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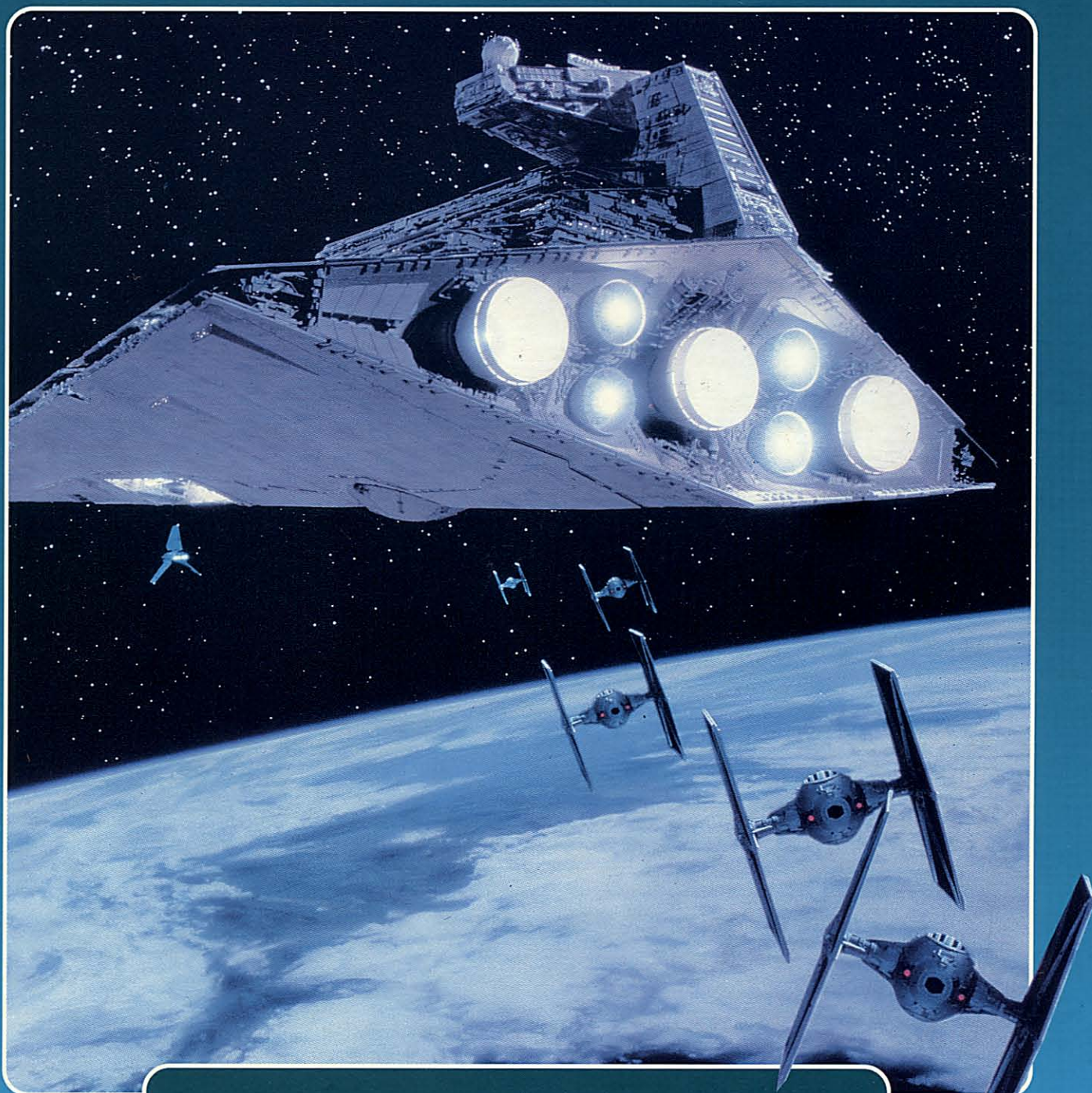
Supernova

A Supplement for Use with *Star Wars: The Roleplaying Game*
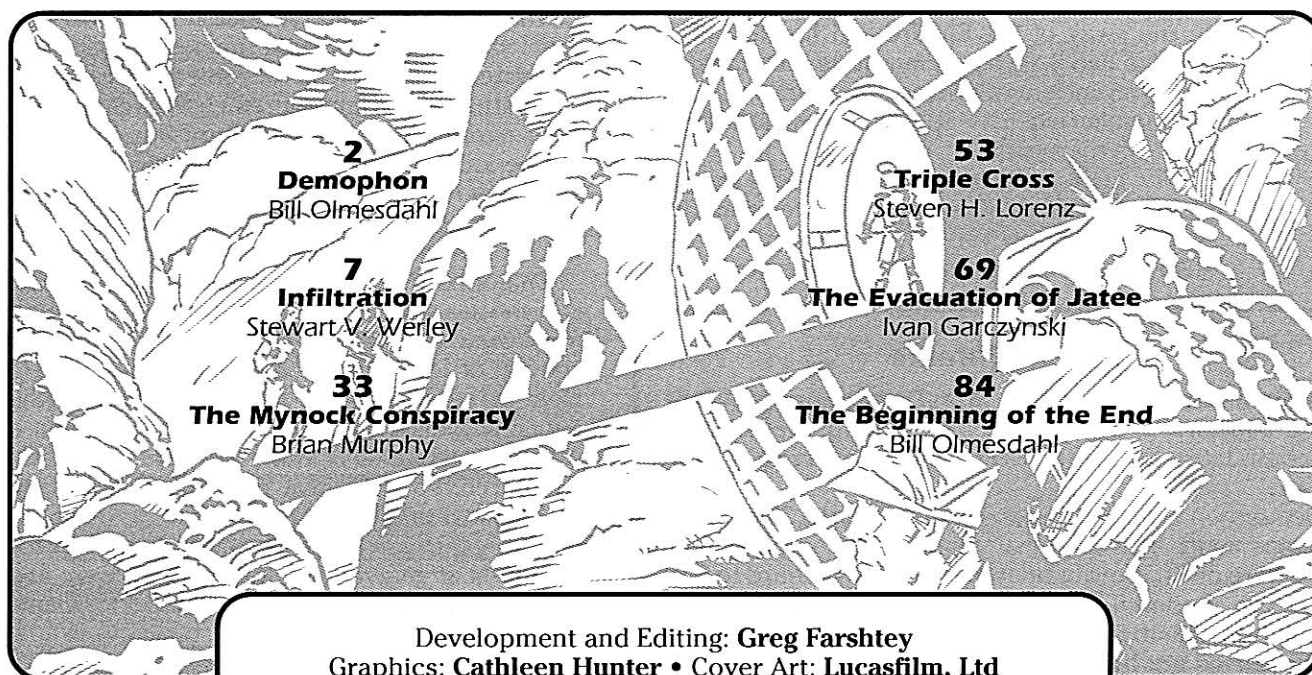
Rebels Race Against Time to Save a Doomed People!

WEST END GAMES®

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Supernova

■■■Demophon

The Demophon system is located near what was the very heart of the Old Republic. It is very much in the sway of the Empire and has few, if any, serious Rebel agents amongst its inhabitants. Its sun is an ancient one. Even now it draws closer to the moment when it will go supernova and destroy all life in the system.

The main world in the system is also known as Demophon. Both planet and star are named after the system's discoverer, Alres Demophon, one of the founders of the modern Scout Service.

System Datafile

System name: Demophon. **Star:** Demophon, red giant going supernova. Five planets in system, Demophon, Zenobah, Jatee, Enarc, and Derr. Demophon, main system planet.

Demophon is a heavily industrialized world. The planet contains many light and heavy industrial complexes, located here due to the abundance of otherwise hard to find resources. Imperial presence is also concentrated on Demophon, due to the large number of classified projects being carried out here.

The capital is Byrne City, and like all cities on the planet, it is completely covered by a transparent dome made from a neutronium alloy, designed to filter out hard radiation.

Byrne City is also the site of the largest starport on the planet. While most major cities have starports, 90% of space traffic is routed through Byrneport. A large Imperial force is quartered here to protect the facility against industrial spies and pro-Rebellion agitators.

TRAVELLER'S ADVISORY: Space travel in the Demophon system is considered to be hazardous due to the impending supernova. Pilots are advised to pay strict attention to all warning beacons and the directions of planetside controllers, particularly in view of the ever-increasing amount of traffic connected with evacuation operations.

The Empire has imposed martial law on Demophon for the duration of this crisis. Search and seizure of contraband from visiting ships is a daily occurrence.

Demophon

The planet Demophon once had normal seasonal variations. Now, with the destruction of its ecosystem, the planet has become a barren wasteland with unstable and unpredictable weather patterns. Searing heat and dust storms are the norm, but periods of heavy snow and arctic cold have also been reported. Temperatures outside of the domed cities vary from about 35 degrees Centigrade to as low as 40 degrees below zero.

Demophon has one moon, Nestro. This satellite is home to a small scientific enclave, charged with monitoring the status of the sun. By charting the activity of Demophon's sun, Imperial scientists have managed to learn a great deal about the impending disaster. Since the sun is in such a dangerous state, it is vital that it be constantly monitored, so that local populations will have sufficient warning of the supernova's approach.

Demophon has been inhabited by Humans for hundreds of generations. If there ever were any native lifeforms, they have been extinct for many, many years.

Society

Demophon life is highly disciplined and regimented. There are rules and regulations for every conceivable activity. This is largely due to the very sensitive nature of the scientific research being pursued on the planet and the need for tight security measures. But some of the responsibility also lies with Illor Ptorc, the Imperial Governor. Ptorc rules the planet with an iron fist, priding himself on the low crime rate and high productivity of its citizens. A stint working in the labs and factories of Demophon is something that is noted on a citizen's permanent record, and the measure of success there counts heavily toward future assignments.

A typical day on Demophon for a mid-level employee goes something like this:

0800 hours — Rise from off-duty sleep cycle. Visit communal wash facilities. Eat in the housing complex cafeteria. Ride underground shuttle train

PLANET LOG

Planet Name	Planet Profile
Demophon	**Barren Desert**
Type: Terrestrial	
Size: Moderate	
Temperature: Hot	
Atmosphere: Type III (Breath Mask Required)	
Hydrosphere: Arid	
Gravity: Standard	
Terrain: Urban, desert	
Length of Day: 32 Standard Hours	
Length of Year: 201 Local Days	
Sapient Species: Humans	
Points of Interest: Byrneport, various megacorporate offices	
Starport: Imperial	
Population: 43 million	
Government: Imperial Overlord, with an advisory council	
Tech Level: Space	
Major Exports: Precious minerals, new technology	
Major Imports: Food, manufactured goods, luxury items	

SYSTEM DATA

System Name:	Demophon	
Star Name: Demophon	**Star Type:**	Red Giant

ORBITAL BODIES

Name	Type	Moons
Demophon	Barren Desert	1
Zenobah	Hot Plains	2
Jatee	Barren Rock	0
Enarc	Frigid Rock	0
Derr	Frigid Ice	1
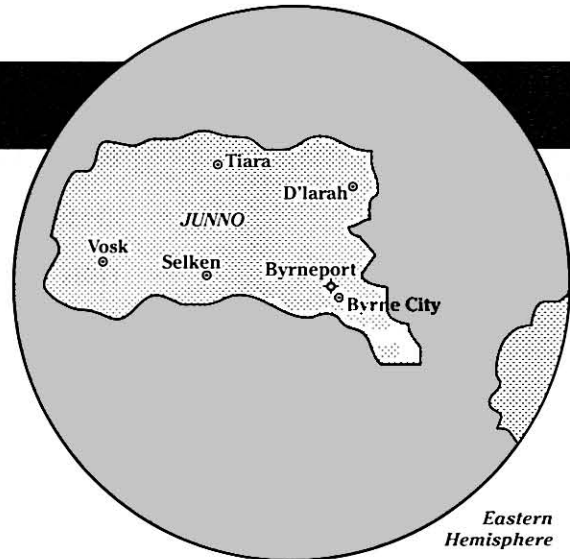
Eastern Hemisphere
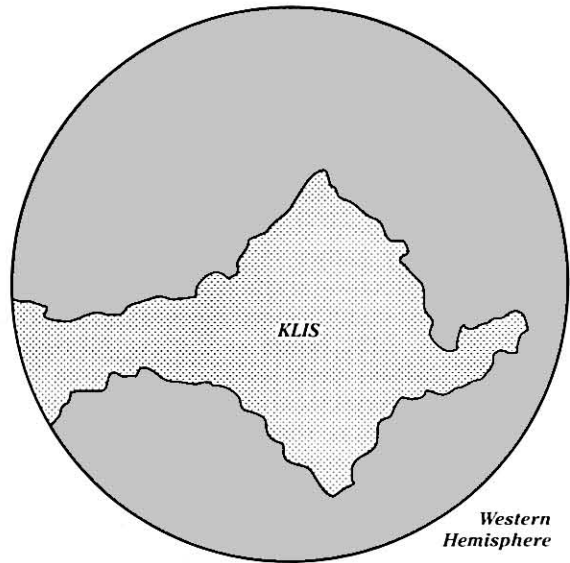
Western Hemisphere

World Summary

The planet Demophon is located in a star system near the heart of Imperial space. This, combined with the fact that the Empire controls the Demophonian government, has kept Rebel activity in the area to a minimum.

Demophon boasts only two continents, Junno and Klis. Junno is the site of all the domed cities, as Klis' climate is even harsher than that of the former. Junno is the site of the planet's capital, Byrne City. Currently, Demophon's star is in the process of building up to a supernova, increasing the mean temperature of the planet and making the climate-controlled domes more important than ever before.

Planet Log Terrain Key

Plains		Barren Rock	⋏	Volcano			Water
Desert							Urban/Industrial
Swamp	⚘	Craters	⌣	Plateau	⊙	City
Forest	∿	Hills	⊂⊃	Canyon	✦	Spaceport
Jungle/Rain Forest	⋀	Mountains		Ice	▫	Site of Interest

to work site.

0900 hours — Arrive at work site. Identification verification. Random full sensor scans and searches. Proceed to work cubicle. Begin work.

1200 hours — Meal break. Proceed to communal feeding facility. Random security checks continue.

1230 hours — Return to work cubicle. Continue day's duties.

1800 hours — End of work day. More rigorous security checks and scans. Proceed to underground shuttle train for trip home.

1900 — 2300 hours — Free time. Must visit company stores or entertainment areas. Citizens may gather in groups of no more than ten for relaxation and talk. Imperial forces monitor groups for unauthorized discussion of current projects.

2400 hours — Curfew. All residents must be within their assigned rest area by this time or Imperial security forces are informed. Anyone missing more than three curfews per year is placed under arrest and either deported from Demophon or tried as an industrial spy.

The regimented schedule, strict enforcement of the curfew and laws against large gatherings have made it very difficult for agents of the Rebellion to gain a foothold in the Demophon system. While it might seem as if the excessive security measures might make life intolerable, the benefits accrued from working on Demophon more than make up for any inconveniences.

Pay for scientific work here is among the highest in the Empire. Nearly all an employee's creature comforts are provided by his company. Food, clothing and shelter are all free while working on Demophon. This allows many of the employees to save their entire salaries and retire at the end of their five year shift, never having to enter the work force again.

Another reason Demophon attracts as many workers as it does is that the work going on there is some of the most fascinating and important in the entire galaxy. Research into warp physics, artificial intelligence and other new technologies is going on here, backed by some of the most well known megacorporations in the galaxy.

Social Structure

Demophon society is split into three major groups. At the top is the managerial class, made up of individuals ranging from site and project managers to those responsible for overseeing individual buildings. A management council, made up of the highest officers of each megacorp, is in constant communication with the Imperial Governor.

This upper class enjoys a myriad of additional benefits, over and above those granted to the average worker on Demophon. These include access to health clubs, private entertainment facilities, special transports and choice housing. Members of Demophon society are expected to wear their corporate badges whenever they are not in their homes. This makes the separation of classes even more pronounced than usual, as most upper management employees won't associate with underlings, unless absolutely necessary.

Beneath the managers are the laborers, including the research scientists, engineers, designers, artists, skilled workers, graduate students, etc. A workers' council meets once a month with representatives of management to discuss production quotas and other topics of mutual interest.

While not as pampered as management, workers do have their basic needs met. They are encouraged to spend their weekly pay in company shops, which carry a large assortment of luxury items produced by the parent companies both on and off world. Members of the labor class generally spend from five to ten years on Demophon, working on various projects. At the end of their terms, they are either promoted, reassigned to other work on the planet, transferred to another planet where the corporation has facilities, or given a favorable review and allowed to either retire or seek employment elsewhere.

Demophon's lowest class is made up of "Sla Kar," or slaves. Sla Kar is a corruption of "slacker," and those Humans who are the poorest of the poor often wind up with this designation.

The Sla Kar are used primarily for dangerous or heavy labor. They work primarily in the mines, located in the wastelands, to retrieve the Rylith crystals which are plentiful there. The Sla Kar are housed outside the protective domes of the cities,

the inhabitants having no choice but to provide labor for the Empire. The alternative is complete exile from the cities and painful death from constant exposure to hard radiation. Even with some time inside the domes, the average life expectancy of a Sla Kar is only twenty-two years.

The Sla Kar class is made up not only of the poor, but also criminals and other undesirable elements from the rest of the Empire. The life of a Sla Kar is full of hardships. They are constantly monitored and the slightest deviation from the norm is savagely punished by the Imperial police force. Still, it is not a life totally without hope. Occasionally, a very gifted or talented Sla Kar will be granted laborer status and a regular position inside the dome.

Economy

Demophon's major industries include mining, almost every conceivable type of hard science research and manufacture, weapons and computer manufacture. The availability of raw materials was a major factor in the Empire's decision to locate so much vital industry here. The crystalline structures found on the surface, called Rylith crystals, can collect and store solar energy. These are gathered by the vast slave labor force and used to power weapons and many other goods. Demophon depends on the Rylith crystals to sustain the local economy. Small chips of the crystals are used instead of normal credits by many of the domed cities, as yet another way to encourage workers to

spend their pay on the planet, rather than saving it or sending it off planet. Workers leaving the employ of one of the corporations will be paid fair market value for Rylith chips in hard Imperial credits.

Byrne City

Byrne City is the sprawling capital of Demophon. Underground trains link Byrne City to the other domes and allow for quick and convenient travel.

Byrne City is inhabited by over 25 million beings, including a slave force of 5 million. It is a busy town, designed for maximum efficiency rather than beauty. It is a technological marvel, with a permanent dome, gleaming towers and underground levels that stretch for hundreds of meters below the surface, often being built above old mining facilities. Corridors have been carved from the bedrock of the planet, covered with a thin layer of plasticrete and smoothed over to form regular walls and floors. It is said that many of the buildings are riddled with secret passages and escape tubes. Whether these were built in anticipation of a slave uprising or for some other reason is unknown.

In the center of Byrne City is the corporate shopping district. The many companies that provide employment for the planet's population maintain shops where their employees can spend their credits on luxury items. Anything from the latest model of droid to high fashion clothes can be purchased.

The shopping district also contains an area known as "the Block." This is where employees

who have the credits and the inclination can purchase those Sla Kar who are either too old or weak to work in the mines for use as servants. Slave trading is a major industry in Byrne City.

Law

Law on Demophon is enforced by both Imperial forces and large private forces, paid for by the myriad corporations. In Byrne City, this private force is called the "Byrne City Unified Protectorate," or "the Protectorate," for short. Imperial forces make up a relatively small percentage of the population, most of these in clerical positions. The Imperial Governor himself employs over 500 individuals in his palatial estate, located outside of town beneath its own dome.

The Imperials spend most of their time on patrol in and around Byrneport. It is here that they check incoming and outgoing ships for contraband equipment, weapons, stolen technology, etc. A small fleet of twenty TIE fighters continually patrol the system around Demophon and is capable of quick response to an emergency.

Since Imperial Governor Ptorc took the mantle of leadership for the planet, several new laws and taxes have been put into effect. Several of these

ordinances are regarded as ridiculous by many of the law enforcement officers, but they are still enforced. These include laws governing dress, hair length, personal cleanliness and taxes on imported food, wines and other leisure items. Most inhabitants of the planet regard these new rules as annoyances. Just another reason to put in their time on Demophon and then get back to the real galaxy.

Evacuation

Most of the residents of Demophon believe that there is a plan for the evacuation of the planet when the sun finally goes supernova. Unfortunately, no one knows the details of the actual plan. Prior to the arrival of Imperial forces, the civil government maintained a sufficient number of ships in the vicinity at all times and had a fairly large fleet of ships in drydock on the planet itself. However, the Empire has failed to continue this program.

As it stands now, there are only enough ships in the general vicinity of Demophon to move a fraction of the population. Most of the larger Imperial vessels are either occupied cleaning up outbreaks of Rebel activity or enforcing the will of the Emperor elsewhere.

▉Infiltration

In This Adventure

The party finds a way to make a few credits by shipping some equipment off the doomed planet Demophon. At a time when all the companies seem to be trying to get their personnel off-world, one prefers shipping heavy equipment.

The characters discover that the crates they carry actually contain people. Talking to the refugees, they learn that they are political prisoners who their employer helped rescue from the ISB, and who he is now smuggling off the planet. The characters are then persuaded to return to Demophon and rescue this kind-hearted industrialist.

Adventure Synopsis

The adventure begins as worker droids finish loading the characters' freighter with crates supposedly loaded with heavy equipment. During loading, ISB agents show up and attempt to impound the ship. The shipping agent offers an extra 500 credits if the characters blast their way off planet, which hopefully they will do. During their escape, they discover that the cargo which they've been contracted to carry is actually Human.

Not sure what they have stumbled into, the characters realize that their cargo consists of political refugees. Knowing that the man who risked his life to get these people off-planet is still trapped on Demophon, the characters are persuaded to return to rescue him from the clutches of the ISB.

Returning to Demophon, the party must break into the ISB regional office in the city of Selkren. There they must spirit away not only the poor man, who managed to get himself arrested, but help him to rescue the few other prisoners still being held in the ISB detention center.

Episode One: The Run

The adventure opens with the action already begun. The characters have contracted to take a load of computers and heavy equipment off-planet for a small firm which has managed to make a

healthy credit or two designing droid components. They are to be paid 10,000 credits upon delivery to the planet Mowgle. Informing the characters that secrecy is of paramount importance (because they are handling high tech prototypes), the firm has given them specific coordinates on Mowgle to which to deliver the crates.

The characters probably feel like they can take the money and run, figuring the credits are high and they don't have to worry about stocking extra food for the run to feed passengers.

As the worker droids finish loading the craft, ISB enforcement agents and a contingent of Imperial security officers show up. Flashing badges and insisting that everyone lie down and do as instructed, the ISB agents attempt to arrest the characters' employer, Thadius Black, and the characters themselves for being associated with this "criminal." Black immediately opens fire on the agents, as do his men, and throws another 500 credit stick at the characters, telling them to blast off immediately.

Read aloud or paraphrase:

> The worker droids have just carried the last of the 1.5 cubic meter crates onto your ship and you are ironing out the details with Thadius Black, the gentleman who contracted you to make this cargo run. Two more of Black's associates, a tall, thin woman, Daria Kellner, and a Sullustan male dressed in bright tacky garb, Vernuss, talk among themselves a few meters away. Standing near Black, like a bodyguard, is another associate, a Human male named Joren Hunt.
>
> The air in the dome is warm today, much more so than usual, due to all the traffic taking off and landing these past few days. Everyone is perspiring slightly and the thought of leaving soon is a pleasant one.
>
> Preparing to board your ship, everyone suddenly turns toward the entrance of the grey stone and chipped blue stuccoed landing pad. Immediately, you recognize the grey uniforms of approaching Imperials.
>
> The tall thin Duros who serves as Customs

Officer for this landing pad, anticipating trouble, veers toward his office and then ducks for safety behind one of the landing guide pylons, even as the seven Imperials fan out and draw their weapons.

The approaching Imperial agents are members of the Imperial Security Bureau (the ISB): Captain Wallace Fisk, Lieutenants Donson and Artel, and four standard Enforcement Officers.

■ Captain Wallace Fisk

Type: ISB Investigations Agent
DEXTERITY 3D+1
Blaster 5D, blaster: blaster pistol 6D+1, dodge 6D+2, grenade 4D, melee combat 4D+2, melee parry 4D+1
KNOWLEDGE 2D+1
Bureaucracy 4D+1, intimidation 4D, streetwise 4D
MECHANICAL 2D+2
Space transports 3D+2, starship gunnery 3D+2, starship shields 3D+1
PERCEPTION 4D
Command 6D, search 5D+2
STRENGTH 3D+2
Brawling 4D+2
TECHNICAL 2D
Computer programming/repair 4D, first aid 4D, security 3D+2
Force Points: 1
Character Points: 4
Move: 10
Equipment: Blaster pistol (4D damage), knife (STR+2 damage), protective vest (+1D for physical attacks, +1 for energy attacks), command cylinder, datapad.

Capsule: Fisk is a very charismatic ISB Investigations Agent. He was a motivated and charming personality in the ISB Surveillance branch who made his activi-

ties and successes widely known. Although not a "yes-man," Fisk has always known what his superiors wanted and was always willing to supply whatever was needed. He was assigned to Demophon because of his understanding of the technology being produced here.

Fisk is of medium build. His handsome appearance comes from strong facial features, a cleft chin, and he is known for nearly always being the last to break eye-contact with someone.

Fisk is generally likable, but has very staunch views about the sanctity of the law and punishments for lawbreakers. Raised on a harsh colony by very strict parents, Fisk takes personal pleasure in seeing to it that criminals are dealt with effectively.

Currently, Fisk is polishing his record as he prepares for his next assignment. His hope is to lead a sector Investigations office for the ISB.

■ Lieutenants Donson and Artel

Type: ISB Enforcement Agent
DEXTERITY 3D+1
Blaster 4D+2, blaster: blaster pistol 6D, dodge 5D, grenade 3D+2
KNOWLEDGE 2D+1
Bureaucracy 4D+1, streetwise 4D
MECHANICAL 2D+2
Space transports 3D+2, starship gunnery 3D+2, starship shields 3D+1
PERCEPTION 4D
Command 4D, search 5D+1
STRENGTH 3D+2
Brawling 4D+2
TECHNICAL 2D
First aid 3D, security 3D+1
Move: 10
Equipment: Blaster pistol (4D damage), protective vest

(+1D for physical attacks, +1 for energy attacks), command cylinder, datapad, wrist manacles (beat *Strength* 6D to break free), comlink.

Four ISB Enforcement Officers. *Dexterity 3D+2, blaster 5D+2, blaster: blaster rifle 6D+2, dodge 4D+2, grenade 4D, melee combat 4D+2, melee parry 4D+1, Knowledge 2D, bureaucracy 3D, streetwise 2D+2, Mechanical 3D, repulsorlift operation 3D+1, Perception 3D+2, search 4D+2, Strength 3D+2, brawling 5D, Technical 3D, demolitions 3D+2, first aid 3D+2, security 4D.* Move: 10. Blaster pistol (4D damage), blaster rifle (5D damage), knife (STR+2 damage), body armor (+1D+1 physical, +2 energy) protective helmet (+1D physical, +1 energy), 2 grenades (5D damage), retractable billy club (STR+1D damage), comlink, wrist manacles (beat STR 6D to break free).

When the Imperials show up, they will demand that the ship be powered down, that anyone on board come out with their hands in the air, and that everyone in the landing pit lie down on the ground with their hands out.

Read aloud or paraphrase:

The lead Imperial, dressed in an officer's uniform, speaks up. "Anyone on the starship will immediately debark with their hands in the air, and everyone will immediately lie face down with their hands in plain view. You are all under arrest for crimes against the Empire and for aiding and abetting known criminals."

As soon as this is said, Black's companions draw concealed blasters and begin firing. Make sure that the characters get the impression that they will be dealt with severely if they stick around. Black will turn to the nearest character after the first round of combat, hand him an extra 500 credit stick and beg the characters to lift off.

Read aloud or paraphrase:

Black turns quickly toward the nearest of you and says, "Please, you must lift off now! There's more at stake here than you realize. Here's another 500 credits for your trouble. We'll cover you, but go! Go!" Black tosses a credit stick to you and then turns his attention back to the Imperials.

If the characters decide they want to engage in prolonged combat with the Imperials, have reinforcements start to show up after a couple of rounds. Three or four more security guards and another lieutenant will arrive, and general alarms with announcements to seal off the landing pad will be broadcast. It should be clear to the characters that they will be imprisoned and will lose their ship (and more) if they are foolish enough to get caught. Black and his team will gain as much time as they can for the escaping party by keeping the Imperials occupied.

