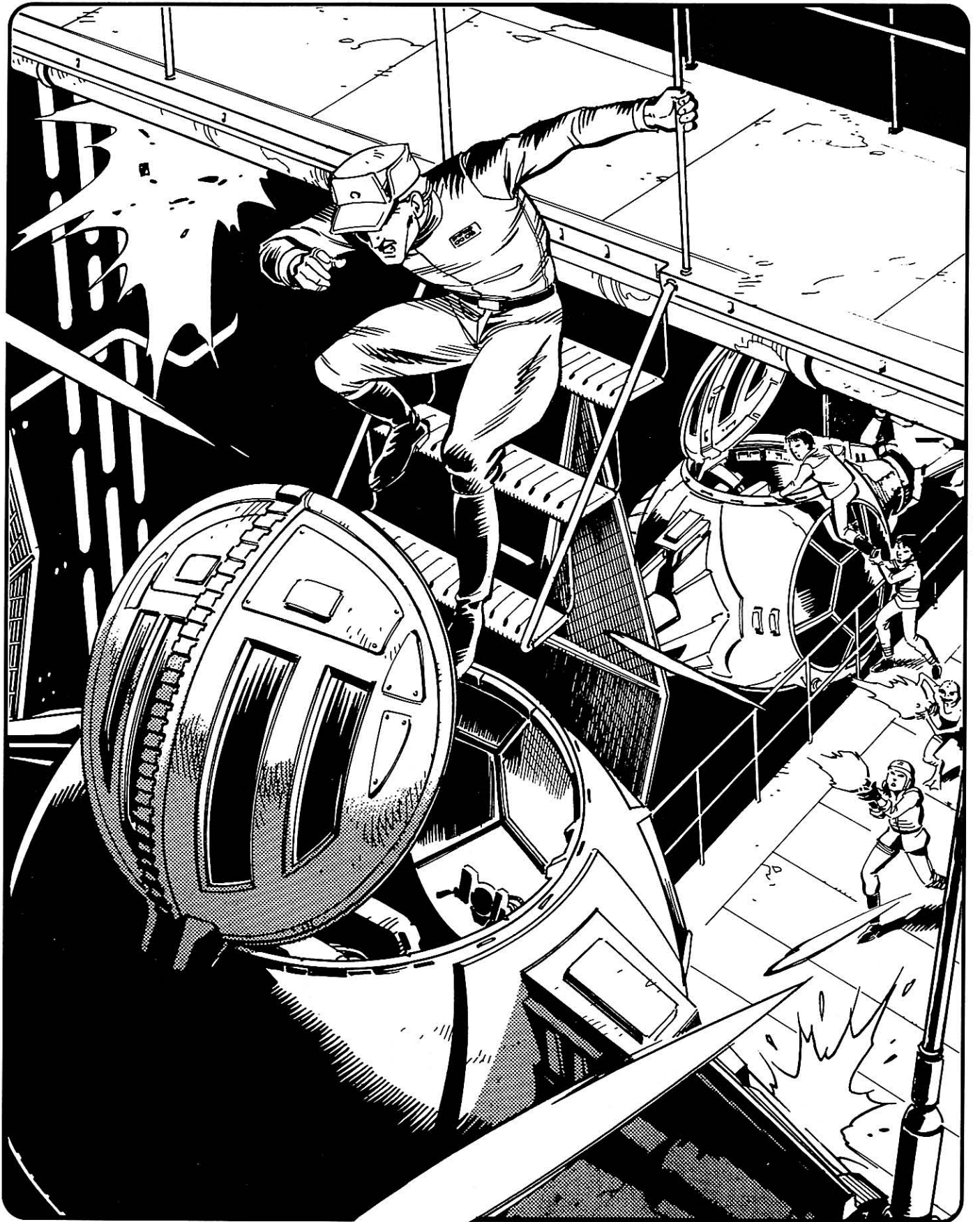
The odds are pretty good that the Rebels will find that the entire plant has become a ticking bomb around them (thanks to Marci’s visit to the hyperbatteries, of course).

There are also several possibly conflicting objectives. It is up to the players to decide what they are going to do about the various situations they face. It is vital that the gamemaster keep precise records about how long the characters stay in the plant. The gamemaster may prod the characters along by having the computer warn of the impending explosion.

Problems:

- They must bring down the jamming gear, and then the plant’s intercoms to the outside, to tell the Sekkt (and even the Imperials) to retreat before the plant blows up.
- They must free the indentured workers (the mercenaries and Darci will make this their first priority once Darci has been freed).
- They must stop Tyne (and rescue Darci, since Tyne will be holding her hostage).
- They must get off-planet, and since every ship on the planet is in the landing bay, which is right where Tyne and Darci are headed, they’ll probably come into conflict in the landing bay, as the hyperbatteries overload in a spectacular explosion. In addition to that, since there is no food on the planet that humans can safely consume, the





surviving Imperial troops, mercenaries and indentured workers will all be suffering from malnutrition within a few days.

