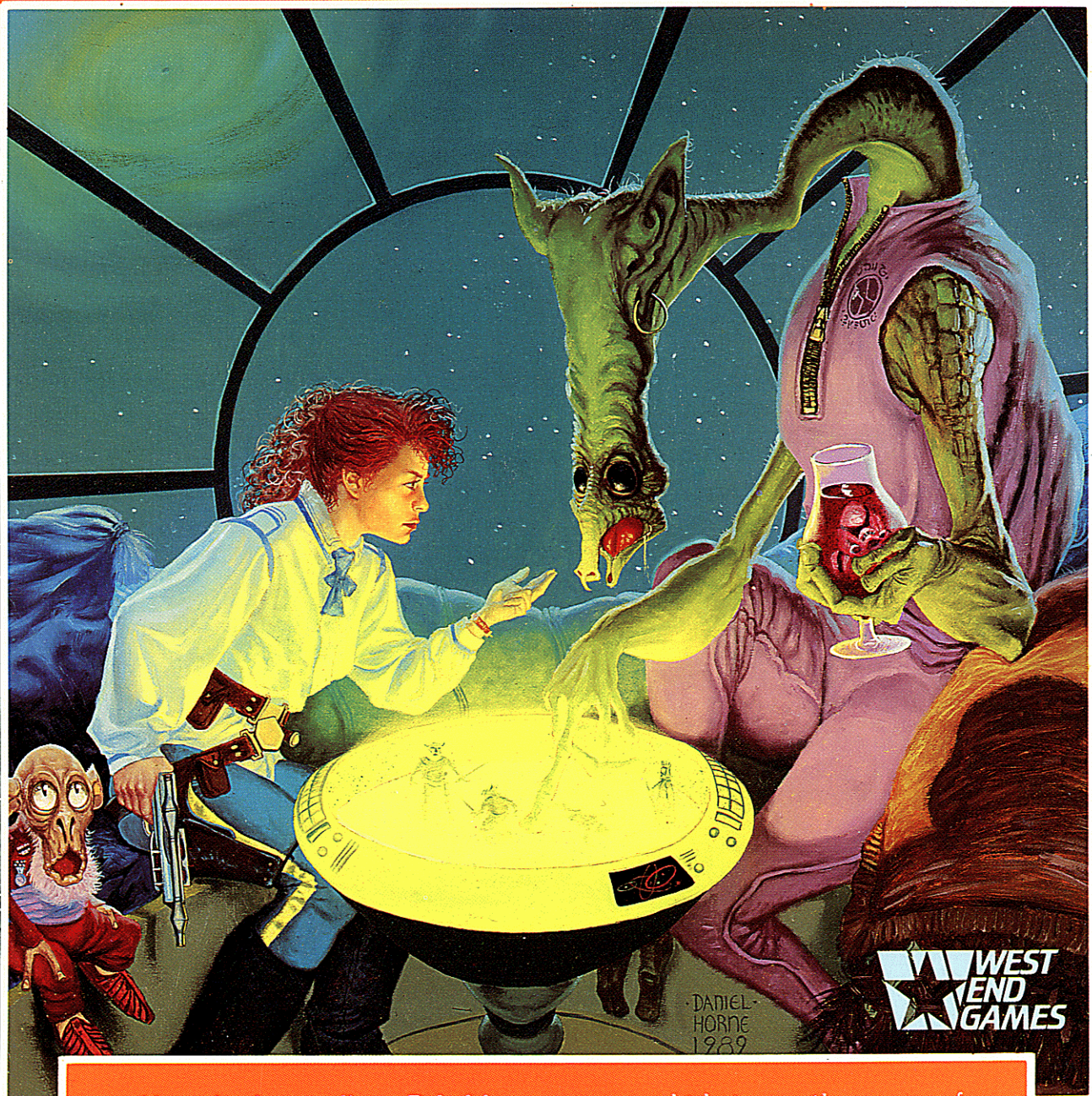


STAR WARS®

Riders of the Maelstrom

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

PLUS
Star
Warriors
SCENARIO

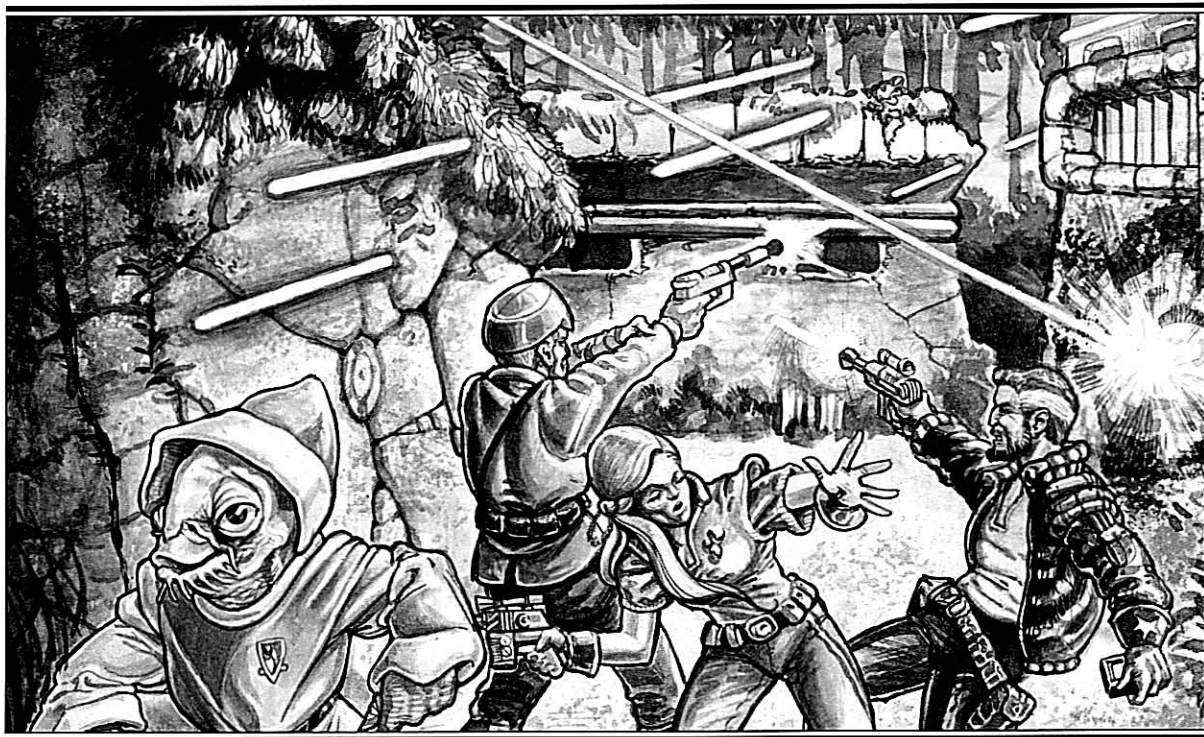


Aboard a luxury liner, Rebel heroes are caught between the power of two Imperial Moffs and a savage fleet of pirates, and the fate of an Alliance safe-world hangs in the balance.

STAR WARS®

Riders of the Maelstrom

by Ray Winninger



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I ntroduction

The swelling strains of a powerful symphony rise out of the emptiness of space. A starship, first appearing as a distant point, grows in size, hurls up to the camera, and roars overhead, its engines screaming. French horns blare the symphony into a cascading crescendo; a planet pans into view; and another exciting episode of *Star Wars: The Roleplaying Game* begins ...

Riders of Maelstrom is a *Star Wars* adventure for four to six players and a gamemaster (GM). The GM should read the entire adventure before beginning play, so the action and story can flow without undramatic pauses. Players should stop reading this book now. The information herein is for gamemasters only.

In This Adventure ...

... Rebel agents, fleeing pursuing stormtroopers, seek escape aboard the giant luxury liner *Kuari Princess*, the site of a secret meeting between two Imperial Moffs.

Shortly after the Rebels board the *Princess*, the liner enters an unusual area of space known as the "Maelstrom," where it is attacked and boarded by a band of villainous pirates. The pirates, who call themselves "The Riders of the Maelstrom," prowl for vulnerable prey throughout the space lanes that run through the Maelstrom.

This time, the pirates are interested in more than booty. With the help of a mysterious Rebel spy known only as "Dagger," the Rebel heroes discover that the Riders intend to lock the *Princess* on a collision course with a nearby moon in order to wipe out the moon and its inhabitants, another band of buccaneers who compete with the Riders for plunder. The situation aboard the *Kuari Princess* grows worse when the Rebels realize that the moon the Riders are targeting for destruction is also the site of a Rebel safe world.

Can the Rebels prevent the Riders from destroying the safe world? What is the reason for the meeting between the Moffs? And who or what is the mysterious Dagger? These are

the questions that your players will attempt to answer.

If *Riders of the Maelstrom* is to be part of an ongoing campaign, you may have to adjust this adventure's background or its opening sequence to fit it smoothly into your campaign setting. In addition, you may want to make the non-player characters (NPCs) a little tougher and the adventure a bit more challenging if your player characters (PCs) have been around long enough to raise their skill codes significantly (see "Difficulty Numbers and Game Balance" below).

Adventure Materials

In addition to the adventure book, *Riders of the Maelstrom* includes:

- *The Pullout Section.* The four-page pullout located at the center of this book includes the scripts used in the adventure, a few handouts that serve as props, and the templates for all of the important non-player characters.
- *The Full Color Map.* This map details four decks of the luxury liner *Kuari Princess*.

Additional materials you will need to play through this adventure include *Star Wars: The Roleplaying Game*, *The Star Wars Rules Companion*, pencils, paper, and lots of dice.

The Star Wars Sourcebook, the *Star Wars* starfighter combat game, and *Star Wars Miniature Sets* will all prove helpful once play begins, but are not strictly necessary.

Difficulty Numbers and Game Balance

This adventure is designed for six beginning player characters who have among them a mix of skills. As gamemaster, it is up to you to modify this adventure to fit your particular group of player characters. You can do this by using the "Difficulty Number Scale" (found in *The Star Wars Rules Companion*).

For example, if the GM directions in *Riders of the Maelstrom* instruct you to have the heroes make Difficult *streetwise* rolls, you would set the difficulty number between 16 and 20, depending upon the abilities of your player characters (you would probably choose 16 for a beginning character and 20 for Han Solo).

When gamemastering beginning PCs, you may want to assign the difficulty number at the lower end of the scale to the player characters and the difficulty number at the higher end of the scale to the bad guys and NPCs. This arrangement gives the player characters an edge over their competition and allows the heroes to duplicate some of the stunning feats from the *Star Wars* movies. Under these conditions, the players need to roll a 6 or better to enable their characters to fire their blasters at a group of stormtroopers at short range, but the stormtroopers need to roll a 10 or better to fire back at the Rebels.

In this adventure, attributes are always capitalized and italicized, skills are only italicized.

Adventure Background

Along the regularly traveled Relgim hyperspace lane lies a peculiar stretch of space known as the "Maelstrom." The Maelstrom is a huge nebula-like cloud composed of charged space dust and raw energy that warps sensor scans, blocks communications, alters hyperdrive coordinate settings, and generally confuses nav computers. Ships traveling along the Relgim run must exit hyperspace and negotiate the cloud at sublight speed in order to avoid the risk of a serious mishap.

Since the days of the Old Republic, a band of pirates known as "The Riders of the Maelstrom" has used the cloud as a hiding place and reaped huge profits through piratical attacks upon the vulnerable craft plodding at sublight speed through the Maelstrom. Until now, the only point in the Maelstrom safe from the Riders' attacks has been the Oasis colony, an oxite mining operation that lies on the volcanic moon of an unnamed, uninhabitable planet in an obscure system located in a gap of "clear space" in the middle of the cloud (a sort of "oasis" amid the "desert" of the Maelstrom).

Recently, notorious Corellian gambler and privateer Rodin Higron "won" the mining colony from its previous owner in a crooked game of sabacc. As did the Riders, Higron soon recognized the Maelstrom as an ideal hunting ground and established his own band of

buccaneers. However, Higron has been more discriminating than the Riders in the selection of targets. An open supporter of the Rebel Alliance, Higron and his men concentrate on Imperial merchant and military craft. On the other hand, the Riders raid anything that moves through the Maelstrom, if they think they have the advantage in combat.

Recent Events

Until Higron began his operations, it had not been worth the Empire's effort to send a Star Destroyer or two into the energy cloud to clear out the pirates. Now, with two groups of pirates operating in the area, the losses inflicted upon Imperial shipping passing through the region have become intolerable to the Moffs in charge of the sectors adjacent to the Maelstrom. These Moffs have also been distressed by rumors indicating that some of the pirates in the Maelstrom are cooperating with the Alliance.

The Maelstrom lies on the border of two Imperial sectors. For some time, the Moffs of both sectors have been altering their weekly reports in order to hide their escalating losses from the eyes of the Emperor. Increasing losses have forced the Moffs to meet and plan a combined operation aimed at clearing out the pirates. The Moffs have decided to keep their meeting a secret to avoid attracting the attention of the Emperor and enticing him to take a closer look into their affairs.

Meanwhile, the Riders have drafted a plan to eliminate Higron, their competition. The Riders intend to capture the next large vessel passing through the Maelstrom and lock the ship on a collision course with the moon that serves as Higron's base. The impact will destroy the entire moon, wiping out Higron and his men. The next ship large enough to cause the kind of damage the Riders desire and making a passage through the Maelstrom is the luxury liner *Kuari Princess*. Coincidentally, on this voyage, the *Princess* is the site of the secret meeting between the two Imperial Moffs. To make matters worse, Rodin Higron has recently allowed the Rebel Alliance to build a safe-world complex beneath his mining colony. If the Riders' plan is successful, they wipe out Higron, his men, the colony, and a significant portion of the Alliance.

Adventure Synopsis

As the adventure opens, the player characters are on the jungle planet Aris, fleeing from an army of stormtroopers. While running for

their lives, the heroes board a passenger barge and soon find themselves deposited aboard the *Kuari Princess*. Subsequently, the Rebels, with the aid of Dagger, discover and investigate the secret meeting between the two Moffs.

Then, the *Kuari Princess* is attacked and captured by the Riders. The Rebels must defend the liner's passengers and learn the pirates' plot, or the Oasis colony and a Rebel safe world will be destroyed.

The Main NPCs

Here are brief descriptions of the main non-player characters, their plans, and motivations. More information is available in the episodes and in the pullout section.

Big Jak Targrim: Targrim is the evil leader of the Riders. He is strong, silent, fearsome, and a master of exotic weaponry. He inspires such a high degree of loyalty in his men, that all would much rather die than fail him. In order to maximize his ruthlessness, he has had his own genetic structure supplemented by cells "donated" by some of the vilest crime lords in the galaxy. The abilities that Targrim has "inherited" from his donors are formidable; but during periods of extreme stress or excitement, the loathsome personalities that now make up his psyche struggle to gain control over his mind and to deal, in their own way, with the crisis. When the situation is at its worst, Targrim rapidly switches between varying personae, all of them evil.

The Riders: The Riders' force consists of dozens of ships (Corvette-sized and smaller) and hundreds of pirate crewmen. The numbers of men and ships constantly grow larger, as Targrim finds new recruits among the rabble which settles to the bottom of the gravity well of galactic society.

Moff Torpin: Torpin is as cold and selfish as any other agent of the Empire, though he lacks the vigor and fearlessness of most Imperial officials. Physically unimpressive, Torpin's strong suit is cunning. He rose to the upper ranks of Imperial government through a series of clever schemes and manipulations. Unlike most of his fellow Moffs, Torpin has no military experience and most of his troops secretly disrespect him for that lack.

Moff Vanko: In strong contrast with Torpin, Vanko is a typical Imperial official: strong, methodical, and completely unfeeling. He has served in the Imperial armed forces since the foundation of the Empire. Once a friend of Emperor Palpatine, Vanko is a formidable commander and inspires a remarkable loyalty in his underlings. Many of his officers have served with him for years.

DM/C3 ("Dagger"): DM/C3 is a protocol Droid programmed by the Alliance to act as a spy and saboteur and planted in Moff Vanko's organization. He is now Vanko's personal decoding Droid. Only top Alliance leaders know Dagger's true identity. Now, DM/C3 is in charge of decoding the reports that Vanko receives from his planetary governors. This position provides the Droid with access to a great deal of information that he passes on to benefit the Rebellion. Occasionally DM/C3 receives an opportunity to slip a false report containing Alliance approved counter-intelligence in with the decoded material that he passes on to Vanko.

Shortly after the player characters board the *Princess*, the Droid recognizes them as members of the Alliance and does what he can to help them.

E

pisode One
Escape From Aris**Summary**

The adventure begins *in media res* with the Rebels fleeing for their lives on the jungle world Aris. The Imperials have interdicted all non-Imperial space traffic to and from Aris in order to prevent the Rebels from escaping. The sole exception to the Imperial edict is a small shuttle barge about to ferry passengers to an orbiting space liner, the *Kuari Princess*. The Rebels must board the barge if they hope to survive.

Start the Adventure

The Rebels are being chased by 20 stormtroopers across a residential platform. Everyone is on foot, and the combat begins at medium range. Because of the limited space on the platform, the Rebels will never be able to extend the range past "long."

Inform the players of their predicament and open the adventure by playing through two rounds of the foot chase.

Stormtrooper Tactics

The 20 stormtroopers are divided into two groups of 10. Make only one movement roll for all of the troopers in each group. Only two stormtroopers fire at each of the Rebels each round (the movement roll of the group is not reduced by these shots, but each of the stormtroopers firing while he is running has his *blaster* skill code reduced by 1D). Wounded

stormtroopers are automatically out of the chase.

If the Rebels decide to stop moving in order to trade shots with the stormtroopers, an additional stormtrooper fires at each of them for every round the Rebels hold their position. For example, after two rounds of stationary combat, four stormtroopers are firing at each hero. Once the Rebels flee again, return to two troopers firing at each hero, unless the Rebels again decide to stop.

After two rounds of combat, the Rebels duck into an alley and everything comes to a temporary halt. At this point, distribute copies of "Adventure Script #1" and ask the players to read their parts aloud. After the players have read the script, continue with the chase.

Stormtroopers*: DEX 1D, blaster 3D, brawling parry 3D, dodge 3D; STR 2D (3D for damage purposes), brawling 3D. All other attributes and skills 2D. Blaster rifle damage 5D.

* These codes reflect the stormtroopers' armor adjustments.

At the End of Their Rope

In whichever direction the Rebels flee, after three more rounds of action, they come to

I n Media Res

"*In media res*" is a Latin phrase meaning "in the middle of things." This phrase is used to describe stories which begin in the middle of the action. For example, *Star Wars IV* opens with Darth Vader's Star Destroyer firing at Leia's transport. Similarly, *Riders of the Maelstrom* opens not with the heroes first arriving on Aris and trying to avoid detection, but with the Rebels already discovered and fleeing for their lives. With this method, you already have the players' blood racing by the time you get around to giving them the background on their mission and detailing exactly what they were trying to accomplish.