■ Thadius Black

Type: Industrialist
DEXTERITY 2D+2
Blaster 4D+1, dodge 4D+2, melee combat 3D, melee parry 3D
KNOWLEDGE 3D
Bureaucracy 5D+1, survival 3D+2
MECHANICAL 3D+2
Repulsorlift operation 5D, starship gunnery 5D
PERCEPTION 3D+1
Bargain 4D, command 5D, hide 4D, search 5D, sneak 4D
STRENGTH 2D+1
Brawling 4D+1
TECHNICAL 3D
Computer programming/repair 4D, first aid 3D, security 4D
Force Points: 1
Character Points: 4
Move: 10
Equipment: Glow rod, modified heavy blaster pistol (+1 to hit, 5D damage), comlink, blackjack (damage STR+1), protective vest (+1D against physical attacks, +1 against energy attacks).

Capsule: Black is late middle-aged but still able to handle himself in a fight. He has been in the droid components business on Demophon since he was a youth and has worked his way up to the top spot in the firm.

Black is, above all else, a compassionate man. Not political by nature, he still felt compelled to take action when he saw political prisoners being mistreated by the Empire. He is willing to sacrifice his fortune, his reputation and his life to see this wrong undone.

Vernuss. *Dexterity 2D, blaster 4D, dodge 3D+1, melee combat 3D, Knowledge 1D+1, languages 2D+2, streetwise 2D+2, survival 3D, Mechanical 3D, starship shields 3D+2, Perception 2D, gambling 3D, hide 3D+1, search 3D+2, sneak 3D+1, Strength 2D, stamina 2D+1, Technical 1D+2, demolition 2D+1, first aid 2D+2, security 3D.* Move: 10. Special Abilities: For complete information on Sullustan special abilities, see page 136 of *Star Wars: The Roleplaying Game, Second Edition.* Glow rod, blaster pistol (4D damage), comlink, protective vest (+1D against physical attacks, +1 against energy attacks).

Daria Kellner and Joren Hunt. *Dexterity 3D+2, blaster 4D+2, dodge 4D+1, melee combat 4D, Knowledge 2D+1, languages 3D, streetwise 3D+1, Mechanical 3D+2, starship gunnery 4D, space transports 4D, Perception 3D+1, con 4D, gambling 4D, hide 4D+1, search 4D, Strength 2D+1, brawling 3D+1, Technical 3D, first aid 3D+1, security 3D+1, space transports repair 3D+2.* Move: 10. Comlink, glow rod, blaster pistol (4D+1 damage), knife (STR+1 damage), protective vest (+1D against physical attacks, +1 against energy attacks).

The Escape

The characters' ship should already be powered up and ready to go. Blasting off can be tricky though, because of the artificial dome which cov-

ers the city. If the characters don't have a ship allow them to use the *Black Obsession*.

■ Black Obsession

Craft: Modified MonCal A-Z-Z-3 Light Freighter
Type: Modified light freighter
Scale: Starfighter
Length: 24 meters
Skill: Space transports: A-Z-Z-3 transports
Crew: 2 , gunners: 2
Crew Skill: see player characters
Passengers: 8
Cargo Capacity: 60 metric tons
Consumables: 2 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850KMH
Hull: 4D+1
Shields: 2D
Sensors:
   Passive: 10/0D
   Scan: 21/1D
   Search: 37/2D
   Focus: 2/3D
Weapons:
   Two Laser Cannons
    Fire Arc: Turret
    Crew: 1
    Skill: Starship gunnery
    Fire Control: 2D
    Space Range: 1-3/12/25
    Atmosphere Range: 100-300/1.2KM/2.5KM
    Damage: 4D

Capsule: Since the *Black Obsession* is of Mon Calamari design, it features some of the design elements that make Mon Calamari starships reliable. The *Black Obsession* has backup shield generators (2D), backup sensors and a backup life support system. If one of these systems is disabled, the backup system automatically comes online.

Flight from Selkren

The city of Selkren is covered in a synthetic dome which protects the city from the extensive radiation of the sun and the harsh atmosphere of the planet. For the characters to get out, they will have to navigate the maze of entry and exit tubes that go through the dome, while being pursued by Imperial TIE fighters. There are four major tubes which criss-cross each other at various points.

Because most of the chase will take place above the city in the exit tubes, use atmosphere speeds and distances for all starships. The tubes are 10,000 meters long, and characters must fly through all 10,000 meters to get out of the city. Movement through the tubes is a Moderate task.

Scene One: The scene begins with the characters blasting off of the landing pad. Their only chance for escape is to make it through the exit tubes that pass through the city's dome. When the characters lift off, they will be 5000 meters from the

entrance of the tubes. Flight above the city is Very Easy.

Encounter One: On the second round of flight toward the tubes, two TIE fighters will appear on the scopes giving chase. The TIE fighters will be 1500 meters behind the characters when they are first noticed and will close to engage the characters. The TIE fighters will pursue the characters into the tubes. If at any point in the chase the characters are able to put 5000 meters between themselves and the TIE fighters, they have eluded the starships and the chase is broken off.

■ Two TIE/In Fighters

Craft: Sienar Fleet Systems TIE/In
Type: Space superiority starfighter
Scale: Starfighter
Length: 6.3 meters
Skill: Starfighter piloting: TIE
Crew: 1
Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D
Cargo Capacity: 65 kilograms
Consumables: 2 days
Cost: Not for sale
Maneuverability: 2D
Space: 10
Atmosphere: 415; 1200KMH
Hull: 2D
Shields: None
Sensors:
   Passive: 20/0D
   Scan: 40/1D
   Search: 60/2D
   Focus: 3/3D
Weapons:
   Two Laser Cannons (fire-linked)
    Fire Arc: Front
    Skill: Starship gunnery
    Fire Control: 2D
    Space Range: 1-3/12/25
    Atmosphere Range: 100-300/1.2KM/25KM
    Damage: 5D

When the characters reach one of the four entrances to the tubes, they will have to enter the tubes and travel through them to get outside the city.

Scene Two: The characters have reached the tubes and must navigate through them at high speed, with TIE fighters chasing them, and without clearance from Selkren traffic control. Because of this, the characters will encounter several obstacles which they must safely navigate to make good their escape. Any movement failures which cause collision result in the characters' ship hitting one of the tube walls. All turns from one tube into another at an intersection are less than 90 degrees and should only increase the difficulty of the move for that round by +1 to +5, according to the skill of the characters.

Include these encounters randomly throughout the chase sequence:

1. It will be a Very Easy task to safely pilot the ship into the entrance of the tubes if the ship is
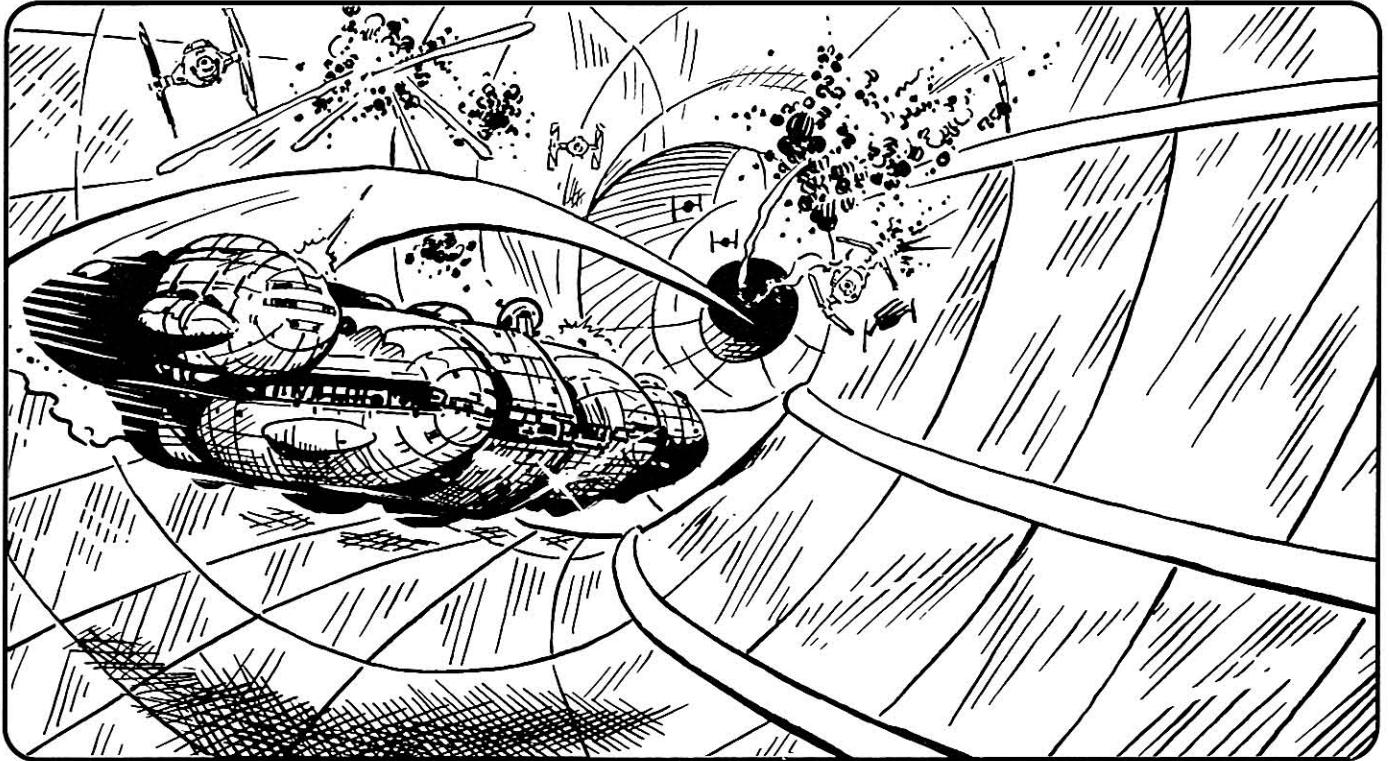
making a half speed move. If the ship is moving at full speed, the difficulty will be Difficult. The same numbers apply also to the TIE fighter pilots.

2. At the intersection of two tubes, the characters will have to maneuver past a Ghtroc freighter which is just entering the intersection. It will be a Very Easy task to avoid the ship if the characters are making a half speed move and a Difficult task if the characters are moving at full speed.

3. At these intersections, the characters will encounter large scaffold frameworks attached to the tubes. The scaffolds are for maintenance teams working on the surface of the tubes. During the chase, there are no workers on the scaffolding. It would be an Easy task to navigate safely past the scaffolds if making a half speed move and Very Difficult at full speed.

4. At another intersection, the characters will see that there is a very large bulk freighter lumbering along the tube they were headed along. The characters will have to turn into another tube to avoid a collision. The turn is sudden, and the difficulty for the turn is Easy at half speed, and Moderate difficulty at full speed.

5. At this point the characters will be catching up with a Corvette which is moving slowly through the tube. The Corvette is moving 150 meters a round. It will take a Moderate *piloting* roll for the characters' ship to safely pass the Corvette.

6. The last obstacle the characters will encounter along the tubes is a flight of four Z-95 Headhunt-ers which are leaving Selkren. It will take a Moderate *piloting* roll for the characters' ship to safely pass the Headhunters.

End the scene when the characters exit the tubes outside of Selkren.

Scene Three: The characters have escaped the tubes and have flown up through the atmosphere of Demophon and are now heading toward deep space so they can make the jump to hyperspace. Since they are no longer in the atmosphere of Demophon, use space speeds and ranges for all starships.

Just as the characters break out of the atmosphere into space, an Imperial Patrol Craft, the *Auditor*, hails them and orders them to shut down their engines and prepare to be boarded. The *Auditor* shows up on the characters' sensors 37 units away.

The space around Demophon is crowded with starships of every size and shape arriving and departing. All movement difficulties are Difficult at full speed and Very Easy if making a half speed move. Describe the chase in terms of the characters narrowly dodging incoming and outgoing starships of every size and description. What seems to be a fortunate swerve this round may place the characters on a collision course with a large gunship or bulk freighter. Keep the tension high, but remember that if the characters fail here, the adventure is over.

The characters must pilot their ship 50 units away from Demophon before they can activate

their hyperdrive, with the *Auditor* and possibly TIE fighters in pursuit. If the characters do not shut down their ship as ordered by the Imperials, the *Auditor* will begin firing on them.

■ The Auditor

Craft: Sienar Fleet Systems' IPV 1
Type: Inter-system patrol
Scale: Capital
Length: 120 meters
Skill: Capital ship piloting: IPV 1
Crew: 12, gunners: 4, skeleton: 3/+5
Crew Skill: Capital ship piloting 5D, capital ship shields 3D+2, sensors 3D+2, starship gunnery 4D
Passengers: 10 (troops)
Cargo Capacity: 100 metric tons
Consumables: 2 months
Cost: Not available for sale
Maneuverability: 2D+1
Space: 7
Atmosphere: 295; 850KMH
Hull: 3D+1
Shields: 3D
Sensors:
   Passive: 30/0D
   Scan: 60/1D
   Search: 130/3D
   Focus: 9/4D
Weapons:
   Four Laser Cannons
     Fire Arc: Turret
     Crew: 1
     Scale: Starfighter
     Skill: Starship gunnery
     Fire Control: 2D
     Space Range: 1-5/10/25
     Atmosphere Range: 100/500/2.5KM
     Damage: 4D

Capsule: The *Auditor* is a system patrol craft designed for engaging small ships in pre-jump combat. It has starfighter scale weapons and makes good use of its high speed and maneuverability. The patrol craft is meant to intercept smuggling ships and occupy them until reinforcements can be rallied. It has no hyperdrive and is not meant for pursuit.

The Crumpled Cooling Tube

During the chase, either a collision with a tube wall or a laser blast managed to destroy one of the exterior cooling tubes to the hyperdrive engine. The hyperdrive will not engage until it is properly cooled. A Moderate *space transports repair* roll will be necessary to determine the nature of the problem when the engine does not activate.

There are several different means by which this problem can be addressed. The same roll that discovers the problem will give the character the following information on what can be done to fix the hyperdrive:

• Someone could go out and patch the tube. This is probably not a good idea at these speeds and with other starfighters blasting away at the ship.

• The ship's computer could be used to disable the failsafes on the hyperdrive. The drive will run hot because it isn't being adequately cooled and may suffer a burnout after eight hours of flight

(roll 1D for every hour of flight after the first eight hours. A result of 1 means the engine has cut out and needs further repair.) This solution requires a Difficult *computer programming* roll, but will only take two rounds (rushed to one round at increase of one difficulty level).

• The coolant system could be rerouted manually. This would require someone crawling into the superstructure of the ship with tools and physically rerouting an adequate tubing system from the coolant plant to the hyperdrive actuator. This solution requires two Moderate *space transport repair* rolls and will take four rounds to complete (can be rushed to two rounds at increase of one difficulty level on each roll). This solution will cause the hyperdrive to function within safety parameters and the drive will not experience any further damage through the application of this solution.

It is not necessary to include this complication. It is added to give every character something to do during the escape and to add tension. Once the hyperdrive is repaired and the characters are 50 or more units away from Demophon, they can engage the hyperdrive and escape to the planet Mowgle.

The trip to the planet Mowgle will require a Moderate *astrogation* roll, and will take one day and three hours at hyperdrive X1. If the characters want to throw the Imperials off by first jumping in a random direction simply to escape, renavigating later, an Easy roll to prevent them from flying into anything is still required, and once they emerge into empty space an hour later, they will need to make a Moderate *astrogation* total. The duration of the rest of the trip will be 30 hours.

Episode Two:
The Deal

The characters reach the planet Mowgle, a little richer and a little harried. At this point, the characters are aware of the fact that they are hauling people and not computer parts.

Begin the scene aboard the ship in hyperspace. As the characters settle in the for the trip, an Easy *Perception* roll will allow them to hear strange sounds coming from their cargo: banging, scraping and what sounds like an infant crying.

If they investigate, an Easy *search* roll reveals that the crates are not filled with heavy equipment at all, but with people. One of them, a pretty young woman with a baby, introduces herself as Kymber Black, the wife of their employer.

Read aloud or paraphrase:

Your answers to Kymber's questions about the circumstances of the departure from Demophon bring a grief-stricken expression to her face.

"You see, the Empire is controlling the evacuation," she says. "And, in an attempt to control

public unrest, the ISB has been cracking down on anyone who is in any way unsupportive of the Imperial effort on Demophon.

"Everyone we smuggled onto your ship is a political prisoner that my husband's team helped rescue from the ISB. These people would probably have been left in their cells to die when the sun went supernova."

"That's not all, though," Kymber says.

"She's right," one of the refugees says. "If the ISB showed up, something must have gone wrong. By now, Thadius is definitely in the hands of the ISB, no doubt under interrogation by Wallace Fisk."

"He'll need to be rescued. Could you do it?" Kymber asks. "We could make it worth your while. And I don't want my child to grow up never knowing his father."

If the characters ask about payment and/or the logistics of returning to Demophon, read the following aloud:

"The coordinates you were given are for our base of operations," Kymber explains. "My husband used the money from his business to fund this operation. There's still plenty on the planet Mowgle. My father-in-law is there already, he'll pay you for your trouble."

One of the refugees offers, "You can't go back there in this ship. Even if there were time to alter the transponder, they'd recognize the markings on this ship at the starport."

Kymber says, "I'm sure my father-in-law can get you back to Demophon."

Mowgle

The characters and their unexpected passengers arrive on the planet Mowgle. It is a quiet agricultural planet. The population is small and sensors do not read great amounts of technology. Black's base of operations is here. The base is little more than a clearing in the woods, with a few prefab shelters thrown up.

Read aloud to the characters upon reaching Mowgle:

You come out of hyperspace just outside the gravity well of Mowgle. As you approach, sensor information begins streaming in across the cockpit readouts.

Mowgle is an agricultural planet responsible for much of the consumables produced for Demophon. It has a relatively low technology level and the population is still small; thousands of kilometers of land have yet to be developed at all due to a lack of people to tend the land.

As you sweep past the terminator line of night, Kymber, looking over your shoulder, points at an energy fluctuation on one of the sensor readouts.

"That's it. That's the base. Fly there," she says.

Dropping into the atmosphere, the ship passes over several farms and then over a broad expanse of dense forest. Skimming close above the treetops, a Very Easy *Perception* roll allows the characters to spot a clearing. As the ship approaches, people can be seen moving about the clearing among several prefabricated buildings.

Upon landing, Kymber insists on debarking the ship first, and meets the armed crowd at the bottom of the entry ramp. Tense expressions melt from the faces of the people waiting at the bottom of the ramp as they see Kymber. Many of the recently rescued individuals rush off the ship and run to their families, and there is quite a bit of hugging and crying.

People move about the camp, all of them looking as if they were still recovering from some great ordeal. Not long after landing, a group of men hurry out of a shed and cover the ship with camouflage and sensor deflector netting.

Read aloud or paraphrase:

In the middle of the crowd, standing firm with hands on his hips, is an older Human man whom Kymber runs to, shouting "Perth!"

Kymber's father-in-law, Perth, is a large, overweight man, balding with white hair. He has thick white sideburns which swing down along his jowls and up to a thick, bushy moustache. His square shoulders and thick forearms show hints that he was once a physically imposing man. His face is chiseled stone which melts to jelly when he smiles at seeing his returned daughter-in-law with his grandchild.

He is instantly likable and continuously explains that if he were only thirty years younger, he would go in there and kick some Imperial tail himself.

Perth will extend his hospitality to the characters. He will ask them to join in a celebratory toast. After a few minutes, he will ask Kymber where Thadius is. Kymber will detail the characters' story and her proposal that the characters rescue Thadius.

Perth will agree to nearly any plan to rescue Thadius. He will add that he is willing to pay the characters 10,000 credits for rescuing Thadius and an additional 2,000 credits for each of the other three members of Thadius' team brought back alive.

Perth will make arrangements for the characters to return to Demophon. He can get them passage on a transport, but they will be on their own from there. They will either have to book passage using false IDs or steal a ship to get away from Demophon.

If, for some reason, the characters insist on being difficult or rude, Perth will start his offer at 5,000 credits for Thadius and 1,000 credits for each of the other team members. This would be a good

opportunity for someone with the *bargaining* skill to work the price up. Perth has a bargain skill of 6D+2 (he is an old businessman with many years experience).

If the characters are using their own starship, they may be hesitant about leaving their craft on the planet. Perth will do his best to assure them that their space transport will be well cared for in their absence. If the characters are absolutely insistent that they will not leave their ship behind to return to another planet, then have Perth suggest to them that they at the very least land in another city on Demophon, and then take some sort of public or private transportation back to Selkren to rescue Thadius.

Perth will hold a small celebration for the safe return of the refugees, Kymber, and her new child. The characters are welcome to attend if they like, or they can spend the night on their ship. This segment does not need to be roleplayed, but you may want to narrate some highlights of the evening.

Highlights could include storytelling, singing, surely some small change gambling, a speech by Perth, and a fine meal with plenty to drink. Naturally, everyone will want to hear of how the characters managed to escape from Demophon alive. If your characters are enjoying themselves, then let them play this part out. If it looks like it is going to get slow, move things along. Cut to the next morning and get the story going again.

Before they leave, the characters should take the time to replenish their supplies and equipment, tend to their injured, and make any minor repairs needed to their ship. Perth will give them any reasonable supplies they need.

Episode Three: Back to Selkren

The characters have restocked their supplies from Perth and Kymber's base of operations and are ready to depart for Demophon to rescue Thadius Black and return him to his new family.

If the characters do not insist on taking their own ship back, Perth will book the party passage on the *Dred Imperative*, a transport ship which is heading back to Demophon to pick up another load of refugees. Passage is relatively inexpensive as the *Dred Imperative* is going in that direction regardless, and so few people are heading to Demophon. In fact, the captain looks at them with amazement, since they want to go to a world with a sun about to go supernova. Perth will pay for their passage.

During the trip, allow the characters to relax just a little bit. There is a little time to get to know the crew, and it is possible that the characters may try to convince the captain of the *Dred Imperative* to book the party and those they intend to rescue passage back to the planet Mowgle when he leaves. If the characters pursue this, Captain Janczyk will reserve enough space for everyone at 5,000 credits a head, to be paid in full when they board. But he will not be able to stall departure for very long once all the passengers have boarded, so the characters had best make haste.

If you played out the party the night before, it

might be best to skim over the trip back to Demophon. Unless a player has a strong desire to do or see something, just do quick camera pans and describe a scene or two indicating that the characters are having a nice quiet ride.

Demophon, Sweet Demophon

It is early in the day when the *Dred Imperative* lands. Things have gotten much worse in Selkren. People are becoming more and more desperate and panic and chaos are everywhere. The increasing temperatures within the dome have only served to fuel the tempers of the city's residents.

Read aloud or paraphrase:

You reach the bottom of the *Dred Imperative*'s entry ramp just as Imperial guards open the doors to the hangar bay. Instantly, hundreds of desperate citizens push past the gate and up the ramp, frantically waving passage vouchers. You are nearly crushed by the wall of refugees as they push past you. Immediately, the *Dred Imperative*'s crew begins boarding passengers.

At the rate things are moving, the transport ship will be fully loaded and ready to leave in just a few hours. There will be little time to rescue Black and return to this ship before it is ready to leave.

Fighting your way past the crowd and into the streets, you notice that all of the city is in an emotional as well as a physical boil. Not only has the tension level in Selkren risen, so has the temperature. If it had been hot two days ago on Demophon, it is simply boiling now. The city's atmosphere is thick and dank. A thin haze hangs over the city as the dome's environment generators fail to keep pace with the heat and pollution being generated by the coming and going of countless starships. In the sky above, the sun glares menacingly, taunting the population of Demophon to escape before it does its death dance.

Arriving in Selkren, the characters debark from the *Dred Imperative*. If the characters intend to take the *Dred Imperative* back to the planet Mowgle, they will have only a few hours to organize and execute a rescue. Captain Janczyk will not be able to wait long for the characters, but may be persuaded to wait just above the city somewhere until the characters are ready to leave. They will still have to find a means to get to his ship, though. He will not be able to land again.

If the characters can find a small transport, they could fly up and dock with the *Dred Imperative*, and then transfer to the larger transport. Captain Janczyk will do his best to honor any deal the characters make with him.

Any reasonable plan along these lines should be allowed to work. If the characters target an Imperial starship, remember that it will be well guarded,

and therefore more difficult to take initially, but leaving the planet in an Imperial ship will be somewhat easier; the Empire honestly isn't expecting anyone to steal an Imperial starship to get off-world.

If the characters took their own ship, they will need to land in one of the evacuated areas of the city. Hopefully, none of the scavengers will steal or dismantle their ship while they are gone.

Getting around won't be easy either. Public transportation is only running between the evacuation centers and the landing pads. There are no vehicles to purchase or rent. Everything which was in working condition has either been shipped off planet or dismantled and used for spare parts.

Rising temperatures and rising panic have had their effect on the city. The crime rate is soaring, and Selkren has in fact become so crime ridden in these last few days that there is currently a dusk to dawn curfew on the small city's streets.

As the characters move through the city's streets, describe scenes of frenzied citizens rushing about, dragging family members and personal belongings behind them, desperate citizens begging for money to buy passage off world or preaching the end of the entire universe. The characters will be approached by a man claiming to be a freighter pilot, who offers to fly them off Demophon for 20,000 credits each. The characters will also see arguments in the streets and fights breaking out all over. The characters would be wise to avoid any of these altercations.

The characters will also notice a service droid exiting what looks like a sewer access hatch. If the characters investigate this, they will be able to enter the sewer chutes without any difficulty. If they do so, a Difficult *search* roll will enable them to find a secret entrance to the ISB building. If they try to enter this way, they will emerge in sublevel two, location 1 (see "The ISB Building" below).

If the characters speak to anyone on the streets, they will be told that they can find out anything they want to know at Mazzoney's. If they pursue this, cut to "Mazzoney's." They will also probably be warned to stay away from the ISB building if anyone knows they are headed that way.

Characters will need to make an Easy *stamina* roll to not become overwhelmed by the dank atmosphere in Selkren. If the roll is failed, the character's movement is dropped by -2 and the character suffers a -1D penalty to all rolls. The penalty will continue until the character spends at least one hour in some sort of climate-controlled building for each die lost. (The ISB building as well as Mazzoney's are climate controlled.) Every hour the characters spend outside a building, moving through the streets of Selkren, they will have to make an Easy *stamina* roll.

Mazzoney's

If the characters go looking for help on how to get into the ISB building, an Easy *streetwise* roll will let them find out about a cantina called Mazzoney's.

Cantina scenes are always at least a little exciting. Add some colorful descriptions of the activities going on: heated debates, games of holo-chess, gambling, drinking contests and the like. Describe odd and exotic aliens imbibing steaming drinks, falling off stools and so forth.

If the characters are enjoying themselves at Mazzoney's, let them play out their encounters there for a while. Possibly some strange creature will approach the characters begging for money for a drink. Keep the encounters lively and don't let the scene drag.

The front of Mazzoney's is typical of the seedy cantina, and typical too of the rundown neighborhood where it is located. There are no windows on any of the dirty, cracked, exterior walls. Only a small front entrance with several Humans in line to get in gives any indication that the establishment is even open.

If the characters go in, read aloud or paraphrase:

You find little relief from the hot, humid air of Selkren as you enter Mazzoney's. The air that hits you is acrid and warm. It is literally the "last call" for people before they can leave — or for those who have given up trying to leave. And although it is somewhat cooler in here than outside, the dank air, combined with the general dimness of light inside, do nothing to relieve any physical duress. Added to the noise of the patrons is a foul tableau in the center of the ring-shaped bar, where two unidentifiable aliens are either dancing or killing each other — it's unclear which.

Between the ring-shaped bar and the circular stage within the ring, stands a large ogre of an alien. Over two meters tall, the brown skinned, four armed bartender with the bright orange mohawk hairdo and the fangs waves at you to enter. "You're letting all the good air out!" he shouts as you stand aghast in the doorway.

Mazzoney's is a den of decadence and corruption. It is the one place in Selkren where any pleasure can be purchased. Next to pleasure, information is the most valuable commodity at the cantina. Someone at Mazzoney's can be counted on to have heard something about virtually anything.

There is a 30-credit cover fee per person just to get into Mazzoney's. At the door, a dilapidated factory droid slides the cover charge into a small chute at its side. The droid looks as if it has been permanently mounted to its position at the entrance.

On the outside of the ring-shaped bar are booths and tables. Between every other booth is a hallway, which leads to the private rooms. These are guarded by armed Gamorreans.

The bartender at Mazzoney's is Mazzoney himself.

■ Mazzoney

Type: Bartender
DEXTERITY 3D+2
 Blaster 4D+2, dodge 4D, melee combat 4D+2, melee parry 4D+2
KNOWLEDGE 3D
Languages 5D, streetwise 6D, survival 4D+1
MECHANICAL 1D+1
PERCEPTION 3D+1
Bargain, 4D, con 4D, gambling 4D+1,
STRENGTH 5D+1
Brawling 7D, lifting 7D, stamina 7D
TECHNICAL 2D
Move: 12
Character Points: 2
Equipment: 2 blaster pistols (4D+2 damage each), mace (STR+1D+2 damage), 1,000 credits, comlink.