Once Marci set the hyperbatteries for overload, she headed straight for the landing bay to try to escape. This means, she may encounter Tyne—in fact, Tyne, the sisters, the Rebels and the mercenaries may all get involved in a huge battle in the landing bay while the hyperbatteries overload!

Someone, probably one of the mercenaries, should remind the Rebels that they should send a transport back to the planet to rescue everyone. If the Rebels don't bother to send help, Imperial forces will arrive in ten Standard Days to round up all of the survivors (and once again enslave all of the indentured workers).

Flying Through the Minefield

Tyne may escape into space, but he's not free until he's gotten to hyperspace. With those TIE fighters in the landing bay, the characters may decide to pursue. The planet is also ringed by hundreds of space mines.

It takes a Moderate *starship piloting* roll each round to avoid hitting the space mines (which do 6D damage). Tyne needs 15 speed actions once he's cleared the planet's atmosphere before he can jump into hyperspace (it takes one minute to clear the planet's atmosphere). If the Rebels do pursue, the gamemaster should keep track of how much of a jump Tyne has.

Once Tyne jumps into hyperspace, he certainly won't be heading to rendezvous with Imperial officials because of the repercussions as a result of the destruction of the plant. Even his standing as a retired admiral will only do so much to protect him from the wrath of the Imperial military. However, he is a clever man who just needs some time to plot his revenge ...

Getting Home

The only way the Rebels will be able to get to another system is to take the space barge or the personnel transport. If all of ships with hyperdrives are disabled or destroyed in the course of the adventure, they'll have to wait until an Imperial search team arrives to investigate the situation.

Epilogue

There are still a few loose ends to be tied up. If Tyne survives, he can return later as an ongoing villain who is powerful enough to challenge characters directly in combat, but he also has the cunning to manipulate events and people as a background villain.

The Rebels should definitely make some kind of provision for rescuing the indentured workers and others left behind on the planet. Imperial ships will certainly come to investigate the destruction of the plant and rescue any surviving troops, but any indentured workers would face certain enslavement, again. These ships will arrive within ten Standard Days, so the Rebels must make sure that everyone is saved.

And what about the Sekct? With the destruction of the plant, they've been saved from extinction. They know it, and they know that they owe their continued existence to the Rebels. Should the Rebels ever return to Marca, they'll find that they've been immortalized in Sekct poetry, and that their escapades have been embellished to the point of becoming epic myth.

Rewards

Saving an entire race isn't something you do every day, and the Rebels should be rewarded for their actions. Give each Rebel 8 to 15 skill points, according to their performance. Award Force Points as usual.

With the destruction of the hyperbaride synthesis plant, the Empire has been struck a devastating blow. The Rebels are important heroes, and this should be reflected in their status among members of the Alliance—and in the difficulty of future missions to which they're assigned.

And Finally ...

The final credits roll and the screen fades to black. The Rebels have once again won an important victory in the ongoing struggle with the Empire.

So What Happened?

Did Tyne survive? Did the Sertim sisters escape alive? Do you plan on using them as continuing characters in your *Star Wars* campaign? We'd like to know.

Write to:

West End Games
Dept. 40049
RR3 Box 2345
Honesdale, PA 18431

PLANET OF THE MISTS CHARACTER TEMPLATES

Hissest

Template Type: Sekct
Loyalty: To her tribe
Height: 1 meter
Sex: Female

DEXTERITY 3D+2
Melee 4D+2
KNOWLEDGE 1D
Sekct Tradition 3D
MECHANICAL 1D
PERCEPTION 3D+1
Hide/Sneak 4D+1
STRENGTH 3D+1
Swimming 4D+1
TECHNICAL 1D



Physical Description: Small, slender, smooth-skinned lizard, mid-brown in color, with dexterous fingers. She is a typical specimen of her race.

Equipment: Spear (damage STR +1D+1)

Background: Hissest is a contender for leadership of her tribe. She believes that the only chance her race has for survival is to destroy the "death-machine" that is poisoning the air, land and water.

Personality: Tough-minded and determined, with a very strong code of honor.

Quote: "Break death-machine or Sekct stop-moving. Help?"

The Sertim Sisters

Template Type: Merc
Loyalty: To themselves and each other
Height: 1.75 meters
Race: Human
Sex: Female

DEXTERITY 3D+2
Blaster 5D+2
Dodge 5D+2
KNOWLEDGE 2D+2
Streetwise 3D
MECHANICAL 2D+2
Repulsorlift Op 3D+2
PERCEPTION 2D+1
Command 4D+2
STRENGTH 3D+2
Brawling 4D+2
TECHNICAL 3D
Security 5D



Physical Description: Identical twins in their late 20s, tall and slender, quite beautiful, blonde hair, blue eyes that look cold as ice.