R ead Aloud

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

Acting upon information provided by the Rebel spy known only as "Dagger," impetuous members of the Rebel Alliance have traveled to the jungle world Aris, where they were instructed to gather important information concerning a forthcoming secret meeting between two Imperial Moffs ...

the end of the platform. Read aloud:

There's big trouble up ahead. The stormtroopers are gaining some ground, and you are rapidly running out of ground to give up. The platform ends 10 meters in front of you. If you slip off the 35-meter long vines dangling down from the railing, it is a 75-meter drop to the forest floor below. The stormtroopers are fanning out behind you. There's no turning back.

Once the Rebels reach the railing, they notice a smaller platform, eight meters below and about 30 meters away. The only obvious way to escape is to grab on to the dangling vines, and swing across to the platform.

Swinging across to the next platform calls for a Moderate *climbing/jumping* roll. If one character tries to carry another across to the smaller platform (*a la* Luke Skywalker and Princess Leia) add two to his difficulty number. Everyone that fails the roll slips off the vine and must make Easy *lifting* rolls to catch the rail of the other platform and pull themselves to safety. If the Rebels are accompanied by Droids, you can have the Rebels carry the Droids across to the next platform as described above, or you can add some comic relief to the adventure by having the Droids try to swing themselves across.

The pursuing stormtroopers do not try to duplicate the Rebels' stunt. They rush to the railing and fire at the heroes swinging across to the next platform (remember, two stormtroopers fire at each of the PCs).

Tackling

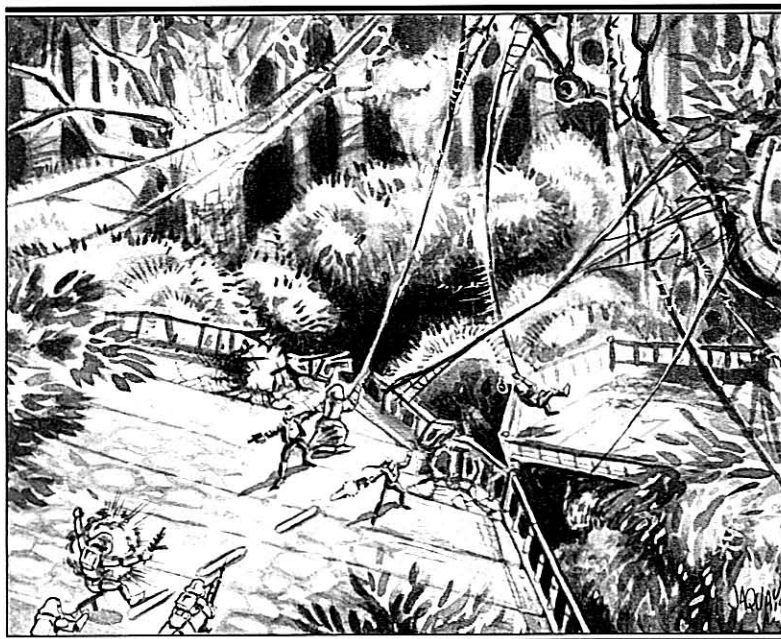
Combatants locked in a foot chase and whose speed action would let them overtake their quarry may attempt to *tackle* their opponents. Have the combatants make an opposed *Strength* roll. If the character trying the tackle wins the roll, he or she drags the opponent to the ground and forces the defender into normal hand-to-hand combat. The *Strength* roll for the tackle counts as a "second skill use" only for the attacker, reducing his or her skill codes by 1D for the round; the defender is not penalized.

The Lifter Platform

The platform that the Rebels are swinging toward is a lifter repair station. Lifters are small, disc-shaped repulsorlift vehicles capable of only vertical movement. As soon as the Rebels reach the lifter platform, they notice a huge column of stormtroopers rushing up a flight of stairs toward them. Their only hope of avoiding a protracted firefight with the 30 or more troopers is to rush to the lifters floating in the lifter bay and try to escape.

On the outside hull of each lifter is a video display unit that reads "out of order" in Bocce, the language common to most of the colonists on Aris. Anyone that makes a Difficult *languages* roll can understand the message. If the heroes are traveling with a protocol Droid, the Droid understands the sign and begins flapping its arms wildly, launching into a lengthy, roundabout warning likely to be ignored in the heat of battle.

Once the Rebels reach one of the lifters and attempt to engage its engines, they quickly notice that the lifter isn't going anywhere and that the first group of stormtroopers is emerging from the stairwell. Enough stormtroopers make their way up to the platform so that each Rebel can be attacked by three troopers. The body of the lifter provides the Rebels with enough cover to increase the Difficulty Numbers of the stormtroopers' shots by five; and if the Rebels choose to return fire, they put up such a good fight that the stormtroopers won't advance on them. Instead, the troopers exit the stairwell in small groups and exchange fire with the Rebels. As each trooper is wounded or killed, another emerges from the stairwell to take his place (for all practical purposes, the number of stormtroopers coming up the stairs is unlimited).



The Planet Aris

Aris, a sprawling jungle planet located in the Albarrio system, is the capital of the Imperial Albarrio sector. For this reason, there are always quite a few stormtroopers and Imperial bureaucrats of every governmental level to be found on the planet.

The entire surface of Aris is covered by a vast rain forest made up of exotic tropical trees, averaging 250 meters tall. The populace of Aris live on huge, plastic platforms built amid the gigantic branches of the trees. From the lowest of the platforms, one can look down more than 60 meters to the ground. The colonists move from one platform to another by means of a complex series of bridges, stairs, escalators, and turbolifts.

There is no intelligent, native lifeform on Aris, but the world is teeming with non-sentient creatures. Some of these creatures remain close to the planet's surface and are rarely seen by the tree-dwelling colonists; but friendly, monkey-like scavengers, called Wok-Woks, frequently come out of the trees and roam about on the platforms.

The Rebels have been on Aris for three days prior to the start of this adventure, so they are well aware of this information.

If the Rebels try to switch to another lifter, they find that it is riddled by the stormtrooper's shots and inoperative. The only way for the Rebels to escape is for one or more of them to perform some hasty repairs upon one of the lifters. Anyone that succeeds on an Easy *repulsorlift repair* roll realizes, in a single round, that the lifter the heroes occupy won't move because electric current does not flow through its servo-pulsor, the mechanism which engages the engine. If the player fails the *repulsorlift repair* roll, he can try again next round.

Once the Rebels know what is wrong with the lifter, they can try to fix it. Show the "Lifter Control Panel" diagram (see the pull-out) to any players attempting repairs. The flashing indicator lights mean that electric current is reaching them — the battery and generator are working fine — and the problem must rest in the circuits leading to the pulsor. Ripping out the wires that lead to the flashing lights and rerouting them to the servo-pulsor solves the problem.

If the Rebels come up with this solution, an Easy *repulsorlift repair* roll during the next

round reroutes the wires and gets the lifter on its way. If the players don't come up with the solution, Moderate *repulsorlift repair* rolls give the first hero who succeeds the solution to the problem. He can then make the Easy *repulsorlift repair* roll to reroute the wires and get the lifter moving.

The stormtroopers continue to fire at the Rebels during the attempts at repairs.

As the lifter engine roars into life, the Rebels discover another slight problem: the lifter's control rod will only move into the "up" position. They cannot make the lifter descend. Directly above the repair station are three platforms accessible to the rising lifter.

If the player characters stop the lifter at the first of these platforms, an elevator door five meters away from the lifter bay opens just as the lifter comes to a halt, revealing 50 stormtroopers that were sent to this platform to cut off the Rebels' escape. If the heroes immediately voice their intention to power up the lifter and continue upward, they escape to the next level before the troopers have a chance to fire. In the unlikely event that the Rebels decide to stick around on this level, the stormtroopers divide into groups of five and combine fire on the Rebels. Continue to add more and more stormtroopers to the firefight, until the players get a bad feeling about sticking around any longer.

On the second level up from the lifter repair station, even more stormtroopers eagerly await the Rebels. When the lifter reaches this level (whether it stops or not), the assembled troopers fire three blaster bolts at the craft. The first bolt just misses the tops of the Rebels' heads, and the second bolt strikes the lifter. Roll to see if the third bolt hits any of the heroes (difficulty number 15). If the Rebels stay on this level, they find themselves caught in a firefight with 75 stormtroopers. This firefight lasts until the player characters decide to continue upward.

Approaching the third level, the Rebels notice yet another problem: the blaster bolt that just struck the lifter knocked out the power control — the lifter will not stop! Approximately 15 meters above this last accessible level, a huge tree branch stretches out over the lifter bay. The Rebels' only chance at safety is to jump out of the lifter as it passes the third level; if they fail, they are crushed when the lifter strikes the branch (7D damage). Jumping out of the lifter is an Easy *climbing/jumping* roll. Anyone failing the roll can be pulled out of the lifter (by one of his companions that makes a Moderate *Dexterity* roll) before it strikes the branch.

Cargo Level

The third platform is a large, cargo storage station. The stormtroopers have not yet reached this level. Read:

After jumping out of the lifter, you land on a large, cargo-storage platform high in the trees. This is one of the most isolated platforms in the entire colony. A thick tangle of tree branches rubs up against the platform on its northwest side, near a huge power generator. When they see you coming, a small pack of Wok-Woks rushes off the platform, climbing onto the branches and dashing back into the shadowy safety of the trees.

Oddly enough, the entire platform is now deserted. Other than the lifter bay, the only apparent way off the platform is a nearby cargo elevator.

Pause the action for a bit, and give the players a chance to catch their breath and discuss strategy. They have two options for getting off the platform: they can try to take the cargo elevator, or they can climb into the trees (there are no lifters in the lifter bay).

If the Rebels try to take the cargo elevator, they find that the elevator is already on its way up to their level. One round later, the elevator rises to the cargo level and opens to reveal 20 stormtroopers. When the elevator door opens, the stormtroopers are so surprised to see the Rebels that they take no actions for the first round, giving the Rebels an opportunity to flee if they have not left already.

If the Rebels climb into the trees, the stormtroopers on the elevator arrive as soon as the player characters begin moving toward the trees. Begin the foot chase in the trees described below.

In the Trees

If the heroes attempt to take the cargo elevator off the platform, the stormtroopers open fire after one round, firing for best effect. Soon, the Rebels try to flee to their only avenue of escape, the trees on the northwest edge of the platform. The stormtroopers revert to chase mode, two troopers firing at each Rebel.

The trees are 50 meters away, across the platform. The chase begins at medium range (35 meters) if the Rebels ignore the elevator and run directly for the trees, at short range (15 meters) if the heroes go to the elevator and flee for the trees as soon as they notice the elevator coming up, and at short range (five meters or less) if the heroes wait for the

elevator to open or if they trade shots with the stormtroopers. Again, divide the stormtroopers into two groups and make a single movement roll for each group during the chase. Because of the confined quarters on the platform, the Rebels can only run five meters per speed action.

Forty meters into the chase, the Rebels are in the area of the platform dominated by a huge power generator. Powerful electric sparks arc through the air between a series of transducer towers located in the generator field. When the heroes reach the field, display the "Generator Field" diagram from the pullout and ask each of the players to draw a line indicating his route through the field. Each Rebel can move through three squares each round.

At the end of each round, after everyone has moved and fired, roll 2D twice and take a look at the generator field map in the pullout section. An electrical spark arcs between the two towers corresponding to the numbers you just rolled. Draw a line between these points; if the line crosses a square occupied by a hero, he must make a Moderate *Dexterity* roll to avoid being struck by the arcing spark (4D damage).

After crossing the generator field, the Rebels reach the trees. Switch to the "Tree Connection Diagram" (see pullout) for the rest of this chase. The stormtroopers try to climb after the fleeing heroes.

Movement in the trees is cut down to two and a half meters "walking," and five meters "running" per speed action. Anyone that

Demonstrate the Danger

When the heroes are in a particularly perilous situation, it is a good idea to *show* the threat of danger to the players by killing an enemy non-player character. This will place a clear image of peril in the players' minds.

This technique is a staple of the *Star Wars* films. When Luke and Han are about to be thrown into the mouth of the giant sand creature in *Return of the Jedi*, the filmmakers make sure to have one or two of Jabba's goons fall into the creature's mouth first, so we can see how horrible such a fate would be. When Luke is dumped into the Rancor's pit beneath Jabba's palace, a Gamorrean guard falls in with him and is quickly devoured by the Rancor, demonstrating the beast's viciousness and Luke's possible destruction in its jaws.

“runs” in the trees must make an Easy *climbing/jumping* roll or fall. If a Rebel fails this roll, he has the opportunity to make an Easy *lifting* roll to catch himself before falling to the planet’s surface; describe to the hero how he dangles precariously 80 meters above the ground.

Jumping from branch to branch requires an Easy *climbing/jumping* roll (Rebels that fail get to attempt an Easy *lifting* roll to save themselves).

Stormtrooper Tactics

The troopers who climb into the trees fire at the Rebels while running toward them. If close enough to their quarry, the troopers engage the Rebels in hand-to-hand combat and try to push them out of the trees to their deaths. Attempting to push someone out of the trees calls for an opposed *Strength* roll. If the character doing the pushing wins, his opponent falls out of the tree (heroes pushed out of the trees can make a Moderate *lifting* roll to catch themselves). The troopers on the cargo platform continue to fire at the climbing Rebels (these are medium range shots, add +2 to the difficulty number because of the cover afforded by the trees).

Three rounds after the stormtroopers climb into the trees, five Imperial Sky Swoopers arrive.

The Sky Swoopers

Sky Swoopers are repulsor-augmented hang gliders (Speeder scale) that have a blaster mounted above the pilot. The Imperials use the Swoopers as patrol vehicles because of their ability to duck in and out of the trees and change direction in tight places.

Two of the Sky Swoopers attack the Rebels while the rest of the Swoopers concentrate on clearing out the surrounding foliage in an attempt to isolate their quarry. Three rounds

IMPERIAL SKY SWOOPER

Crew: 1
Passengers: 0
Cargo Capacity: 2 kilograms
Speed Code: [2D]
Maneuverability: [4D]
Body Strength: [1D]
Weapons:
 Laser Cannon
 Fire Control: [1D]
 Damage: [3D]

after the Sky Swoopers begin their attack, one of the pilots firing at the trees gets lucky and brings an entire tree crashing down — the tree in which most of the Rebels are climbing. As it falls, it brings down all of the other trees that contain heroes as well. The crashing, 250-meter tall trees kill the pursuing stormtroopers. Ask each player to make a *climbing/jumping* roll — behind a screen so that they can’t see the results. Record each player’s roll.

After the Crash

The Sky Swooper pilot was incorrect. Read the following out loud:

You wake up dangling from a tree limb more than 30 meters off the ground. The last thing you remember is trying to jump and grab a nearby branch before your tree came crashing to the ground. A short climb above you is a small, deserted observation platform.

Look at the dice roll results you recorded earlier. Any Rebel that rolled a total of five or less is now incapacitated; one that rolled a total of six to nine is wounded; and one that rolled 10 or greater is completely unharmed by the falling trees.

Climbing up to the platform requires an Easy *climbing/jumping* roll. Anyone that fails this roll makes it to the platform, but takes a wound in the process. Once the Rebels are on the platform, read the following:

So far so good; but looking out from the platform you spot a whole new set of troubles. From your current vantage point, you can see the colony spaceport. All of the landing bays, including the bay that contains the spacecraft in which you arrived, have been

Cut-Away to Sky Swooper

Read Aloud:

CLOSE-UP OF IMPERIAL SKY SWOOPER PILOT. *He pulls his craft out of the way of the falling trees. The pilot’s radio crackles and clicks to life: “Should we go back and take a look?”*

“Why bother,” the pilot answers. “Nothing could have survived that! Ground patrol can pick up any pieces.”

Fade to ...

EXTERIOR: DEEP FOREST, A FEW MINUTES LATER.

sealed off by the Imperials. They have retracted all stairways and bridges leading to these platforms.

Off in the distance, on the Imperial shuttle station, you see an Imperial official and his stormtrooper guards board a shuttle that then leaps up and away from the platform, screaming through the atmosphere.

There is only one other active shuttle platform. A non-military transport barge, waiting to ferry passengers, rests on that platform. A passenger approaches the barge and slides a ticket-chip into a reader, which verifies the chip and allows the passenger to enter the barge. You can see that quite a few of the passengers are Anomids. Only two stormtroopers are present on the shuttle platform.

Getting Off Aris

Standard Alliance procedure calls for the Rebels to avoid capture and get off-world once their mission has been exposed. The only way that the heroes can get off Aris is to sneak aboard the barge. There are no other active shuttle bays, and the security around the spaceport is much too tight to circumvent.

A staircase going from the observation platform leads down to a service catwalk. The catwalk connects to a ramp leading to the maintenance bay of the barge's platform. The route is positioned in such a way that the Rebels can easily move all the way to the barge's platform without being observed. Once on the platform, the Rebels have two choices: they can wait for a group of Anomid passen-

A nomids

The Anomids are a humanoid race native to the Yablari system. Anomids are born without vocal cords. When dealing with vocal races, they wear elaborate vocalizer masks which produce a series of electronically synthesized sounds that serve as a spoken language. These masks are usually so large that they cover all but the Anomid's eyes and forehead.

Anomids are among the galaxy's most successful technologists, and most are quite wealthy and can afford to tour the galaxy — even in this time of civil war. Anomids usually dress in long hooded robes woven out of pure dendrite.

The Anomids are well enough known that the Rebels are aware of all this information.

gers to arrive and attempt to capture or *con* or *bargain* away the creatures' robes, masks, and ticket-chips in order to board the barge; or they can try to take out the two stormtroopers and force their way into the barge.

Ticket-chips, by the way, are coin-sized plastic data chips containing computerized information about the ticket holder and his scheduled trip. These chips are read either by a large scanner at transportation gates or by hand-held scanners used by stormtroopers and customs officials.

Capturing the Anomids

Just after the Rebels arrive in the maintenance bay an appropriate number of Anomids arrives on the platform (one for each Rebel). With a successful *Easy con* roll, the heroes can lure the Anomids into the maintenance bay and out of view of the stormtroopers. ("Psst, come here!") They can then try to knock the creatures unconscious and take their robes, ticket-chips, and masks, or they can try to *con* or *bargain* the Anomids into willingly helping.

The Anomids do not fight back if attacked, but if the PCs fail to knock all of the aliens unconscious in two rounds, the stormtroopers investigate the noise caused by the scuffle.

After they have defeated or enlisted the help of the Anomids, the Rebels can disguise themselves in Anomid clothing and vocalizer masks and slip aboard the barge.

Anomids: KNO 1D+2, technology 5D+2; TEC 2D+1; all other attributes and skills 1D.



Battle With the Stormtroopers

If the Rebels have chosen to attack the two guards, the stormtroopers on the shuttle platform are armed with blasters in place of the usual blaster rifles. Once the stormtroopers have been defeated, a Moderate *security* roll jimmies the ticket-chip reader, allowing the Rebels onto the barge without chips.

Aboard the Barge

There are already 25 passengers aboard the barge, many of them Anomids. The barge has two rows of 10 double seats, a wide aisle between the rows, and a special holding area for the passengers' Droids.