Capsule: Mazzoney is a large, dark-skinned and very muscular humanoid alien of unknown origin. Small, sharp fangs protrude up from his lower lip. Mazzoney has two arms on each side of his body, each heavily muscled. The top of Mazzoney's head is capped with an orange/yellow mohawk, the rest of the hair on his head is crew length; his forehead is heavily scarred. His white shirt is filthy and torn in several places.

Due to Mazzoney's relatively high dexterity and coordination, he can make two *brawling* attacks a round without suffering a -1D penalty for the second action. All subsequent actions after the first two *brawling* attacks will incur the -1D penalty. More than one obnoxious patron has been surprised by his speed and coordination after being roughly ejected from the bar.

If anyone is foolish enough to get into combat with Mazzoney, he will invariably close to brawling distance. He particularly enjoys grabbing an opponent with two of his arms and then head-butting them into submission. Mazzoney also keeps several Gamorrean guards on hand as bouncers.

6 Gamorrean Bouncers. *Dexterity 3D, blaster 5D, dodge 4D+2, melee combat 5D, melee parry 5D, Knowledge 1D+1, streetwise 2D+2, Mechanical 2D, Perception 2D, gambling 3D, Strength 4D+1, brawling 5D+1, lifting 5D+1, Technical 2D+1. Move: 10. Special Abilities: For complete information on Gamorrean special abilities, see page 134 of Star Wars: The Roleplaying Game, Second Edition.* Mace (STR +1D+2 damage), blaster pistol (4D damage).

Mazzoney can sell the characters the information regarding the secret entrances on the detention level of the ISB building for 350 credits. He won't help anyone for any less than this. He will give them directions to the three entrances and complete instructions for their use.

All the while he is talking, at least two of his arms are working on something — either mixing drinks,

or wiping the bar, or taking money. He seems always to be doing at least three things at once.

If the characters treat Mazzoney with respect and give him the money he demands, they should have no problem getting the information they need. If they anger him, he will tell them only of a "secret entrance" just off a docking bay in the spaceport (which there is not).

The locations of the three secret entrances to the ISB building are in adjacent buildings. One of them is in the basement of the nearby civil affairs offices. One entrance is hidden in a large shopping mall across the street, again in the basement. The last entrance is located in a public san (bathroom) in a small park.

The fourth secret entrance, reached through Selkren's sewer system, is unknown to Mazzoney.

If the characters don't approach Mazzoney, a Difficult *streetwise* roll will enable them to spot a sewer technician who might be able to help them. His name is Bartell Issk and he sits alone at a booth in the corner.

Bartell Issk: All stats are 2D. Move: 8.

Wading in filth all day, Issk smells horrible and no one will sit with him. He is dressed in his overalls, and quietly sips his drink. He is past middle age, and looks lonely and fatigued. If the characters are polite, and offer to buy him a drink, he can not only be persuaded to tell them about the sewer chutes and the secret entrance therein, but he will take the characters there himself.

If the characters do not go to Issk or Mazzoney, they will have to make Difficult *streetwise* rolls in addition to paying a bribe of at least 100 credits just to find someone who knows someone who can help them. *Bargaining* rolls with a person who knows the entrance to one of the tunnels will be necessary. The person will start by asking for 500 credits, or passage off the planet, in return for the information.

The entrances will require a Difficult *search* roll to find once the characters are at the appropriate location, unless they have a guide who knows the spot.

It is possible for the characters to get themselves arrested in Mazzoney's. If the characters are giving Mazzoney a hard time, or if they provoke a fight or are causing any trouble, Mazzoney can easily summon ISB agents to come and haul the characters away. If Mazzoney has to do this, have six security guards and one warden come rushing out, seemingly from nowhere, to deal with the unruly player characters. Have the fight escalate quickly, and include Mazzoney's Gamorrean bouncers and Mazzoney himself on the side of the ISB.

If the characters get arrested here, have them thrown into the east detention block of the ISB building and have them treated the same way as if they had turned themselves in. See The ISB Building," below.

The ISB Building

A Moderate *streetwise* roll or an Easy *bureaucracy* roll will glean the location of the ISB headquarters office in Selkren. Its location is not a secret, although few ever visit there, and most who do don't come out again. It is here that Thadius Black and his team are being held prisoners. (Consult the maps on page 21, 24 and 26 while reading this section.)

There are several means by which the characters may attempt to gain access to the building. Remember that players will be players and they will no doubt come up with other methods in addition to those suggested here. Allow reasonable plans to work within the guidelines of the layout of the building.

For instance, the characters scaling the side of the building and cutting a hole through a wall with a lightsaber probably wouldn't go unnoticed during the daytime, but with several tough rolls, might be successful at night. Remember, you are the gamemaster and the final judge.

Among the means of access are:

• Chutes used for waste disposal connect sublevel two and the municipal sewer system. See "The Lay of the Land," below, for more information.

The existence of these tubes is not common knowledge. But if the characters spotted the service droid emerging from the sewers earlier or spoke to Issk in Mazzoney's, they may learn of them.

• The ISB maintains several "secret entrances." These passages allow ISB agents to come and go from their headquarters without being noticed. These entranceways all open onto the detention level of the building. See "The Lay of the Land," below, for more information.

• The characters may decide to sneak in on the ground level. See "The Lay of the Land" for more information.

• The characters may attempt to turn themselves in as criminals in an attempt to get inside the building. If they do this, the reception droid at the entrance will summon Wallace Fisk and six security guards. The characters will be stripped of their weapons and will be placed in separate cells in the east detention block.

Once in the cells, the characters will be left there to wait for the destruction of Demophon. Make them aware of the fact that they will not be evacuated by letting the characters overhear a conversation between security officers, or have a guard taunt them with this information. The adventure is essentially over for them unless they can orches-

trate a fabulous con or distraction.

The magnetic locks on the detention cells all require Very Difficult *security* rolls to disarm and the person attempting to do this must at the very least have some tool or piece of equipment to be able to make the attempt. The cells are protected with blast doors (*Strength* 6D).

If the characters are interested in attempting a break out from within the cells, they will notice that the guard who feeds them is rather young and inexperienced. More than once, he has been slow in locking the cells after leaving the food. If they can figure out a good distraction, they may be able to overpower him and escape.

If the characters wait more than a few hours to attempt an escape, Black and his team will have been evacuated to an Imperial base. Cut to sublevel one, locations one and two under "The Lay of the Land" for details, if the characters should attempt an escape.

• If the characters can get to the roof of the ISB building, it is possible to gain entrance to the interior through a turboshaft. Moderate *climbing* rolls are required to reach the roof. Once there, a Moderate *security* roll will allow them to defeat the turbolift's security system.

If the characters enter this way, they will come into the ISB building on level nine, location 6. See "The Lay of the Land."

Two *Lambda*-class shuttles are parked on the roof, ready for launch. Two pilots are in the cockpit of one doing preflight diagnostics. The entry hatch is open and the ramp down on this particular craft.

***Lambda*-Class Shuttle Pilots.** *Dexterity 3D+1, blaster 4D+1, dodge 4D+1, Knowledge 2D, planetary systems 3D, Mechanical 4D, astrogation 4D+1, space transports 5D, starship gunnery 5D, starship shields 4D+2, Perception 3D, command 4D, search 4D, Strength 3D, stamina 4D, Technical 2D, computer programming/repair 3D+1, space transport repair 5D.* Move: 10. Blaster pistol (4D damage), flight suit, comlink, survival gear.

If these pilots are attacked, any who survive the first round of combat will sound an alarm. This will put the rest of the building on alert.

If both pilots are killed, they will not be able to pilot the shuttle in the event that it is used for escape by the Imperials. In this case, use the piloting skills of one of the lieutenants or Wallace Fisk, as they will be flying the shuttle.

The shuttle with the pilots has slowly been filling up with prisoners from the detention level who are to be shipped off Demophon. Already on board are seven prisoners, including Daria Kellner.

If the characters completely ignore the shuttles, an Easy *Perception* roll on the part of one of the shuttle pilots allows him to notice the characters breaking into the building. If the pilot succeeds, the
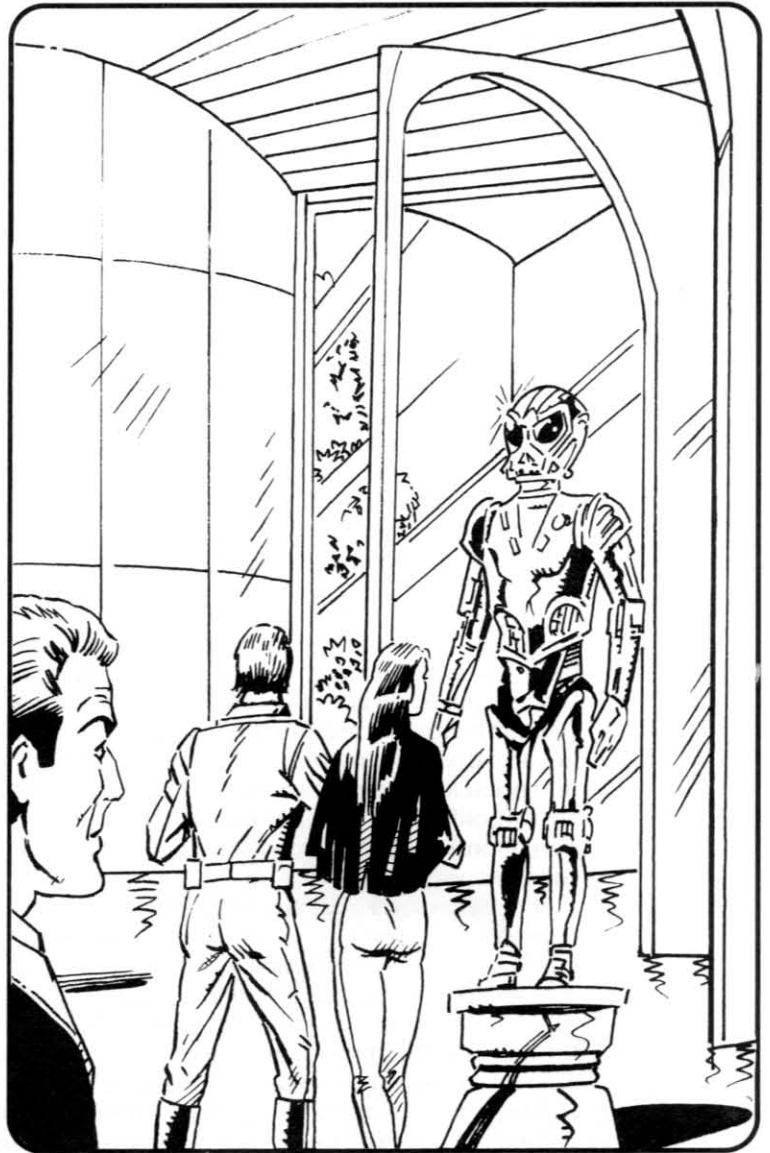
characters are spotted and a silent alarm is activated. Wallace Fisk is aware of the characters' presence and all Imperials will be on alert.

The Lay of the Land

The ISB is officially a branch of COMPNOR, the Commission for the Preservation of the New Order. The ISB is separate from and a rival to Imperial Intelligence. The ISB consists of a larger body of operatives, though generally they are less well trained than standard Imperial Intelligence.

The ISB office is a large building of modular design (in the fashion of most prefabricated Imperial facilities). The facility is nine stories high and has two sublevels. It is long, bulky and antiseptic and stands in contrast to the spiral architecture of the city that surrounds it. The very look of the ISB building stands in defiance of the rest of the city, and indeed the entire planet, as if it dares anyone

to challenge the authority which it houses. The building takes up half a city block, the other half occupied by local security offices and magistrate.

Personnel

The ISB office is slowly being evacuated. Most of the divisions have already left. Re-Education, Surveillance, and Interrogation have already removed their personnel and downloaded the data from their divisional computers for transfer. The levels that housed these branches are locked and deserted, and all security systems will be deactivated.

Internal Affairs, Enforcement, and Investigations still have officers and operatives in the city. They will be among the last to leave. There are well over 100 security guards still in the building. Wallace Fisk is the highest ranking Investigations officer still at the facility. He has taken personal charge of seeing all prisoners "safely" off Demophon.

Inside the ISB

If the characters manage to sneak into the facility unannounced, they will have a much easier time of things. All access to the computers will be Difficult *computer programming/repair* rolls. Opening any door on any of the levels other than the detention level requires a Moderate *security* rolls; all turbolifts will be operational. Doors on the detention level will require Very Difficult *security* rolls to open.

If the characters fail any of these rolls by 10 or more points, alarms will sound. Due to the evacuation, most of the additional security cameras, motion sensors and the like have been disabled. After all, no one expects people to be breaking into the ISB building now. If the characters trip any alarms, engage in combat, or fail a *security* or *computer programming/repair* roll by more than 10 points, the base will be alerted to their presence.

If the installation goes on alert, all difficulties will be increased by one level. Additionally, the characters will encounter squads of two security guards on a roll of 1-2 on 1D.

Roll for encounters every third round they are in combat, and roll once for every two to three minutes of travel the characters do within the facility.

Security Guard. *Dexterity 2D, blaster 4D+1, blaster: blaster rifle 5D+1, brawling parry 4D, dodge 3D, melee combat 3D+2, melee parry 4D, Knowledge 2D, alien species 3D, bureaucracy 3D, streetwise 3D+1, Mechanical 2D, Perception 2D, bargain 3D+2, command 3D+2, con 3D+1, hide 3D, search 3D+1, sneak 3D, Strength 2D, brawling 4D, Technical 2D, security 4D.* Move: 10. Body armor (+1D vs. physical damage, +1 vs. energy damage), helmet (+2 vs. physical damage, +1 vs. energy damage), blaster rifle (5D damage), blaster pistol (4D damage), force truncheon (STR+2D damage), comlink, 2 sets of wrist restraints (*Strength* 6D).

Security guards are always on alert and cannot be completely surprised. If surprised, they will at least be able to take defensive maneuvers during the first round of combat. Security guards are loyal, and cannot be bribed or, considering the circumstances, *conned.*

It is possible that the characters will attempt to disguise themselves as security guards. If they do this, they will need to make *con* rolls of at least Moderate difficulty if they encounter any other ISB personnel. If they encounter any other security guards, they will have to make a Difficult *con* roll, as the security guards are always paying attention and are more likely to notice elements of a uniform that are not being worn correctly. Naturally, there are no non-Human security guards.

If the characters attempt to use the "Chewbacca prisoner gambit" which Han Solo and Luke Skywalker used, they will have to make Moderate *con* rolls as they encounter ISB personnel within the facility, and Difficult *con* rolls in the detention center.

All unlocked doors will automatically lock if an alarm is sounded and have their *security* difficulties increased by one level.

Sublevel Two — Support

Sublevel Two houses the building's power systems, life support, auxiliary control systems, computers, support offices and supplies. This entire level will be deserted unless the group sounds an alarm.

Sublevel Two includes the following locations:

1) Reactor Room. This room houses the reactor and life support systems: heating, ventilation and the like. Waste and water treatment are handled through this room. It is possible to gain entrance to the ISB building through service chutes which come out here.

The ISB has screens and monitors on these chutes and has MSE-9 droids wandering these areas. Difficult *security* rolls can get intruders past the alarms and Easy *sneak* rolls will foil the droids. The MSE-9 droids can be destroyed without activating any alarms.

MSE-9 General Purpose Droid. *Dexterity 2D, Knowledge 1D, Mechanical 1D, Perception 2D, search 4D, Strength 1D, Technical 1D, security 3D.* Move: 3. Electro-photoreceptor, auditory sensor, holocamera, retractable heavy manipulator, (STR+2), retractable fine manipulator (STR+1).

2) Auxiliary Power. This room houses the auxiliary reactor and life support systems. The waste and water treatment systems in the auxiliary. control room are not currently online.

3) Storage. These areas are for support services, and house tool rooms, diagnostic computers and out of service maintenance droids.

SUBLEVEL 2
Support

1. Reactor room
2. Auxiliary power
3. Storage
4. Turbolifts
5. Office blocks
6. Shops
7. System control
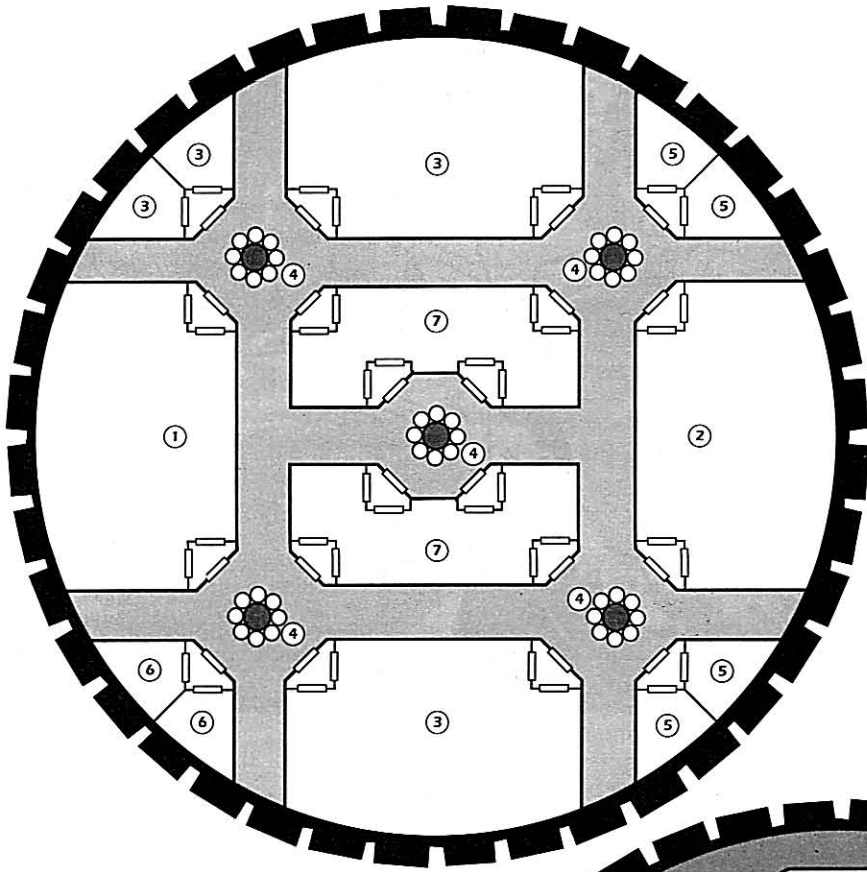
SUBLEVEL 1
Detention

1. Special interrogations
2. Detention blocks
3. Guard station
4. Turbolifts
5. Detention block
   containing Black
⊠ Locked door
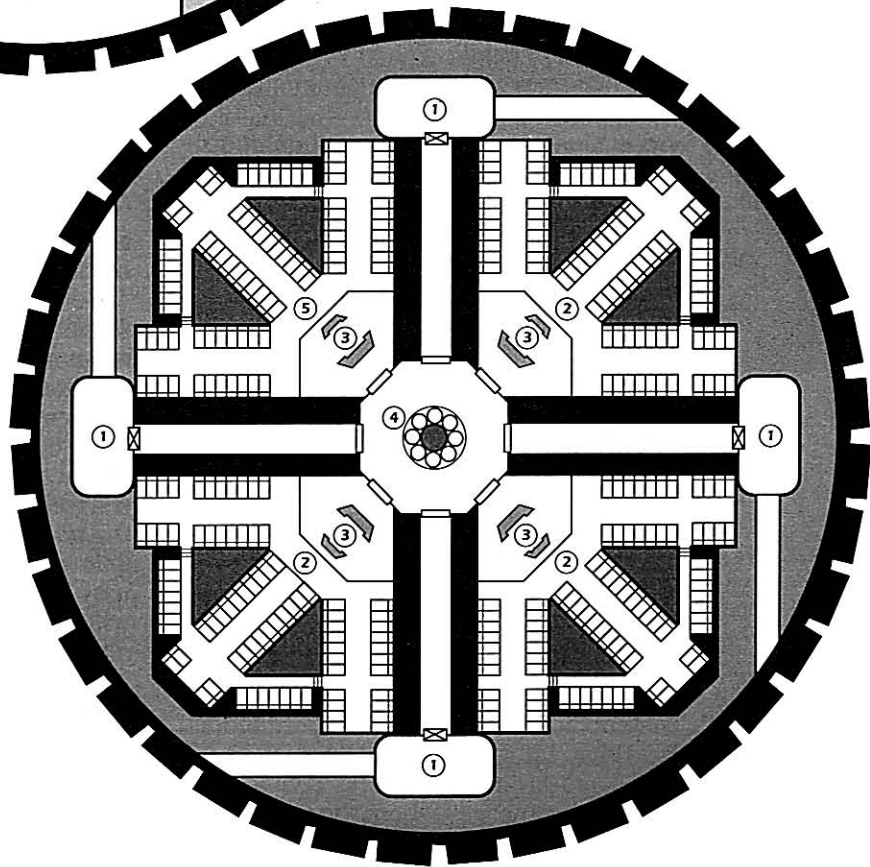
4) Turbolifts.

5) Offices. Offices/barracks of the support technicians. Random personal effects can be found here, but nothing of value.

6) Shops. Machine shops for manufacturing of custom or replacement parts.

7) System Control. Monitoring of the this sublevel is done from here, with security cameras feeding images to control consoles here. This area is deserted, but if something should go wrong, a signal will go off in the command center (level 8, location 1).

Sublevel One — Detention Level

The detention level is standard Imperial construction. Cameras, sensors, and duty posts dot the entrances to the four detention blocks: north, south, east, and west.

The ISB, being in the business of information, has a need for its people to be able to come and go in secret. On the detention level, there are four secret exits from the building which access service tunnels. Each of these tunnels can be reached through a hallway which is hidden behind a door in each of the four interrogation offices. A Very Difficult *search* or *Perception* roll must be made from inside the building to locate one of these hidden doors, if a character is unaware of its existence. A Difficult roll must be made if the character is actively searching the wall where the tunnel is.

Once in these tunnels, it is possible for an ISB agent to get to the other buildings without being seen. The existence of these tunnels is common knowledge among the ISB and is known to some of the seedier elements in Selkren.

1) Special Interrogations. Special interrogations and torture are conducted in these areas. Interrogator droids and electronic and manual means of inflicting pain are scattered about these chambers. The walls are soundproofed.

If the characters have turned themselves in, they will spend an hour in their cells. After that, one by one they will be removed from their cells for "questioning." Wallace Fisk will conduct the interrogation. Any character being interrogated must make a Difficult *stamina* roll to resist telling the Imperials anything.

Every other round of "questioning" will result in 3D+2 damage to the character. If a character is stunned or wounded, the difficulty of their *stamina* roll will increase by one level. If the character fails the *stamina* roll, they will reveal information in the following order: their name; the names of the people they are with; why they are here; who hired them; who helped them get in. After that, they will have to make a Very Difficult *stamina* roll to keep from signing a confession that they are Rebel spies (whether they are or not).

2) The Detention Blocks. 6D *Strength* blast doors off the turbolift cluster protect each of the four detention blocks. Each block is manned by one warden and three security guards. The warden in each block has a rank cylinder for computer access, which can be falsified with a Difficult *security*

roll. If any alarms have been set off, the guards and wardens will be on alert; if not, the characters will have initiative in the first round of combat. At least one Imperial will attempt to sound an alarm each round during combat.

If an alarm is sounded, more Imperials will begin to show up on the second round after the alarm. The first to arrive will be guards from the other detention wings. Six guards, two from each of the remaining blocks, will arrive first. They will enter from the hallway where the turbolift cluster is. If any of those guards comlinks for assistance, a warden will arrive in two rounds with three additional guards.

Detention Guard. *Dexterity 2D, blaster 4D+1, brawling parry 3D+1, melee combat 3D+1, melee parry 3D. Knowledge 2D, alien species 3D+1, streetwise 3D, Mechanical 2D, Perception 2D, bargain 3D, command 3D+1, con 3D, search 4D, Strength 2D, brawling 3D+1, Technical 2D, security 4D.* Move: 10. Blaster rifle (5D damage), blaster pistol (4D damage), force pike (4D damage), comlink, wrist restraints (*Strength* 6D).

Detention Warden. *Dexterity 2D+2, blaster 5D, brawling parry 4D, melee combat 4D, melee parry 4D, Knowledge 2D, alien species 3D, bureaucracy 3D, law enforcement 4D, streetwise 3D, Mechanical 1D+1, Perception 2D, bargain 3D+1, command 4D+1, con 3D, search 4D+1, Strength 2D+1, brawling 4D, Technical 1D+2, security 5D.* Move: 11. Blaster rifle (5D damage), blaster pistol (4D damage), force pike (4D damage), comlink, wrist restraints (Strength 6D), rank cylinder.

Black and his compatriots are housed in the northwest detention block. This information can be discovered on any computer inside the ISB building with three successive Easy or one Moderate *computer programming/repair* roll. If any of these rolls are missed by five or more points, an alarm will be set off in the command center.

The Rescue

Black and all of his companions, with the exception of Daria Kellner, are in the northwest detention block. Black is *wounded*. The Sullustan, Vernuss, is *incapacitated*. The characters will either have to fix them up, or carry them out of the facility. Joren Hunt is fine.

Once rescued, Black will insist on finding Daria. A Moderate *security* roll and a Moderate *computer programming/repair* roll on a detention block computer will reveal that she — along with the rest of the prisoners — was taken to the roof and placed aboard a shuttle bound off-world — the same information can be obtained automatically if the characters have a command cylinder from one of the wardens.

Black and his companions will carry weapons and fight if the characters choose to arm them.

Ground Level

The front facade of the building sports a metallic plaque with the ISB letters and the Imperial logo inscribed.

1) Entrance. The front entrance of the building consists of a formal entrance area, with a black polished stone floor (like dark marble). In the center of the floor is inlaid the Imperial logo in white stone, and in the center circle of the logo is a pedestal, atop which rests the torso of a protocol droid. The droid is painted to match the floor, sporting a shiny black casing. It is very formal and efficient. It will absolutely not allow the characters to enter the building without an escort, which it will gladly summon if they would be so kind as to state their business.

There are no cons that this droid will fall for, with the exception of valid Imperial identification. And even if the characters have such identification, the droid will still insist on summoning an escort for the characters.

If an impatient character decides to blast the droid, a silent alarm will sound and the entire building will be on alert.

2) Office Blocks. In these areas are the offices which run the day to day business of the ISB building. These offices also serve as a meeting rooms for low level conferences.

3) Administrative Office Blocks. These offices are the main administrative offices of the ISB facility. The offices closest to the front of the building are often used for preliminary interviews with suspects and citizens brought in for questioning.

4) Turbolifts.

5) Initial Interrogation. These rooms are for interrogation of citizens who are not being detained, but who require a touch more persuasion than casual conversation can provide. The rooms are stark white, with observation rooms nearby. Generally a suspect or citizen will be questioned while sitting on a single chair in the room. Often the interviewer will be in the observation room next door, monitoring reactions and recording the witness' statement.

6) Motorpool. Naturally, the ISB office has a small motorpool. The entrance/exit to vehicle storage is in the rear of the ground floor of the building. This is an obvious entrance.

The motorpool is guarded at all times by both sensors and video cameras. If the characters want to attempt entrance to the building this way, it will take a Difficult *security* roll to get the motorpool doors open. After that, the characters must make two Moderate *security* rolls, one to disarm the cameras and one to disarm the sensors. They will also have to deal with one lone guard.