Equipment: Heavy blaster pistol (5D), holdout blaster (3D+1), vibroblade (STR +1D+2), 4 stun grenades (stun damage 5D), 2 explosive grenades (damage 5D), 1 medpac

Background: Darci and Marci Sertim, and their dead elder sister Gayle, were hired to head the "civilian security force" at the hyperbaride synthesis plant on Marca. They have little love for the Empire, but they have signed a contract and will stick to it (unless special circumstances arise). Initially they hate Rebels, believing that Rebel starfighters killed their sister.

Personality: Serious, efficient, single-minded, and very good at what they do. Marci is a cold-blooded killer, and even though her goals may happen to coincide with those of others, she is a true mercenary. Her sister isn't quite as harsh, and cares more for the welfare of others, but not much.

Quote: "Say goodbye, Rebel scum."

PLANET OF THE MISTS CHARACTER TEMPLATES

Managing Director Vost Tyne

Template Type: Imperial "Expediter"
Loyalty: To himself, and then to the Empire
Height: 1.8 meters
Race: Human
Sex: Male

DEXTERITY 2D+2
 Blaster 4D+2
KNOWLEDGE 3D+2
 Bureaucracy 6D
 Imperial Procedure 4D+2
 Plant Operation 4D+2
MECHANICAL 3D+2
 Starship Gunnery 4D+2
 Starship Piloting 4D+2
PERCEPTION 4D
 Command 6D+2
 Con 5D
STRENGTH 2D
TECHNICAL 3D
 Computer Programming 4D
 Security 5D



Force Skills
 Control 3D
 Sense 2D
 Alter 3D
Dark Side Points: 5
Force Points: 3

Physical Description: Tall and austere, with flint-hard grey eyes, Tyne always wears clothes reminiscent of an Imperial officer's uniform.

Equipment: Heavy blaster pistol (5D), hold-out blaster (3D+1), thermal detonator (10D), lightsaber (5D), comlink, pocket computer.

Background: A retired Imperial Navy admiral, Tyne was a student of the Force under Darth Vader himself. He killed the previous managing director of the plant and took over his position.

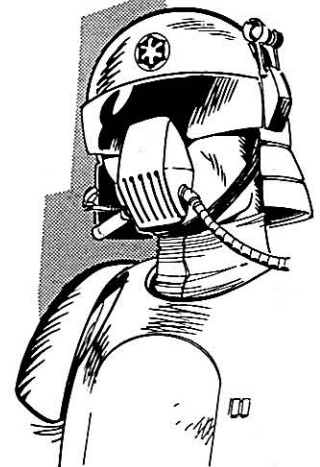
Personality: Cold, calculating and very cruel. Everyone in his presence swears that his evil is a palpable presence, and he causes fear wherever he goes.

Quote: "Now, suppose we discuss your Rebel friends, hm?"

Imperial Swamp Troopers

Template Type: Imperial Army trooper
Loyalty: To the Empire
Height: 1.75 meters
Race: Human
Sex: Male

DEXTERITY 3D
 Blaster 4D+1
 Dodge 4D+1
 Grenade 3D+2
 Heavy weapons 3D+2
KNOWLEDGE 1D+1
MECHANICAL 1D+1
 Repulsorlift operation 3D
PERCEPTION 2D
STRENGTH 3D+1
TECHNICAL 1D



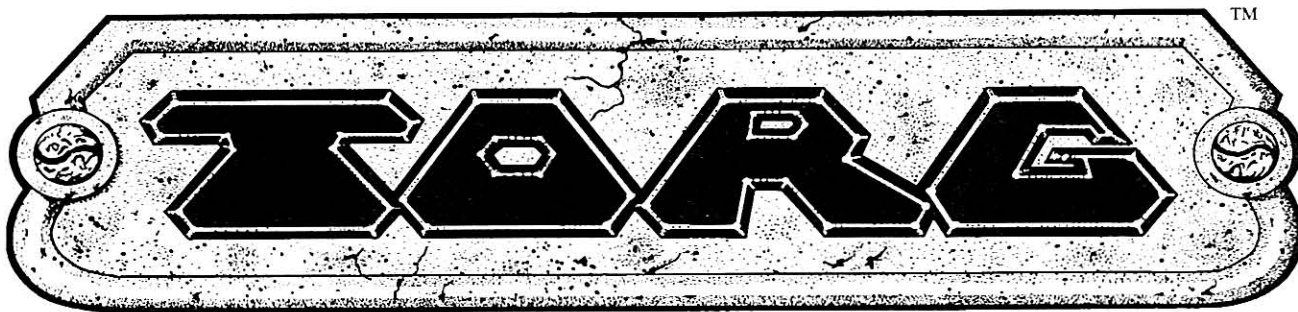
Physical Description: With access to the most advanced optical systems and weapons the Empire has to offer, Imperial swamp troopers are intimidating and dangerous.