If the heroes force their way aboard, the other passengers are startled at their sudden appearance, but none of them raises an alarm (most of the passengers are not friends of the Empire). Minutes later, the barge leaves Aris and heads up to the *Kuari Princess*. The Rebels cannot change the barge's destination. The barge has no living pilot, and its course is locked into an automated computer which activates at a set time and flies the barge to the liner. There is not enough time to break the security of the automatic pilot and to set a new course.

If the Rebels sneak aboard the barge dressed as Anomids, read the cut-away and play through the encounter below.

Cut-Away

Read Aloud:

EXTERIOR: LAUNCH PLATFORM. *Two stormtroopers in a lifter come up to the platform.*

"I think we should check out this barge," says the first trooper.

"We don't have enough time," answers his companion. "We've got to be back at battalion soon."

"Even so, I'd better check it out."

The stormtrooper punches a code into the barge's ticket-chip reader and steps inside.

Cut to ...

INTERIOR: THE BARGE.

The Stormtrooper Steps Inside

The stormtrooper enters the barge and begins checking the passengers' ticket-chips with a small scanner, one-by-one, questioning each

of the passengers about their heights, weights, dates of birth, and other personal information encoded on the chips. The trooper inexorably works his way to a Rebel. Just after the trooper begins checking ticket-chips, one of the Anomids sitting next to the Rebels strikes up a conversation, loudly bleeping and chirping.

Unless one of the heroes can make a Difficult *languages* roll, they have no idea what the Anomid is saying and can't answer back. This won't call the trooper's attention to them, but do not reveal this fact to the players; let them sweat it out as you describe how the trooper is carefully checking each of the passengers ahead of them.

After the trooper has checked all the passengers ahead and is about to ask the first of the Rebels for a ticket-chip, the other trooper enters the barge and says:

"Battalion just called. We're in big trouble. We've got to get down there on the double."

Both troopers leave the barge. If the Rebels attack the trooper checking the tickets, his companion and the two troopers guarding the platform rush in to join the battle. Once the troopers are defeated, one of the Anomids near the Rebels will say (in Basic):

"Don't worry. We're no great friends of the Empire. Nobody here saw anything. Did anybody see anything?"

No one answers the alien's question and all of the passengers resume their normal conversations (once again in their native tongues). A short time later, the automatic pilot hums into operation and the barge lifts off for episode two and the *Kuari Princess*.

If the Rebels are Captured

If the heroes are captured at any point during this episode, improvise the following scenes: The Rebels are loaded aboard a repulsorlift vehicle to be taken back to a detention area and interrogated. As the vehicle darts in and out of the trees, it is attacked by a giant flying predator, giving the heroes a chance to escape.

After the Rebels escape, they stumble upon the barge. You can then pick up the action with "Getting Off Aris" above.

E

pisode Two

On the *Kuari Princess*

Summary

The Rebels make their way aboard the luxury liner *Kuari Princess*, where they are contacted by the mysterious Dagger. Soon, they come to realize that some clandestine Imperial activity is afoot on the ship's engineering deck (the secret meeting between the Imperial Moffs).

In addition to the important events which drive the adventure along, you will find optional encounters detailed within the text. Guidelines for the optional encounters are given later.

Boarding the Ship

Read aloud:

The barge carrying you and the Anomids comes to rest in the hangar bay of the luxury liner *Kuari Princess*, which is preparing to depart from its orbit around Aris. After the barge touches down, the passengers line up to file out of the barge into the landing bay and up to a check-in counter,



where a young hostess has room assignments and other information for the passengers.

After the barge lands aboard the *Princess*, the hostess greets each passenger and assigns staterooms to them. Nearby, watching the check-in process, are two ships' security officers.

Passengers must present a ticket-chip to the hostess to receive stateroom assignments. If the heroes present the Anomids' ticket-chips, the hostess cheerfully assigns each of them a stateroom, with no questions asked.

If the Rebels did not acquire the Anomids' ticket-chips in episode one, they are in a jam. They can concoct a cover story and trick the hostess (a Moderate *con* roll); they can try to sneak past the hostess and simply board the ship without getting a stateroom (a Difficult *hide/sneak* roll — the security men are watching the passengers board); or they can simply muscle their way past the hostess and out of the bay.

If the hostess is threatened in any way or if she notices anything suspicious, she immediately alerts security. Within three rounds of the security alarm, the two officers are reinforced by four armed guards.

Hostess: All attributes and skills 2D.

Ship Security: DEX 2D+2, blaster 3D+2; PER 3D+1, command 4D, search 4D; STR 3D. All other attributes and skills 2D. Blaster damage 4D. Use combined actions to best effect. Operate with blasters set to stun.

If the Rebels are captured by the security guards, they are locked in a cell in the security area on the Lido Deck. When they escape, the heroes will have to take extra precautions to avoid being captured again.

Information for Touring Rebels

When they board the *Princess*, the heroes are asked if they would like to check any weapons they might be carrying. If the Rebels decide not to check their concealed weapons, they must continue to conceal the weapons from the ship's personnel.

If the Rebels have ticket-chips and present them to the hostess, she hands each of them a passenger information datapacket. The packet includes:

- A background entry about the *Kuari Princess* (see the *Kuari Princess* entry on page 111 of *Star Wars: The Roleplaying Game*).
- A list of the *Princess*' ports of call for the current voyage — Endoraan, Marmoth, Aris, Vykos, and Mantooine — none of these worlds have any special meaning for the Rebels in this adventure.
- A complete set of deck plans to help the passengers navigate the *Princess*' corridors. Show the players the full-color map.
- A magno-lock stateroom key.
- Instructions on how to evacuate the ship in case of an emergency.
- An invitation for all technically inclined passengers to visit the engineering deck and inspect the ship's drives.
- A message inviting all of the passengers to attend the special gala ball, being held this evening on the Lido Deck.

Before they leave the hangar deck, have each Rebel make a Difficult *Perception* roll. Success reveals an Imperial VIP military shuttle among the vehicles parked on the deck (Moff Vanko's shuttle; the heroes recognize this as the shuttle they saw lift off in episode one).

Event One: Meeting DM/C3

Just after the Rebels leave the hangar deck, an odd-looking protocol Droid approaches them and asks for directions to the salcourse. This Droid is actually DM/C3, the Rebel spy code-named "Dagger." DM/C3 came aboard the *Princess* with Moff Vanko, who sent him out to reconnoiter the ship.

DM/C3 recognizes the player characters as Rebels. Even if they still wear the Anomid vocalizer masks, DM/C3 has EM analyzers which penetrate their disguises. It is merely coincidence that he has run into the Rebels. Dagger does not attempt to reveal himself or communicate with the Rebels until later (see "Dagger's First Message" below). After the heroes answer his query, he moves on.

Encounters and Events

The events below are needed to advance the plot. You can give your players the feeling of being on a large luxury liner by using one or more of the optional encounters detailed in the deck descriptions. Each of the optional encounters is classified as *comic relief*, as *action*, or as *suspense*. For the best results, you should have your players sample more than one type of encounter. Having the Rebels interact with two or three of their fellow passengers helps give the player characters the sense that they are actually aboard a crowded luxury liner.

Some passengers are described in the deck descriptions, and below are a few generic passengers whom you can have the Rebels bump into anywhere aboard the ship. Pick and choose those with whom you are most comfortable, or create your own; examples of just about all of the character templates found in the rulebook can be found wandering

T he *Kuari Princess*

Before the Calamari joined the Alliance, they used their formidable starship design skills to build luxury vessels and pleasure yachts of all types and sizes. Much of the technology used in the construction of the MC80 Star Cruiser was developed during the design of the *Kuari Princess*, still considered one of the masterpieces of Calamari design.

The 840 member crew of the *Kuari Princess* includes 500 Droids. Most of the crewmen are stewards and engineers. There are also recreation directors, band members, and wallball pros. The crew takes its

orders from the captain, Stenn Glidrick, ex-Imperial Navy pilot, and his 10 staff officers.

In addition to the crew complement, the *Princess* has its own 60-man security force. Security keeps order and enforces Imperial regulations against carrying weaponry aboard the *Kuari Princess*. Passengers must check all energy weapons with the ship's staff for safekeeping during the cruise. The weapons are kept in lockers in the security area on the Lido Deck. Passengers must leave all other weapons (vibroaxes, force pikes, etc.) in their staterooms at all times.

around the decks of the *Princess*. Remember any passengers with whom the heroes become friendly: they might be able to provide information or services later in the adventure.

After one or two events the Rebels will know something important is happening on board. Episode two ends when the heroes decide to investigate the engineering deck. At that point, go to episode three.

Generic Passengers

All passengers have 2D in all skill and attribute codes, unless otherwise noted.

1. The Snob: Tyew Fordrod, a Polosich with skin like yellow velvet, is a prime example of this type. Nothing is good enough for snobs, particularly not the unwashed who travel below the Lido deck.

Quote: "These days, they let practically anyone with a ticket-chip on board."

2. The Credit Vacuum: Chanty Colbon, quite charming to the unwary, is the epitome of this type; he uses packaged wit, an obsequious manner, and ruthlessness to get other passengers to spend money on him.

Quote: "I like the way you wear that; it isn't often I find someone who successfully leaves fashion's herd."

3. The Veteran Vacationer: Parla Tentase, a Kiffu, and Birn and Lologin Da'p, a Bith couple, are of this type. "Veterans" know how to strike up a quick friendship that lasts only for the duration of the voyage. Veterans sense a vague feeling of strangeness about this voyage.

Quote: "The chefs for the late sitting are superb."

4. The Looking-for-Love-er: Exotic locations, new faces, and leisure time mean a chance at love for Saduu Nagag and his kind. The young Aplocaph gleams his skin almost hourly in preparation for that *one, crucial meeting*.

Quote: "From here it looks as though the whole galaxy is waiting, holding its breath for just the right moment."

5. The Petty Crook: These parasites can be found on any liner. Vasp is a crook of this type and a master at sizing up victims and taking an amount which the victim feels is not worth squabbling over.

DEX 3D, pickpocket 4D+1; PER 4D, hide/sneak 5D; STR 2D. All other attributes and skills 2D.

Quote: "Hey, lay off Xerrol's if you are bumping into people like that."

Specific Passengers

Also aboard the *Princess* are some distinct personalities whom the Rebels can meet.

Montacca (Wookiee): Montacca is a likable ex-mercenary with an unusually strong (for a Wookiee) fascination with technology of all kinds. When he first meets them, Montacca appreciatively fingers the Rebels' comlinks and other technological wonders (assuming that the items are visible, of course). While Montacca is a "free" Wookiee, he nonetheless must be careful around Imperials and others who promote slavery. As a friend, Montacca might come in handy during and after the Riders' attack.

DEX 2D, blaster 4D, brawling parry 3D, melee 3D; PER 1D; KNO 1D; STR 4D+1, brawling 5D+1; MEC 2D; TEC 1D+2, demolition 3D, all other TEC skills 2D+2.

Quote: "What does this device do, and how does it do it?"

Lina Adonais: Lina is an unusually perceptive Qonto space urchin, working aboard the *Princess* while touring the galaxy. If the Rebels meet her while they are still disguised as Anomids, she instantly penetrates their disguises, takes them aside, and asks them what they are doing. If they come clean, Lina won't reveal the heroes' identities to anyone and admits she has thought about joining the Rebel Alliance. After their opening encounter, Lina bumps into the Rebels with annoying frequency and always asks for a progress report.

DEX 2D; PER 5D; KNO 1D+2; STR 1D+1; MEC 1D, TEC 1D.

Quote: "So, how goes the Rebellion?"

THE KUARI PRINCESS

Craft: Kuari Princess

Type: Luxury Liner

Length: 500 meters

Crew: 840 (500 Droids, 11 officers)

Security: 60

Passengers: 3,500

Cargo Capacity: 5,000 metric tons

Consumables: 1 year

Hyperdrive Multiplier: [x2]

Sublight Speed: [2D]

Maneuverability: [1D]

Weapons:

10 Turbolaser Batteries

(fire separately)

Fire Control: [2D]

Damage: [3D]

Shields: 2D

Xerrol's Place Rumor Table

Roll Rumor

- | | | | |
|---|---|---|--|
| 1 | "I don't know what's going on here, but I do know there are some heavy-duty Imperial officers present on this ship. I saw an Imperial military shuttle land just after I came aboard." (True.) | 4 | heavily armed security bozos who chased me away. I want a refund!" (True.) |
| 2 | "I just hope we don't get attacked by pirates. I've been hearing stories about this Maelstrom, you know." | 5 | "Hey, I heard that the Imperial Navy just located a major Rebel stronghold on some mud planet. Veldt, Kelt, something like that." (Whether or not this rumor is true is entirely up to you.) |
| 3 | "Has anybody been down to the engineering decks? I went down there to take a look, and the whole thing was closed off. Our brochure said we could take a tour of the engine room and inspect the equipment, but all I found down there was a bunch of | 6 | "I don't believe this. The Emperor and Lord Vader themselves are aboard this ship!" (False.) |
| | | | "There's a famous bounty hunter on this ship looking for escaped fugitives, or somebody." (False.) |

Marshall Vatoki: The Marshall is a retired Imperial Army officer. He is distressed by the rebellious Alliance; unaware of the Rebels' identity, he tries to strike up a conversation with them by complaining about the inadequate steps taken by the Imperial Command in its attempt to crush the Rebellion. Vatoki will put up quite a struggle against the Riders after they attack the liner, to the point of reluctantly cooperating with the heroes, if asked.

DEX 2D, blaster 3D; PER 2D, command 6D+2; KNO 2D, bureaucracy 5D, planetary systems 4D+2. All other attributes and skills 2D.

Quote: "Bloody beastly, this business about rebellion, ey what?"

Lido Deck

1. Staterooms. The standard staterooms, which cost 50 to 150 credits a day and provide occupancy for two, are four meters by six meters and have a private bath. For safety in case of an emergency and to duplicate the atmosphere breathable by the guest, each stateroom is environmentally sealed. The circular staterooms provide environments which are particularly toxic, corrosive, or unbreathable to most lifeforms other than the beings that require such an atmosphere.

2. NH₄/Hg Pool. The ammonium/mercury suspension in the water gives a swimmer a pleasant tingling sensation and a strange, euphoric feeling of buoyancy. Most races need sealed suits, available for only three credits

an hour, to avoid poisoning. At any given time, about 40 passengers are using the pool. Runners bring drinks from Xerrol's to the loungers and frolickers at poolside. The prices of the drinks are doubled for pool service, and the runners expect a tip.

Droid lifeguards are on constant duty at this, and all other pools.

Droid Lifeguard: DEX 1D+2; PER 2D; STR 3D+1 swimming 7D; KNO 3D, medicine 6D. All other attributes and skills 1D.

3. Grand Dining Room. Formal attire is required in the *Princess'* Grand Dining Room. If the Rebels want to visit this area, they can purchase appropriate dress on the Bazaar Deck. Meals are part of the tour package, and Chef Chirome's Filet of Coslen Dantoinal is exquisite.

4. The Bistro. This smaller, secondary dining area is far more casual than the Grand Dining Room. The fare is simpler, too.

Suspense/Interaction: If the player characters come here to eat, they are greeted by Pujin, an inquisitive old man who asks them to join him at his table. During the course of the dinner conversation, Pujin tells the Rebels that he has seen several stormtroopers aboard the *Princess* and asks the heroes if they have any idea why this might be so.

5. Ballroom. The Grand Ballroom is empty until the ball is held later in the evening (see below). The ballroom features a huge Mayuril dance floor, bars, two balconies that overlook the dance floor, the latest in beta-wave mixers and HE (holo-environment) overlays, and

a stage large enough to seat the *Princess*' 35-piece orchestra.

6. Library. The ship's holoivid library contains about two billion volumes in storage receptors. The Rebels can research the Maelstrom, the Riders, or Oasis colony. An *Easy Knowledge* roll gives the heroes access to common public knowledge, while a *Difficult* roll lets them make intuitive leaps, gaining the information in the boxes used throughout this adventure — except, of course, for the villain's current plans.

7. Xerrol's Place. Xerrol's Place is the *Princess*' glamorous nightclub patronized by the passengers as *the* place to drink and to get to know each other. The entertainment at Xerrol's is provided by the Graf-Spanners, a multi-piece glizband composed of six penguin-like creatures dressed in ornate, sequined "tuxedos." Gliz music is raspy, high-tech swing.

Single drinks at Xerrol's cost two credits; bottles of lum or Corellian whiskey sell for 25 credits. Xerrol's is usually so crowded that you can't get the 11-armed bartender's attention without waving a few credits in his face.

A patron of Xerrol's can pick up a few rumors by discreetly spreading some credits around. Buying a patron the drink of his choice entitles a Rebel to a *Moderate streetwise* roll. If the roll succeeds, roll 1D and read the players the corresponding rumor from the "Rumor Table" on page 15.

Action: One of the heroes is approached by Loswilla, the local vamp (see *Interaction*, below). A big ugly walrus-headed alien has

his eyes on Loswilla. He and his buddies try to drag her away from the Rebel. If the heroes attempt to stop him, a brawl erupts.

Walrus-head: DEX 2D, brawling parry 3D+1; STR 3D, brawling 4D. All other attributes and skills 2D.

Thugs: DEX 2D, brawling parry 3D; STR 3D. All other attributes and skills 2D.

Walrus-head and his companions are unarmed, but during the brawl they pick up and wield chairs, tables, and bottles. Six rounds after the brawl begins, a task force of eight security guards arrives and breaks up the melee. Witnesses testify that Walrus-head started the whole thing, so the Rebels receive only a warning from the guards, unless one of them was foolish enough to draw and fire a blaster during the scuffle. In this case, all of the offender's weapons are confiscated and he is detained in the security area until ship reaches port.

Interaction: Xerrol's is the hunting ground of Loswilla, a vamp and frequent passenger aboard the *Kuari Princess*. Loswilla is a snowy white, fluffy, humanoid female. She is interested in a temporary romance with one of the Rebels. All of Loswilla's attribute and skill codes are 2D.

8. Droid Lounge. A nightclub for Droids, the lounge has a mechanical decor suited to its clientele. Mechanical creatures of every possible function and description scoot around inside. Most Droids that come here are the servants of passengers aboard the *Princess*, but quite a few of the ship's Droids spin by



after hours. On stage is a distinctly feminine Droid, doing a sultry song and dance number, accompanied on the vibrano by what appears to be a giant can opener wearing a bow tie. Droids can obtain lubricant and silicon chips here for three credits each.

Comic Relief: One of the Rebels' Droids (if they have any) is romantically approached by a Droid of the opposite ... um ... gender? polarity? If the attraction is mutual, let the Rebels deal with the Droid's owner with regard to allowing the Droids to spend some time "sparking."

9. Crew Lounge. When the crew just cannot stand the passengers any longer, they retreat to this lounge. Emotion-splining software is available to smooth out the peaks and valleys of psychological stress induced by the "yessir, nosir" routine of servant-class subservience. Camaraderie and quiet are also available, and often as effective.

10. Security. Security personnel staff this area around the chronometer, usually only four officers at a time are on duty; the rest of the security personnel are either off-duty or out patrolling ("mingling with the guests"). There are safecubes for guests' valuables and weapons, deck monitors, detention cells, and the security chief's office with KPLink, a data service with information on known criminals.