From a terminal inside the motorpool, they will have to make one Difficult *computer programming repair* roll to disable the diagnostic routing, which

GROUND LEVEL
Main Entrance

1. Entrance
2. Office blocks
3. Administrative office blocks
4. Turbolifts
5. Initial interrogation
6. Motorpool
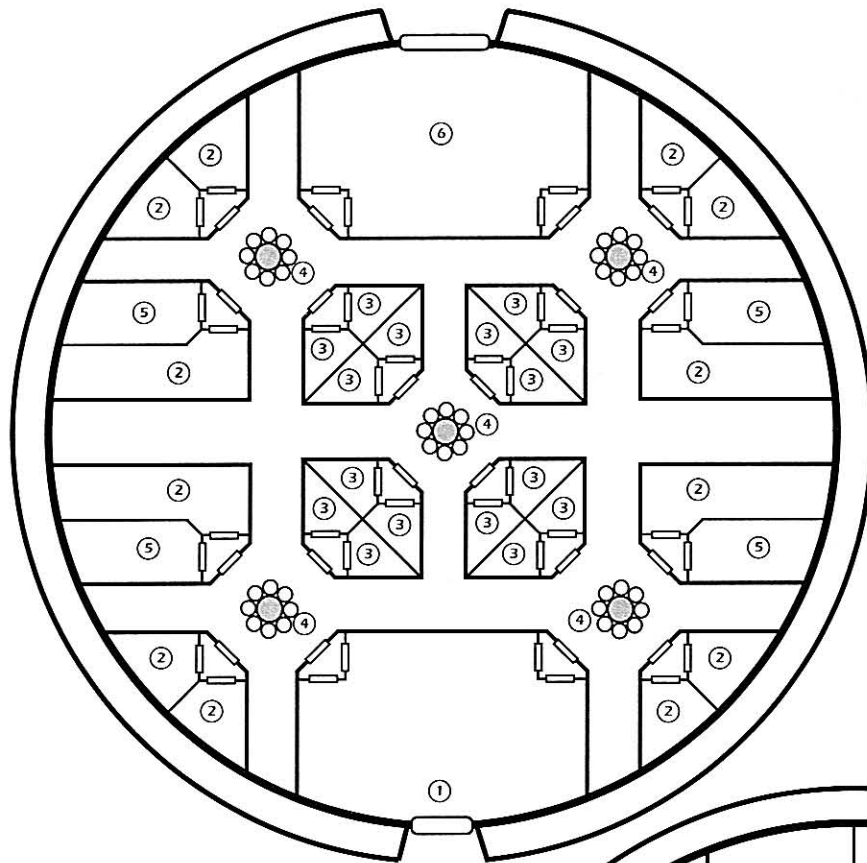
LEVELS 2–7
Division Levels

1. Barracks
2. Recreation
3. Mess hall
4. Turbolifts
5. Administration
6. Support office blocks
7. Meeting room blocks
8. Computer labs/Security
9. Divisional office blocks
— Locked door
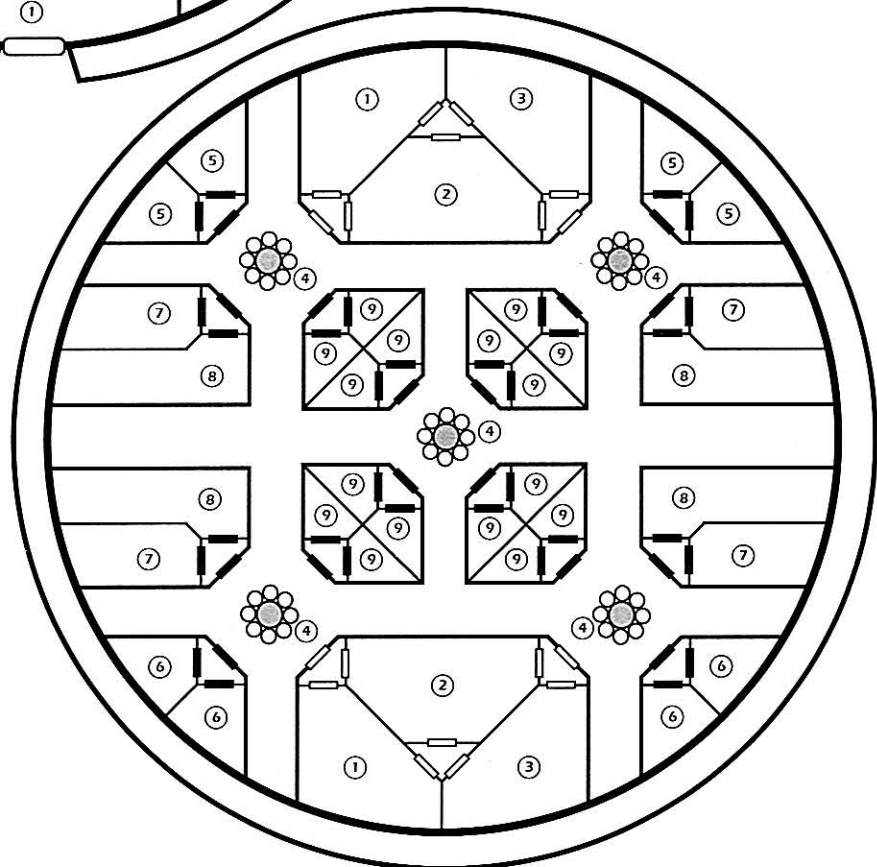
monitors whether the cameras and sensors are operating.

If the characters don't immediately think of disabling the security systems, then allow an Easy *Perception* roll to recognize that there are indeed motion sensors and cameras in the motorpool. If the characters do nothing about this, secretly make a 3D *Perception* roll for a security technician to see if the characters are noticed moving through the facility. If they are, the guard will sound an alarm, and the facility will go on alert.

In the motorpool are six speeder bikes and four landspeeders. Along one wall is a console which houses the security controls. If the characters enter here, there will be one security guard at this location.

Security Guard. *Dexterity 2D, blaster 4D+1, blaster: blaster rifle 5D+1, brawling parry 4D, dodge 3D, melee combat 3D+2, melee parry 4D, Knowledge 2D, alien species 3D, bureaucracy 3D, streetwise 3D+1, Mechanical 2D, Perception 2D, bargain 3D+2, command 3D+2, con 3D+1, hide 3D, search 3D+1, sneak 3D, Strength 2D, brawling 4D, Technical 2D, security 4D.* Move: 10. Body armor (+1D vs physical damage, +1 vs energy damage), helmet (+2 vs physical damage, +1 vs energy damage), blaster rifle (5D damage), blaster pistol (4D damage), force truncheon (STR+2D damage), comlink, 2 sets of wrist restraints (STR 6D).

■ **ISB Speeder Bikes**
    Craft: Aratech 74-Z Military Speeder Bike
    Type: Speeder bike
    Scale: Speeder
    Length: 3 meters
    Skill: Repulsorlift operation: speeder bike
    Crew: 1
    Crew Skill: repulsorlift operation 4D, vehicle blasters 3D+2
    Cargo Capacity: 3 kilograms (personal gear)
    Cover: 1/4
    Altitude Range: Ground level—25 meters
    Cost: Not available for sale
    Maneuverability: 3D+2
    Move: 175; 500KMH
    Body Strength: 2D
    Weapons:
        Laser Cannon
            Fire Arc: Front
            Skill: Vehicle blasters
            Fire Control: 2D
            Range: 3-50/100/200
            Damage: 3D

■ **ISB Landspeeder**
    Craft: Ubrikkian 8880 Limousine
    Type: Limousine landspeeder
    Scale: Speeder
    Length: 7.6 meters
    Skill: Repulsorlift operation: landspeeder
   **Crew:** 1
    Passengers: 7
    Cargo Capacity: 200 kilograms
    Cover: 1/2 for crew, full for passengers
    Altitude Range: Ground level 1–2 meters
    Cost: 65,000 credits

    Maneuverability: 2D
    Move: 140; 400KMH (with two or less) 85; 250KMH (when full)
    Body Strength: 3D

Capsule: The Ubrikkian 8880 Limousine is a pleasure craft. The enclosed passenger area is equipped with two large, comfortable benches. It is meant for the secure transport of the rich and important. The body is well armored and, when not fully loaded with passengers, the vehicle is repectably fast and able to get out of tight situations quickly. The Empire uses these landspeeders for transporting important visiting officials and dignitaries.

Division Levels (Floors 2-7)

The second through seventh floors of the ISB building each house a particular branch of that organization. Everything from housing through security is located on a particular division's level. All six of these levels have the same layout. The divisions are ordered as follows:

Level 2 — Surveillance.
Level 3 — Investigation.
Level 4 — Internal Affairs.
Level 5 — Interrogation.
Level 6 — Re-Education.
Level 7 — Enforcement.

Because of the conditions on Demophon and the resultant evacuation of Imperial personnel, only a skeleton crew remains in the building. Levels 2 through 7 are deserted. All doors are locked on these levels, and security monitors are active.

The rooms on each level are:

1) Barracks. Bunks for general office personnel, operatives, technicians and the like are located here.

2) Recreation. Training and recreation areas are located here. Exercise machines for agents who wish to work out are available. Additionally, there are tables for casual talk and congregating.

3) Mess Hall.

4) Turbolifts.

5) Administration. The officers and high ranking operatives of any division have personal offices in this area. Computer access for divisional information is of Moderate difficulty on the computer terminals in this area.

6) Support Office Blocks. Communication, repairs, filing and data processing for each division takes place in these areas. Divisional encryption and decryption of information also takes place in these offices.

7) Meeting Room Blocks. These rooms are secure divisional meeting and operations rooms. Each room is equipped with several terminals, blast doors (*Strength* 6D), and, holoprojectors. Any division operation can be monitored in comfort from one of these rooms.

8) Computer Labs/Security. Since no branch in the ISB particularly trusts any other, each division

LEVEL 8
Command Level
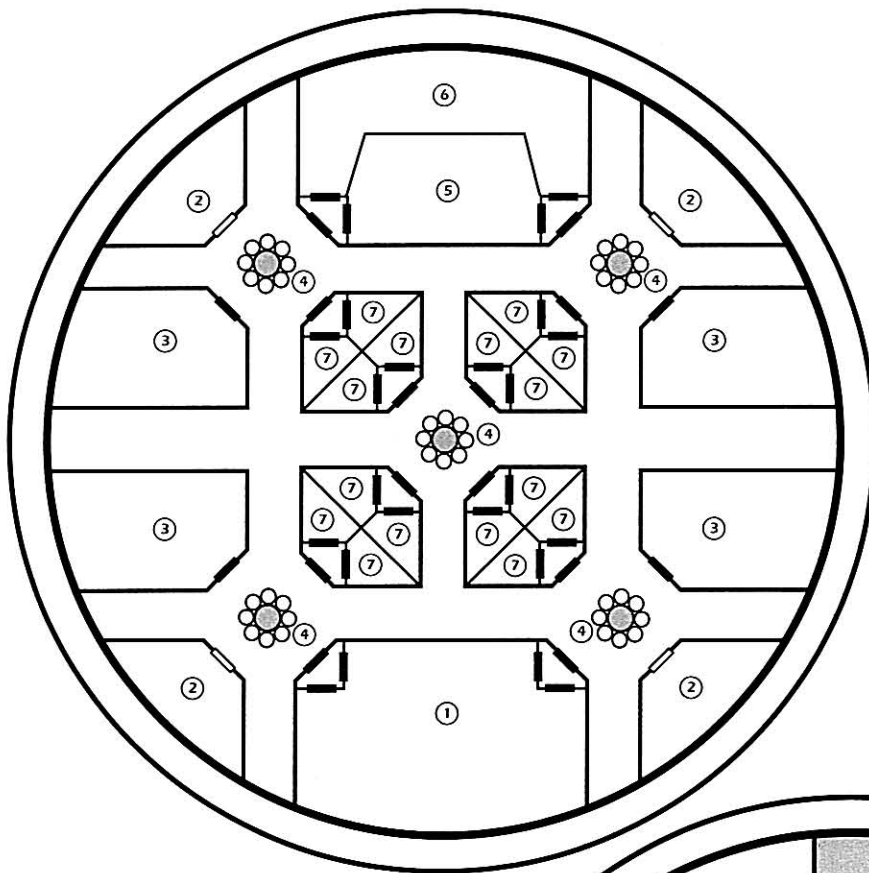
1. Command center
2. Supply
3. Communications centers
4. Turbolifts
5. Medical center
6. Station security
7. Office blocks
— Locked door

LEVEL 9
Flight Support Deck

1. Launch elevator
2. Hangar area
3. Support services
4. Turbolifts
5. Flight control
6. Turbolift to roof
7. Repair bays
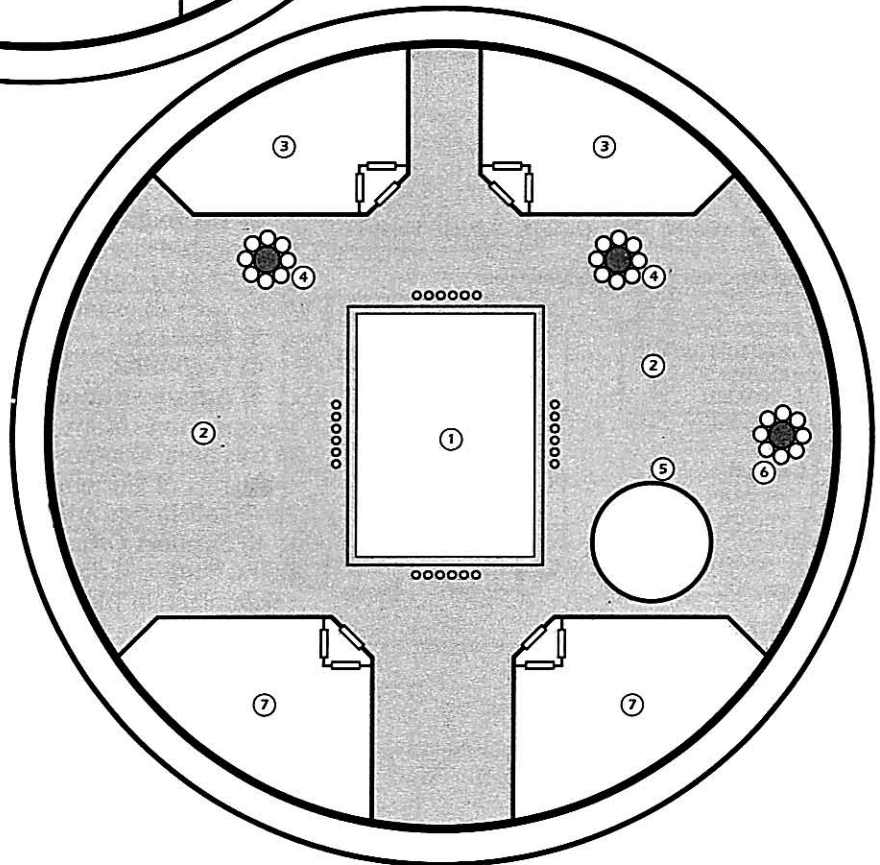
handles its own internal security, manning security stations with their own personnel. Although the computers are all connected, it requires a Very Difficult *computer programming/repair* roll to get access from one division to another (the exception to this is Internal Affairs, which can access any other division with only a Moderate *computer programming/repair* roll).

9) Divisional Office Blocks. These are the main offices for each particular branch. Computer access for divisional information is of Moderate difficulty on the computer terminals in these offices.

The Command Level (Level 8)

The Command level is the heart of the ISB facility. Data on major operations involving the ISB is routed to the "war room" on this level. Overall building security is monitored from this level, and resources (such as the landing pad, and the vehicles of the motorpool) are monitored and controlled from here.

1) Command Center. This area is used for coordinating operations between divisions. Each division has its own terminals arranged roughly in a ring and can transfer information back and forth. There are also two standard duty posts and a holoprojector and tactical map in the middle of the ring. Outside the ring are seats for officers and observers. This room is protected by blast doors (*Strength* 6D) and will require a Difficult *security* roll to breach if the base is not on alert, and a Very Difficult *security* roll if alarms have been sounded. This is where the characters could encounter Wallace Fisk (see "Encountering the Imperials," below).

2) Supply. These rooms are for equipment storage. Light machines and service droids can be found in these rooms.

3) Communications Centers. Encryption and decryption computers are located in these rooms. The bulk of the heavy-duty computer work for coordinated missions is done in these rooms. Each division is able to access their divisional records from these rooms.

4) Turbolifts.

5) Medical Center. This is the medical center for the entire ISB building. Six bacta tanks line the walls, and a small operating theater and examining cubicles are found in this area. Difficult *security* rolls are needed to get into this area, and Difficult *security* rolls are also required to get to any of the medicines in the med cabinets. Five medpacs can be found, one in each of the five examining cubicles. There is a deactivated MD droid here.

6) Station Security. This is the main security station. It is continually monitored by six security technicians and three lieutenants. If the characters have activated any alarms, it is the officers in this security station who have responded.

7) Office Blocks. These offices are for the temporary use of all division officers during coordinated missions. The terminals in these offices can access the Command Center on a Moderate *computer programming/repair* roll.

Encountering the Imperials

Currently, the bulk of the remaining ISB Investigations officers are in the Command Center. Wallace Fisk and a team of his operatives, two lieutenants, six security guards, two computer technicians and an engineer are here.

The Imperials are dumping all of their databases into a large portable computer bank. The bank is a mobile storage platform with an amazing memory capacity. It is approximately one meter by one meter by two meters long. It is large, slow, and bulky, and rides on a low hover cushion. The Imperials are also initiating a sequential wipe; as the information is downloaded into the portable unit, the computers are wiping all memory and storage.

Fisk will have sent an additional three security guards and a lieutenant into the corridors outside the Command Center if he is expecting the characters, and will also arm the technicians.

If the characters enter the command center, read aloud or paraphrase the following:

The doors open on to the ISB operations command center. It is from this room that all interdivisional ISB operations are executed and monitored. Computer stations line all the walls, with swivel chairs at regular intervals in front of the terminals. In the center of the room is a holographic projector and, next to that, a vertical map of the city of Selkren. Flanking the center of the room are two standard duty posts.

If the characters encountered any guards in the halls, the Command Center will be empty. A Moderate *Perception* roll will be required for any character to notice that the blast door on the opposite side of the Command Center is just closing as the characters enter.

If the characters did not encounter any guards and set off no alarms on their way in, read the following:

You take this all in, and as you do, you notice a team of Imperial ISB agents and several technicians at work near one of the computer terminals on the far side of the command center. In front of the terminal is a hovering box, connected to the computer. The Imperials look up as you enter.

The Imperials are roughly 40 meters away at this point. If the characters are dressed as security guards, the Imperials will wait two rounds before deciding that the characters are infiltrators, drawing weapons and demanding explanations.

If the characters are not dressed as security guards, the Imperials will open fire in the second round after they arrive.

Security Guard: See above for statistics.

ISB Enforcement Lieutenants: See Episode One.

If the characters have the benefit of surprise,

none of the technicians will be armed. The technicians are loyal Imperials, though. The engineer will grab a spanner (STR+1D) and attack the nearest character. One of the technicians will grab the weapon of the first Imperial to fall, and then fight to the death. The other computer technician will look for a way out and hide behind the storage system, while trying to speed up the download.

If the characters have not made their presence known, the Imperials are not ready for them when they arrive and they will get one round of surprise on the Imperials. Only two of the six security guards will be able to fire. All other Imperials in the room will only be able to perform defensive actions and draw weapons during the initial round of combat.

If the characters have made their presence known before they arrive in the room, the Imperials will have guards posted at the entrance to the command center. The guards will comlink for help at their first sign of trouble or something wrong. These are not ignorant troops. They won't go idly looking down a hallway to see what is making a squeaking noise. They are on alert and will call for help at the first sign of anything at all.

The Imperials will only have three more rounds of downloading before they have enough that they can attempt a withdrawal. There are exits on the northwest and northeast walls of the command center; and the Imperials will back away toward the northeast exit, if it is not blocked by the characters, ducking behind computer consoles and duty stations all the while they retreat.

Once through the blast doors, the Imperials will disable the door and head to the roof of the complex through the turbolift in the hall. If the characters have the northeast exit to the command center blocked, the Imperials will go through the northwest exit, disabling that door. They will then head for the northwest turbolift cluster to go to the roof. The Imperials will disable any doors and lifts behind them if they can.

The characters can chase the Imperials to the roof. All of the Imperials move at a rate of 10. The two technicians will be pushing the databank, and their move will be 8. If any of the technicians is shot, one of the guards will drop back to help the technician who has been injured.

If the characters do pursue the Imperials to the roof, cut to "Top of the World."

Level Nine — Flight Support Deck

1) Launch Elevator. This elevator goes to the roof. Small craft are often brought down on the elevator from the roof for added security, or during inclement weather.

2) Hangar Area. Two small cloud cars are parked in this area. Otherwise the hangars are empty. There is room here for approximately four small ships.
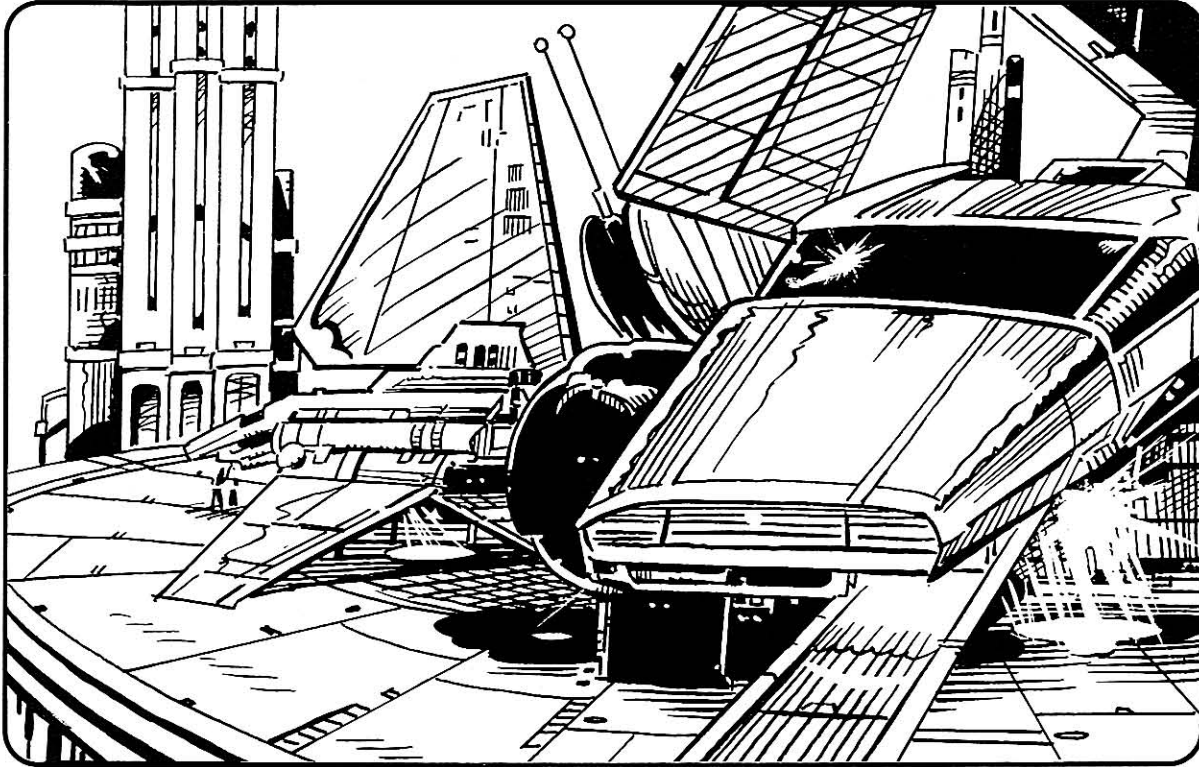
3) Support Services. Refueling and maintenance rooms are located at these areas. Tools and service droids can be found in this area.

4) Turbolifts.

5) Flight Control. Clearances and communications with incoming and outgoing starships are coordinated through this office. Currently, the flight control center is manned by two guards and one lieutenant.

6) Turbolift to Roof. This is the only turbolift to the roof.

7) Repair. Machine shops for fabricating custom or replacement parts for starships are located here.

The Roof

The top floor of the ISB office has been modified to allow support for several small types of starships, including shuttles, drop ships, and starfighter class ships with landing gear (there are no TIE launch frames).

Cut To ...

When the characters have Black and his party and are ready to make their escape from the ISB building (or the planet as a whole), cut to "Episode Four: The Great Escape."

Episode Four: The Great Escape

The characters choose to escape the ISB building via the shuttles on the roof or leave from the ground level and make their way to the *Dred Imperative*. Both options are explored below:

Top of the World

The Imperials are making quick work of loading and boarding the *Lambda*-class shuttle and leaving the planet as quickly as possible. There are prisoners onboard the shuttle.

Black indicates that he knows that prisoners were being removed from the detention area all day. He feels confident that they are on the shuttle and the Imperials are securing the data on the shuttle as fast as they can.

On board the shuttle are a pilot and copilot, who are feverishly working to bring the engines online. By now, the ISB captain has made it to the roof (if he is still alive) and is boarding the ship as the characters make it to the roof. The pilots are not seasoned veterans and have just gotten it through their heads that they don't have time to do a standard engine warm-up. They are hesitant to really push warming up the engines, and won't exceed Imperial operating standards for an emergency startup.

In short, it will take them five rounds of combat before they will lift the ship off the roof.

The characters probably won't be able to blast their way onto the shuttle, although they are free to attempt to do so. If you allow this, a battle including the two pilots, survivors from the command center and two fresh security guards from flight control on level eight should ensue. If the characters managed to disable the flight control center, then no additional guards will show up.

If the characters choose to pursue the Imperials in the other shuttle, they should be allowed, although they will definitely have a difficult time of things. Use the chase rules as before for travelling through the access tubes, which grant starships entry and exit through the city domes. A normal engine warm up should take ten rounds and a Moderate *space transports* roll. If the pilot wishes to cut this time in half, the difficulty of the *space transports* roll will be Difficult. If the pilot wishes to start the engines up in two rounds, the difficulty will be Very Difficult, and if he tries to start the engines in one round, it will require a Heroic *space transports* roll.

If the same character pilots through the maze as did in the first episode (when the characters first made their escape), reduce all difficulties one level for maneuvering during the chase. This allows for the character to be somewhat experienced at what is ahead and a little more prepared for the dangerous twists and turns. If the characters chase the Imperials in the other shuttle, use the map from Episode 1.

■ Imperial Shuttle

Craft: Sienar Fleet Systems Imperial Shuttle
Type: *Lambda*-class Shuttle
Scale: Starfighter
Length: 20 meters
Skill: Space Transports: *Lamba* shuttle
Crew: 2; 2 can coordinate; gunners: 4; skeleton 1/+10
Crew Skill: Space transports 5D, starship gunnery 5D, starship shields 4D
Passengers: 10 (modified to hold up to 20)
Cargo Capacity: 80 metric tons
Consumables: 2 months
Cost: Not available for sale.
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850KMH
Hull: 4D
Shields: 1D+2
Sensors:
   Passive: 20/0D
   Scan: 40/1D
   Search: 80/2D
   Focus: 4/2D+2
Weapons:
   Three Double Blaster Cannons
      Fire Arc: 2 front, 1 back
      Crew: 5D+1
      Skill: Starship gunnery
      Fire Control: 2D
      Space Range: 1-3/12/25

   Atmosphere Range: 100-300/1.2KM/2.5KM
   Damage: 4D
   Two Double Laser Cannons (fire-linked)
      Scale: Starfighter
      Fire Arc: Front
      Crew: 1
      Skill: Starship gunnery
      Fire Control: 3D+1
      Space Range: 1-4/12/25
      Atmosphere Range: 100-400/1.2KM/2.5KM
      Damage: 4D

Once in space, the characters will have to disable the other shuttle in order to keep it from escaping with its load of prisoners. Require the ship only to score a *severely damaged* result on the other shuttle in order to disable its systems.

If the characters wish to rescue the prisoners on the other shuttle while in space, they will have to get into EVAC suits and break into the other ship, or make a Difficult *space transports* roll to get the ships close enough for an emergency umbilical to connect them. There will be another gun battle with the remaining Imperials on the ship or, if you prefer, the remaining prisoners can have escaped their cells during the battle and have overpowered the Imperials.

In the meantime, an Imperial Interdictor Cruiser has finished up with a small skirmish and is hailing the shuttles because its sensors have picked up blaster fire. The cruiser will investigate regardless of any con the characters may attempted. If the characters pull off a Very Difficult *con* or better, or the con seems reasonable and is well roleplayed, the cruiser will not come at top speed, giving the characters two minutes to escape. If the characters botch a *con*, or do not respond at all, the cruiser will arrive in five rounds and will use its gravity well projectors.

This should still allow the characters time to evacuate the other prisoners. When the cruiser does arrive, it will be at a distance of 100 units away from the shuttles. Details on the cruiser follow.

■ The Talon

Craft: Sienar Fleet Systems' Immobilizer 418
Type: *Interdictor*-class Heavy Cruiser
Scale: Capital Ship
Length: 600 meters
Skill: Capital ship piloting: Interdictor cruiser
Crew: 2,783, gunners: 24, skeleton 540/+10
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1
Passengers: 30 (troops)
Cargo Capacity: 5,500 metric tons
Consumables: 1.2 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 5D
Shields: 3D
Sensors:
   Passive: 30/1D
   Scan: 75/2D

Search: 150/3D
Focus: 5/4D
Weapons:
  20 Quad Laser Cannons
    Fire Arc: 10 front, 5 left, 5 right
    Crew: 1
    Skill: Capital ship gunnery
    Fire Control: 2D
    Space Range: 1-3/12/25
    Atmosphere Range: 2-6/24/50KM
    Damage: 4D
  Four Gravity Well Projectors
    Fire Arc: Turret
    Crew: 1
    Skill: Capital ship gunnery
    Fire Control: 6D
    Space Range: 1-5/75/150
    Damage: Blocks Hyperspace Travel

Capsule: The *Interdictor*-cruiser is designed to prevent other starships from entering hyperspace or to cause ships already in hyperspace to drop out by projecting gravitational fields close to the starship.