Equipment: 3 stun grenades (5D stun damage), modified blaster (as blaster 5D damage, range 3-10/30/100; as grappling hook, 6D damage, plus entangle), two spare grappling hook/cords, swamp trooper suit (infra-red vision, allowing full vision up to 100 meters regardless of light; telescopic sight, which moves targets up one range level or gives +1D to *Perception* based skills; adds +1D to *Strength* to resist damage, but reduces *Dexterity* actions by -1D; life support system).

Background: These troops were recruited from units throughout the sector, and then placed in an extensive training program. Their armor, weapons and tools make them formidable tools of the Empire.

Personality: Not as unswervingly loyal to the Empire as stormtroopers, these Army troopers are well trained and quick thinkers. They are dangerous no matter what the situation.

Quote: "Rebels to your left. Use infrared scanners. Open fire!"



Torg: The Possibility Wars™ —They came from other worlds, raiders joined together to accomplish one goal: to steal Earth's possibilities — the living energy of Earth. These dark lords have brought with them their different realities, turning portions of the Earth into *someplace else*.



Torg: Roleplaying the Possibility Wars — The roleplaying game experience of the 90s is here! *Torg* combines the heroic action of the pulps, the magical adventure of fantasy, and the grim situations of future-tech into one all-encompassing game. The *Torg* boxed game comes complete with a 144-page Rulebook, 80-page World Book, 48-page Adventure Book, a die, the first issue of the 16-page *Infiniverse* newsletter, and a drama deck containing 156 playing cards. Item #: 20501, ISBN: 0-87431-300-7.

The Infiniverse™ Campaign Game — Get in on the interactive *Torg* campaign game, where you can lead the counter-attack against the invading High Lords and their legions. Every issue is mailed to you direct; bringing you information on your portion of Earth, updates on the Possibility Wars, new character templates, new equipment, new rules, and more! You'll receive new material long before anyone else does, and you'll also be privy to secrets and vital information not available anywhere else!

But more importantly, with the *Torg* newsletter, you can actually see your campaign change the world of *Torg*! When you report the failure or success of your adventure, it can influence what will happen next in the official campaign! Item#: 20801. Available exclusively from West End Games.

The Cyberpapacy™ Sourcebook — Explore a France ruled by the theocracy of Jean Malraux I, a false Pope who has rewritten the Bible to bring the joys of cyberware to an uncertain nation. Church police armed with plasma energy weapons and all the chipware they can handle. The Inquisition is back ... but now it has nanosecond response time. Item #: 20508, ISBN: 0-87431-307-4.

The Nippon Tech™ Sourcebook — The fifth sourcebook for *Torg* takes you on a journey to the realm of 3327, encompassing the island nation of Japan and other parts of Asia. Executives clash in boardrooms while ninjas and samurai war in the alleys. Includes details on their invasion and home world, as well as a martial arts duelling system. Item #: 20509, ISBN: 0-87431-308-2.

Torg products are available at Waldenbooks and fine hobby stores everywhere.



Dept. 40049, RR#3 Box 2345, Honesdale, PA 18431
©, ™ and © 1992 West End Games. All Rights Reserved.

STAR WARS®

Planet of the Mists

by Nigel Findley

"I told you — the star charts say there's nothing in this nebula. It's just a big cloud of gas. There's no risk."

Suddenly, the stars shift — and right in front of you is a planet!

"Well, that nothing just blasted the hull, and we're going down ... somewhere."

The Rebels must take cover in the swamps of Marca, where they discover a mysterious alien race named the Sekkt.

Not only must the Rebels escape, but they must save the Sekkt from extinction. And the only way to do that is to penetrate the hidden Imperial hyperbaride plant and disable it, despite the Imperial swamp troopers, mercenary security forces, and Tyne, managing director of the plant, feared by all because of his strange abilities ...



64-page book features:

- A complete adventure, including staging hints and background information on the planet Marca, the alien Sekkt and the native creatures.
- A complete map of the plant on Marca, with guidelines for the security forces both inside and outside the plant.
- Information on the Empire's elite swamp troopers: Army combat troops trained specifically for wet terrain duty, with equipment perfectly suited for the hazardous environment.
- Adventure script and cut-aways to capture the mood and feel of the *Star Wars* movies.

A complete adventure for *Star Wars: The Roleplaying Game*.
For gamemaster and one or more players.
For ages 12 and up.

A **STAR WARS**
A D V E N T U R E



West End Games
RR 3 Box 2345
Honesdale, PA 18431
40049

® , ™ & © 1992 Lucasfilm, Ltd.
(LFL). All Rights Reserved.
Trademarks of LFL used by
West End Games under
authorization.

ISBN 0-87431-122-5