11. Repair Shop. This simple fix-it shop repairs everything from weapons to Droids. Repairs cost 20 percent of the object's list price, and the staff members have 6D in technical and repair skills. Tools of all kinds are scattered about the shop.

12. Observation Platform. A transparisteel viewport allows the passengers to look out at a breathtaking view of space. Circular benches and small refreshment stands have been set up for the convenience of the passengers. Small holo-game tables are centered within the circular benches.

Credicruise Decks

The two decks below the Lido Deck are the Homthor and Wellad decks, the "credicruise decks." They resemble the Lido Deck in that they have an observation port, escape pods, a secondary dining room, galley, and a small lobby near each bank of turbolifts. Three small snack shops are squeezed in on each deck. All other amenities are gone, replaced by staterooms. Middle passage (center of the deck) is the cheapest and most confined. Each credicruise deck holds 534 staterooms; 448 standard, 86 deluxe.

A n n o u n c e m e n t

After the heroes have spent a short time scouting the *Princess*, read:

"Gentlebeings, this is your captain speaking. We will soon emerge from hyperspace to pass through the famous Maelstrom. Those of you who have never made this passage are in for a treat. I recommend that you make your way to the observation port on the Lido Deck for a breathtaking view. The entire journey through the Maelstrom should take about 21 hours. At the end of this time we will re-enter hyperspace. Thank You."

After the captain makes his announcement, inform any Rebel who makes a *Moderate Knowledge* roll that a secret Rebel base exists on the Oasis mining colony in the center of Maelstrom.

Bazaar Deck

1. Estuan Theater. Named for the renowned Dactrurian actor, Anorad Estuan, the Estuan Theater is equipped for both live and holo performances. The theater seats 900, each seat with D-baffling to eliminate all extraneous noise from the audience.

2. Port Shopping Arcade. The port shopping arcade specializes in apparel, with eight shops catering to different styles, species, and price ranges. At the stern of the arcade, N'vadin sells humanoid formal attire. N'Vadin's prices range from 50 to 200 credits per outfit. The Droids who oversee the shop are all capable of performing custom alterations.

3. Starboard Shopping Arcade. The Starboard Arcade has six shops and a secure storage area. The shops carry expensive accessories and jewelry, including surface tintware for the discriminating invertebrate.

4. Open Market. The Open Market is a bazaar, consisting of stands, bins, tents, and booths, operated by alien merchants from all over the galaxy. One can find almost anything for sale here. All of the equipment listed in the rulebook or in *The Star Wars Sourcebook* and not found in any of the other shops (glowsticks, comlinks, medpacs, etc.) is available here, as long as it fits on board. The Rebels can make a *streetwise* roll to locate an illegal item available for purchase. The difficulty of this roll depends upon the item (Easy for a bottle of Corellian Double-brandy, Very

Difficult for a heavy repeating blaster). The skilled merchants drive a hard bargain (*bargain* skills ranging from 5D to 10D). Prices start at 50 percent above list price. Some of the merchants sleep in their tents, and all store their inventory in large safecubes built into the deck.

Comic Relief: As the heroes walk through the open market, a large, floating-eye creature suddenly springs out of a barrel of Geldan sun-apples and begins making offers to purchase each piece of the Rebels' equipment. Quite persistent, the eye creature follows the Rebels around for five minutes before giving up, sporadically popping in and out of the barrel during the process.

5. Droid Shop. A group of Jawas from Tatooine operate this shop and sell Droids of all types. Among those for sale are: two R2 Astromechs, for 1,000 and 5,000 credits respectively (the first unit has a faulty servo-coupler), and an MD3 medical Droid with a faulty regulator (Medicine of 5D), for 900 credits. The Jawas *bargain* at 4D.

6. Kuari Souvenirs. Some of the items on display include: a crystal mood-vase (40 credits), a pair of mounted Bantha horns (800 credits), and two Anorelgan slip-sockers — if you don't know what these are, you don't want them (1,200 credits). Holo-chits of the *Kuari Princess* and her ports of call are also available. A prim old lady named Vern runs the gift shop.

7. Weapons Shop. The two lizard-like aliens who run this shop giggle greedily throughout transactions. The shop specializes in space-skeet blasters (damage 2D+2; short range 3-50, medium range 51-200, long range 201-300), selling for 500 credits. There are a few high powered military items for sale "under the counter" at 150 percent of their normal price. Anyone attempting to buy any of the illegal items must make a Moderate *streetwise* roll to convince the shop owners that they will not turn them into the ship's authorities for selling proscribed goods. If convinced, the weapons shop sells "souvenir" thermal detonators with their implosion pins removed. The pins are sold as separate souvenir items. An Easy *technology* roll returns the detonators to working order.

Suspense: Two stormtroopers, members of Moff Vanko's personal bodyguard, enter the weapons shop (see "The Imperials Aboard the *Princess*" below). If he makes an Easy *Perception* roll, one of the troopers recognizes the heroes as the Rebel fugitives from Aris. If the Rebels take any sort of measures to avoid being seen, increase the difficulty of the trooper's roll to Moderate.

If the troopers spot the heroes, the pair radios for backup then gives chase. The Imperials now know the Rebels are aboard (see "What are They Doing Here?" below).

8. Meditation Chambers. Individual meditation chambers are available by appointment, and spiritual services are held according to the customs of those who request them. Such requests must be made prior to boarding.

9. Nurse's Station. Head Nurse Calfta Bongi, an Aqualish, runs the nursing station. The majority of the staff are MD2 Droids (*medicine* 4D) with modified medware.

Nurse Calfta Bongi: DEX 2D+1; PER 2D; KNO 1D+1, alien races 4D+1; STR 2D; MEC 2D+2, TEC 1D+2, *medicine* 4D+1.

10. Creche. In this lavishly equipped nursery for infants of all species, interaction between infants is encouraged. The caretakers consider the differences in social and intellectual development, and the possibility that some infants may occupy a slot in the food chain of other infants.

11. Sub-Adult Center. Parents can drop off their sub-adults here, for education sessions or for supervised play. The caretakers are a mix of Droids and Ubasameirs, a race with an inborn fondness for children.

12. Rolo Room. "Rolo" is a contraction for "Real Time Holo"; the rolo room features interactive adventures, which are changed daily. Adults are not allowed to use this room — it is exclusively for sub-adults.

13. Specialty Restaurants. The food served in the dining rooms is delicious, but some passengers crave greater variety. The Sporf Spetzna specializes in drapsha and spetzna, dishes indigestible to those who cannot digest or assimilate cellulose. The Calamari Cafe carries a wide selection of Mon Calamari dishes, which all look fishy or oozy-green to the uninitiated. Unduine's is noted for its ribs, taken from the animals of 16 different systems and varying in taste from mild to extremely gamey. (The sauces make the meal.) The Aft Deck Diner has a theme, "cheap eats from a dozen worlds." If you want quantity this is the place, particularly if you appreciate Rodian home cooking.

14. The Imperial. This is where the elite dine when they wish to socialize with their peers. The Imperial recreates the ambience of the audience chamber in Imperial City, and serves meals as lavish and expensive as the decor. 200 credits is the cost of an average meal for two, and they would not get the house specialties, Bivoli Tempari or Lobster Bisel-lian, at that price. Moff Torpin orders all of

Riders of the Maelstrom Adventure Script #1

Use the following script during episode one. The gamemaster will tell you which part (or parts) to read.

1st Rebel: Oww! That last one was a little close!

2nd Rebel: Yeah? Well, we wouldn't be in this mess if you hadn't tried to convince that guard that we were Imperial boot inspectors!

3rd Rebel: Look who's talking! You were the one that talked that port foreman into loaning you 25 credits and then tried to bribe him with it!

2nd Rebel: Sure, pick on me. I also happen to be the one who kept you from getting crushed by that Imperial Crawler!

4th Rebel: Why don't you all shut up and shoot!

5th Rebel: The question that keeps popping into my head is: why us?

3rd Rebel: What do you mean?

5th Rebel: Well, if you were the Alliance High Command and you had top secret information from a highly placed

Rebel spy concerning a clandestine meeting between two Imperial Moffs, who would you send to investigate?

6th Rebel: You're right. They had to be nuts to send us. I guess it must have been Skywalker's week off, or something.

1st Rebel: I think there are more stormtroopers out there than I've seen in my entire life!

4th Rebel: I'm not surprised things turned out this way. I mean, what do we know about the guy that provided this information. Sure, this "Dagger" is some sort of famous Rebel spy, but only three or four guys in the whole Alliance know Dagger's real identity.

6th Rebel: At this point, I don't think I care about Dagger's real identity!

All Rebels: Come on, let's get out of here!

Moff Vanko

Template Type: Imperial Moff
Loyalty: To the Empire
Ht: 1.8m **Sex:** Male

DEX 3D	PER 3D+1
Blaster 3D+2	Command 8D
Dodge 6D	STR 2D
Melee Parry 4D	TEC 2D
KNO 4D	Security 7D
Bureaucracy 6D	
MEC 3D+2	



Physical Description: Vanko is an aging Imperial official with deep gray eyes and lightly silvered hair.

Equipment: Hold-out blaster (damage 3D+1), Imperial uniform.

Background: Vanko has been in military service all of his adult life. He was once a personal friend of Emperor Palpatine.

Personality: Vanko is a typical Imperial commander, ruthless and brooding.

A Quote: "We will triumph, I assure you. We will triumph because we serve a master more powerful than you can possibly imagine!"

Moff Torpin

Template Type: Imperial Moff
Loyalty: To the Empire
Ht: 1.6m **Sex:** Male

DEX 3D	PER 3D+1
Blaster 3D+2	Command 6D
Dodge 6D	Con 7D
Melee Parry 4D	STR 2D
KNO 4D	TEC 2D
Bureaucracy 7D	Security 7D
MEC 3D+2	



Physical Description: Torpin is a short, stout Imperial official with closely cropped dark hair and thin, evil-looking eyebrows.

Equipment: Hold-out blaster (damage 3D+1), Imperial uniform.

Background: Torpin worked himself up through the Imperial bureaucratic ranks in nearly record time, but unlike most Moffs he has never served in the military.

Personality: Torpin is cold, cunning, and selfish. He is more clever than Vanko, but does not command a fraction of the respect accorded to Vanko.

A Quote: "Those fools don't understand whom they are dealing with!"

Riders of the Maelstrom Adventure Script #2

Use the following script during episode four. The gamemaster will tell you which part (or parts) to read.

1st Rebel: Look at this. They've got everything tied in through a micro-service relay.

2nd Rebel: I've got a real bad feeling about this.

3rd Rebel: I've never seen this kind of technology before. What does all this stuff do?

4th Rebel: I don't have any idea!

5th Rebel: I do. It's a drive lock. They've permanently locked the sublight boosters on to one course.

6th Rebel: He's right, and once I adjust this tuner, I can figure out exactly where we're headed. Oh, no, look!

1st Rebel: That reading can't be right!

3rd Rebel: We're on a direct collision course with the Oasis colony!

5th Rebel: Which just happens to house the nearest secret Alliance base! When we hit, there'll be an explosion big enough to wipe the entire colony right off the charts.

4th Rebel: There's no way we can get past this lock from down here. The only way to get control of the ship is to get to the bridge and decode the locking mechanism.

6th Rebel: Wonderful! And between us and the bridge are about a hundred stormtroopers and a zillion crazy pirates.

2nd Rebel: I told you I had a bad feeling about this!

Big Jak Targrim

Template Type: Pirate

Loyalty: To Himself

Ht.: 2.3m **Sex:** Male

DEX 3D+2

Blaster 6D

Brawling Parry 7D

Dodge 6D

Melee 7D

KNO 2D

Streetwise 6D

MEC 3D+2

Starship Piloting 6D

PER 3D

Command 7D

STR 2D+2

Brawling 7D

Lifting 7D

Stamina 7D

TEC 3D



Physical Description: Huge and hulking, Targrim has four arms and a scarred face.

Equipment: Blaster (damage 4D), magna bolos (entangle target on Difficult *melee* roll), lue-sang (a melee weapon, damage STR+2, disarm opponent on Difficult *melee* roll), and 5 Morturian energy disks, energized "throwing stars" that cause 5D damage.

Background: Targrim is the leader of the Riders of the Maelstrom. He has had genes from many of the galaxy's most evil crime lords spliced to his genetic structure in an attempt to maximize his ruthlessness.

Personality: Targrim's personality switches between the personalities of all the crime lords whose cells he has had implanted in his genetic structure.

A Quote: "Arrr, I'll make you suffer. And we so like suffering!"

Riders of the Maelstrom

Template Type: Pirate

Loyalty: To Targrim

DEX 3D+2

Blaster 4D+2

Melee 4D+2

KNO 2D

MEC 3D+2

Starship Gunnery 4D+2

Starship Piloting 4D+1

PER 3D

STR 2D+2

Brawling 3D

TEC 3D



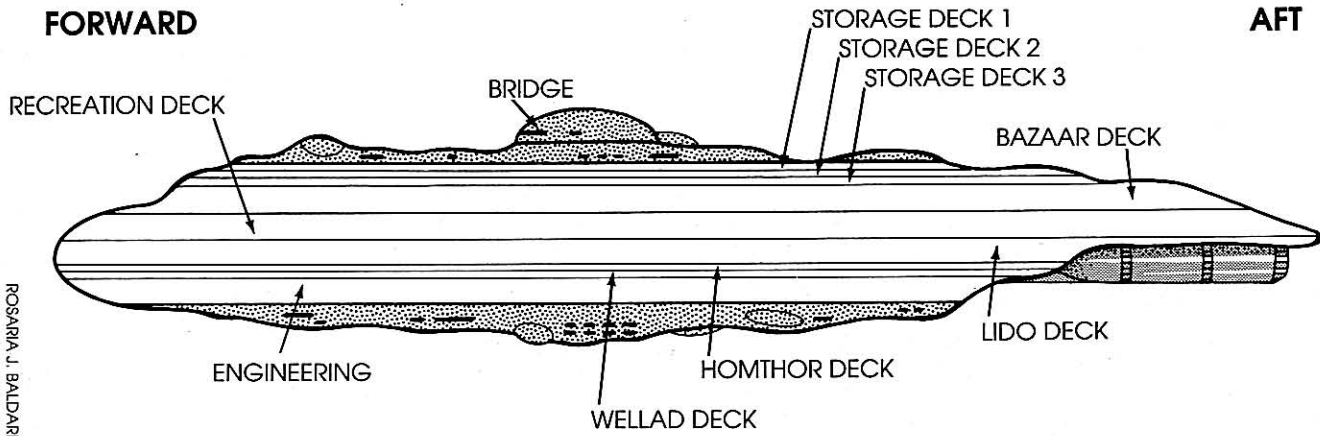
Physical Description: The Riders are all humanoids. Most of them wear tattered clothes that were once obviously very expensive garments.

Equipment: Each of the Riders carries a blaster (damage 4D).

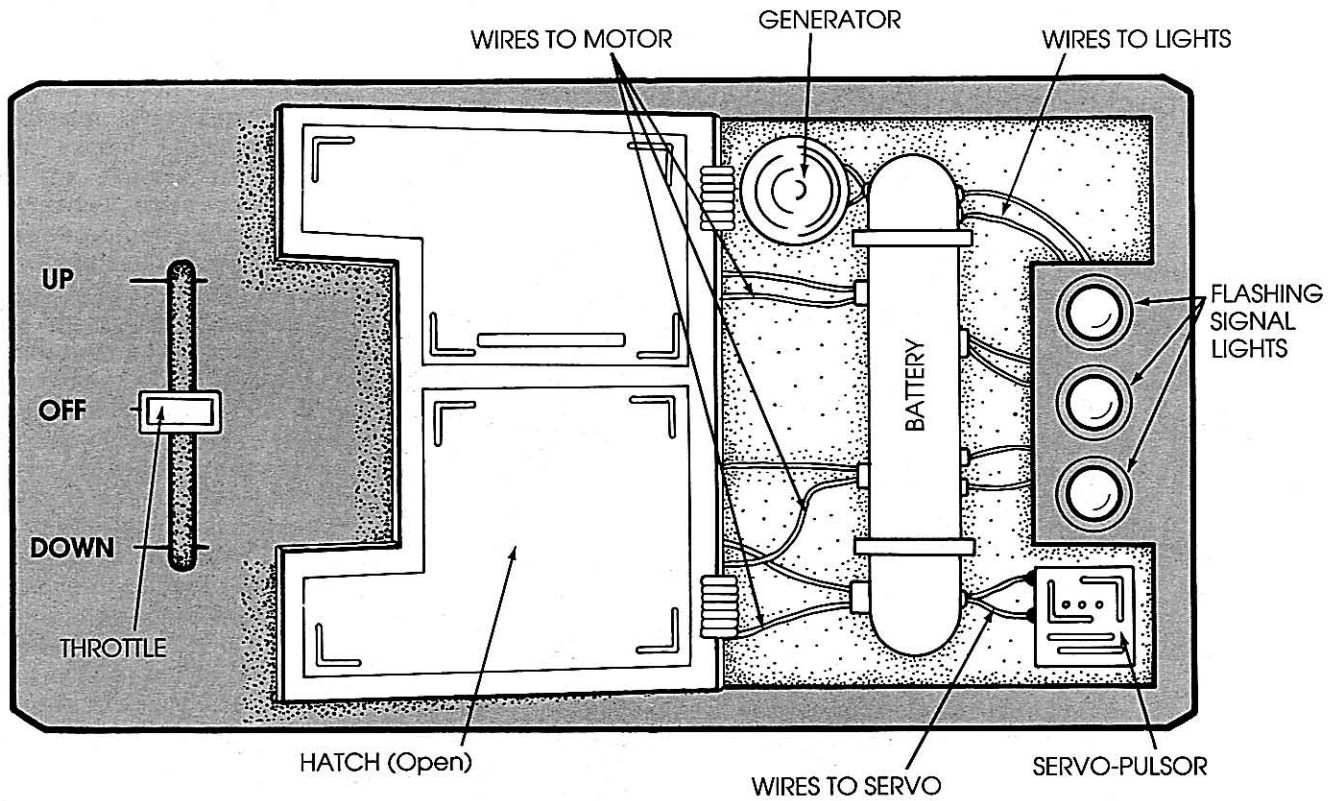
Background: The hundreds of pirates that make up Targrim's band come from the lowest rung on the galactic societal ladder. They are mean, ruthless criminals who have joined Big Jak for the excitement, the money, and the reckless freedom of interstellar piracy.

Quote: "Aye, aye, Big Jak."