The former is achieved by placing gravity wells close enough to a starship so that the ship cannot engage its hyperdrive. The gravity well projector is fired the same as any other starship weapon. The gunner targets a location where the gravity well will be centered. Difficulty is based on range (Very Easy at point blank range, Easy at short range, Moderate at medium range, and Difficult at long range). There is no die cap for scale. For more information see pages 17-20 of *Wanted by Cracken*.

If the roll is successful, the gravity well is placed where the gunner intended. Otherwise it is centered somewhere else. Use the "Grenade Scatter Diagram" on page 167 of *Star Wars: The Roleplaying Game, Second Edition* to determine the direction of the scatter and roll for distance on the chart below.

Gravity Well Projector Range Chart

Range Of Attack	Distance (units)
Point-blank	1D
Short	2D
Medium	4D
Long	8D

The effect of the gravity well depends on how close it is to the target starship. Find the distance between the target ship and the center of the gravity well. Increase the difficulty of the *astrogation* roll on the chart below.

Astrogation Gravity Well Difficulty Modifiers

Range	Difficulty Add
0-6	Ship cannot jump into hyperspace
7-12	+30 or more to difficulty
13-18	+21-29 to difficulty
19-24	+11-20 to difficulty
25-36	+6-10 to difficulty
37-48	+1-5 to difficulty
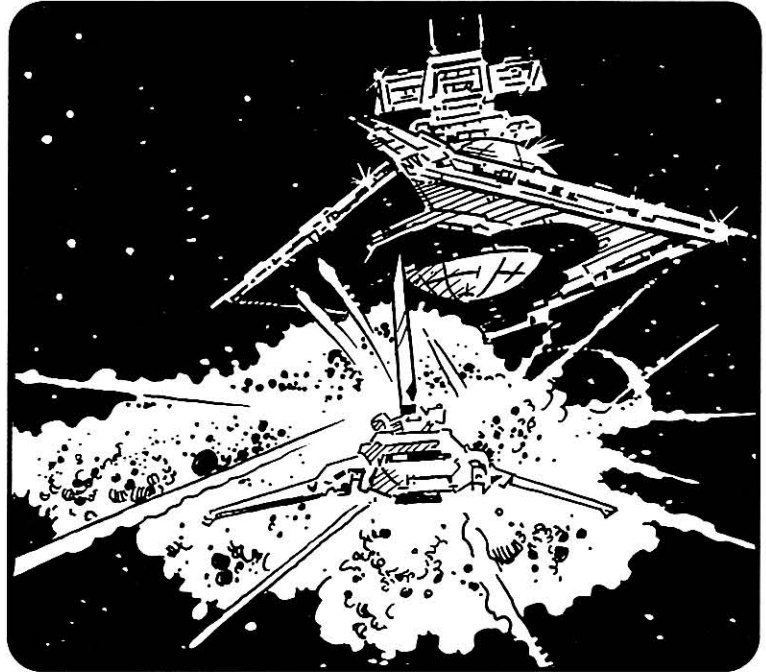
It takes six rounds to power up the gravity well projector. The projector will be powered up by the time the Interdictor cruiser engages the characters in combat.

The projector can be turned off immediately, but it will take an additional eight rounds to re-power the projectors. The operator of the gravity well can rush this recharge time as follows. Add to the difficulty depending on how many rounds the operator wants to take to recharge the projector.

Gravity Well Projector Recharge Chart

Rounds	Difficulty Modifier
1	+50
2	+40
3	+30
4	+20
5	+15
6	+10
7	+5

If the operator misses the roll by more than five points, the projector is blown out.

To relocate a placed gravity well, the difficulty for the *capital ship gunnery* roll is as below:

Gravity Well Relocation Chart

Distance to be moved (units)	Difficulty
1-2	Moderate
3-4	Difficult
5-6	Very Difficult
7+	Heroic (add +10 for every additional two units)

Additionally, for every gravity well that the cruiser is maintaining, it will suffer a -1D to maneuverability and -1 to move. This effect is cumulative.

If the cruiser actually engages in the battle, it is most likely that the characters will be captured. In this case, improvise a small escape scenario where the characters must move through the ship and disable the power couplings to the gravity well projectors and then hijack a ship out of the landing bay.

The Dred Imperative

It is possible that the characters will rescue all the prisoners, defeat the Imperials, and still want to make their escape on the *Dred Imperative*.

If the characters managed to rescue the prisoners and didn't set off one alarm, allow them to move through the ISB building to the ground level with little or no problem.

For the sake of adventure, though, have a squad of three security guards stumble onto the characters. These guards should not suspect anything, so the characters may be able to talk their way out of this predicament. Use the same statistics as above for the security guards. One of these guards should be able to sound an alarm.

Once the alarm is sounded, the characters will be pursued out of the building.

The Imperials all move at a rate of 10 for a full move. If the characters go through the tunnels or chutes on the lower levels, the Imperials will chase after them, sending six security guards. The tunnels or chutes are about thirty meters long.

If the characters decide to go out of the building on the ground level, or through the motorpool on foot, Imperials will follow in hovercraft from the motorpool. Six Imperials will pursue in the landspeeder, two on speeder bikes, provided the characters have not already disabled these vehicles.

A chase through the city of Selkren will be riddled with obstacles. For purposes of the chase, the characters will have to travel a minimum of 3000 meters to get to the *Dred Imperative*, though they may not want to lead the Imperials to their escape ship.

During the first 1000 meters of movement, the characters will still be close enough to the ISB building that there will be little commotion in the streets. After that, movement of any type will be a free action at half speed and Difficult at full speed because of all the people.

Conclusion

Once the characters have jumped into hyperspace and left Demophon behind, they are safe. When the characters return to Mowgle, they will receive their monetary rewards and their starship will be unharmed and waiting for them.

Rewards

Award 7 Character Points for the successful completion of this adventure.

■■■The Mynock Conspiracy

Tyed Kant

Tyed Kant is the only planet in the Kantel system. The Kantel system is warmed by a yellow star, Kant, surrounded by two gargantuan bands of orbiting dust and captured debris.

The only world is a gas giant, Tyed Kant, with a breathable atmosphere at specific altitudes. Explorers from the days of the Old Republic realized early that if a way could be devised to exploit the fertile conditions of this planet, bountiful crops would be the result. These could be sold to worlds in nearby systems, including Demophon. Currently, the threat of the supernova in that system has companies fighting for new markets.

The major challenge involved in harnessing the potential of Tyed Kant lay in the inherent hostile qualities of a gas giant. The world has a small "zone of habitability" and at lower altitudes, the atmospheric pressure is such that it would crush the hulls of most spacecraft in seconds.

The solution the engineers came up with was to manufacture platforms which would be held high up in the upper atmosphere by repulsorlift generators. These platforms developed into the floating ranches that now cover almost half of the visible surface of Tyed Kant.

■ Tyed Kant

Type: Gas giant
Temperature: Hot
Atmosphere: Type IV (environment suit required)
Hydrosphere: Wet
Gravity: Standard (at certain zones)
Terrain: Gaseous
Length of Day: 26 standard hours
Length of Year: 335 local days
Sapient Species: Human
Starport: Imperial class
Population: 12 million Human
Planet Function: Agriculture, food processing
Government: Private enterprise with an Imperial overseer
Tech Level: Space
Major Exports: Foodstuffs
Major Imports: Droids, high tech, building materials, luxury items

The Floating Ranches

Tyed Kant's floating ranches produce a tremendous amount of fresh food for immediate consumption. A small percentage of this is packaged and shipped, destined for the government offices and quality restaurants within the sector. But most is processed on planet for ship consumables and standard food packages, to be shipped to the other systems of the cluster, primarily Demophon. The food production complexes on Tyed Kant are also called upon on occasion to resupply Imperial ships as they travel through the area.

The following are the major corporations on Tyed Kant:

Nebula Consumables: Nebula consumables is the largest food producer on Tyed Kant. Combined, its platforms sprawl out over nearly four million square kilometers. Nebula Consumables sells most of its product to the planetary governments, and to the Imperial military: as far as there are records, Nebula has never failed to fill an order.

Gryseium Incorporated: Up until about eight years ago, this prosperous ranch was owned by an enterprising Sullustan named Huegu Eib. Unfortunately the New Order's policies make it difficult for non-Humans (Eib included), to run an honest business without countless bureaucratic hassles. Huegu Eib sold his company to Rigis Corazon, founder of Corazon Industries, then retired.

Since then Rigis, and now his daughter, Sabel Corazon, have used Gryseium Inc. to try and corner the Demophon food market. Gryseium is now responsible for a large percentage of the consumer sales (roughly 65 percent), but is still unable to compete with Nebula Consumables or Imperial Meats and Produce, due to their government contracts.

Though the day-to-day business of the ranch is handled by a Corazon Industries junior executive, Sabel Corazon often visits in order to personally oversee delicate matters.

Imperial Meats and Produce: This is the oldest ranch on the planet. The founders of this company

THE MYNOCK CONSPIRACY ADVENTURE SCRIPT

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

1st Character: Hyperdrive cutting out ... Sublight online ... We've arrived guys. Tyed Kant is dead ahead.

2nd Character *(sarcastically)*: Hooray. Soup-kitchen of the Empire, or at least of half the Imperial navy.

3rd Character: I think you mean just "soup." There isn't enough solid surface in that place to balance a Hutt's scruples.

4th Character: Hey, which one of these corporate platforms belongs to our contact?

5th Character: Premier Provisions Company, Sprawl #34, located in the northwest quadrant.

Gamemaster *(as spaceport control)*: Greetings, incoming freighter. Welcome to Tyed Kant airspace. Please forward your transponder-coded Identification and intended landing site.

2nd Character: All set control, sending transponder I.D. now. Requesting clearance to land on farming sprawl #34.

Gamemaster *(as spaceport control)*: Negative, freighter, the landing pad on sprawl #34 is temporarily out of service. You are being re-routed to land on sprawl #41, in the same quadrant. We apologize for the inconvenience.

1st Character: Acknowledged, control, shutting down main engines, and locking onto tractor-beam guidance systems towards sprawl #41.

6th Character: What's all this about, "temporarily out of service?" I don't think they're being straight with us.

4th Character: Relax. That controller wouldn't know any more about it than we do. Besides, it isn't uncommon on heavy-traffic worlds to leave one or two platforms unused for awhile.

5th Character: It's uncommon enough when that "unused" platform is our rendezvous point with the Rebellion agents stationed there.

3rd Character: We should be able to take a skiff over to #34 once we secure the ship. Still, it would be nice if we knew what is going on.

6th Character: Hey, what's going on?

3rd Character: That's just what I ...

4th Character *(interrupting)*: Shut up a minute. I think we have a problem.

5th Character: By the Force! We're heading straight for that bulk freighter over there, and fast.

2nd Character: Well, don't just stare at it! Do something!

1st Character: I'll see what can be done.

6th Character: I'm starting to get a bad feeling about this.

Cut-Away to:

EXT: NEBULA CONSUMABLES, RANCH-SPRAWL #41

The camera slowly sweeps across a grassy field. Grazing animals glance nervously at the column of smoke which appears in the distance. The camera pans in on the smoke. Dozens of assorted droids are working frantically to contain a brush fire, using chemical extinguishers and digging breaks around the blaze. In the center of the disturbance, two technicians are studying a crashed airspeeder.

"Poor guy," *comments one tech.*

"He must have tried to eject himself right into the roof of the speeder," *explains the second.*

"Well, the flight computer is smashed; it won't tell us what happened."

An unseen conversant says, "Foop-Boodeep?"

"Hey, there's an R2 droid back here!" *exclaims the second tech.* "A little banged-up, but still functioning."

"Let's get it back to HQ where we can hook it up to our computers. Maybe it knows what happened.

"And we should probably get a message to Premier. They'll want to know what happened to their pilot."

"That's management's job, not ours. Let's go report in."

Wipe to:

INTERIOR: REBEL SPACESHIP

had originally named it Republic Meats and Produce, due to the grants they received from the Old Republic to build the first floating ranch on Tyed Kant. The company was renamed with the rise of the New Order.

For many years, all of this company's products have been shipped directly to Demophon. With the impending doom of that planet, the company will have to quickly find a new distribution scheme and new consumers in order to remain economically viable.

Premier Provisions: This smaller ranch is responsible for less than two percent of the actual exports from the planet. They package specialty orders of fresh foods for yachts, restaurants, and cater functions at hotels in Paragon.

The most interesting thing about Premier Provisions is that it is actually a cover for a Rebellion listening post. Nestled in between the legitimate processing factories is a complex filled from floor to ceiling with power-boosted receivers, deciphering computers, and tight-beam transmitters. All of this equipment, and the company employees who operate it, are committed to discovering large Imperial movements in and out of the sector and relaying any significant Imperial information they overhear to Alliance High Command.

Sehn Baroule, the company director, and head of the operation, is a native of Alderaan, which explains his sympathy for the Rebellion.

The Starlight Festival

For about 30 days out of Tyed Kant's year, when the planet's orbit takes it closest to Kant, it passes through an area of space known as the "stardust pass." Here, Tyed Kant's orbit passes through the belts of stellar debris, providing weeks of intense sunlight and almost constant meteor showers. These spark atmospheric fires which, though beautiful to look at, are quite dangerous.

During this time of the year no crops are grown, protective shields are raised, and the people of Tyed Kant enjoy a 30 day holiday, complete with feasting, shopping, drunkenness, and everything else holidays bring with them. Tyed Kant's elaborate meteor detection system allows for the destruction of potential threats by missile, with smaller meteors often allowed to pass through.

During this period, the starport is closed to all but emergency spacecraft. Many wealthy people from around the sector like to arrive a few days before the festival and spend the season partying "with the natives."

Paragon

Paragon is the major starport of Tyed Kant, providing all the modern technical services that most corporate landing pads cannot. Paragon also serves as the tradeport, administrative center, and
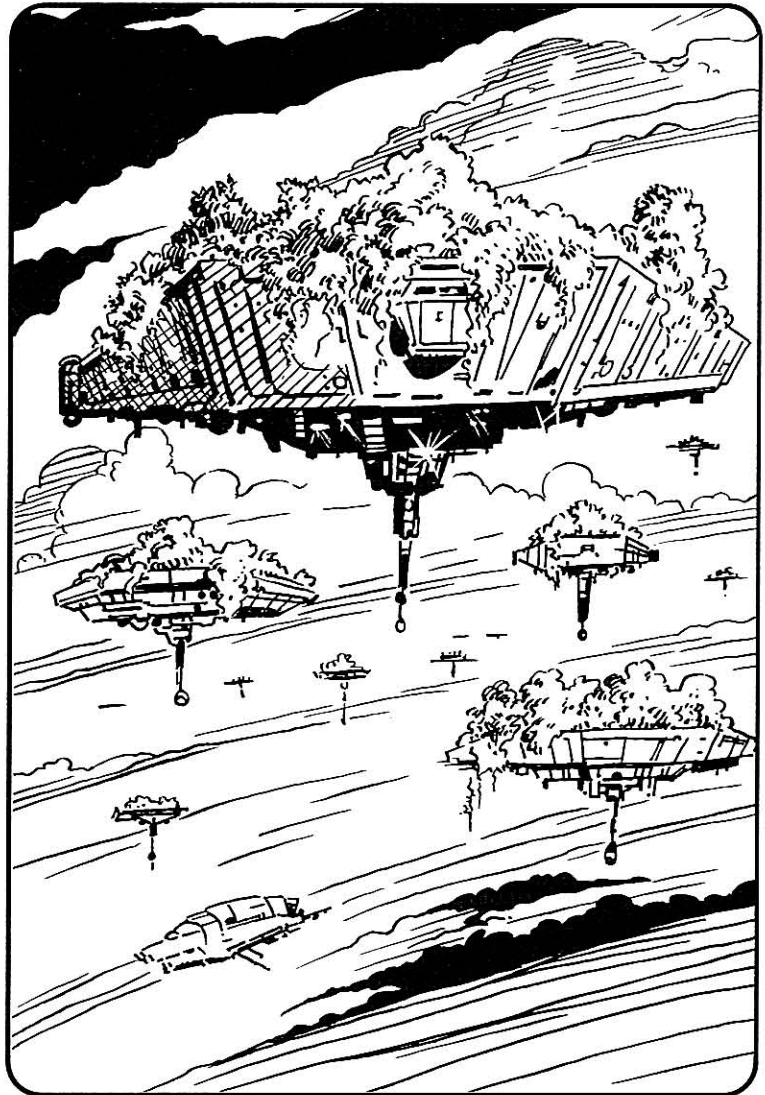
social center of the entire planet.

Over 90 percent of the Human population is located within this hovering metropolis. The city is roughly disk-shaped, with skyscrapers towering above the base, and power complexes, repulsor-supports, and stabilizing-fins stretching far below.

The Starport

The outer edge of Paragon features landing pads, repair bays, and cargo platforms of varying sizes. Everything from cargo skiffs to bulk freighters stop daily to move goods to and from the tradeport. The repair bays are fully equipped to overhaul, repair, and modify most spacecraft. They are fully staffed with top-of-the-line technical droids and owned by the city of Paragon.

Due to the superior organization of these bays, most repair operations can be completed in one-half the standard time (of course, this means charges for repairs will be twice the standard rate as well).

The Freemarket

The freemarket is a wide street, just inside the city, which completely encircles the rest of the platform. This "ring," over five kilometers in diameter, contains warehouses, merchant offices, banks, public-access computer-networks, and just about every kind of high-class scam imaginable, from insurance fraud to designer-drug manufacturing. This area does not have a very large security force. (Most of Overseer Garret's troops have been transferred to the Demophon evacuation project.) Therefore, response time to disturbances in the market tends to be slow. However, crime is still kept to a minimum by the number of private security forces employed by just about every company on the planet.

The Metropolis

The "heart" of Paragon is the metropolis, besieged on all sides by the freemarket and the starport. Here is where anybody who's anybody lives. On the street level are restaurants, bars, dance halls, and retail shops selling everything a wealthy, law-abiding Human could ever want, at prices that will make his head spin. With the exception of food products, triple the normal prices of almost everything. (There are no energy weapons for sale anywhere on this planet. There is not even a black market for them. Overseer Garret has made their exclusion a top priority, even though a strict enforcement of the ban increases the risk of other types of contraband getting in.)

The upper levels of the city are primarily residential. There are hotels to suit most every budget, and apartments ranging from one room to penthouse flats. Most of the corporate executives and managers of the floating farms maintain apartments and offices here as well as on their company platforms. In some of the more affluent areas, there are also health spas, beauty salons, and other, service-oriented, businesses available.

The Shield

Completely covering both the freemarket and the metropolis, this invisible energy shield allows Paragon to maintain a controlled atmosphere. This means that characters can walk "outside" without encountering the normal hazards of breathing Tyed Kant's atmosphere. At certain times, the shield can be altered to block dangerous levels of solar radiation or strengthened to resist meteor bombardment. The atmosphere shield requires much more power to operate at these levels, so temporary power outages may occur in other parts of the city when shield strength is increased.

The Atmosphere

The atmosphere of Tyed Kant's "zone of habitability" is a combination of oxygen, water vapor, carbon, nitrogen, phosphorus, and at least traces of just about every other element. The high temperature, combined with the steady winds, tends to keep even the heavier components suspended in the mists.

This mixture of life-giving elements makes up for the lack of soil on the floating ranches. These ranches are, in fact, massive aeroponic gardens that don't require earth for crops to grow. Once introduced to this world, plants of all types flourish and reproduce at alarming rates.

Tyed Kant's atmosphere is rated as Type IV, not because of toxins in the air or oxygen deficiency, but because it is the perfect environment for every type of bacteria and virus to exist in. Every disease-causing agent ever brought onto this world is probably still living happily in the misty clouds they share with the floating platforms.

In addition, the dampness and nutritive quality of the air make the bacteria already present in the bodies of larger creatures reproduce at incredible rates. If a character decides to travel outside the protected areas without an environment suit, or is wounded while outside protected areas, roll a *Strength* total for that character in secret and compare the results to the list below:

VERY EASY: Deadly Infection
Over the next few hours, the character will become deathly ill. Wounds may become gangrenous, and the lungs will start to fill with fluid. About three hours after the character is infected, increase his wound status by one level (i.e., from *wounded* to *incapacitated*). The character will die in about 30 hours without a bacta treatment.

EASY: Serious Infection
Sometime within the next 24 hours, the character should see clear signs of a problem; old wounds could become painful, nausea, a rattling cough, etc. Reduce all die codes by 1D until the character is treated by a physician.

MODERATE: Mild Infection
This is comparable to a bad cold, or a group of swollen muscles in one side. It is not serious, reduce all die codes by 1D until someone performs a Very Difficult *first aid* roll, the character is treated by a physician, or rests for 1D6 standard days.

DIFFICULT: Minor Illness
This can be a slight cough, a headache, or any other minor affliction which does not seriously hamper a character's actions. All *Dexterity* and *Strength* skill codes are reduced by 1D until someone performs a Moderate *first aid* on the character, the character consults a physician, or the character rests for 2 standard days.

VERY DIFFICULT: No Ill Effects
The character suffers no harm from the microbes in the atmosphere.

You should make one of these rolls every time a

character is injured while outdoors, and once for every hour the characters spend outside without breath masks or environment suits. If the character is already afflicted with an ailment and is infected again, choose the more serious infection.

Another noteworthy attribute of this atmosphere is that it is fairly volatile. The high oxygen content and the carbon-based molecules will rapidly oxidize in the presence of heat. This means any weapons or tools which involve plasma, open flame, or electrical arcs are very dangerous to use on this planet. For this reason, there is a planet-wide ban on all energy weapons. Overseer Garret does not even allow his own security forces to carry blasters. Instead, most professional guards on Tyed Kant use high-tension, compound bows as their distance weapon of choice.

Characters who use blasters, bowcasters, lightsabers, or any other energy weapon in the outer atmosphere of Tyed Kant suffer 3D damage for every round they use the weapon, due to being scorched. In addition, anyone within a two meter radius takes 2D damage at the same time.

Anyone who is hit with such a weapon is scorched also, and suffers 1D in addition to the damage of the weapon.

Characters who use powder-based slugthrowers, arc-welders, or any other incendiary device in the outer atmosphere of the planet suffer 2D damage for every round they use the device. Slugs do not cause the target any additional damage.

Fires, once started, are very difficult to control. Almost every droid on Tyed Kant has programming for fire safety, and many have fire extinguishers installed, in order to minimize the response-time to put out fires.

Iagoin

The Iagoin are the most visible of Tyed Kant's indigenous life-forms. These semi-intelligent creatures float among the gaseous clouds, feeding on the microbes and small flying animals found in the skies around the planet. Their gelatinous, ovoid bodies can be as small as a few centimeters, and the largest recorded was as large as sixty meters. They have a single eye, which can move around the surface of the creature to look in any direction. The "mouth" is actually a conical opening with a series of filters, which catch the minuscule prey the Iagoin eat. The Iagoin have long, paddle-like tentacles, hanging below their bodies, which they use for propulsion, stability, and defense.

These creatures are docile unless injured or confused, then they will attempt to grasp and crush smaller foes with their tentacles (1 attack per appendage every round.)

Iagoin. *Dexterity 2D, Perception 1D+2, Strength 1D (very small) to 12D (very large).* Special Abilities:
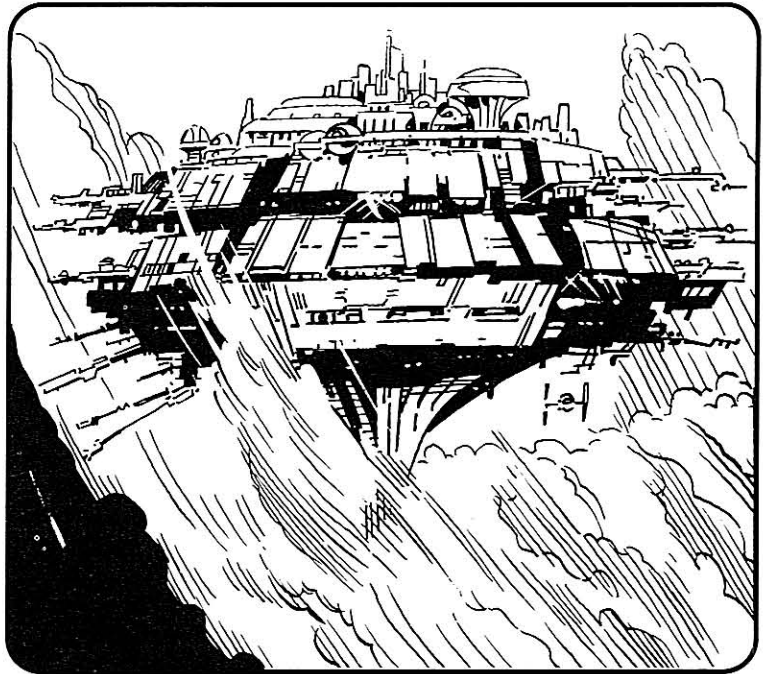
Tentacles: One per meter of length, do *Strength* damage. Move: 20.

In This Adventure ...

Rebels travel to Tyed Kant to bring new orders to Sehn Baroule, chief executive officer of Premier Provisions and an Alliance operative. When they arrive, they find that Baroule's firm has been sabotaged and destroyed. The Rebels must discover the source of the sabotage and neutralize it before they can safely leave the planet.

Adventure Background

Sabel Axis Corazon, CEO of Corazon Industries, has been trying for months to secure government contracts for Gryseium Incorporated. Currently, only Imperial Meats & Produce and Nebula Consumables have such contracts with the Empire. Overseer Xun Garret has consistently refused to negotiate a deal with Gryseium, supposedly because he considers Imperial and Nebula sufficient to meet the need, but actually because he is biased against Gryseium due to its being founded by non-Humans.

In response, Sabel has hatched a plot which will cripple her competition's production, thereby forcing Garret to negotiate with someone else. And since the only other facility on planet large enough to handle the government's demand is Gryseium, he will have to come to her for assistance.

This plot hinges on the use of a computer virus, developed by technicians at Corazon Industries, nicknamed "Mynock." It has been designed to quickly and completely scramble the memory and

programing of both droids and computers. After anywhere from three minutes to two hours, the infected device is capable of only one thing, infecting another computer or droid.

Since the floating ranches are heavily dependent upon their droids, the virus could have a devastating effect upon productivity once it is introduced. Sabel decided to test it on a small company, one which posed no threat to her if the program failed. She chose Premier Provisions primarily because it wouldn't be missed.

When the Rebels arrive on Tyed Kant, it is already too late to save the people stationed at Premier Provisions, and Sabel is preparing to send a group of infected droids to similarly destroy Nebula Consumables.

Adventure Synopsis

The Rebels arrive at Tyed Kant and are directed to land at Nebula's ranch sprawl #41. After nearly colliding with an outbound freighter, and clearing Planetary Customs, they are loaned a cloudskiff to visit Premier Provisions' floating ranch. What they discover there is a technical nightmare, which has left nearly everyone on the platform dead.

The characters learn about a computer malfunction which caused the catastrophe, and have a brief encounter with corporate spies before they must escape the crippled ranch.

The Rebels then must face accusations of sabotage from Nebula Consumables, which has been suffering equipment failures since roughly the time the Rebels arrived. The characters must offer some explanation to Overseer Garret for the destruction of an entire ranch sprawl.

Their investigation leads to a computer virus, carried by R2 units, propagated by Gryseium Incorporated. Nebula hires the Rebels to assist in defeating the virus, then convinces them to attack Gryseium Incorporated with its own weapon.

The characters must sneak onto Gryseium's ranch sprawl and insert the Mynock virus into their main computer. Before they can escape, they are spotted and must fight their way through security to escape the platform and the planet. The story ends in a dramatic starship chase above Tyed Kant.

Episode One: Getting Acclimated

The Rebels arrive at Tyed Kant after narrowly escaping collision with another ship. They must clear planetary customs and survive a couple of minor computer failures before they can be loaned a cloudskiff to visit ranch sprawl #34.

The Rebels' Ship

For this mission, the Rebels have been loaned a light freighter, which is loaded to the brim with seed and supplies for Premier Provisions. If the Rebels have their own transport, and you wish to let them use it, go ahead, but you will probably need to jury-rig the chase scene in the final episode to compensate for any differences in speed or weaponry between the two vessels.

If the characters are going to use the Alliance transport, use these statistics:

■ The Evening Star
Craft: Kuat Drive Yard's Corona Transport
Type: Stock light freighter
Scale: Starfighter
Length: 28.4 meters
Skill: Space transports: KDY Corona transports
Crew: 1; 1 can coordinate; gunners: 1
Crew Skill: Varies
Passengers: 6
Cargo Capacity: 80 metric tons
Consumables: 2 months
Cost: 105,000 credits (new), 27,000 credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D+2
Space: 4
Atmosphere: 280; 800 KMH
Hull: 3D+2
Shields: 1D
Sensors:
  Passive: 10/0D
  Scan: 25/1D
  Search: 40/2D
  Focus: 2/3D
Weapons:
  One Laser Cannon
    Fire Arc: Turret
    Crew: 1
    Skill: Starship gunnery
    Space Range: 1-3/12/25
    Atmosphere Range: 100-300/1.2KM/2.5KM
    Damage: 4D

Near Miss!

As the adventure opens, the Rebels' ship is being pulled right into the path of an outgoing space barge by the tractor beam that is supposed to keep them away from other ships. When the Rebels notice that they are in trouble, they have three rounds before impact in which to react. Characters may try to power shields up or call the other ship. You can describe to the heroes the desperate antics of the bulky craft in front of them, but that it simply wasn't designed for split-second performance.

In order to avoid the collision, the pilot must both overpower the tractor beam and steer the craft clear without losing control. During the first round, the maneuver requires a Moderate *space transports* roll. If the pilot fails, or doesn't try until the second round, then the difficulty increases to Difficult. If the maneuver has still not been success-

fully attempted by the third round, the difficulty increases to Very Difficult.

If the characters fail to avert the collision, their ship is *heavily damaged* by the collision. Roll damage effects as described on page 104 of the *Star Wars: The Roleplaying Game, Second Edition.*

When the characters finally land on sprawl #34, cut to "The Welcoming Committee."

The Welcoming Committee

There are currently no Humans working on the landing pads. There generally won't be, unless there is a scheduled delivery or departure requiring Human supervision. Now, as most of the time, the landing pad is overseen by a spaceport controller droid. This droid is responsible for both directing sky traffic and assigning labor droids on the pads themselves. Unfortunately, this controller has been infected by Mynock and its judgments are clouded and erratic.

If the Rebels' craft suffered damage due to the collision, they will land to the fanfare of emergency sirens and five white and crimson firefighter droids ready to attack the ship and its crew with liters and liters of white foam. This is a safety procedure that the droids will not ignore, even if there is no evidence of fire. If any of the characters completely fail to see the use, or the humor, of the fire brigade, have one of the droids douse him with foam. After the excitement dies down, read aloud:

Before long, a bronze protocol droid carrying a datapad emerges from the nearest building and approaches you and your companions. It strides without difficulty over the wet landing pad, and addresses you in a deep, charismatic voice.

"Greetings, and welcome to Tyed Kant, gentlebeings. I am J-3PA and I am programmed to function as your customs officer. May I please see the contents of your cargo holds?"

J-3PA will inspect the cargo and should find everything legal and proper. He will explain the energy weapon ban, which requires that any and all energy weapons must remain on board ship or be handed over to local security for the duration of the characters' visit. Possession of an energy weapon is a capital offense.

The droid is also able to sell breath masks to any characters who do not own them (for 100 credits each, mind you) and will explain the potential dangers of not owning one like a professional salesperson. After they have bought breath masks, he will strongly advise them that they should *also* purchase full environment suits. When J-3PA is finished with his lecture he adds:

"Oh, and Manager Waleth would like to meet with you as soon as possible. His office is through those doors, take a right, and it's the fifth door on your left."

The droid knows nothing about any accident or the problem with the tractor beam guidance system. Despite any argument or evidence the Rebels present him with, he states that the controller would have informed him of any incidents, so they must be mistaken. If the Rebels persist, or get violent, he calmly tells them that they will just have to take it up with Manager Waleth, and then walks away.

J-3PA. All stats are 1D except: *Knowledge 3D, bureaucracy: Tyed Kant law 5D, business 3D+2, languages 5D, Perception 3D, search 4D+1.* Move: 8.

Meeting the Manager

When the characters are finished dealing with the customs droid, they should enter the building that J-3PA pointed out. When they do, read aloud or paraphrase:

The doors open and close without so much as a whisper. The inside of this office building is so clean it is hard to believe anyone actually works here. There are three hallways lined with doors before you. And apart from the housekeeping droid diligently scrubbing the ceilings, there is little activity at the moment.

When the characters try to find Waleth's office, they will discover that the droid's instructions lead them straight to a utility closet. If the Rebels make an Easy *search* roll, or ask any passing droid or employee, they will find Waleth's office down the next hallway.

Waleth is in his office, working at a desktop computer station. When the Rebels arrive, he stands and greets them in a friendly, almost casual manner. Read aloud or paraphrase:

"Ah, you must be the people from that Premier delivery ship. Welcome to platform #41, I'm the manager of this facility, Faerz Waleth. Sit down, have some coffine, and let me explain to you the reason for this detour."

■ Faerz Waleth
Type: Corporate Businessman
DEXTERITY 2D
KNOWLEDGE 4D
Bureaucracy 4D+2, business 5D, value 5D
MECHANICAL 3D
PERCEPTION 3D+1
Bargain 4D+1, command 4D, investigation 4D+1
STRENGTH 2D
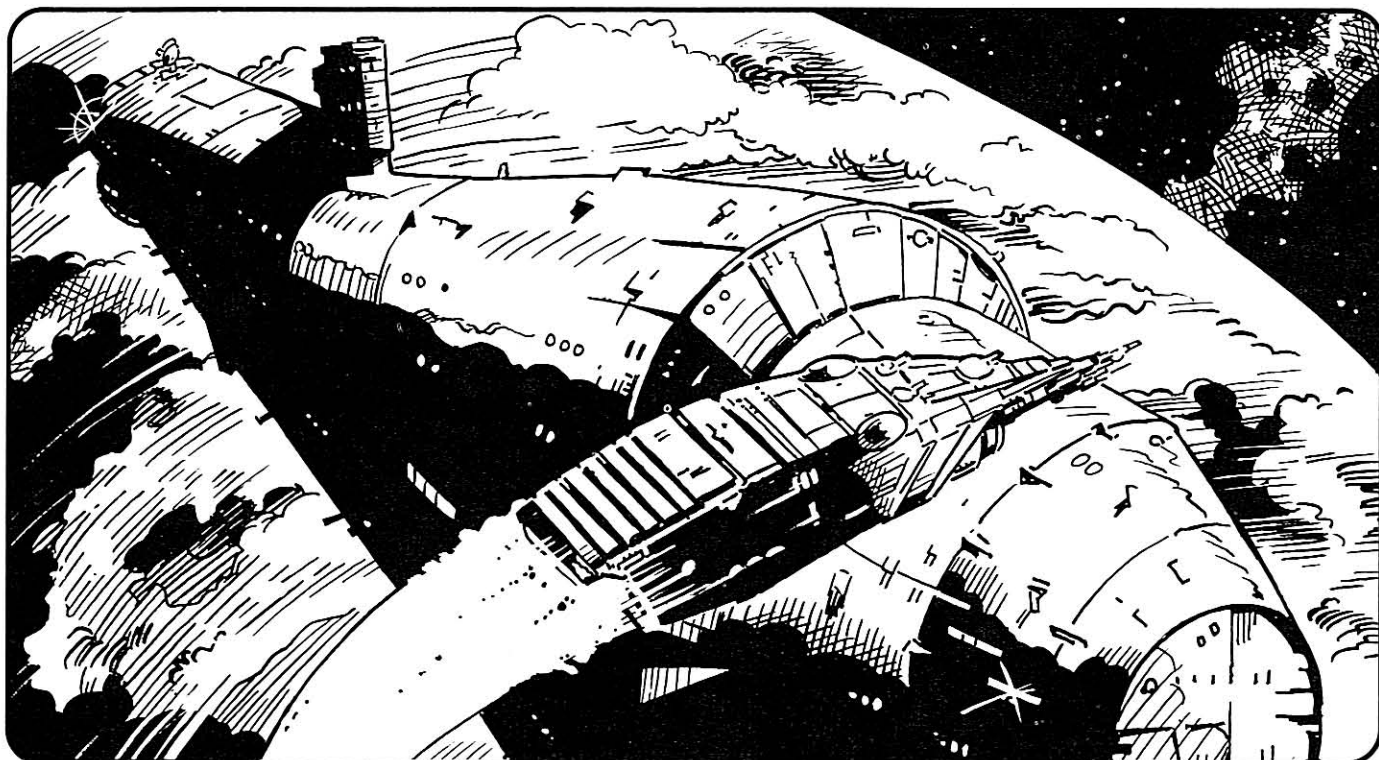**TECHNICAL 2D**
Force Points: 1
Character Points: 6
Move: 10
Equipment: Company uniform, corporate ID, comlink

Capsule: Waleth is a middle-aged, honest businessman who believes in playing by the rules whenever possible. He can be quick to anger, but he will listen to reason in the most adverse circumstances.

Anyone who makes a Moderate *Perception* roll

will notice that something is bothering Waleth, though he's trying not to show it. Waleth explains that it was he who told spaceport control that platform #34 is closed for maintenance, not Premier Provisions. Waleth suspects that Sehn Baroule is having problems with the company and does not need Overseer Garret and his troops interfering. He does not know anything about Baroule's rebellious activities, and thinks Baroule is guilty of nothing more than "normal" industrial espionage.

"I realize that this is really none of my business, and I should just leave it alone, but ... Sehn Baroule of Premier Provisions is a trusted ally and a good friend to me and to this company. Since no one over there has responded to my messages in the past day and a half, I have to assume he is up to his neck in trouble. I'd like to know what kind of trouble it is before sending the government in to check it out, but I don't know how long I can cover for him."

Waleth will gladly loan the Rebels a cargo skiff, and load the cargo from their ship onto it. In return, the characters must promise to return and brief Waleth on what's happening at Premier Provisions.

If the Rebels tell Waleth about the incident with the space barge, he will be very concerned and remark that it is strange how he was not informed of any incident. He immediately offers to have his technicians repair any damage, and he will personally look into the matter. However, Waleth knows a hook when he sees one, and he will certainly use

the Rebels' ship as a bargaining chip when negotiating for their cooperation.

If the Rebels agree to Waleth's proposal, proceed to Episode Two, "Disaster."

Episode Two: Disaster

The Rebels travel to Premier Provisions, only to find the entire crew dead, and the processing station in ruins, with every droid and computer malfunctioning. During their explorations they find one functioning messenger droid, holovid recordings detailing the destruction of the base, and a group of intruders with unknown goals. The Rebels are diverted from chasing them by the threat of the platform's utter destruction.

The Cloudskiff

Waleth will loan the Rebels a cloudskiff for use on Tyed Kant. This vehicle was originally designed for this planet, though it has been modified for use on many other planets that utilize their upper atmospheres.

The cloudskiff owes its invention to Huego Eib, the founder of Gryseium Inc. The inventive Sullustan's basic design is still in use long after he left the planet for good. The Eib Model-D features an enclosed, pressurized pilot and passenger section and as much cargo capacity as a small space freighter. The craft sacrifices any hope of speed in favor of the incredible altitudes it can attain. Thus,

on planets where crime is a concern, some models do have defensive weaponry. On Tyed Kant, however, where blasters present more of a risk than criminals, the craft is unarmed.

■ Eib Model-D Cloudskiff

Craft: Eib Model-D Cloudskiff
Type: High altitude cargo skiff
Scale: Speeder
Length: 18 meters
Skill: Repulsorlift operation: Eib Model-D
Crew: 1; 1 (can coordinate)
Crew Skill: Varies
Passengers: 10
Cargo Capacity: 100 metric tons
Cover: Full
Altitude Range: Tyed Kant's zone of habitability
Cost: 150,000 credits
Maneuverability: 1D
Move: 18; 50 KMH
Body Strength: 2D

The cloudskiff has been loaded with the Rebels' cargo and is ready for departure. The characters have been given directions to ranch-sprawl #34. It is about 90 kilometers to the northeast of sprawl #41. The journey should take the characters just under two standard hours. The characters will have to pilot the skiff themselves because Waleth cannot spare any of his workers to ferry them across.

A Monster in Distress

As the Rebels near the end of their journey, read aloud:

The misty clouds glisten in the sunlight. Despite the haze, you can just make out the shape of another ranch sprawl in the distance. You can also see up ahead a large shape moving directly into your path.

Give the players a round or two to worry about what it might be, then ask for a *Perception* check. A result of Moderate or better discerns that the shape is a creature about forty meters long, and it is surrounded by three or four smaller objects that seem to be flying around and behind it.

Eib Model-D Cloudskiff
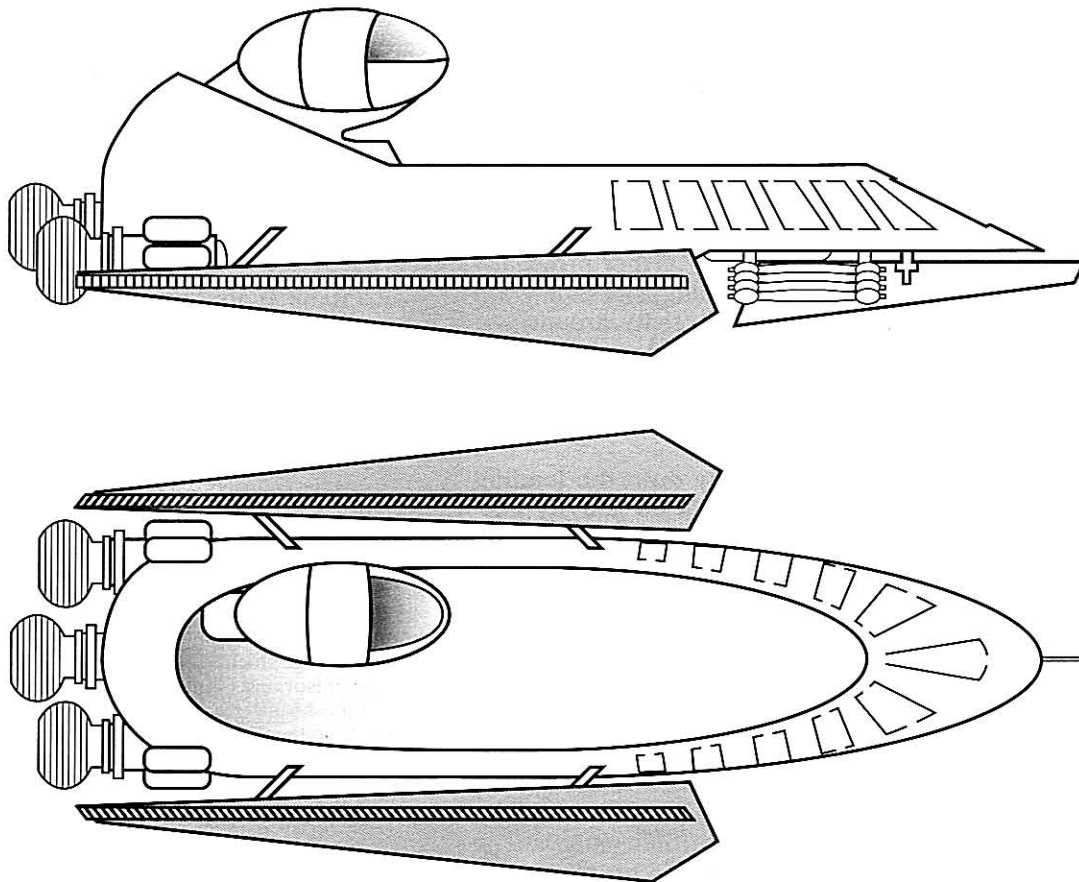
If the characters decide to investigate it any further, a Difficult *alien species* roll reveals that this is an Iagoin, and it is not normally dangerous. However, this particular individual has a problem: it has been set upon by three half-crazed pest-control droids, who have decided to destroy the hulking beast with insecticide spray and clipping shears. They have managed to injure it seriously, but not fatally.

If the characters wish to intervene, they can disable the droids by ramming into them with the skiff. The difficulty is that the Iagoin is confused and terrified. It will attack the skiff every time it gets close enough to attack a droid. So the crew of the skiff must both hit the droids and avoid the tentacles of the Iagoin during the same round.

Adult Iagoin. *Dexterity 2D, Perception 1D+2, Strength 8D.* This individual will make 1D attacks against the skiff each time it tries to ram a droid, attacking with its *Dexterity* score and applying damage with its *Strength*.

Three Pest-Control Droids. All droid stats are 1D, as well as any applicable skills towards combat.

Remember to take scale into account while running this combat, i.e, the droids are character scale, the Iagoin is creature scale, and the skiff is speeder scale.

If the characters decide to avoid this encounter there is nothing to stop them, but keep this in mind when giving Character Points at the end of the adventure.

Droid-In-The-Box

After the Iagoin encounter, the Rebels reach ranch sprawl #34 without any further problems. When they fly toward the loading docks, they will see that there is no visible activity around the processing sprawl whatsoever. The whole place appears quite dead. If anyone tries to radio ahead, they will get nothing but white noise in return. When they land the craft, read:

As your skiff floats gently onto the loading dock, you notice that there is no activity anywhere near you; no traffic, no workers, nothing. Tools and equipment lie scattered about the floor like discarded toys. And every once in a while work-lights flicker on and off for no discernible reason, which adds to the sense of foreboding which has settled over you and your companions.

There is very little of interest in the loading area itself. They can find equipment of various types, and a droid similar to the ones in the previous episode, except for the vibroshiv that has been viciously inserted into its electronic innards. The droid is irreparable and there is no sign of its attacker.

After a round or so, anyone actually making a thorough search, or achieving a Difficult *Percep-*

tion roll can discern muffled tapping and scraping sounds coming from somewhere nearby. The sound is coming from a sealed shipping crate, about one and a half meters tall, emblazoned with the company logo of Industrial Automaton. It has shipping labels addressed to the Premier Provisions Company. If the characters listen closely to the box, they will hear pathetic whimpering noises, as if some poor child has been sealed inside.

The box actually contains LB-K2, one of the first production IA courier droids. "Elbie," as she is likely to be called, is competent for communications with both organic and artificial beings, and will be of limitless assistance to the characters during the rest of this adventure.

When the Rebels open the box, read aloud:

There is an audible "pop" sound as you break the airtight seal on the packing crate. The cover falls to the ground, and a round, spherical droid floats up and out of the crate with a distinctly relieved sigh.

"Thank you, kind masters, for freeing me from that plastic prison. On behalf of Industrial Automaton, I offer congratulations for the purchase of your new LB series courier droid. I am LB-K2, and I am happy to be at your service."

Elbie has instructions to "sell" herself to her new owners, describing her capabilities and offering assistance at every other moment. She will follow the character who opened the crate doggedly unless given other instructions.

■ LB-K2 (Elbie)

Type: Industrial Automaton Courier Droid
DEXTERITY 1D
KNOWLEDGE 2D
Languages 4D
MECHANICAL 1D
Communications 5D
PERCEPTION 1D
STRENGTH 1D
TECHNICAL 3D
Computer programming/repair 5D, droid programming 5D
  Equipped With:
  • Fine work grasping arm
  • Extendable video sensor
  • Full range audio sensor
  • Broad-band Transceiver
  • Holorecorder/projector
  • Vocabulator/sound system
  • Translang 2A comm module
  • Universal I/O coupling
  • Ion surge shielding
  • Repulsor unit (4 meter ceiling)
Special Abilities:
  Remote Programming: LB class droids can program computers that have radio or audio receivers at a distance of 10 meters at their normal die codes.
  Ion Resistance: This class of droid resists ion fields and Jawa DEMP guns (add 3D to droid's *Strength* to resist damage).
Move: 9
Size: .75 meters tall
Cost: 8,500 Credits

Capsule: Elbie is one of the newest products from the

labs of Industrial Automaton. She and only a few hundred like her are currently active at this time. IA is prepared to produce millions more if these first few work out well.

The LB series is designed to be a reasoning communications device, capable of both intra-system data transfer, and normal "life-form" communications. Thus, it functions both in class 2 and class 3 applications.

LB-K2 is cooperative and verbose. Unless instructed otherwise, the little spherical droid speaks in the tone and register of a Human female. She is clever and inventive, but is yet too young a unit to realize the value of such talents.

Elbie and the Mynock Virus

The LB series is designed to safely transport messages from one location to another. The designers set up the internal programming to protect whatever information the droid is carrying from any sort of damage, be it electrical, or physical. This design makes Elbie immune to the virus without direct exposure to the agent (i.e., the R2 units are the only thing that can infect her). Elbie can interact with other infected machines with no danger to herself. When the characters learn the nature of the problem, Elbie can inform them of this immunity. During the following events, Elbie can assist in any data transfer without being contaminated by Mynock.

Ghosts in the Machine

When the characters attempt to enter the processing plant itself, they will discover that all available entrances are locked, even those that are designated public access, emergency, or other entrances, which would normally never be sealed. It will take a Difficult *security* roll to disable the lock mechanism on any outer door. If the character rolls a Very Difficult on this roll, he will notice that the central computer locked all of the doors remotely, and would not open for any clearance codes whatsoever.

Once inside the plant, the Rebels will notice a definite lack of oxygen. The hallways are uncomfortably warm, and there is the sour smell of death everywhere. Read aloud or paraphrase:

The interior of the factory is even more ghastly than the desolation outside. There are dozens of bodies lying on the floors of the hallways and rooms. They seem to be piled up against the locked doors, as if still trying to escape through the unyielding surfaces.

No one in this base is still alive. With an Easy *medicine* roll or a Difficult *first aid* roll, it can be determined that all died of heat exhaustion and asphyxiation, a fate that the characters will share if their breathing apparatus breaks down while inside the plant.

After the characters have a few minutes to take in the grisly scenery, ask for *Perception* checks. On a Moderate result, the Rebels notice that there are functioning security cameras trained on them. If no one else thinks of it, Elbie will suggest that perhaps the cameras made recordings of whatever happened here.

The characters shouldn't have any trouble locating the security offices. They are behind a large, imposing door on the first level labeled "SECURITY OFFICES: Authorized Personnel Only," protected by a high-tech security lock. Just like the locks outside, the main computer has "fused" the security program on this door, so it requires a Difficult *security* roll to get it open. When they do, read aloud or paraphrase:

Two corpses were propped against the other side of the door and they fall to the floor of the corridor as the door slides open. One of the figures matches the description of Sehn Baroule, your contact on Tyed Kant.

Baroule was carrying his corporate I.D., a datapad, and a holovid data spool from the security system. There is nothing of interest on the other body.

The Datapad

The datapad displays Baroule's will on the screen, in which he names a man known to the Rebels to be a high-ranking Alliance operative as the new owner of Premier Provisions. An Easy *computer programming/repair* roll causes the datapad to yield a more personalized message. (Cut to the sidebar, "The Datapad," and read it aloud to the players.)

The Datapad

Read aloud or paraphrase:

If you are the crew sent by the home office, then this message is for you. I don't yet understand what has happened. The fact that you are reading this means that I didn't find out. It is obvious to me that we have been the victims of sabotage. Everything computerized, from the food dispensers to our air circulation systems, has broken down in some fundamental way. The computer has sealed all the doors, so none of us can escape into the breathable air. I don't know how, why, or by whom we have been attacked, but I ask you to discover the cause of our deaths and put an end to it before any other innocent lives are lost. There is no more air ... everyone is dying ... avenge us ...
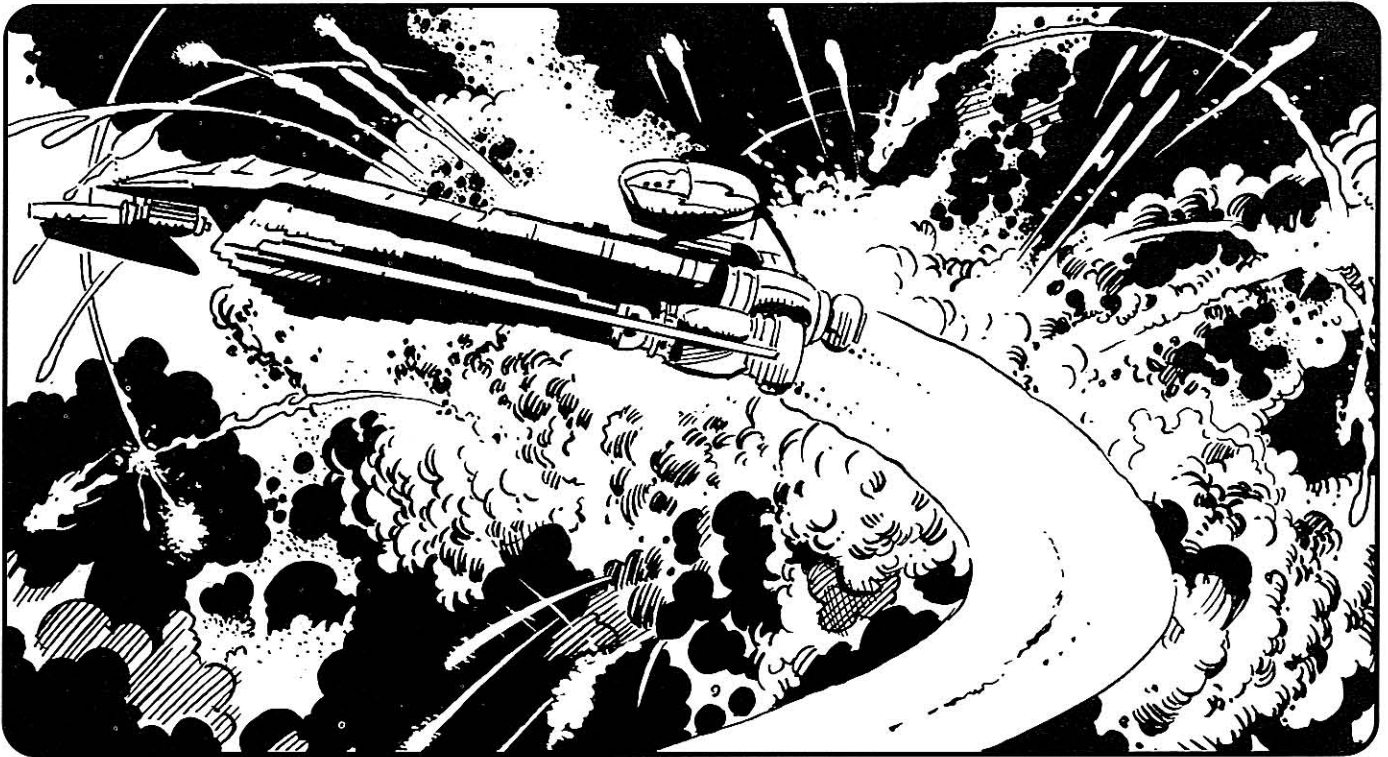
The Holovid Spool

The spool contains the recorded images of the security cameras over approximately a twenty-four hour period. Though the vidprojector in the security station is not working, Elbie can display the information using her own holovid projector. When the Rebels stop to watch the recordings, read to them the "Montage" provided in this section.

Montage

This is a selection of short scenes taken from the security vid-spool. Read these scenes aloud:

Scene 1: On the screen there is a picture of platform #34, a beehive of activity. Two fully-loaded cloud skiffs are parked and droids and people move in and out of the frame. In the foreground, a Human wearing a Premier uniform is arguing with a skiff driver, but the background noise drowns out their words completely. Then in the background you see six assorted R2 units emerge from one of the skiffs and disappear into the crowd.

Scene 2: You see an immaculately clean hallway. Potted plants grow in niches set into the wall, and there is a computer terminal set into its own niche as well.

There is a young executive and an older technician working on the terminal. The technician takes out a comlink and says, "Yeah this is Den on hallway 15. Can I get a tech droid down here, this access terminal is acting up again." (pause) "Okay, thanks." He puts away the comlink. After a few

minutes, an R2 unit turns the corner and approaches the two workers.

Scene 3: The third scene depicts a landing pad, much like the one you landed on at Nebula Consumables. It looks like there has been a battle here. Two piles of wreckage that used to be space transports litter the deck and people are frantically fleeing towards the apparent safety of the factory building. Almost everyone gets inside, but the door seals itself shut in front of one Human worker and a little domed droid.

"Come on, little fella," says the young man. "I can get us both out in that cloud car there. Maybe we can get some help." The young man starts towards the waiting cloud car, with the R2 unit at his heels, chirping excitedly.

And Then the World Collapsed

When the characters are finished watching the security tapes, ask for an Easy *Perception* check. If they succeed, they notice that a few of the security monitors are still working, and they are showing something worth viewing. Read aloud or paraphrase:

On the security monitors, you see several armed men, dressed in black atmosphere suits, their large helmets obscuring their faces. Several of them seem to be searching for something, and others are referring to small electronic devices they carry.

These intruders are Gryseium agents, here to collect the R2 droids before they are found or

destroyed. The same hardware that contains the Mynock virus also gives off a faint homing signal which the agents are now following.