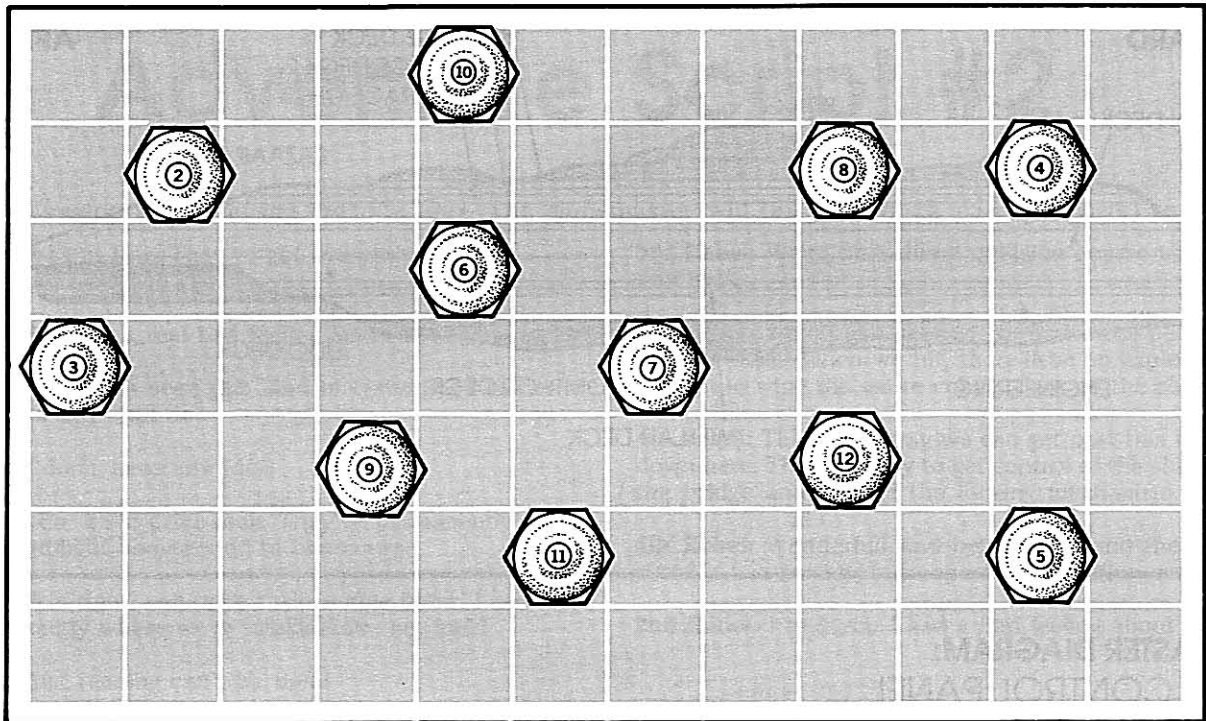
GAMEMASTER DIAGRAM:
THE KUARI PRINCESS



GAMEMASTER DIAGRAM:
LIFTER CONTROL PANEL
(Episode 1)

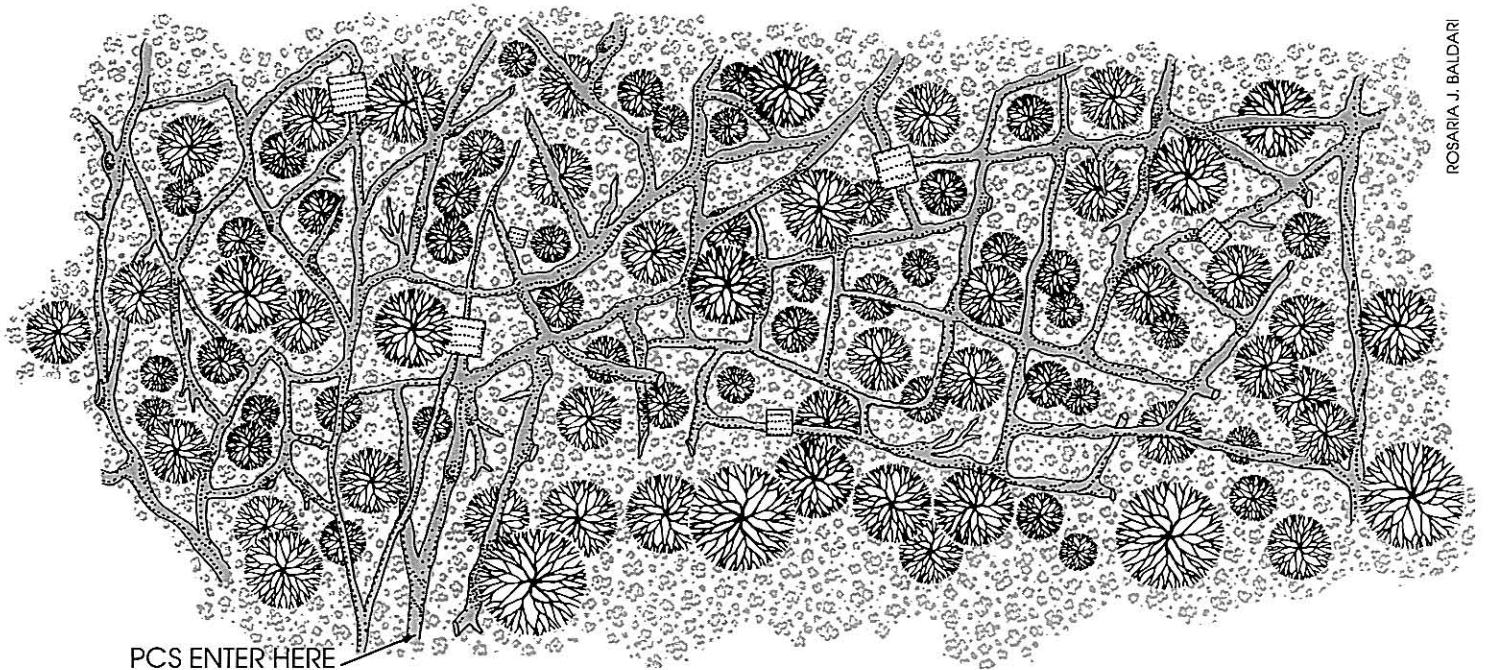


**GAMEMASTER DIAGRAM:
GENERATOR FIELD**



ROSARIA J. BALDARI

**GAMEMASTER DIAGRAM:
TREE CONNECTION DIAGRAM**



ROSARIA J. BALDARI

his meals from the Imperial.

15. Deluxe Staterooms. Eight meters square, each deluxe stateroom comes with an EM entertainment module, refreshment center, and master bath. A domo Droid is available, upon request and at no extra charge, for catering private parties. The environment of each section of a deluxe stateroom is tailored to its guests. A deluxe stateroom costs 250 to 450 credits a day, depending on location.

16. The Gild-Galaxy Shops. Everything one could find in the shopping arcades is available here, but of better quality and for far more credits. The Gild-Galaxy shops carry only the best in apparel and accessories, at five to 20 times the cost of inferior imitations.

17. The Suites. The Emperor and the Kuari suites are the finest accommodations aboard ship. The suites come complete with deluxe refreshment center, split-level entertainment room, holo-overlay projector with sensory adapter, a private stock of vintage Pludris, original kinesculpture by renown artist Xephi Sep, a butler from the sentient races, zero-g sauna, and private computer console with access to ship's data. A suite costs 1,000 credits a day.

18. Scorp Club. This club is more sedate than Xerrol's, and is open to members only. Membership is complementary to suite residents. Occupants of the deluxe staterooms can purchase membership for 25 credits; others may join for 125 credits. Membership is only good for the duration of the cruise.

19. Pendlestat. Pendlestat rents experts in all fields, except athletics or Force skills. Some of the experts are Droids; some are beings who sell their expertise in exchange for passage to other parts of the galaxy. Occasionally, Pendlestat harbors Imperial Security Bureau activities, with undercover agents posing as experts. The available experts have die codes ranging from 3D+2 to 5D+2 in their area of expertise.

20. Crew Apartments. The crew quarters have G-bunks and storage lockers crammed into dormitory-like apartments, which are partitioned into eight one-person cubicles. One lavatory serves each apartment.

21. Emergency Bridge. Every important instrument and control function on the main bridge is duplicated on the emergency bridge. When the main bridge is severely damaged, or cut out of the ship's control loop, the computer core activates the emergency bridge. If the main bridge is damaged, the emergency bridge may be activated manually, in case of a computer core malfunction.

Recreation Deck

1. Gymnasiums. The *Kuari Princess* has 15 gymnasiums, all with variable gravity control. About 75 percent of the exercise equipment is tailored to humanoids, but wild variations in the physiology of intelligent creatures is mirrored in the remainder of the equipment. Each of the gyms has its own special focus with regard to the area of the body to be exercised: electro-press, upper body, legs, tail, etc.

2. Zero-G Sauna. Some passengers like to float in the sauna for a couple of hours after working out in the gymnasiums. The sauna's temperature range, from lowest setting to highest setting, is 500 degrees.

3. Slafcourse. The "slaffers" ride a plastic sled down an impeller field. At points along the course there are "ports," small openings that the riders "slaf" through to earn points. Points are awarded according to the time taken to slaf the course and for the number of ports successfully slaffed. Each run on the course costs two credits.

Suspense/Action: Just as the Rebels are passing by the slafcourse, a group of 10 stormtroopers turns a corner and starts walking down the hall toward the heroes. If the Rebels choose not to duck into the slafcourse, an Easy *Perception* roll allows one of the stormtroopers to recognize the heroes (even if the Rebels still wear Anomid masks).

If the Rebels take a slaf run, the stormtroopers will not spot them. Before the heroes board their slaf sleds, the course controller says to them, "Have you ever slaffed before? This can be kind of dangerous." The stormtroopers have stopped right outside the entrance to the slafcourse to scan the crowd. If the Rebels leave the course now, the troopers make the roll allowing them to spot the Rebels.

If the heroes do slaf, two other people are also slaffing. Simulate the run as follows: Each turn, each of the slaffers rolls as many speed dice as he likes and records the results. After the slaffers roll the speed dice, each of them must make an Easy *repulsorlift operation* skill roll to stay on the track. Add three to the difficulty number of this skill roll for each additional speed die the slaffer rolled past the first. Each turn, the slaffers have an opportunity to steer their sleds through a port. Steering through a port requires a Moderate *repulsorlift operation* roll (modified by speed). If any of the slaffers blows any of the *repulsorlift operation* rolls during the race, he falls and takes a wound. The race is over for each of the slaffers as soon as he has achieved a total of 60 or more on all of the speed dice he has



rolled. You can figure out each of the racer's scores by subtracting the number of turns it took him to finish the race from 10 (minimum result of zero), multiplying that result by two, and adding in the number of ports he successfully negotiated.

A large lobster-headed alien in the race is quite serious about his slaffing. If any of the Rebels pull out in front of him (i.e. rolls more on the speed dice), lobster-head begins jolting his slaf sled up against the hero's, trying to dump the Rebel out of the race.

Lobster Head: DEX 3D, repulsorlift operation 3D.

Other Competitor: DEX 2D+2, repulsorlift operation 2D+2.

By the time the race is over, the stormtroopers have moved on.

4. Mantine Casino. The less costly of the two casinos aboard the *Princess*, the Mantine offers gambling and electronic amusements. Among the games found in the Mantine's lounges are: magna-shuffle, Imperial Commander, Zinbiddle, and Denebian holo-chess. Bets at the gaming tables run from 2 to 500 credits.

Interaction/Comic Relief: As the Rebels walk through one of the lounges in the casino, a tiny, bald alien tugs on a Rebel's leg and informs the hero that the alien's master would like to challenge the hero to a game of holo-chess (the game featured in *Star Wars IV*). The alien's master is a nasty looking, four-meter-tall, scaly creature. If the hero tries to decline the game, the tiny alien informs him that it is unwise to upset the *master*.

Simulate the game by having the players make three opposed *Knowledge* rolls. The winner of each roll gets an extra die on the next roll. Whoever wins the final roll, wins the game. Of course, if the master starts to lose, his little friend begins to tell the Rebels all sorts of stories about what happened to the last poor creature that beat the master in holo-chess. If the Rebel wins, the master bellows belligerently, but backs down if the Rebels do not flinch.

Master: DEX 2D; STR 4D+1; KNO 2D+2. All other skills and attributes 1D.

Bald Alien: DEX 3D; PER 5D. All other skills and attributes 1D.

5. Casino Kuari. Sabacc, Tregald, Lugjack, Binspo, and Compmatch are a few of the gambling games you can find here. Gaming table minimums run from 25 credits to 1,000 credit a bet. Beverages and food are complimentary. The casino decor is modeled after the Naweeneen Fate Rooms on Ord Mantell.

6. Environment Room. The environment room replicates exotic locales in exact detail. The room has holo augmentation, particularly at the borders, but the flora and fauna are imported, or faithfully reproduced. The environment set for this leg of the voyage is a duplicate of the Esraza Temple on Oligtaz.

7. Motility Track. This exercise track has six lanes, three in each direction, and the standard range of gravities. A lap is 2,000 meters, including the turning circles.

8. Space Skeets. Each skeet booth has an independent environmental membrane, miniature turbolasers (character scale damage 5D), and a comlink with the Droid-controlled skeet-release. Skeet can be released with one to three axes of trajectory.

9. Ballroom Projectors. Here the crew accesses the holo-projectors and the beta-mixers for the ballroom beneath.

10. Secondary Dining Room. As on the Lido deck, this dining room has substantial fare for the casually dressed.

11. Lockers. The primary locker rooms have clenswash tanks, showers, massage tables, and lavatories as well as lockers. The smaller locker rooms have only a lavatory and lockers.

12. Ship's Infirmary. Doctor Momaw Mowadan, an Ithorian, runs the infirmary with a gentle, caring hand. There are 20 beds and six examining rooms — the majority of the infirmary is dedicated to the vast array of equipment needed to treat all of the possible

types of passenger lifeforms. Three MD4 Droids (medicine 5D, surgery 7D), aided by a host of support Droids, serve the infirmary.

Doctor Momaw Mowadan: DEX 3D, dodge 4D, brawling parry 4D; PER 3D+1, command 4D+1; KNO 3D+2, alien races 5D, cultures 5D, technology 5D+2; STR 3D; MEC 2D+1; TEC 2D+2, droid prog./repair 4D, medicine 5D+2.

13. Wallball Courts. Wallball is like a combination of racquetball and soccer played in zero gravity. Six competitors (two teams of three) enter a sealed "court" and hit the ball toward a teammate or toward one of two goals (one-point and two-point, Moderate and Difficult shots respectively). Passing to a teammate is an Easy shot, unless the teammate is "covered," which acts as a combat dodge, substituting the defenders wallball roll for the difficulty. The game is played to 15 points. Wallball is very popular, and waiting upward of an hour for an available court is normal, unless reservations have been made.

Interaction/Action: While the Rebels walk around outside the wallball courts, a friendly threesome of fish-like aliens approaches and challenges three of the heroes to a game of wallball. The aliens have the court reserved, and their usual opponents haven't arrived. Afterward, having won or lost, the aliens cheerfully thank the Rebels for the game.

Fish-like aliens: DEX 3D, wallball 3D+2.

14. Wallball Pro Shop. This shop provides all the latest equipment and accessories for the serious wallballer.

Engineering Deck

The engineering deck is off limits to all beings not affiliated with the two Moffs, despite statements made in the information datapacket. Anyone who tries to enter the engineering level is warned away by stormtroopers (see below).

Shipboard Viewvids

User-operable viewvids are scattered throughout the *Kuari Princess*, allowing passengers to scan other areas of the ship or access some of the ship's data banks. There is a viewvid in just about every area the Rebels visit. The only areas not accessible by viewvid to passengers are the bridge, the engineering deck, and staterooms.

The viewvids can also be used to access deck plans of the ship, information about upcoming events, and a passenger directory (Vanko, Torpin, and all of the Imperials aboard ship are not listed in this directory).

Event Two: Dagger's First Message

After the Rebels have wandered around for a while, a messenger approaches them with a datapad. Read the following:

A ships' steward approaches you with a sealed datapad; and yes, he does expect a tip. The datapad, once unsealed, contains this message:

"Glad to see you escaped, my friends, but use caution. There are Imperial officers aboard this ship. Feel free to walk around, but try not to attract attention to yourselves. If you are careful, you should get into port without being noticed. May the Force be with you."

The message is signed, "Dagger."

After DM/C3 encountered the Rebels, he wanted to warn them about the Imperial troops aboard the ship. The steward does not know who sent the message.

Event Three: What Are They Doing Here?

Soon after the Rebels receive the message from Dagger, read the following:

Turning the corner, you come upon a platoon of stormtroopers walking down the corridor, away from you. Their insignia indicates that the soldiers are part of an elite unit.

The Rebels know that this many stormtroopers would not be aboard this ship unless a military operation was in progress.

The troopers are headed down to the engineering deck (they only left engineering in order to check out the ship's security). Unless the Rebels act aggressively, the stormtroopers take no notice of them. If a Rebel challenges or attacks a trooper, the Imperials return the favor.

If any stormtroopers ever recognize the heroes as Rebels and fail to capture them, they begin frequent search patrols of the entire ship. In that case, every time the heroes move to a new area of the ship, there is a 33 percent chance that they meet up with a four-man stormtrooper patrol (roll of 1-2 on a six-sided die). The stormtroopers' presence also makes most of the other passengers nervous.

T he Imperial Forces Aboard the *Princess*

Vanko and Torpin chose to meet aboard the *Princess* in order to attract as little attention as possible, attention of the kind that would be lavished upon such a meeting by the Emperor's spies within the Moff's staffs. Letting the Emperor discover the unacceptable levels of piracy in the two sectors controlled by these Moffs would be a mistake on their parts. Every Moff knows what happens to Imperial officials who are inefficient or who make mistakes! Also, they wish to keep the Imperial Governor of Relgim Sector, Denn Wessex, unaware of their meeting.

Just before the *Kuari Princess* left Aris, Vanko made "arrangements" with its captain to have the engineering deck sealed off. Shortly before the liner broke orbit, Torpin boarded the liner via a shuttle (supposedly carrying stormtroopers for a secu-

rity patrol of the *Kuari*) launched from his flagship; each Moff has trusted subordinates covering his absence from his post.

Vanko, Torpin, and their guard troops spend most of their time aboard ship on the engineering deck, conducting their secret strategy meetings. The Moffs and their troopers have no staterooms; they have established quarters on the engineering deck. In all, there are 100 stormtroopers, 15 staff officers, and the two Moffs aboard the *Princess*. In order to attract as little attention as possible, the stormtroopers boarded the vessel by way of two huge landing barges during the passengers' port leave on Aris. After checking security arrangements, the stormtroopers only patrol the upper decks if the Rebels have been recognized, or have attacked the Imperials.

Event Four: Strange Goings On

If the Rebels have yet to hear any of the rumors about the strange things going on down in the engineering bay, they overhear the following as a passenger speaks to his companion shortly after the Rebels have encountered the platoon of stormtroopers:

"Yeah, I hate it too. I went down to engineering, you know. I thought I'd check out a real Mon Cal hyperdrive, but these guys pushed me out. Imperial troops. No kidding. They told me that they had the entire engineering deck sealed off. Apparently, they got something going on down there. I'm gonna complain to the captain. The brochure says we can tour the engine room."

The Ball

When the Rebels boarded the *Princess*, they were given an invitation to the gala ball to be held their first evening aboard ship; the ball begins on schedule. During the ball, 50 stormtroopers from the engineering deck search the ship for evidence of Rebel sympathizers, the ostensible mission of the stormtroopers. During the ball, the Rebels spot the stormtroopers. They overhear one of them say the following. Read:

"Roger, RT441, but speed it up. The ball won't last forever. It's back down after that."

Now is an ideal time to explore the engineering deck since many of the troopers are away. If the heroes head down to the engineering deck before or after the ball, they have a tougher time sneaking around.

E

pisode Three Down To Engineering

Summary

In this episode, the heroes descend to the *Princess*' engineering deck to find out why there are so many Imperials aboard the liner. The Rebels discover the secret meeting between Moffs Torpin and Vanko, and are, in turn, discovered themselves.

Hopelessly outnumbered, the Rebels are eventually captured and brought before the Moffs for interrogation. During the interrogation, however, the Riders attack the *Princess*, inadvertently giving the Rebels an opportunity to escape.

Getting There

The Rebels have only two ways to reach the engineering deck: take the turbolift or climb down a set of emergency ladders in the turbolift shafts. Three stormtroopers guard each of the three turbolift stations on the engineering deck. Double the number of guards present if the Rebels are not entering engineering level during the gala ball taking place on the Lido deck (see episode two). If the Rebels take a turbolift, the stormtroopers are automatically alerted. If the Rebels climb down an emergency ladder, one Rebel must make a Moderate *hide/sneak* roll and a Moderate *security* roll (using both skills at once) in order to open the turbolift door without alerting the stormtroopers. Easy *hide/sneak* rolls then get the Rebels past the guards. If any Rebel fails a roll, the stormtroopers spot the heroes.

If attacked, one of the stormtroopers immediately radios for help. If the call is successful, 30 additional stormtroopers arrive. Begin "The Chase," described below.

Note that the entire engineering deck is filled with the loud whine of the *Princess*' engines, preventing the other Imperial forces present on the deck from hearing any blaster bolts that are fired.

Moving Around

Every time the Rebels travel from one numbered location on the map to another, roll one die. On a result of 1-3, the heroes encounter a stormtrooper patrol while en route between the locations. Each patrol consists of three troopers. Unless the players have done something clever to disguise themselves, each Rebel must pass a Moderate *hide/sneak* roll to avoid the patrol. If a patrol spots the heroes, the stormtroopers open fire and radio for reinforcements, as described above.

Engineering Deck Descriptions

1. Atmospheric Exchange. This large chamber houses the liner's atmospheric processor units. Huge tanks on the walls hold an extraordinary array of gaseous mixtures, which are pumped throughout the vessel. The melange of escaping gases floating through the room affects any character not wearing breathing masks or similar protection. A character who breathes the gases for longer than 30 seconds becomes light-headed, and all of his skill and attribute codes are reduced by two pips for the next 10 minutes, longer if he continues to breathe the gas. Because of the leaking gases in this room, there are six bulky pressure suits, which are worn by crewmen who work in the area, hanging on the wall next to the port-side entrance to the chamber.

2. Crew Mess. The quality of food served here did not improve because the Imperials came aboard; the cooking Droids are still programmed for cheap nutrition. The Moffs and their staffs do not eat this bilge.

3. Crew Stowage. This is a securely locked room (Difficult *security* roll to open) in which the crew's valuables are stored. Because of a tacit agreement with the crew of the *Princess*, the Imperials have not touched this area. If the Rebels can enter unseen (and seal the

room behind them by making a Moderate *security* roll), the Imperials, assuming the Rebels have escaped, break off any chase. The Rebels could hide here until the pirates attack (episode four).

4. Staff Offices. Moff Torpin has set up his quarters here. As the Rebels near this chamber, they see five stormtroopers posted outside the door (seven guards if the ball is not going on at this time). The guards are present because both Torpin and Vanko are inside this room when the heroes arrive. If the Rebels blast their way inside, they can get the information from Torpin's computer as outlined in the "Robbing the Databanks" box. The Moffs surrender when the Rebels defeat their guards, but refuse to answer any questions. See "The Chase" below.

5. Chief Engineer's Office. Moff Vanko has appropriated this area as his own private quarters, displacing the chief engineer to another area. A desk, a bed, and the chief engineer's minicomputer are inside the office. A portable computer sits on the desk, next to the minicomputer.

The Rebels can easily access the data stored in the engineer's minicomputer, which contains all sorts of technical data about the ship. This data includes the deck plans and information concerning the functions of all the rooms on this level. If the Rebels try to break into Moff Vanko's personal computer (the portable computer on the desk) see the box "Robbing the Databanks."



6. Lounge/Conference Room. The engineers and crewmen that work on this level relax here. The Imperials, upon arrival, turned the area into conference rooms for Droid planners. The Rebels see three stormtrooper guards posted outside the room (five guards if the heroes are not on the engineering level during the ball). If the heroes get past the guards and into the conference room, the room is empty except for an Imperial computer. See the box "Robbing the Databanks."

Robbing the Databanks

In order to access the data in the portable computer, the Rebels must make a Moderate *computer programming/repair* roll. Combined actions by two Rebels are possible. The portable computer holds notes on the Moffs' meetings held to date, including the following information:

- Moffs Torpin and Vanko, with a small support staff, Droids, and 100 stormtroopers, are aboard the *Princess*. The Moffs govern the two sectors that intersect inside the Maelstrom.
- Moffs Torpin and Vanko falsify their weekly reports to the Emperor. The loss of Imperial shipping due to piracy in their sectors is up 25 percent. The overall loss rate in the Maelstrom is up 10 percent. The Rebels can assume that these figures far exceed acceptable Imperial loss limits. If the Emperor finds out about these numbers, it would be bad for the Moffs.

- Vanko suspects that the pirates have recently begun cooperating with the Rebel Alliance, since the loss of Imperial shipping in and around the Maelstrom has taken a much sharper climb than the loss of general shipping that passes through the sectors.
- Vanko and Torpin are aboard the *Princess* in order to plan an offensive against the pirates in the Maelstrom, without attracting the Emperor's attention.
- The Star Destroyers *Relentless*, *Dauntless*, *Invincible*, and *Triumphant* form the core of a special task force in Vanko's sector.
- A combined total of approximately 3.6 million Imperial troops garrison each of the Moffs' sectors, an amount more than twice the average of 1.5 million troops per sector. These sectors must have above average priority in Palpatine's reorganization of the Imperial military.

7. Environmental Control. This room houses the environmental controls for all of the decks, except engineering. The environmental controls to engineering are housed in a local environmental control room.

A Difficult *technology* roll lets a Rebel change the environment (locally, by stateroom, area, deck, or ship-wide as appropriate). Environmental control allows a variation in temperature ranging from minus 100 to 100 Standard Degrees, variation in gravity from one-half to two standard, variation in humidity from 0 to 100 percent, and the creation of an atmosphere composed of any gas from the atmospheric exchange chamber (see above).

The local environment control room also houses the switches for the blast doors on the engineering deck. During "The Chase," a detachment of at least four stormtroopers is sent to secure this room. They can contain the Rebels by raising and lowering the blast doors.

8. Stateroom Monitors. Life sensors, matter analyzers, and energy receptors monitor the condition of staterooms and all public areas. The monitors are intended for safety purposes, but Moderate *technology* rolls give Rebels information on the condition of any passenger in any stateroom.

9. Nav Support. Grav-traps, Doppler compensators, and back-up sensor controls line this room. The information from this room is automatically relayed to the bridge.

10. Power Control. The available power levels for the entire vessel are controlled from this room. An Easy *technology* roll lets a Rebel increase, decrease, or shut off power from any of the power cells, energy storage units, or cryogenic reserve cells. A Moderate *technology* roll lets a hero reroute or convert the power, add power to shields, kill the sublight drive, etc. The Riders plan to "burn" these control into a permanent setting, sending all but a slight fraction of the power to the sublight engines.

11. Communication Control. Signal enhancers, decoders, echo-rectifiers, and transceivers occupy this room. The controls can be operated locally or from the bridge. A Moderate *technology* roll allows transmission and reception simultaneously with the bridge; a Difficult *computer programming/repair* roll cuts the bridge off from communications.

12. Computer Core. This room houses the *Princess'* vast computer banks. The Imperials also use the room as quarters for their Droids.

The room is completely dark. As the heroes explore, they sense watchers and occasionally spot movement out of the corner of their

eyes. An Easy *search* roll finds the light switch; if a Rebel illuminates the room, they find themselves in the midst of 15 Droids of various and disgusting designs (Droids that look like spiders; spindly, little, tentacled Droids; oozing Droids with huge fluid packs connected to their torsos, etc.). Almost all of the Droids are incapable of speech and those that can speak are shut down to conserve power, so the Droids won't bother the Rebels in any way. DM/C3 is among the Droids present here, but he makes no attempt at communication.

13. Hangar Bay. Two robot-piloted landing barges and Moff Vanko's shuttle are in the hangar bay. The Rebels can fly the shuttle, but the barges cannot be flown unless a Very Difficult *Droid programming/repair* roll is made to disconnect the robot pilot, rewire the vessel for manual flight, and alter the control-surface interface software.

14. Main Engine Chamber. This area, now serving as a barracks for the Moffs' stormtroopers, is a vast accessway to the ship's hyperdrive and sublight generators. One hundred stormtroopers are quartered here, though only ten are present as the Rebels enter (fifteen if the good guys are not arriving during the gala ball). The size and the clutter of the chamber allow the Rebels to avoid the troopers; if the heroes are not already being chased, Easy *hide/sneak* rolls get the Rebels from one point of cover to another. If they enter the large open area in the chamber, or are being chased, the stormtroopers present in the "barracks" spot them.

15. Workshop. The base of operations for the crewmen who perform any required repairs on the ship's hull and infrastructure, this workshop has a vast collection of welding and sealing tools and a computer containing complete and thorough blueprints of the entire ship, showing all of its ventilation systems and access ducts.

The Chase

When the Rebels are discovered by stormtroopers, a chase ensues. If the stormtroopers who spot the Rebels successfully radio for help, the arrival of the reinforcements begins the chase. Otherwise, just after the Rebels finish reading the data in one of the portable, Imperial computers (no matter which computer), three stormtroopers suddenly burst in on them and send out a warning that, in one round, brings additional troopers. In all, 30 stormtroopers appear to chase the heroes. The troopers divide them-

selves up into three groups of 10 and only two stormtroopers from each group will fire at each of the Rebels. All of the troopers have their blasters set to stun (the Moffs want to interrogate any intruders), and the chase begins at medium range. As soon as the chase begins, the stormtroopers send out a signal that automatically seals off the turbolifts to the engineering level. The control for opening and closing any of the accessways to engineering is located in the local environment control room.

Holding the Moffs Hostage

If the chase begins with the Rebels holding the Moffs hostage (see "Staff Offices" above), Vanko orders the men to attack while Torpin merely gasps in fear. Both Moffs then try to flee. The Moffs use a full *dodge*, and the stormtroopers fire as usual.

Blast Doors

Several thick blast doors, which seal entire corridors, are situated throughout the engineering level. The Imperials occupy the local environment control room, which also has the controls that allow them to seal these blast doors at will. Sealing the doors manually requires a *Difficult security* roll.

Obstacles

You can spice up the chase a bit by sending the combatants through some of the obstacles described below. You can use closing blast doors to "steer" the Rebels toward any of these obstacles.

Atmospheric Control: While the chase swings through the atmospheric control center, a stray blaster bolt punctures one of the gas tanks on the wall and releases a sparkling, green cloud. The gas, a highly charged electrical accelerator, quickly fills the chamber. Until the Rebels leave the area, the properties of the gas cause every blaster bolt that strikes its target to arc out and strike another target as well. Roll one die. On a result of 1-4 this secondary target is one of the stormtroopers. On a roll of 5-6 the blaster bolt strikes a Rebel as its secondary target; have each of the heroes roll three dice, and have the bolt strike whoever rolls lowest.

Main Engine Chamber: When the chase enters this area, the stormtroopers try to back the Rebels against the shield generator. The shield generator is sealed in a pulsefield, which reflects ordinary blaster bolts and diffuses stun bolts. The diffusion lowers the damage by 1D, but increases each

stormtrooper's *blaster* roll by 1D+2.

Ending the Chase

More and more stormtroopers arrive and begin firing at the Rebels, including combined fire (remember, the troopers' blasters are set to stun), giving the Rebels little chance at escape. The Rebels finally fall victim to the troopers' blasters.

If the Rebels miraculously manage to avoid capture (by defeating all of the stormtroopers, opening up the accessways off the deck, finding a secure place to hide, or leaving on the shuttle), read the cut-away below and then pick up play with the next episode.

Cut-Away to A Nearby Cruiser

Read aloud:

EXTERIOR: THE MAELSTROM. *A large fleet of pirate vessels moves through the swirling Maelstrom.*

INTERIOR: THE LEAD PIRATE VESSEL. *The Pirate leader sits in silhouette with his back to the camera while he gazes out a viewport at the swirling nebula-like clouds. One of his underlings enters with a report.*

"I think we've got it. There's a luxury liner approaching past the starboard swirl. It looks large enough for our purposes."

"Splendid," *the leader replies. His voice suddenly undergoes a radical shift in pitch and diction. "It's time to teach those dogs who runs this sector."*

Cut to ...

INTERIOR: *KUARI PRINCESS.*

Captured!

If the Rebel are captured during the chase, read the following aloud:

You awake to find yourself strapped face-down on a cluster of low chairs. Beneath you is an Imperial interrogator Droid. Also present in the room are five stormtrooper guards, and two Imperial Moffs!

When the heroes awaken, Vanko and Torpin begin interrogating them. The Moffs want to know what the Rebels were doing on Aris (they have identified the player characters as the Rebels they had pursued on the planet), how they got aboard the *Kuari Princess*, how much they know about the secret meetings,

whether or not the Rebels are working with the local pirates, and where the nearest Rebel base is located.

During the interrogation, bring out the different personalities of Vanko and Torpin. Vanko is loud and demands answers, while Torpin is subtle and devious (he makes threats and tries to explain to the Rebels how unfortunately painful their silence can be). After the Rebels refuse to answer a few questions, the interrogator Droid begins moving closer to their faces. At this point, a cut-away scene interrupts the cruel proceedings ...

Cut-Away to the Cruiser

Read aloud:

EXTERIOR: THE MAELSTROM. *The pirate fleet sails out of a swirl of the Maelstrom, right behind the Kuari Princess.*

Cut to ...

INTERIOR: THE PIRATE FLAGSHIP. *The pirate leader sits in silhouette, as before. He can now be seen as a large, almost unbelievably bulky giant. There is a click and a voice issues from an intercom on the panel in front of the giant.*

"We're in position, cap'n."

"Then fire at will, me boys, let's make 'em show their colors!" *the leader says, speaking in yet another voice.*

Fade to ...

INTERIOR: KUARI PRINCESS.



The young officer looks to a nearby viewvid, and answers, "Apparently, we're under attack by pirates."

"Well, they've certainly picked the wrong ship to attack this time," Vanko declares.

"Sir, perhaps you'd better look at this," the young officer says, slightly panicky and indicating the viewvid.

Glancing over at the viewvid, you see the pirate fleet clustered into squadrons of about a dozen vessels each, with dozens of these squadrons surrounding the *Princess!*

You see expressions of disbelief wash across the faces of Torpin and Vanko.

At that moment, another explosion, much more violent than the first, rocks through the ship's engineering bay, knocking the heroes unconscious.

The Pirates Attack

Read the following:

The interrogator Droid drifts away from your face and you rest easy for the moment. The Moffs begin asking you their questions all over again. Just as Moff Torpin reaches to reactivate the interrogator Droid, a loud explosion rocks the liner. Moff Vanko looks at an associate and asks, "What's happening out there?"

E

pisode Four Maelstrom Riders

Summary

The Riders capture the *Kuari Princess* and loot the ship and its passengers. At the same time, the pirates bring aboard the equipment they need to lock the ship on a collision course with the Oasis Mining Colony. During the battle, the Rebels discover the Riders' plot.

Waking Up in a Nightmare

The episode may begin with the Rebels unconscious. If so, read the following aloud:

All of you awaken and find yourselves lying on the floor of the conference room where the Imperials were interrogating you. Rubble and the bodies of stormtroopers lie strewn everywhere about you. No one else in the room is conscious. Glancing quickly at the viewvid on the wall, you notice that several vessels are linked with the *Princess*, and pirates have begun boarding the liner.

All of the Imperials on the engineering deck who remained conscious have rushed off to repel the pirates. Moff Torpin lies unconscious under a thin layer of rubble, and Moff Vanko is nowhere in sight.

The Rebels decide what they want to do next. Likely courses of action include:

- They can attempt to find out what is going on elsewhere on the ship. The viewvids offer only confusing information, because the pirates shoot out many of the sensors. For a clear picture of the situation, the Rebels must personally go to the other decks.
- They can revive Torpin for use as a hostage. Torpin will prove uncooperative, and try to escape at the earliest opportunity, perhaps when the Rebels are busy fighting pirates.
- They can find one or more of the "friends" that they met earlier, in order to form a resistance group to fight against the pirates. The locations of the Rebels' friends and how difficult they are to find is up to you.

- They can leave the ship by stealing a shuttle from the hangar bay. However, the pirate fleet intercepts any craft leaving the *Princess*.

The Pirates Board

Below is the order of the actions of the pirates' assault upon the *Princess*, presented to help you describe the action to the players as they travel about the ship. Exactly when one "phase" ends and another begins has been left up to you, so that you can time the assault to make these last two episodes as dramatic as possible. The assault should not last longer than 20 minutes.

Phase One: Before the Rebels regain consciousness (or react, if they are already conscious), the pirates bombard the ship to soften its defenses and destroy the liner's shields; they throw out electro-grapples, and board the *Princess*. A crack assault team, including Big Jak Targrim, boards directly onto the bridge. The *Princess*' captain and officers are all slain. Other boarding parties quickly gain control of the Lido Deck, and begin moving both upward and downward through the decks of the ship. Approximately 400 pirates board the *Princess*.

Phase Two: The pirates gain complete control of the Homthor deck and begin rounding up all of the passengers, stripping them of valuables and leading them to the grand ballroom on the Lido deck, which the pirates are using as a brig.

Phase Three: The Riders encounter serious resistance on the Recreation deck where they run into Moff Vanko and the stormtroopers. At first, Vanko wins some victories, but then the pirates call for reinforcements and the tables are turned.

Phase Four: The pirates drive back and contain Vanko's forces and take over all passenger decks. Vanko still holds the portion of the recreation deck between the aft turbolift stations. This section of deck includes the ship's infirmary.

Phase Five: The pirates control the entire ship, except for small pockets of resistance. Preparations begin for locking the *Princess* on a collision course with Oasis.