The characters may start off to confront these intruders, or they may decide to lie low and watch the monitors. They may even decide to go back to the skiff and escape. Give them a couple of rounds to start something, then read aloud:

Suddenly, everything goes dark for a second, and you all feel a sudden shock of vertigo as the sprawl starts to tilt toward one side. Warning sirens are going off all around you, and the corpses nearby just seem to roll over lazily.

The systems that maintain the repulsor engines for the sprawl have begun to fail, and the entire ranch is about to fall deep into the planet. The characters have less than five minutes to get back to their skiff and take off or face certain death, either from the fall or being crushed by the atmospheric pressure down below.

When the characters reach the loading dock for their cargo-skiff, read aloud or paraphrase:

As you exit the buildings and stand on the loading dock, a movement to your right catches your attention. You look and see one of the intruders, standing near the opposite side of your platform. He looks up and, seeing you, drops the device he is working with and ducks out through another doorway into the factory buildings.

The agent has too much of a head start to be caught, but the Rebels should take interest in what he left behind: a receiver of some kind. (If they still choose to pursue, cut to "Chasing Shadows.") An Easy *Technical* roll means the characters can figure out that the receiver is some kind of homing tracker. If the roll is Moderate or better, they can also figure out that it has a limited range and is set up to detect a very weak signal.

This is one of the homing devices set up to track the Mynock-carrier R2 droids. If the characters do not think to take this with them back to Nebula, have Elbie suggest that the frequency of the signal the receiver is programmed to pick up be added to her memory banks, and penalize the characters a Character Point or two at the end of the adventure.

Chasing Shadows

If characters insist on trying to catch the intruders, it should be impressed upon them that this is a potentially fatal course of action. Have them start dodging rubble that falls from above. Shake the floor beneath them so they have trouble standing upright. Do everything you can to lightly damage the Rebels, so that they will try to escape to safety. If this doesn't dissuade them from going after the agents, then describe to them in gory detail how miserable their deaths really were and have them roll up new characters. You may write a follow-up,

where Nebula Consumables has been forced out of business and Sabel Corazon has tripled her capital base, or you can assume that nothing major really changes and start the new characters somewhere else.

Escape from Platform #34

Make the escape scene as dramatic as possible. Have the landing dock collapse noisily just as the cloudskiff pulls away from it. Dress it up all you want, this should be exciting and suspenseful. When the cloudskiff is safely away, read aloud or paraphrase:

You look back over your shoulder and view the colossal floating ranch starting to break into pieces as it falls to its destruction many kilometers below. Bright explosions pinpoint power stations and fuel deposits as their destructions ignite the atmosphere around them. One of the fireballs is so violent that after the spots clear from your vision, you see that the outside of your vehicle is now covered with scorch marks and black soot.

The craft's windows and sensors have been partially blocked by soot as well. The pilot can still operate the craft normally, but all difficulty numbers are increased by one level. Other than this, the trip back to Nebula Consumables is quiet and uneventful.

Episode Three: Caught in the Middle

The characters return to Nebula Consumables, only to be arrested and questioned by Waleth. He and the Rebels put together what is happening to the complex, find the droid who brought the virus with it, and avert the planned catastrophe. After all this, the characters get to deal with a rabid kitchen-droid and Waleth's vengeful plan of retaliation.

Arrested

When the characters arrive back at ranch sprawl #41, they have a little problem ahead of them. To be precise, they are met by ten corporate security guards, armed with bows and vibroweapons, who politely ask the Rebels to accompany them. They search the characters for any illegal devices, but do not take any legal weapons from them, and lead them into the factory building via a different door than that used previously by the characters. The guards do not know why they have been instructed to apprehend the Rebels, and politely say so if asked.

These are tough, well-trained professionals who know when to be rough and when not to be. Unless provoked, they will not behave violently toward the characters.

Ten Corporate Security Guards. All stats are 2D except: *Dexterity 3D+1, bows 5D, brawling parry 5D+2, melee combat 4D+2, Strength 4D, brawling 5D.* Move: 10. Corporate uniforms, comlinks, ID badges, compound bow (4D damage), stun clubs (STR+2D stun damage).

Interrogation

The characters are brought to a holding cell and left alone for about 35 seconds before the door opens, revealing the familiar face of Faerz Waleth. Behind him, on the opposite side of the door, are two guards who do not follow him into the room, but wait outside in case of trouble. When the door closes, Waleth speaks:

I don't know yet who you really are, who you work for, or why you're here. But I do know that things have been going slowly and steadily downhill since your arrival. Overseer Garret is no fool and he's bound to know that something is up when this facility is late with its next shipment. So you had better tell me everything you know, before I decide this is sabotage on your part and give you to Garret!

Waleth actually doesn't think the characters have caused the problems, but he will use them as a scapegoat if he can't save his company in any other way.

If the characters are so trusting (or so naive), as to tell Waleth that they are with the Rebellion, then they deserve no mercy. They must either roleplay for their lives, or roll two Heroic *persuasion* rolls to convince Waleth that working with them for now is in his best interest. Characters may combine actions in accordance with the rules on pages 68-69 of *Star Wars: The Roleplaying Game, Second Edition* and use Force Points and Character Points to affect the result. (The idea here is to make it very costly for the characters, without finishing them off, if possible. If you think they are aware of how much trouble they are in, and have worked hard enough, let them off the hook, but Waleth is no longer an ally, just a temporary associate at best.)

The characters should mention the R2 droids to Waleth. When they do, Waleth interrupts, and asks for all details regarding these droids. He will then tell the characters about the speeder crash, and the R2 unit, which was described in the adventure script.

Once convinced the characters had nothing to do with the sabotage at Nebula, Waleth will allow the characters limited freedom. He is willing to find out where the techs put the R2 droid and get it so it may be examined. When he calls the tech department on his comlink, he is informed that after the droid was questioned by the technicians at the scene, using a translating computer, it was placed in cold storage, and should still be there.

Gamemaster Note: The fact that the technicians
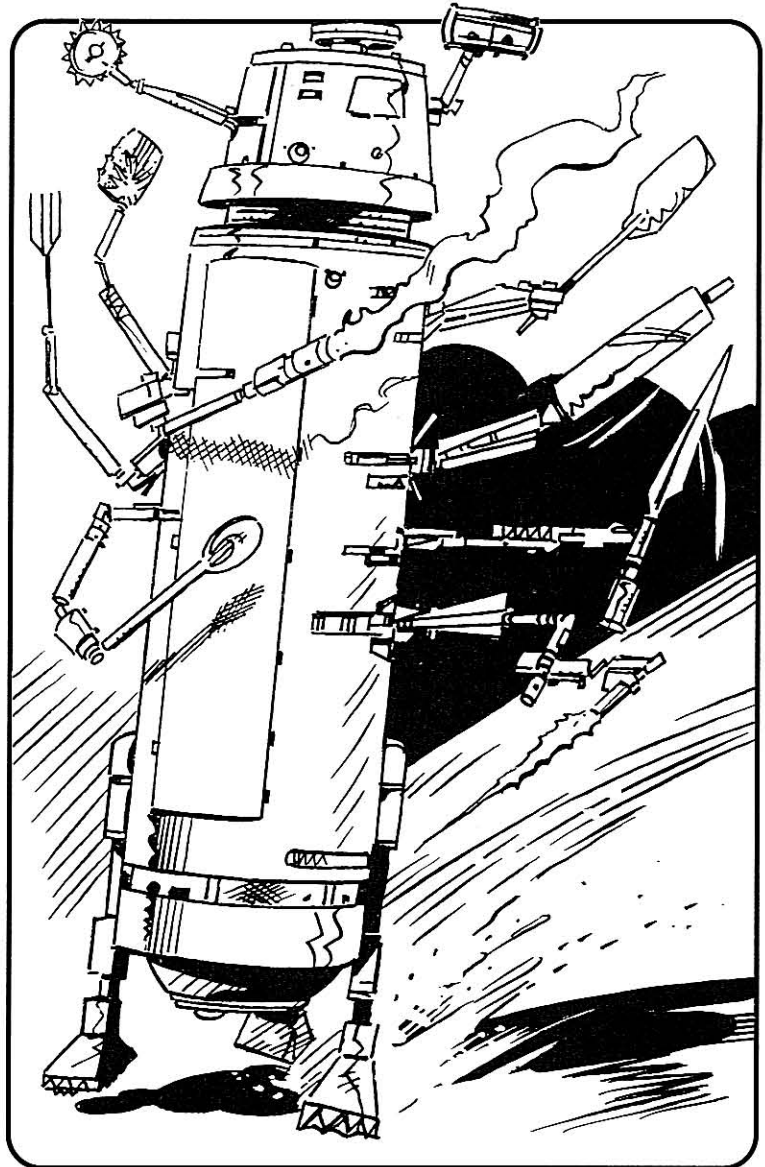
did not dump the droid's memory into their main computers is the only reason that the virus has traveled so slowly and no one knows what has occurred at Premier Provisions.

Cold Storage

Waleth leads the Rebels to the cold storage area of the complex and proceeds to the droid section. He gives his authorization code to the terminal, and scowls. Read aloud:

"Oh great," exclaims Waleth. "Now the inventory computer has crashed. We'll have to go in and find it ourselves. This shouldn't take too long."

He opens the door and the storage room beyond is filled from floor to ceiling with over 300 droids. At a rough estimate, at least one fifth of these inactive units are basic R2 design.

With sixty droids to choose from, finding the right one might seem an impossible task. But there are several methods the characters can use to find it:

Method 1: If the characters picked up a tracker from the agents on platform #34, they can use that to find the droid. Remember that the memory holding the virus is completely separate from the droid's normal circuitry, and is not deactivated with the rest of the droid. This method takes about two minutes and an Easy *search* roll.

Method 2: If Elbie has had the opportunity to memorize the signal's frequency, she can tell the Rebels that she is detecting the signal from somewhere in the chamber. If the characters cannot track it themselves, Elbie can trace the signal in about eight minutes.

Method 3: This is the method for characters who never came upon the receiver on platform #34 and haven't a clue about the signal. They must locate the technicians who found the droid and have them pick it out from the sixty or so R2 units in the chamber. This method takes about three hours, at best.

The characters do not have time to dissect every droid in the area to look for differences. Discourage this course of action in any way possible.

Cut-Away

This incident takes place during Episode Three.
Read aloud:

FADE IN: The office of the CEO, Gryseium Incorporated. A door opens at one end of a dim room, revealing the silhouette of a tall, burly man, dressed in expensive clothing. He steps into the room, and waits for a moment. The camera focuses on the other end of the room, where an attractive, light-haired woman sits in a plush-office chair behind a desk.

"You called for me, Miss Corazon?" *says the burly man.*

"Yes, Ryek," *replies the woman.* "I would like a report on the Mynock project. How went the field-test?"

"It went very well, Miss. The diagnostic R2 units brought Premier Provisions' systems to a halt just hours after they arrived. Everything from worker droids to the main computers were ruined by the time my men and I arrived to retrieve the droids."

"Excellent. Have the tech people ready the second group for shipment. By this time tomorrow, Nebula Consumables will be completely destroyed, and I will make my 'offer of assistance' to the Governor. Anything else to report, Ryek?"

"Yes, Sabel, there is. We only managed to retrieve five of the six R2 droids we sent. Since we didn't even find its tracer signal, I have to assume it has been destroyed. But it may have been found by someone else."

"That is no matter, The Mynock Project will be completed and scrapped before anyone finds out what happened. And Ryek, do *not* call me Sabel again. Ever."

Once R2-V6 has been located, Waleth will have it brought to a nearby workshop, where it can be properly analyzed.

Countermeasures

Exploration of the R2's internals leads to the extra processor which handles the virus. In order to find the virus without contaminating every piece of equipment they use in the search, Elbie needs to be used as a go-between. If any of the characters rolls a Moderate *droid programming*, they figure out that Elbie can store the virus as a message, while using its natural shielding to protect herself from the virus. The communications droid can then quickly feed the information into computers and wipe the memories of these machines once the virus is analyzed. If no one thinks of it, have either a technician or Elbie herself suggest it.

Waleth will be pleased with these results. He explains to the characters that in a matter of hours, the rest of the company's systems can be inoculated against Mynock, and the infected systems can be purged. He thanks the characters, and is leading them out of the workshop when something bizarre occurs. Read aloud:

Waleth leads you out into the hallway and is heading for his office when you hear noises behind you. The noises do not sound friendly. When you turn, you see a multi-limbed food preparation droid approaching you from behind, screaming, "Serve the Humans! THE HUMANS MUST BE SERVED!"

This four-star chef droid has twisted one of his prime directives into a positronic pretzel. He intends to use his varied, built-in kitchen utensils to prepare Humans for some random entree it's devised. It has no regard whatsoever for its own safety, and will attack whatever Human it is closest to that round. It will not recognize the existence of anything that is not Human or at least near-Human.

FDP-6000 Culinary Droid. All stats are 1D except: *Dexterity 3D+2, melee combat 4D+1, Knowledge 3D, alien species 6D, cultures 6D, cultures: culinary arts 8D, Strength 2D+1.* Move: 9. Equipped with: tractor tread mobile unit, numerous kitchen utensils.

Running The Combat

Whenever the droid makes an attack, roll a die. The implement the droid uses that round will do that many dice in damage. The gamemaster may tell the player exactly what the tool is (i.e., you roll a 1 on the die, so the damage will be 1D. You tell the player that his character is being attacked with a spatula.)

This combat should be somewhat comical. Dress up the action any way you see fit for this purpose.

Waleth's Plan

When the threat of the kitchen droid is eliminated, Waleth brings the characters to his office. His mood reveals that he has something on his mind that involves the heroes, but he is withdrawn and quiet until he closes the door to his office.

Waleth tells the characters they are free to go; he will buy their cargo if they wish, or have it reloaded onto their ship. Or the characters can hire themselves out to Waleth for a little wrap-up work he wants done. It would involve some risk, but they could potentially put Gryseium out of business, thus stopping the virus being spread anywhere else.

His plan calls for the characters to take their vessel back into orbit and land at Gryseium's platform on the pretense of restocking their ship consumables. While that business is under way, the characters will sneak the R2 droid into the complex, find a computer access terminal, and infect the production facility. Escaping should be a simple matter of climbing on board ship and taking off. Waleth's technical staff will have altered the program slightly and the droid will be informed of its modification.

If the players ask for compensation, Waleth will pay as much as 10,000 credits for services rendered to Nebula Consumables.

If the characters wish to go ahead with the plan, cut to Episode Four, "'Vengeance is Mine,' Sayeth the Droid." If they wish to leave without performing this task, end the adventure here. Refer to the end of the adventure for Character Point awards.

Episode Four: "Vengeance is Mine," Sayeth the Droid

The Rebels smuggle R2-V6 into Gryseium Inc. and load the modified Mynock virus — Mynock II — into the main computer. On their way back to the ship, Ryek Lauhsin sees them and a fight breaks out in the loading area of the complex. The episode concludes with the Rebels being chased off planet by a corporate gunship.

Mynock II

R2-V6 has been refitted with almost the same virus software that Gryseium sent it out with. "Artoo" is a willing participant in this operation; he is rather upset about what Gryseium did to it, and would like to take revenge. The little droid will communicate this if asked.

At the start of this episode, Waleth has escorted the Rebels to their ship. It has been repaired (if necessary), overhauled and cleaned by the landing-pad droid staff. (No, there are no glitches this time, the virus has stopped spreading in the com-

plex.) As the characters are about to board their craft, Waleth says:

"Your ship's supplies have been hidden in the engine room, so you won't starve if you have to leave in a hurry. Gryseium's landing pad is located on sprawl eighteen. Thank you for helping me eliminate this menace, and good luck to you. Oh, by the way, do you want this droid?"

Elbie has been patiently hovering by the boarding hatch all this time, and now looks sheepishly at the characters. If the characters and the gamemaster agree, Elbie can become a member of the game cast and join the campaign as a gamemaster character.

Otherwise, Waleth would be happy to keep her at Nebula Consumables, where she would be very useful.

When the characters take off, read the cut-away before proceeding to the next event.

Sneaking In

The characters leave Tyed Kant, just to turn around and enter it again. Though this might catch the attention of a living controller, the spaceport traffic controllers are droids and couldn't care less. When the Rebels ask to land on ranch sprawl #18, it requires an Easy *con* roll to convince the controller that the ship is in dire need of supplies, and that sprawl #18 is the closest facility that can help them. They should be able to gain permission and land safely.

When they arrive, they are approached by a protocol droid, very similar to the one they met in Episode One. It asks the same predictable questions, and arranges to have the ship restocked for 500 credits. The procedure will be complete in one standard hour. (Refer to Episode One for the droid's statistics.)

If the characters ask about a waiting room, or other such comforts, the droid will point out a bright green door on the other side of the landing bay and tell the characters that it is a pilot's lounge. The characters are invited to wait there instead of on their ship, if they so choose.

If the characters are in their ship, then getting to the door of the complex unseen is going to require three Moderate *sneak* rolls, as they jump behind one bit of cover after another. If the Rebels are supposedly staying in the pilot's lounge, it only requires two Easy *sneak* rolls. R2-V6 will not hamper their sneaking, he is just a droid, after all. If they fail any of the rolls, give them every opportunity to hide or bluff their way out of trouble. They really shouldn't be chased until after they are finished downloading the virus.

While they are sneaking into, and later breaking out of, the complex, refer to the map provided for this episode.

The main entrance to the complex is not locked, or even particularly well-guarded. Once the group gets to that door, they have no trouble getting in. Once inside, characters who make an Easy *Perception* check will see a computer access a short way down the hallway. There are currently no guards in the vicinity. When the characters get to the terminal read aloud or paraphrase:

The little R2-unit, without needing a cue, plugs into the access terminal before you. Your ears fill with the sounds of computer hums and droid beeps. Before too long, information scrolls by on the screen at an alarming rate. For about two minutes, the little droid continues to happily communicate with the company's main computer. Then, just as R2-V6 logs out of the access, the unit briefly shows an error message, then goes dark. Behind the now defunct viewer screen, you can see the tiny security camera staring out at you.

Let the characters decide they are in trouble, then the alarms sound. Cut to "The Chase."

The Chase

The characters have loaded the virus into Gryseium's main computer, so there is nothing left to do but leave. The Rebels should realize that staying to fight a long battle is as useless as it is dangerous. When the characters reach the door they entered through, they find that it is now locked and needs a Moderate *security* roll to force open.

Once out in the open again, the landing bay is exactly as they left it, except that there are five corporate security guards there waiting for them (use the statistics for corporate security guards given in Episode Three). The guards have orders to stop the characters, killing them if necessary. They have no energy weapons, so once the characters are on board ship, they are safe (for the moment). Three rounds into the combat, the main door to the complex opens and Ryek Lauhsin, followed by four more security guards, enters the combat. If the Rebels are already on their ship, then they arrive just as the Rebels take off.

■ Ryek Lauhsin

Type: Corporate Security Chief
DEXTERITY 3D
Blaster 4D+2, bows 4D+1, brawling parry 5D, dodge 3D+2, melee combat 4D, melee parry 4D
KNOWLEDGE 2D
Intimidation 4D+1, languages 3D, law enforcement 6D, streetwise 3D+1, willpower 5D
MECHANICAL 2D
Communications 3D, repulsorlift operation 4D+1
PERCEPTION 2D+1
Command 5D, con 3D+1, hide 4D, investigation 3D, search 4D, sneak 3D+1
STRENGTH 4D
Brawling 5D, stamina 4D+2
TECHNICAL 2D
Demolition 3D+2, first aid 3D+1, security 6D

Force Points: 1
Character Points: 8
Move: 11
Equipment: Security uniform, protective vest (+1D physical, +1 energy), Corazon Industries ID, vibroknife (*Strength* +3D damage), compound bow (4D damage), 20 arrows

Capsule: Ryek has been the second-in-command of Corazon Industries for almost twenty years. He was with Sabel's father when he was killed and has never forgiven himself for failing to prevent the murder. He has served Sabel Axis with the same loyalty as he did her father. He loves her like his own daughter, and tends to overlook her vengeful temper and evil methods.

Ryek is a man of action. Unless he is issuing orders, or giving a report, he does not say much. While on assignment, he follows instructions fanatically, letting nothing get in his way.

Let the Rebels think that they are home-free for a moment as they speed upward toward the top of the atmosphere, then space. Everything is going perfectly! Then read aloud:

Your ship careens through the green mists of Tyed Kant. Gryseium's ranch sprawl is almost invisible behind you now. But the skies are not clear—something is behind you, and it's gaining.

What the characters will soon discover is that they are being chased by a Corellian Corvette. The Corvette *Tyed's Valiant* is significantly faster and better armed than the Rebels' ship, and will overtake them in just a matter of minutes. Now the real chase commences.

While the characters are trying to figure out what is following them, their subspace radio crackles to life. A woman's voice says:

"Attention, fleeing craft. This is the *Tyed's Valiant* of Gryseium Incorporated. I recommend that you halt at once and prepare for boarding. You have no chance at escape. You won't be out of the atmosphere before our firepower makes you into memories. Heave to!"

The voice belongs to Sabel Corazon. She is chasing the heroes herself primarily because she is angered by their meddling (and also because she does not want to be trapped on the platform if the techs fail to contain the virus). Her plan of action is simple: either the Rebels will surrender, and she will interrogate and kill them, or they will not and she will simply destroy them and their ship.

■ Sabel Axis Corazon

Type: Corporate Executive
DEXTERITY 2D+2
Bow 4D+2, dodge 3D, melee combat 4D+1, melee parry 5D, pick pocket 7D
KNOWLEDGE 4D
Bureaucracy 6D, business 9D, intimidation 6D, languages 5D, streetwise 4D+1, value 5D, willpower 6D
MECHANICAL 2D
Capital ship piloting 3D, repulsorlift operation 5D, starship gunnery 3D+2
PERCEPTION 4D

Gryseium Industries Loading Platform
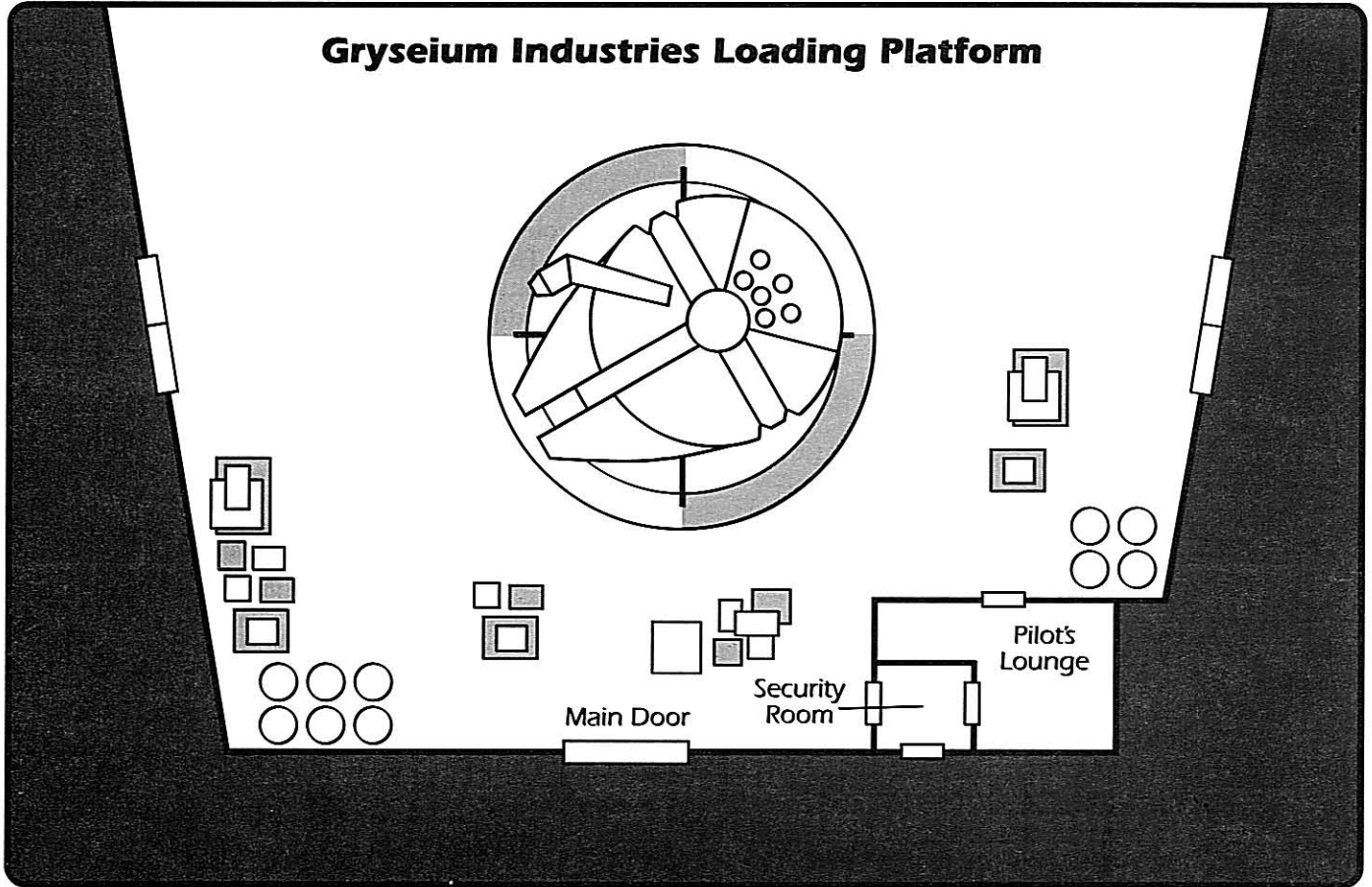
Bargain 8D, command 7D+1, con 7D, forgery 4D+2, investigation 5D+1, persuasion 4D+2, search 5D
STRENGTH 3D
Brawling 4D+2, stamina 4D
TECHNICAL 2D+1
Computer programming/repair 3D+2, droid programming 3D+1, first aid 4D, security 6D+1
Special Abilities:
Photographic Memory: Add +2D to all *Perception, forgery, investigation* and *search* rolls involving things she has seen before.
Force Points: 4
Character Points: 15
Move: 10
Equipment: Datapad/appointment book, personal computer, expensive clothes, airspeeder, 5000 credits on hand, hidden vibroshiv (Str+1D damage), compound bow (4D damage)

Capsule: Sabel Corazon inherited Corazon Industries when her father was assassinated by agents of a rival firm. Five years later, she drove that very competitor into bankruptcy and had the CEO maimed. Since then, she has purchased dozens of small companies, including Gryseium Inc. Every one of them has flourished under her control. Her employees do not like her, but they respect her judgment.

Sabel is ruthless, cunning and usually patient. She does not have many allies (she prefers subordinates). Once crossed, she is a tenacious foe, who does not forgive and cannot forget. However, even when bent on revenge, she seldom loses her temper and will wait for the perfect moment to strike.

The Rebels should soon realize that they cannot outrun the Corvette. (It will have already destroyed them before they get far enough from the planet to jump into hyperspace.) Nor can they outgun it. However, characters making Very Easy *Perception* checks realize that the Corvette is not firing at them even though it is in range. (They should remember what blasts will do in the atmosphere.)

So the solution is this: the characters have to get their ship out of the atmosphere first, then fire all out at the *Tyed's Valiant* just before it leaves the atmosphere, the result being that the Corvettes' viewports and sensors will be covered in organic soot (much like the cloudskiff at the end of Episode Two). If none of the characters think of this, find a way to sneak it to them via a droid, a silent message to a Force user, etc.

Run the ship chase and any combat as per the rules on pages 104-112 of *Star Wars: The Roleplaying Game, Second Edition.*

■ The Tyed's Valiant
Craft: Corellian Engineering Corporation Corvette
Type: Mid-sized multi-purpose vessel
Scale: Capital
Length: 150 meters

Skill: Capital ship piloting
Crew: 30, gunners: 6, skeleton 10/+15
Crew Skill: Capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1, astrogation 3D, capital ship gunnery 4D+1
Passengers: 100
Cargo Capacity: 3000 metric tons
Consumables: 1 year
Cost: 2.4 million credits
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 KMH
Hull: 4D
Shields: 2D
Sensors:
  Passive: 40/1D
  Scan: 80/2D
  Search: 100/3D
  Focus: 5/4D
Weapons:
  Six Double Turbolaser Cannons
    Scale: Starfighter
    Fire Arc: 3 front, 1 left, 1 right, 1 back
    Crew: 1
    Skill: Starship gunnery
    Fire Control: 3D
    Space Range: 3-15/35/75
    Atmosphere Range: 30/70/150km
    Damage: 4D+2

When the characters escape the *Tyed's Valiant*, the adventure is over. If you think you may use Sabel as an antagonist in other adventures, read the cut-away below to your players.

Rewards

Give the characters 3 Character Points for completing the adventure, and another 2 if they successfully infected Gryseium Inc. with the virus. Award an extra Character Point to the group if they defended the lagoin against the gardener droids.