Movement

Each time the Rebels move from area to area aboard ship during the pirate takeover, roll two dice. Add two to the dice roll if the heroes are moving through an area that the pirates control, according to the assault timetable above. If the result of the dice roll is seven or greater, the Rebels have an encounter along the way. Choose one of the encounters from the list below:

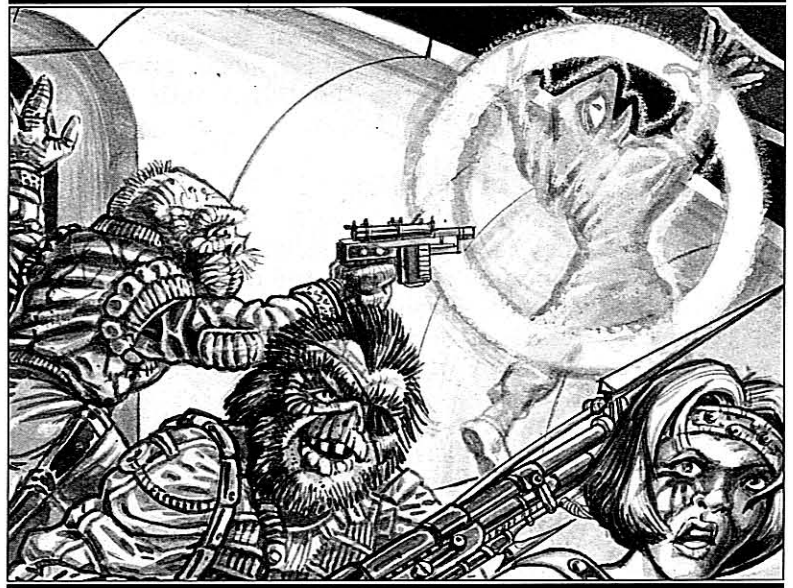
Pirate Raiding Party: The heroes see six pirates looting in the halls (four pirates for a group of badly hurt Rebels, eight or more for a cocky group). The Rebels can avoid the pirates if everyone makes a Moderate *hide/sneak* roll. Otherwise, the pirates attack.

Fleeing Passengers: Trying to escape the pirates, two of the *Princess*' passengers stumble across the Rebels. One of these passengers should be one of the travelers the Rebels met in episode two. If asked, the characters join and aid the heroes, although Marshall Vatoki might take some convincing, preferring to fight on his own if he becomes aware that the player characters are Rebels.

Stormtroopers: The heroes encounter five stormtroopers trying to link up with Vanko. The stormtroopers do not attack the Rebels, unless attacked first. If a Rebel tries to talk to the stormtroopers, a Moderate *con* roll divulges Vanko's position and the number of troopers he has left (less than a platoon).

Pirate Atrocity: A pirate raiding band (four, six, eight, or more — see "Pirate Raiding Party" above) is harassing a group of three passengers (one of whom the Rebels should have met earlier). The pirates have already taken all of the passengers' valuables. They are now singing a loud, raucous pirate chantey and forcing the passengers to dance, occasionally taking time out to beat them for falling out of step. The pirates have their blasters set to stun. If the Rebels rescue the passengers, the travelers accompany and aid the Rebels, if asked.

Redhand's Assault Team: The Rebels encounter 30 pirates marching toward the recreation deck, planning to snuff out Vanko's resistance. The pirates are led by Craxtet Redhand, Targrim's second in command (Rider template, with blaster 5D+2, melee 5D+2, brawling 5D, starship gunnery 6D, starship piloting 6D. Redhand gets his name



from the Mandalorian crushgaunt he wears, which does 4D+1 brawling damage). It takes a Difficult *hide/sneak* roll to avoid being seen by these pirates. If the pirates spot the heroes, they give chase. These pirates have their blasters set to kill. This elite team differs from the Rider template in the following skills; blaster 4D+1, brawling parry 4D, melee 4D+1, melee parry 4D, brawling 4D+1, demolition 3D.

Event Five: Twice 16 Men on a Dead Man's Chest

Soon after the Rebels have left the engineering deck, read the following text:

In the corridor ahead, you see a band of 32 pirates moving huge boxes of machinery supported on floaters down the hall toward you.

"C'mon," one of them says. "We've got to get this stuff down to the main engine room, right away."

Another pirate kisses his hand, touches it to the machinery, and says, "Yeah, I hope these passengers are all caught up on their Galacticon Insurance payments — Arr-Hahaha!"

The 32 pirates are so concerned with moving the machinery that they do not spot the Rebels, unless attacked. The machinery is part of the system the pirates are installing in the *Princess* in order to lock the ship on a collision course with the Oasis colony.

If this sight does not prompt the Rebels to investigate, improvise a few more encounters

in which they see more mysterious machinery being lugged down to the engineering deck. When the Rebels move down to engineering, pick up the action with "The Engineering Deck" below.

The Engineering Deck

As the heroes head down to engineering, they see a group of Droids fleeing the area (the Imperial Droids from the computer core). One of these Droids is DM/C3, who notices the Rebels as he rushes past, but he does not, nor does any other Droid, communicate with the Rebels.

Once at the engineering deck, the Rebels quickly realize that the Riders have installed new equipment in almost all control areas. New wiring seems to lead to almost every room on the deck (with the notable exception of the hangar bay). As the Rebels make their way about on the engineering deck, roll two dice every time they enter or pass a numbered map area. On a roll of seven, Redhand's raiding party, described above, is in that area. Otherwise, there is no encounter.

In any room aft of the computer core (except the hangar bay), the Rebels can try to analyze the new machinery. When they do, pass out copies of Adventure Script #2 and ask the players to read their parts aloud.

While the Rebels are down on the engineering level, there are 30 pirates working on the wiring in the main engine chamber. The Rebels see pirates constantly coming in and out of this room. If the Rebels ever enter this room, they are automatically detected by the pirates, who then give chase (unless the Rebels are disguised as pirates; opposed *con* roll to make their disguises work). The information from episode three is still available. If they have not done so, the Rebels can find one of the Imperial mini-computers, the deck plans of the ship, and the atmosphere chamber; all of which might be important later.

Cut-Away to Engineering Deck

If Torpin is not with the Rebels, read:

INTERIOR: ENGINEERING DECK, *KUARI PRINCESS*. *Moff Torpin pulls himself out from under the rubble and looks around in horror at his fallen comrades. He then picks up a blaster and stumbles out of the conference room and down the corridor. Fade to ...*

INTERIOR: THE HEROES' LOCATION.

Event Six: The Message

Just after the players finish reading Adventure Script #2, a nearby viewvid hums to life. The screen glows with a message. Read:

"Friends, I have very grave news. I have seen the engineering deck and have determined that the pirates, known as the 'Riders of the Maelstrom,' intend to lock the *Princess* on a collision course with the nearby Oasis mining station in an attempt to destroy the entire colony. In addition to the destruction of innocent lifeforms, we know what would result if the pirates succeed.

"I am currently attempting to do what I can to find a way to circumvent the Riders' control over the ship, but I am having a difficult time because the pirates, in order to insure the success of their efforts, intend to stay aboard the liner until just before the crash.

"I suggest that some of you get to the hangar bay, steal a shuttle, and warn the officials at the Oasis colony.

"The rest of you should do what you can to gain control over the ship. At present, Oasis is roughly 30 minutes away (15 by shuttle).

"May the Force be with us — Dagger."

The Hangar Bay

Five pirates guarding the hangar open fire when the heroes approach. Once the pirates are defeated, the Rebels can take the Imperial shuttle. Pick up play in episode five.

Captured

If the Riders capture the Rebels at any point during this episode, the pirates strip them of weapons and valuables and imprison them in the grand ballroom along with all the captive passengers. There are 2,500 passengers in the ballroom, and 35 pirates outside guarding them. Any of the travelers from episode two (not yet rescued by the Rebels) are here.

Improvise a scene where the Rebels escape by organizing the captive passengers. As many passengers as you wish (including any friends the Rebels made earlier) aid them in their breakout. The Rebels have to deal with 10 of the pirates, the passengers fight the rest.

Once the Rebels have broken out, any friends they made earlier will stay with them and aid them for the rest of the adventure. The other passengers flee.

E

pisode Five The Last Chance

Summary

One group of Rebels heads to the Oasis mining colony to warn Alliance officials of the forthcoming disaster and returns with a fleet of Rebel spacecraft prepared to blast the *Princess* out of space, if necessary.

The other group of Rebels makes a desperate attempt to gain control over the liner, finding themselves in a climactic battle with Big Jak Targrim, the Riders' leader. They have 30 minutes before the *Princess* strikes Oasis colony.

R unning Split Groups

One way of handling multiple groups of characters while keeping the fun and excitement in the action is to employ another use of the cinematic cut-away technique. In this case, both scenes involve player characters. Allow one group of player characters to act; as soon as that group gets to a critical point in the action, cut to the other group. Switch focus in this manner until the Rebels rejoin. This method builds suspense, gives everyone something to do and think about, and helps add to the illusion of playing in a movie.

PIRATE ZEBRA FIGHTER

Craft: Zebra starfighter
Passengers: 1
Cargo Capacity: 75 kilograms
Hyperdrive Multiplier: [none]
Sublight Speed: [3D+2]
Maneuverability: [2D]
Hull: [2D]
Weapons:
Two Laser Cannons (fire linked)
Fire Control: [1D]
Damage: [5D]

Shuttle to Oasis

Begin with the group in the shuttle. Just after the shuttle leaves the *Princess*, Moff Torpin comes out of hiding from within the shuttle's cargo area, draws his blaster, and begins ordering the heroes to fly the shuttle toward a rendezvous with his Imperial battle fleet. At the same time, two pirate starfighters, patrolling around the *Princess*, notice the shuttle leaving the luxury liner. The fighters attack. Now, the Rebels must fight inside and out.

Battle Inside the Shuttle

The shuttle's passenger compartment is approximately three by four meters. Desperate, Torpin uses force and every threat he can imagine on the Rebels. If victorious, Torpin will keep one of the Rebels conscious, because he doesn't know how to fly the shuttle.

IMPERIAL SHUTTLE

Craft: Interspace shuttle
Type: Standard Imperial Lambda-class Shuttle
Crew: 4-6
Passengers: 10
Cargo Capacity: 80 metric tons
Hyperdrive Multiplier: [x1]
Sublight Speed: [2D+2]
Maneuverability: [1D]
Hull: [4D]
Weapons:
Three Double Laser Cannons
 (fire separately; one rear mounted)
Fire Control: [2D]
Damage: [4D]
Two Double Laser Cannons
 (fire linked)
Fire control: [3D+1]
Damage: [4D+1]
Shields: [1D+2]

Battle Outside the Shuttle

You can use either the RPG rules or the *Star Warriors* starfighter combat game to resolve this battle, whichever you prefer. One turn of combat is fought inside for every turn of ship combat.

Star Warriors Statistics

Shuttle: Use the stats for the Imperial shuttle provided in the boxed set of *Star Warriors*. Use the Imperial Shuttle counter from *Star Warriors* to represent this ship.

Zebra Fighters: Use the stats provided below. Use the TIE fighter counters from *Star Warriors* to represent these ships.

ZEBRA STARFIGHTER STAR WARRIORS STATISTICS

Ship Type:	Zebra Starfighter
Pilot's Guns:	DMF
Body:	4/3
Speed Max:	6
Turn No's:	
1	1/1
2	2/1
3	3/2
4	4/3
5	6/3
6	6/4
7	(7)/5
8	(7)/5
Stabilizer No.:	4
1/2 Loop:	5
Slip:	4
Roll:	4
Jink:	4
Bank:	3
Overturn:	10
Overspeed:	5
Accelerate:	3
Over Accel.:	8
Decelerate:	3
Over Decel.:	9
Damage Ctrl.:	7
Pinpoint Fire:	6
Snap Fire:	6
Targeting:	7
Angle Shields:	NA
No. of Shields:	0
No. Aux. Pow.:	1
R2 Unit?	No

Both of the pirates are 4D pilots.

- Due to inferior fire control, the Zebra DMF has a gunnery value of 16 at range 1. Gun Power is 3.

The Maelstrom

This space battle takes place within the swirling Maelstrom, which has a couple of special effects:

- Radio communication is impossible, so the Rebels needn't worry about the pirates calling for reinforcements.
- Every time someone fires, he must attempt a Difficult *search* roll. If this roll fails, the difficulty number of his shot is increased by five (this represents ships darting in and out of the swirling clouds).

Remember that a Rebel's actions inside the ship affect his actions in the battle outside the ship and vice versa. A pilot dodging one of Torpin's blaster bolts, for instance, would

S tar Warriors Notes

The Rebels' shuttle begins in hex 1915; the pirates begin in hexes 1409 and 1906. This scenario uses a static map. All of the map hexes that contain part of the swirling pink cloud are "Maelstrom hexes." As soon as your ship enters a Maelstrom hex, you are allowed to place another ship counter (a "ghost") on top of your own and continue to move both ships each turn (secretly record which counter represents your actual ship and which represents the ghost). You do not have to move both ships along the same route. Note that ghost ships never fire weapons. Ghost counters represent the instrument feedback experienced by ships passing through certain parts of the Maelstrom. A target in the Maelstrom is often accompanied by a "ghost" image on a ship's targeting scanners.

In combat, ships must choose their targets as usual. If you fire at a ship and hit, the owner must reveal if the ship was a ghost or an actual vessel. Ghosts are automatically removed from the map as soon as they are hit by a single shot, but those ships in Maelstrom hexes that have their ghosts shot away automatically regrow a new ghost on their next turn. As soon as any ship with a ghost is in a non-Maelstrom hex, its ghost disappears and is removed from the map.

To win, the Pirates must destroy the Rebels. The Rebels win if they destroy at least one Zebra and exit the map-edge bounded by hexes 1044 and 4044. Other results are a draw.

have his or her *piloting* skill reduced by 1D for the round.

Back on the Princess ...

While the battle is going on in space, cut between that battle and the Rebels still aboard the *Princess*, which will plow head-on into the Oasis mining colony if the Rebels do not get to the bridge (located three levels above the Lido Deck) and alter the course of the ship. The *Kuari Princess* is still crawling with pirates, guarding their handiwork until the impact is inevitable.

If the Rebels get a good look around engineering, they have at least three options:

- If they gain access to the environmental control, the Rebels might fill ship with an anesthetic gas, knocking all of the pirates unconscious. The Rebels can then put on pressure suits and get to the bridge, unchallenged.
- If they found, or find, any of the ship's blueprints down on the engineering deck, the Rebels might analyze the blueprints, finding a less obvious route to the bridge.
- Or, the Rebels might try to blast their way through the pirates.

Roll for encounters as the heroes travel around the ship (all encounters are now with pirates).

Environmental Control

The entrance to Environmental Control is guarded by five pirates. Once the Rebels have defeated these pirates, a successful Moderate *technology* roll allows them to convert the ship's atmosphere to an anesthetic which knocks out everyone aboard the ship, except for Big Jak Targrim (see "The Climactic Fight" below), the Rebels, and any of their friends equipped with pressure suits or other breathing gear. Unfortunately, it will take 20 minutes for the atmosphere to cycle throughout the ship and take effect. Once these 20 minutes are up, the Rebels can then run, without interference, directly to the bridge (the trip to the bridge will take about five minutes). If the Rebels head for the bridge before the 20 minutes are up, pin them down somewhere in a battle against pirates, in order to slow the Rebels' progress (this timing is crucial to the dramatic ending). After the 20 minutes are up, the pirates drop, unconscious from the gas, and the heroes can continue.

The Blueprints

All of the areas where blueprints are available are unguarded. After 15 minutes of searching through the blueprints, the Rebels locate a ventilation shaft that leads from the engineering deck all the way to the bridge, and it is just wide enough to crawl through. The entrance to the shaft is located in the atmospheric exchange chamber. The climb through the shaft will take approximately 10 minutes. Halfway along the shaft, the Rebels encounter four hungry Vervikks (travelers call them "space rats"), which attack the heroes. The Vervikks are about one meter long and have two razor-sharp fangs.

Vervikks: DEX 3D; STR 3D, brawling 3D+2.

Fighting up to the Bridge

This is a tough option. Subject the Rebels to encounters as they travel through the ship as described in episode four, but triple the number of pirates encountered at each stop. Outside the bridge are 15 pirate guards. Try to slow the heroes down as they battle the pirates in the corridors and around the bridge area. Ideally, you want the Rebels to arrive on the bridge five minutes before the *Princess* is set to collide with the colony.

The Oasis Colony

After the battle with the pirate starfighters, the Rebels arrive at the Oasis colony and are quickly ushered in to see Rodin Higron and the Alliance High Command. Here is how the non-player characters react upon hearing the Rebels' tale:

- Higron immediately guesses that the Riders are attacking the colony in order to smash his own pirate operation; Higron's men have squabbled with the Riders in the past.
- The colony houses more than a base; it is now a safe world for Alliance personnel and/or their families. Higron's men, working with the Rebel organization, "kidnapped" apparently random passengers (in actuality, Alliance agents and sympathizers) traveling on ships passing through the Maelstrom, taking them to the safe world.
- The Alliance officers on the safe world realize the colony can not possibly be evacuated in the time remaining before the impact of the *Princess*.
- Alliance officers scramble all their available X-wings, ordering them to destroy the *Princess* at the last possible instant, if it

appears that the Rebels aboard the craft cannot divert the liner. Alliance officers are very reluctant to order their pilots to shoot down a craft containing 3,500 passengers, but if the ship is going to crash anyway and there is no other hope for the colony, they will.

The player characters are assigned a stock light freighter (or separate X-wings if they prefer) to escort the Rebel fighters.

Battle in the Sky

The Rebel X-wings plus the player characters' ship (or ships) arrive at the *Princess* at the same time that the heroes aboard the liner enter the bridge. Before the Rebel ships can even get to the *Princess* they must fight their way through a fighter-screen of an equal number of pirate Zebras (same stats as above).

Begin keeping strict track of the time. If the *Princess* has not been shot down or controlled in exactly 15 turns, it strikes the colony. Play out one round of combat aboard the ship for each round of combat between the ships outside (though you should only switch between the groups every two or three turns; play a couple of turns inside the ship, then play a couple of turns outside the ship, etc).

The Climactic Fight

When the Rebels arrive on the bridge, they see that Targrim is the only being standing.

Strewn about are the dead bridge complement, dead stormtroopers, dead pirates, and the smashed remains of a Droid (DM/C3, who was trying to get to the bridge to override the course lock).

Targrim immediately attacks the Rebels entering the bridge. At just about this time, all of the surviving pirates regain consciousness (the knock-out gas has dissipated) and begin leaving the *Princess* through shuttles docked in the hangar bay. Targrim remains and fights furiously against the Rebels. While playing out the battle, run through Targrim's severe personality shifts. Some of his personalities want to flee, to escape from the ship before it strikes the Oasis colony, while others want to stay and fight, dying if necessary to protect his (their) villainous endeavors.

Six rounds later, the identity in Targrim driven by self-preservation wins the personality conflict and Targrim flees for the hangar bay (if he's still alive and conscious). The Rebels can now give their full attention to the collision course lock.

Gaining Control

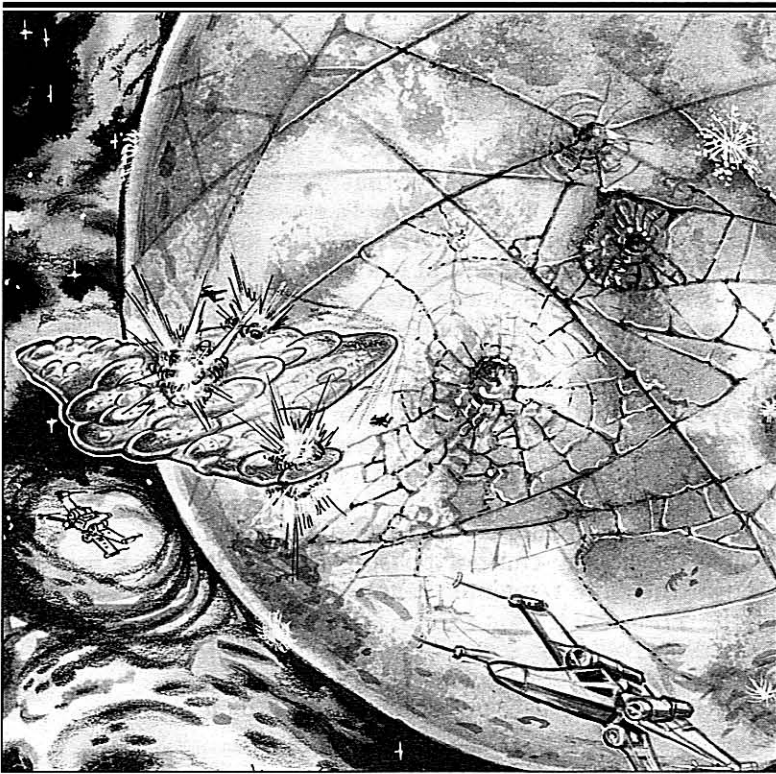
The locking mechanism has a numeric-pad with a five-digit readout. It would take hours to try all the possible combinations. On the next round, however, the wreckage of DM/C3 suddenly hums to life. Read the following:

Suddenly, the wreckage of the protocol Droid lying by your feet begins to twitch. The Droid is trying to speak. The voice, halting, almost inaudible, begins spitting out a message: "T-H-E C-O-D-E F-O-R T-H-E L-O-C-K-I-N-G M-E-C-H-A-N-I-S-M H-A-S F-I-V-E D-I-G-I-T-S N-O-N-E G-R-E-A-T-E-R T-H-A-N F-I-V-E, E-A-C-H U-S-E-D O-N-L-Y O-N-C-E. I A-M S-O-R-R-Y, I D-I-D M-Y B-E-S-T. D-A-G-G-E-R."

Having gotten his message out, DM/C3 reaches total deactivation.

The code to the course lock is 53241. Ask the players to begin guessing. Each time they guess, inform the players of the number of digits they guessed in the proper position. Each guess takes one round to enter into the numeric-pad. As soon as a Rebel types in the correct guess, the liner's proximity detectors cut in and the ship instantly lurches away from the planet. Read:

You wipe the sweat off your brow and begin to type in your final guess; you're getting awfully close to the



planet ... 5 ... 3. If this doesn't work, you've probably had it ... 2 ... 4. Individual structures on the surface of Oasis are becoming discernable in the viewport, and the heat on the atmospheric-friction shields is becoming tremendous ... 1. Suddenly, loud beeps come from the control console. The ship lurches, and you're now rocking about on the bridge so wildly that you are thrown to the floor. You can no longer see out the viewport, but judging from the horrible whistling sound of atmosphere tearing at the hull, it doesn't look like you've overcome the pirates' lock in time.

(PAUSE)

But then the whistling begins to fade! You regain your feet just in time to look out a viewport and see Oasis edging out of view as the *Princess* swings away from the moon!

Emergency Evacuation

If the Rebels cannot, or choose not to, solve the code, they can throw a switch (assuming they think of this option) on the console of the bridge to begin the evacuation procedure aboard the ship (instructions for emergency situ-

ations were given to the passengers in their boarding packets). If the procedure is initiated, all of the passengers have regained consciousness and can evacuate the ship in eight rounds (yes, this is unrealistic, but time in *Star Wars* always works to the advantage of drama).

Outside the Ship

One proton torpedo or concussion missile hit would send a rippling wave of fire through the already damaged *Princess*, totally destroying her. Depending upon how well their fellow players are doing, the Rebels outside the ship might be placed in the unenviable position of having to destroy their friends. The Rebels cannot afford to have the liner strike the safe world.

The Rebels outside the ship can warn those inside that they must shoot (the *Princess* is close enough to Oasis to be out of the Maelstrom, and back in radio communication), giving the inside team a chance to make it to escape pods. If the Rebels are warned, Moderate *survival* rolls let them make it to the pods. If they are not warned, Difficult rolls are necessary. A Rebel who fails the roll is overcome by the heat or by a secondary explosion. Rebels who make their rolls can each drag a player character who did not — One Rebel can drag two friends if he makes a Moderate *lifting* roll.

Aftermath

After the Rebels gain control of the *Princess* and send it on its way, they can take a shuttle down to Oasis base. Of course, the Imperials

Star Warriors Notes: The Final Battle

You can play out the final battle over the Oasis with the *Star Warriors* starfighter combat game. Here are some guidelines:

- The Rebel ships set up first, anywhere in the octant of the map that contains the West End Games logo. The pirate ships set up second, anywhere in the octants that contain hexes 1914 and 3329. This scenario uses a static map. Note that there are no "Maelstrom hexes" in this scenario. The area around Oasis is an area of normal space within the Maelstrom.
- Play out one turn of *Star Warriors* for each turn of action aboard the *Princess*.
- Use an Imperial Star Destroyer counter for the *Princess*. The *Princess* begins with its nose in hex 1010 and moves toward the opposite side of the map at a steady rate of two hexes per turn. The *Princess* has a Body of three.
- If the nose of the *Princess* moves off the other edge of the map, the ship strikes the colony.

Cut-away to Escaping Pirate Fleet

If Targrim was killed or captured, his second in command, Craxtet Redhand, is in the pirate vessel below. Read:

EXTERIOR: THE RIDERS' FLEET SUSPENDED IN SPACE.

Cut to ...

INTERIOR: LEAD PIRATE VESSEL. *Big Jak Targrim is sitting in his brass captain's chair looking out into space. He begins to speak, calmly at first, then ending with a scream.*

"You might have won this round, Rebels, but I've got a long memory. You'll see me again. I'LL HAVE MY REVENGE!"

Fade to closing credits.

now know of the base's location (Vanko can guess where the X-wings came from), but the base survived and there is plenty of time to move. If the Rebels think to capture the Moffs, so much the better for the Alliance.

Debriefing

Award the players between four and seven skill points for successfully completing this adventure, based upon how well they played. In addition, the player characters will be "debriefed" after the adventure by Alliance leaders hoping to gather some useful information. Award each of the players an extra skill point for each of the following questions the group can answer correctly:

1. What were the names of the two Moffs aboard the *Princess*? (Answer: Torpin and Vanko.)

2. How many Imperial troops were aboard the liner? (Answer: About 100; give them the point if they guess between 80 and 120.)

3. What was the increase in the piracy rate among Imperial ships passing through the Maelstrom? (Answer: 25 percent.)

4. How many Star Destroyers are assigned to Aris Sector task force? (Answer: Four.)

5. Which ships are they? (Answer: *Relentless*, *Dauntless*, *Invincible*, and *Triumphant*; the Rebels need remember only two for the point).

6. How many Imperial troops are in the sectors overseen by the two Moffs? (Answer: 3.6 million.)

STAR WARS

Riders of the Maelstrom

For use with *Star Wars: The Roleplaying Game*

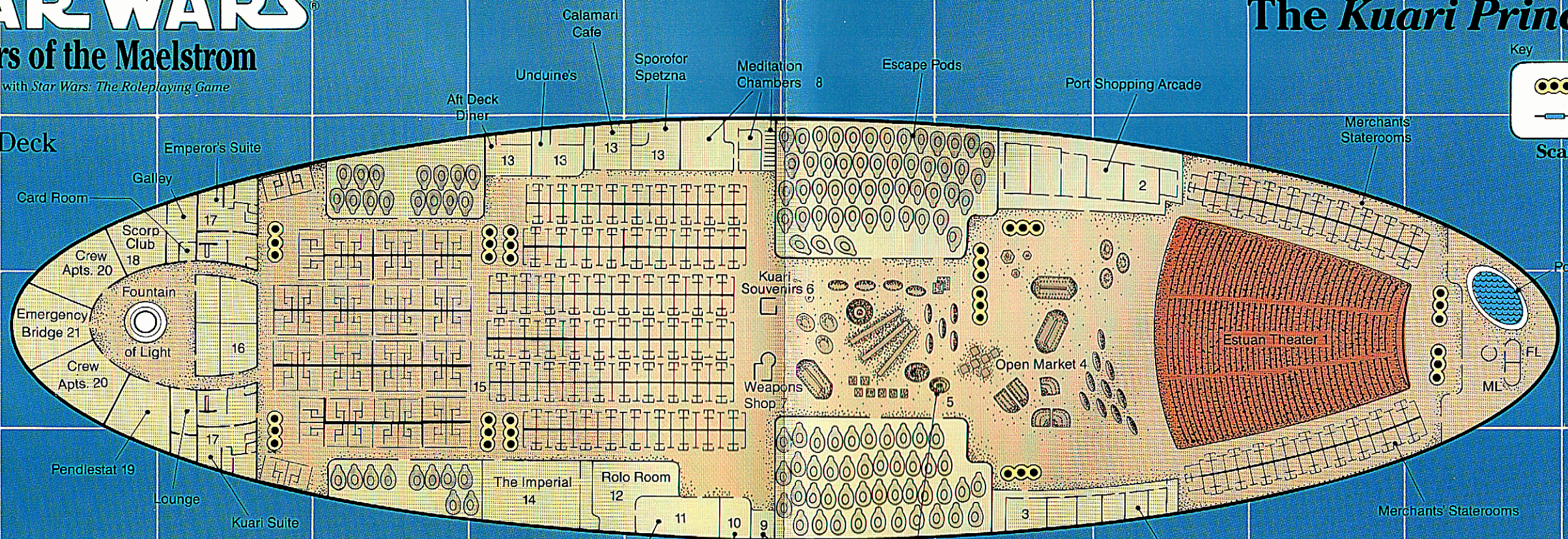
The Kuari Princess

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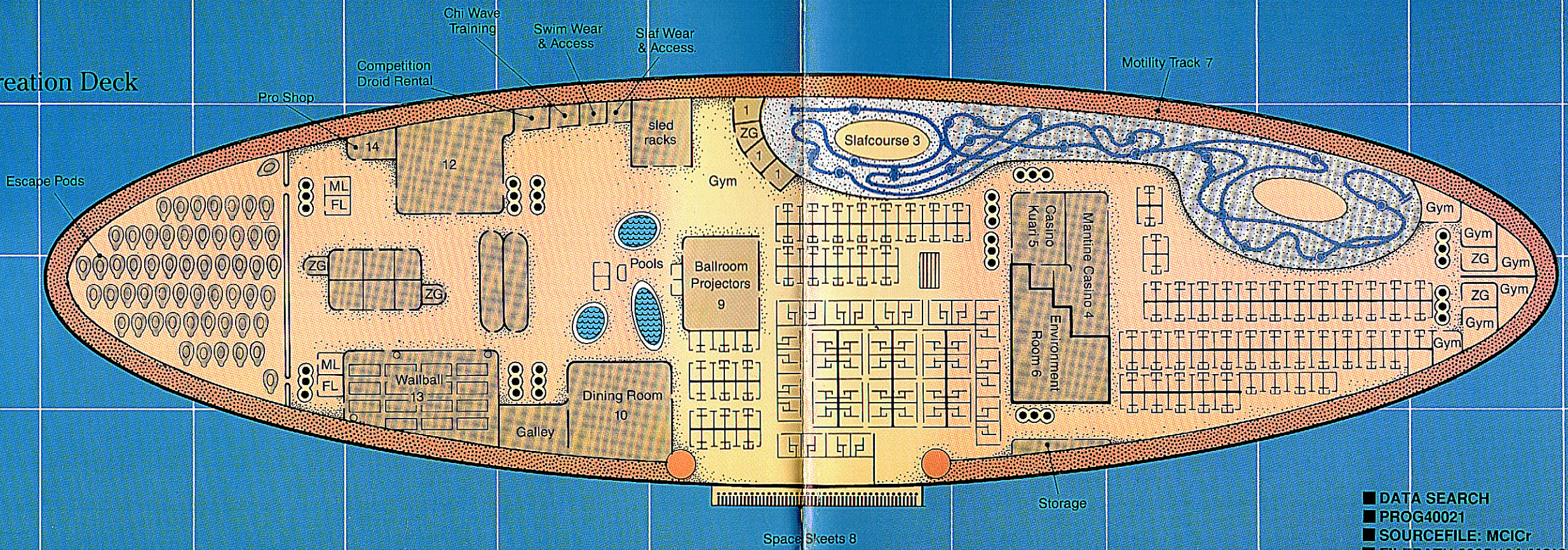
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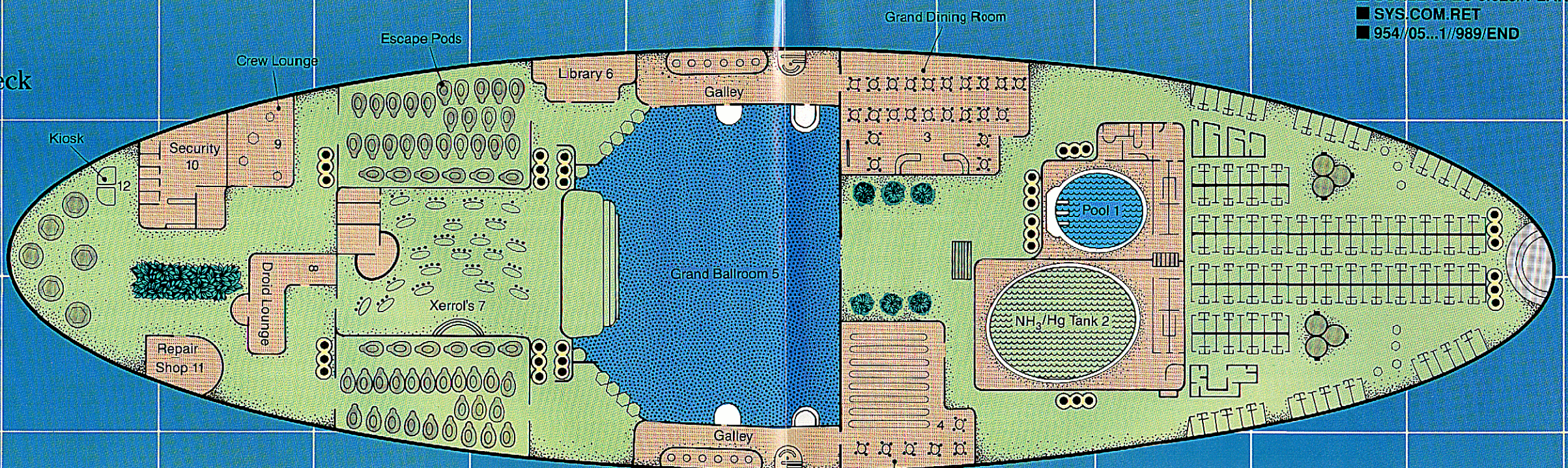


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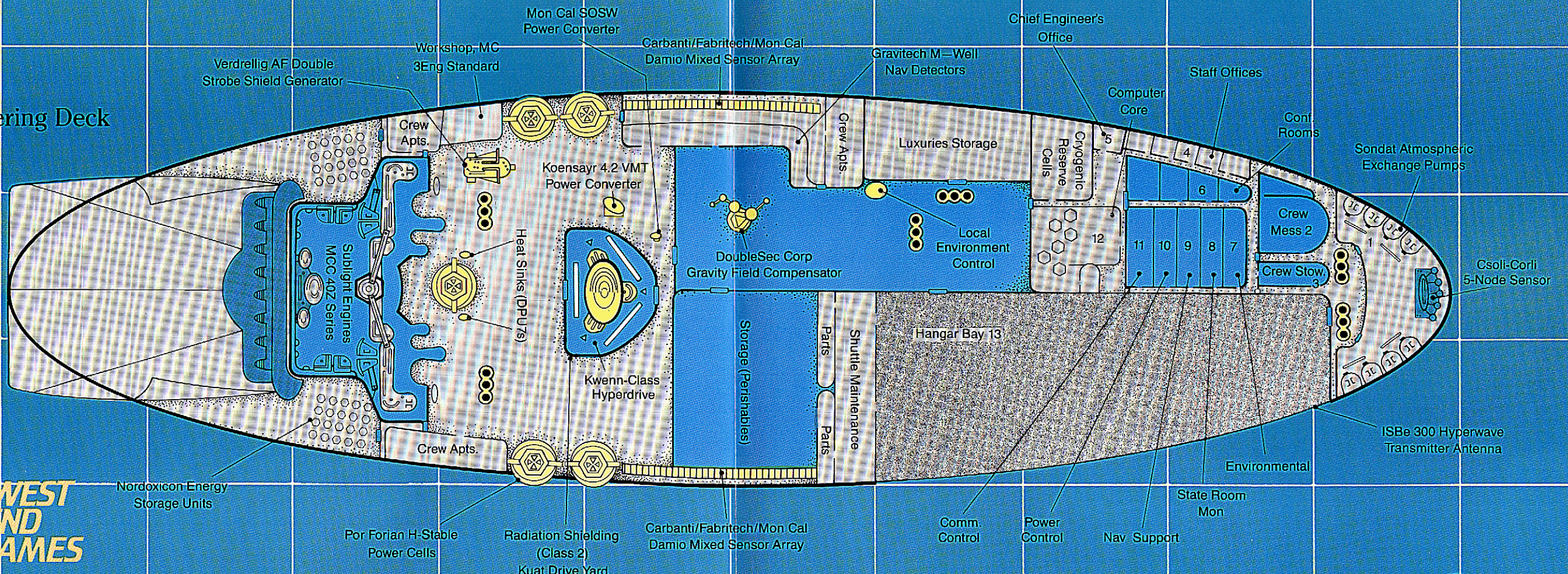


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STAR WARS®

Riders of the Maelstrom

by Ray Winninger

Danger lurks aboard the *Kuari Princess* as Rebel heroes try to uncover the purpose behind a top-secret Imperial rendezvous while fighting notorious pirates — the Riders of the Maelstrom.

A mission to rendezvous with a top Rebel spy on Aris goes wrong. The Rebels are chased by better than a full company of stormtroopers, strafed by Imperial sky swoopers, and risk death to escape along hundred-meter high tree limbs. When they manage to smuggle themselves onto the luxury liner *Kuari Princess* the Rebels know they can finally rest easy. The Rebels are wrong.

Which Imperial officials are having a secret meeting aboard the *Kuari Princess*, and why? Can the Rebels stop the Imperial plot? Can the Rebels prevent the Riders' awful plan of destruction? Outmanned, outgunned and out of time, the Rebels must forge a victory from only their courage and resourcefulness.



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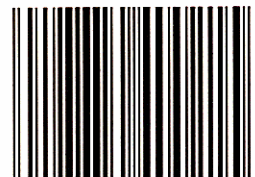


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For ages 12 and up.

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