Grant extra Character Points to players who roleplayed especially well or skillfully.

Finally, return well-used Force Points, and grant additional Force Points for heroic deeds committed during the adventure.

Cut-Away

FADE IN: *The bridge of the Corellian Corvette* Tyed's Valiant. *Sitting in the command chair of the bridge, Sabel Axis Corazon frowns angrily. At her side is Ryek Lauhsin, looking equally bellicose.*

"Ryek, I want you to find those fools," *Sabel states coldly.* "Put your best people on it. This setback will cost me a bundle, but nothing compared to cost that those meddlers who caused it are going to pay, when I get my hands on them."

After a moment, Ryek replies, "As you wish, Miss Corazon. Captain, chart a course home."

"Yes, sir," *says a voice off-camera.*
FADE TO BLACK.

◼◼Triple Cross

D'larah

D'larah is one of the more affluent industrial cities on the planet Demophon. Like all the other cities on the planet, it relies on a dome to protect it from the harsh environment.

Life in D'larah tends to be much less harsh than that of other Demophon cities. Where many of the planet's metropolises are reminded of the Imperial presence every day, D'larah has been left mostly to itself, owing to the fact that one of the previous governors was related to an Imperial official of high standing. The name of the governor and his Imperial relation have long since been forgotten, but the benefits accrued from their relationship continue.

Geography

D'larah's city planners decided from the outset that it should be a pleasant place to live, raise a family and spends one's final years. The result of this was that the the city does not look at all like the center of scientific research and development it is.

The avenues of D'larah are broad and allow plenty of room for both vehicle and pedestrian traffic. Wide sidewalks with many shade trees and potted shrubs are the norm in the commercial district, making shopping there far more appealing for residents.

Downtown D'larah sports many shops and services, as well as many diverse forms of entertainment and dining establishments. All of a citizen's needs can be fulfilled here, from ordinary foodstuffs to rare, imported delicacies, furniture and the like. The lifestyle in D'larah is upscale, even for those in occupations not normally thought of as well-paying.

D'larah also has the distinction of boasting one of the few parks in any of Demophon's cities. Jhonterius Park, although small, is the true jewel of D'larah. Many starship crews are amazed at the sight of an emerald-green oasis of nature in the center of what is expected to be yet another technology-filled dome. The park is populated with a variety of fauna, almost all of which were imported from other worlds.

The sole exception to this is the D'larah palm, which was genetically engineered specifically for the park. These trees are notable for the fact that their long leaves are of a bright crimson color. The fruit of the D'larah palm is a deep red shelled seed that produces a sweet milk, which is considered a delicacy. The fruits are considered city property and theft of them is punishable by a fine of 500 credits.

Jhonterius Park is approximately four and a half hectares in size and is crisscrossed with walking paths. It also features benches and tables for relaxing and picnicking. There are also a few sports fields and plenty of areas to laze the day away.

During the day, the park is largely empty, but in the evening, many workers stop here on their way home for a few moments relaxation.

However, long after dark, Jhonterius becomes the site of most of the city's crime. The nocturnal population is made up of those who have lost their jobs and are unable to support themselves through any other means but theft. City authorities make every effort to find these people and either remand them to jail or send them off to other domes to find work there.

The park also is a meeting place for those with ties to industrial espionage and other illegal activities. With the imminent supernova, the incidence of industrial espionage has nearly doubled. Not a day goes by when someone isn't looking to peddle some minor industrial secret in exchange for passage off planet or the money to make arrangements to leave. The local law enforcement agency has made many attempts to curb this activity, but their numbers are not large enough to make any sizeable dent in the problem.

Rumor has it this situation may prompt the return of a heavy-handed Imperial presence to the city. But at this point, these remain just rumors. Still, the supernova has forced a radical change in the way the DCP works and in the amount of crime in the city (see "Explode, Explode, Little Star ..." below).
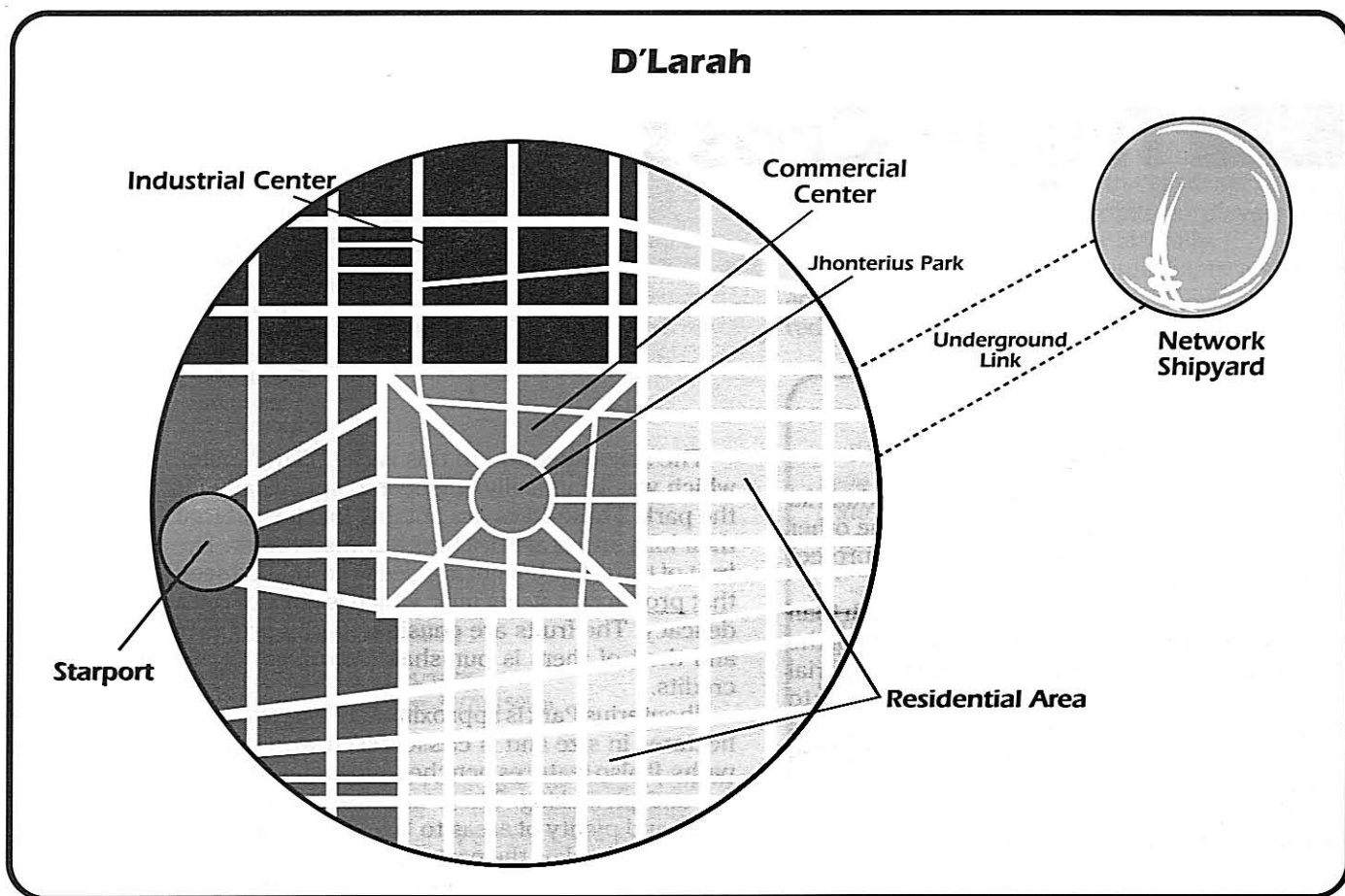
D'Larah

Law and Justice

Law enforcement in the city has traditionally been the province of the D'larah City Patrol (DCP). One of the clauses written into the original charter was that it could maintain its own police force, and the City Patrol is the result. As the city is a peaceful one, DCP members rarely wear armor, although light armor is available for their use. Officers generally see themselves more as stewards than peace officers and maintain a generally good relationship with the citizenry.

The DCP also handles all security for the various industries in the city. As a result of this, the latest in technology is always available to the DCP.

Business and Industry

The major employers in the city of D'larah are the Shankti Drive Works, Tumleh Navigation and the municipal government. The remainder of the work force is employed in the service industry.

The Shankti Drive Works commands the largest share of the city's industrial quarter. Shankti is one of the foremost manufacturers of hyperdrive systems and boasts a large research and development section. They are always experimenting with different types of hyperdrive components and technologies, from simple shunting circuitry to the large scale hyperdrive motivators found on Imperial Star Destroyers.

The presence of prototype drives and ships means that security at Shankti is very tight. Employees are subjected to both regular and random checks, but the number of DCP members leaving Demophon of late has caused some holes to open in the security net.

Tumleh Navigation is a sister company of Shankti Drive Works. These two industries were founded on the planet almost simultaneously and have been working hand in hand since their early years. Tumleh's primary product are hyperspatial navigation systems and programs. Tumleh helped perfect many of the compact hyperdrive navigation computers found aboard smaller starships and yachts. They are constantly searching for new ways to streamline course plotting programs and trim the time needed to calculate jumps into hyperspace.

Tumleh's latest project is a means to allow hyperspace jumps in the vicinity of gravity wells, such as those around a planet or star. Although quite risky, the theory is that if less time is needed to transfer out of the mass shadow of a planet and into open space, a great deal of money could be saved in the long run. So far this project has met

with little success, and it has been found that the more massive the ship using the program, the less likely the jump will occur successfully.

As with Shankti, security at Tumleh is handled by the DCP and is fairly tight. However, Tumleh is already making preparations to move off of the planet and relocate in another system. Security therefore has had more problems maintaining a tight rein on personnel. A significant number of Tumleh's employees have already quit their jobs and left the system.

D'larah itself also employs a significant part of the population. With a city so devoted to maintaining itself as a pleasant place to live, the work force needed is significant. All manner of workers are needed, from administrators, accountants and bookkeepers, to spaceport workers, intercity transport pilots and groundskeepers.

Alongside the DCP as the most visible members of city employees are the groundskeepers and gardeners of the city. These people are involved in all the day to day upkeep of the city streets, its flora and fauna, and also Jhonterius Park. As they constantly patrol the city, they come into contact with many people and tend to accumulate a good deal of information about goings-on.

Places of Note

D'larah enjoys a healthy tourist trade, as there are a few casinos, entertainments brought in from off-planet, and the most famous restaurant in the system, "Marqo's." This renowned eatery serves a variety of delicacies, including chef's salad featuring the leaves and fruit of the D'larah palm.

There is also a small starport in D'larah, which straddles the commercial and industrial zones of the city. Almost half of the 50 docking bays are reserved for the prototype vehicles that are tested there. The remaining bays are available for commercial and private starship traffic and they have seen a great deal of use lately. Many traders and smugglers have been taking advantage of the citizenry's desire to leave before the star goes nova. The DCP has even been involved in a few shootouts with smugglers and industrial spies, so caution and vigilance have become the watchwords in the D'larah starport.

Government

In its early days, the city of D'larah enjoyed special ties with the Empire via its governor and profited from that affiliation. The city was allowed to grow and flourish with an unprecedented degree of autonomy.

The chief administrator is the City Governor, who is appointed by the Empire from a pool of citizens, with the approval of Shankti and Tumleh. The current City Governor is Jaspar Skeete, a personable man but not very skilled in crisis management. With the advent of the current situation,

Skeete has had more and more difficulty keeping the populace in line. Rumor has it that Skeete has a ship on standby at all times, should the supernova alarms go off.

The City Council is made up of two appointees each from Shankti and Tumleh, as well as two each selected from the residential sector of the city and from the commercial sector of the city. This council is the major policymaking body for D'larah. Final approval of any measure enacted by the council must be given by the governor. His veto can be overriden by a two-thirds majority of the council or by Imperial representatives (although the latter has never happened in the history of the city).

For the most part, city officials have not had to make many difficult decisions and exist primarily as caretakers, overseeing the day-to-day operations that keep the city functioning. However, they are currently facing a mammoth crisis and their lack of experience has hampered their implementation of evacuation plans.

Explode, Explode, Little Star...

The reaction of the citizenry to the current situation has been one of barely restrained panic. With D'larah having been a corporate city for most of its existence, most of the residents believe they will be cared for by the firms that have seen to their families' needs for generations. Whether this aid ever materializes, only time will tell. The evacuation of a city of six million would be expensive and time-consuming and would strain the corporations' resources to their limits. Shankti and Tumleh have issued statements that plans for evacuation have been created and are continually being revised, but word around the city is that only the top echelons of the corporations are to be saved, with the rest left behind to die.

Many of the smaller businesses have already shut down and left the planet, feeling that waiting for the last minute would only guarantee that their assets would be lost in the destruction of the star. The only industries flourishing at this point are the trade ships, which bring in needed goods and take people out with them, and the shops that specialize in luggage and packing materials.

The DCP has been forced to start shooting first and asking questions later, as arguments over berths on evacuation ships at the starport have escalated into shootouts. One industrial spy even staged such an event as cover for hijacking a prototype vessel.

The city government's view mimics that of the general populace. They are aware that the imminent danger is causing some serious breakdowns in the social order, but they are hoping to somehow ride out the crisis. Many city employees have been able to make travel arrangements ahead of

time owing to their positions, but there is some speculation that actually getting to their ships may not be as easy as they had thought.

Shankti Drive Works and Tumleh Navigation have already started taking steps to ensure the survival of their upper echelons of management and research staff. Approximately 1000 of the top employees of each company have been chosen for evacuation, and ten ships are waiting in heavily guarded docking bays, ready to blast off with minimal notice. The top management people of both corporations have already left the system and are running things through well paid and loyal subordinates, willing to keep quiet in return for the extra money. Lower-level employees are unaware of the absence of their employers.

The most dramatic change in the city has been the increase in violent crime. Assaults, murder and sabotage have increased throughout the city, mostly in the vicinity of the starport and Jhonterius Park. Many illicit deals for travel and information have been made in the park of late. The DCP finds itself involved in nightly firefights with smugglers and other members of the criminal element. Any person receiving travel waiver chips is immediately a target for theft and assault. Many of those who have received their chips wisely keep the information to themselves.

Industrial espionage has also flourished in this crisis atmosphere. Many employees have turned to stealing corporate secrets in order to fund their passage off Demophon. There are a variety of slicers now working covertly in both Shankti and Tumleh, pulling up whatever secrets they can muster and using them as credit towards promises of escape.

Hand in hand with this, a small black market has also sprung up, dealing in the some of the less available luxuries. "The G'uotr Network" has turned fantastic profits selling goods no longer available in D'larah, and the mastermind behind it remains a mystery. Many attempts have been made by the DCP to crack this crime ring, but each time a Network location is discovered, raids come up empty. There is growing concern that someone inside the DCP is tied to the G'uotr and is leaking them information.

DCP efforts on behalf of Shankti and Tumleh have also increased many-fold, as they try to stop crimes ranging from petty thievery to full-blown industrial espionage. Many employees have found the current situation a ripe environment to pick up a few extra credits by selling off valuable equipment or stealing company secrets. It is not uncommon for the DCP to make a half dozen arrests at each company on a daily basis. DCP counter-intelligence units have been hard at work monitoring almost all of the computer use and information traffic at Shankti and Tumleh.

Criminal offenders nowadays will find themselves spending time in D'larah's new makeshift jail, located in an old spare parts warehouse. The jail now boasts over 2,500 inmates, held on crimes ranging from assault to espionage and murder. Over ninety percent of these prisoners have yet to receive a trial, having only been arraigned and ordered held without bail.

As with all things on D'larah these days, however, freedom can be purchased if the proper amount of money makes it into the right hands. Greasing palms up the ladder usually requires a lot of capital and also someone able to get the cash to the right peole.

This being the case, a burgeoning messenger service and law practice has sprung up near the jail. If you are not lucky enough to have family members available, there are a number of services available to expedite your case if it's a minor charge, like assault. If it's a major crime, they will see to it that your bribe gets where it will do the most good (for a nominal fee, of course). This "industry" has also been rumored to have ties to the Network.

Since the onset of the current crisis, the starport has been crawling with activity. Dozens of ships leave every day with passengers lucky enough (and wealthy enough) to get passage away from Demophon. Any number of local traders have found great profits in the ferrying of passengers to planets outside of the system. Many of these passengers simply connect to other flights elsewhere, while some others have specially chartered flights taking all their belongings on to their final destination.

Along with the starship traffic has come a tremendous amount of smuggling. Many of the traders have taken to bringing in goods to sell to the Network. With prices up to ten and twenty times the market value of the goods, the market is booming, with the most frequent cargo consisting of people. These illegal evacuees share cramped quarters with as many others as can be safely stuffed into whatever hidden compartments are available.

Starship traffic has also started to appear outside the dome. Though landing space is severely limited and dangerous, some brave smugglers and braver refugees have been rendezvousing outside the domes in order to get off planet and to smuggle goods. The attitude of the DCP is that this foolhardy practice is so rare and dangerous that attempting to pursue and apprehend those using this escape route would result in an unacceptable loss in manpower.

Personalities of D'larah

Elena "Black Manta" Ray

Elena Ray is an employee of Shankti Drive and secretly the leader the G'uotr Network. Notable for

her small, compact frame, black hair and dark eyes, she made her way to the top of Research and Development through careful and precise manipulation of those working above and below her. Her corporate battle tactics have earned her the nickname "Black Manta," and it is an image she embraces and works hard to maintain.

Elena saw the coming supernova as a chance to make some extra capital and used her management and computer skills to set up the G'uotr Network. Her plan is to tap into as many resources as possible and create a fund with which to get the members of the Network off Demophon and then set up shop elsewhere. A number of hangar bays in the starport are currently under the control of the G'uotr and ships and supplies are almost ready for their departure.

Another factor in Elena's plans is the subversion of members of the DCP. A considerable number of officers have been contacted, with the intention of making them part of the Network. A number of mid-level officials have joined the ranks of the G'uotr to ensure their departure from Demophon. This also helps to guarantee the safety of the supplies stored in the starport. At this point, however, the public is not aware of any connection between the DCP with the Network.

■ Elena "Black Manta" Ray

Type: Computer Programmer/Black Marketeer
DEXTERITY 3D+2
Blaster 4D+1, dodge 4D+2, melee combat 5D, melee parry 4D+1
KNOWLEDGE 4D

Business: 6D, business: nav system R&D 6D+1, intimidation 5D+2, law enforcement 5D, law enforcement: D'larah 5D+1, streetwise 6D+1, willpower 5D+2
MECHANICAL 2D+2
Space transports 3D+1
PERCEPTION 4D
Bargain 5D+1, command 5D, con 5D+2, forgery 6D, hide 5D+2, persuasion 6D+2, sneak 5D+1
STRENGTH 2D
Brawling 2D+2
TECHNICAL 5D+2
Computer programming/repair 6D+2, security 6D+1
This character is Force-sensitive.
Force Points: 2
Dark Side Points: 2
Character Points: 7
Move: 10
Equipment: Blaster pistol (4D damage), vibroblade (STR+3D damage), datapad, comlink, breath mask, recording rod

Capsule: Elena Ray has discovered a whole new side of herself since creating the G'uotr Network. She enjoys the danger and excitement of outwitting the DCP, possibly even more than she enjoys all the money she's making.

Ray is well aware that even her skill and luck will only allow her to get away with her double life for so long. But by the time that happens, she fully intends to be living on a resort world with her ill-gotten gains.

Cradjius Lucern

Lucern is the current owner of "Marqo's." Once a luxurious restaurant with a charming atmosphere, "Marqo's" is now a dark and moody gambling hall and cantina. The former owners of "Marqo's" relocated to another system shortly after the impending supernova was announced. With all income

now being saved to buy passage off of Demophon, business was sure to dry up.

Lucern, on the other hand, had another angle. The name "Marqo's" was always an attraction around D'larah. Just two days after the former owners left, Lucern had reopened the popular nightspot and turned it into what seemed to be more of a frontier cantina than a posh restaurant. However, certain sections of the populace immediately embraced the new "Marqo's" — those with a desperate eye towards escape.

The gambling tables at "Marqo's" offer the chance of a quick win and perhaps the money necessary to get away from this doomed system. Early on, Lucern took the opportunity to plant a few "winners" in his crowds and foster the air of luck and success that would draw people in to gamble. It is no surprise that Lucern would have connections to the G'uotr Network, but being primarily a loner all his life, his connection is limited. A small percentage of "Marqo's" profits are being skimmed off to the Network to buy passage for Lucern when the Network leaves, and this percentage is quite low thanks to Lucern's allowing the Network to use his bar as a meeting place for their agents. So far, Lucern has a run a clean and fair business and has avoided any troubles with the city government, the DCP or the G'uotr Network.

■ Cradjius Lucern

Type: Cantina Owner
DEXTERITY 3D+2
Blaster 4D+2, brawling parry 4D+1, dodge 4D+1, melee parry 4D+2
KNOWLEDGE 4D+1
Intimidation 4D+2, streetwise 6D, streetwise: D'larah 6D+2, value 5D+2, value: D'larah 6D
MECHANICAL 3D
Ground vehicle operation 4D
PERCEPTION 5D
Bargain 6D+1, con 6D, gambling 6D+2, hide 5D+2, sneak 6D+1
STRENGTH 3D
Brawling 4D+2
TECHNICAL 2D+2
First aid 3D+1
Character Points: 2
Move: 10
Equipment: Sporting blaster (3D damage), vibroblade (STR+3D damage), medpac

Capsule: Lucern is a small-time operator with his eyes on the big time. He plans to use the Network to get off Demophon before the big bang and open a chain of cantinas and gambling houses. At times he can be a little too slick for his own good.

The Ghost of Jhonterius Park

One of the most recent inhabitants of Jhonterius Park is a dark robed figure who is said to haunt its environs by night. Many have claimed to have seen this mysterious person, but only a few have had the chance to talk to him. He claims to be the spirit of Jhonterius, the city's founder, brought back from

beyond death to save D'larah from its impending doom.

This "ghost" seems to be able to travel throughout the park with relative ease and no pursuit has thus far lasted for more than a few moments before the figure is lost from sight. The timing of the sightings would seem to indicate that either there truly is a ghost in Jhonterius Park, or there are a number of people playing at being the ghost. The latter explanation seems somewhat unlikely, as all of the descriptions of the ghost have tallied exactly.

This ghost so far seems only to want to be left alone, and uses its haunting presence and an unearthly wail to frighten others away. To date, no one has had any form of extended communication with the ghost and no one has been injured by it. All attempts by the DCP to capture this person have come up empty.

Another result of this has been the growth of a small cult that believes that Jhonterius has returned. A number of believers have taken to evening vigils, awaiting the appearance of their supposed savior. Thus far, the Jhonterius worshippers have been peaceful, but who knows what lies ahead as the supernova draws near.

Captain Lucius Flint

Lucius Flint is a member of the D'larah City Patrol who has been swayed over to the side of the G'uotr Network. Flint's main reason for defection was to ensure that his wife and children would be able to escape from Demophon. He does not see his alliance with the Network as a failure to properly carry out his duties.

Despite allying with the Network, he has not surrendered his belief in the law. He has made it clear that he will not be a part of any major crime, and so the Network does not thoroughly trust him. But as long as the Network continues to help more people escape the system than does the city government, Flint is willing to turn a blind eye to minor infractions.

■ Captain Lucius Flint

Type: Local Police Captain
DEXTERITY 3D
Blaster 4D+1, dodge 4D+1, grenade 3D+2, melee combat 3D+2
KNOWLEDGE 3D+2
Bureaucracy 4D, bureaucracy: D'larah 4D+2, intimidation 4D, law enforcement 4D, law enforcement: D'larah 4D+2, streetwise 4D+1, streetwise: D'larah 5D
MECHANICAL 2D+1
Communications 3D
PERCEPTION 3D+1
Command 4D, command: DCP 4D+2, investigation 4D, investigation: D'larah 4D+1, search 4D
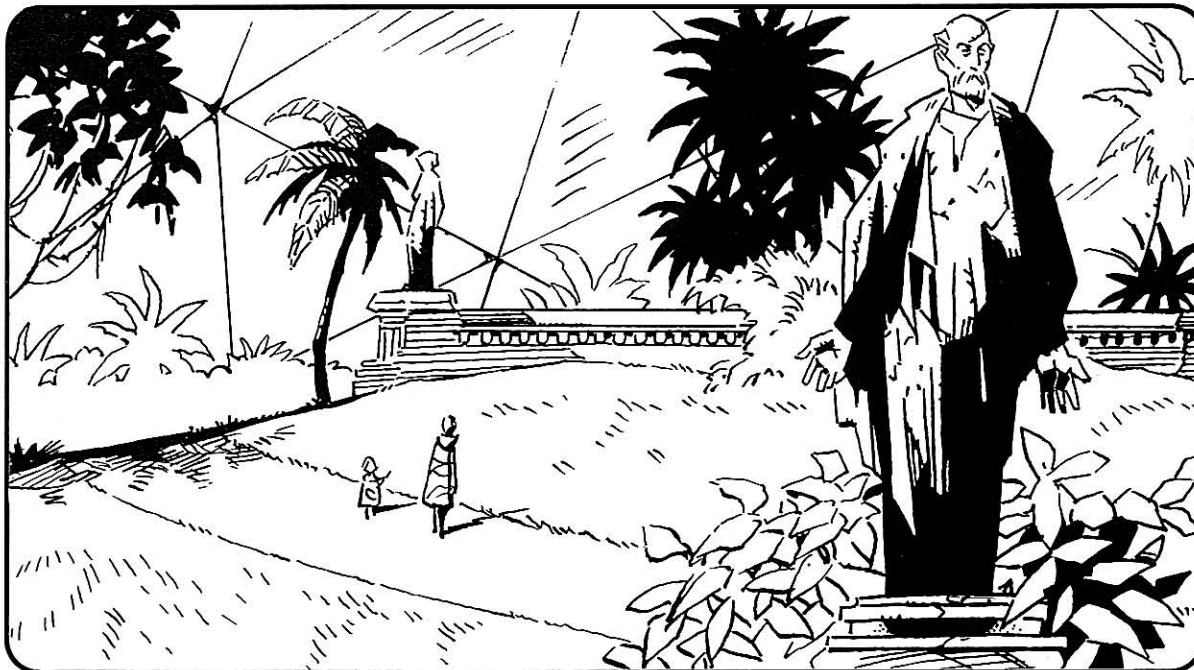**STRENGTH 2D**
Brawling 3D
TECHNICAL 2D+2
First aid 3D
Character Points: 5

Move: 10

Equipment: Blaster pistol (4D damage), comlink, datapad

Capsule: Lucius Flint had a decision to make: compromise his principles or risk watching his family die in the explosion of Demophon. His choice was obvious, but not easy, and the burden of serving two masters is one he shoulders uneasily every day.

Adventure Background

With the current crisis occurring on Demophon and the general chaos involved with the evacuation, the opportunity to make easy money ferrying people out is irresistible to smugglers, traders and virtually anyone else with a ship that can carry extra passengers.

The characters have been contacted by a family in the city of D'larah on Demophon. They are offered 50,000 credits for the simple task of ferrying the Urshant family to another system. Just a family of four and no more belongings than what they can carry on their backs. What could go wrong?

Episode One: Any Landing You Can Walk Away From ...

Having accepted the offer from the Urshant family, the characters travel to Demophon and prepare for landing.

Read aloud or paraphrase:

Never have you seen so much space traffic around one planet. A snarl of ships slows your approach and it is a few hours before you are given clearance to land.

The landing at the D'larah starport is fairly

routine. **After waiting for a number of other ships to arrive and depart, you are instructed to land at Docking Bay 24. After touchdown, you go through the standard shutdown procedures and exit your ship.**

As you head towards a set of docking bay exit doors, they fly open and you find yourselves facing an armed contingent of men, greedy eyes locked on your ship. With a throaty growl, the leader of the mob says, "Get back aboard! We're your cargo and we're leaving now!"

Two men then go to the two exits from the hangar and blast the door locks, leaving them totally useless.

The characters at this point are caught right in the middle of a Network plot. The leader, Choaaty Mossk, is a broad-shouldered, bearded man with a heavy blaster pistol at the ready. The other nine men in his party are also carrying blaster pistols ready for use at a moment's notice, but all keep a respectable distance away from the characters in order to keep an eye on them and stay out of melee range.

Negotiating terms with Mossk requires Very Difficult *bargaining* rolls. If the rolls are failed, Mossk says, "The ship and you are mine! We're leaving this Bantha-forsaken planet and you're the ones taking us." He will keep the characters at least five meters away to avoid any unnecessary conflict, in accordance with the the Network plan.

If the rolls succeed, Mossk will agree to let the characters go free once he and his men have escaped the Demophon system.

The character's options are limited: go quietly and take Mossk and his men off planet with them,

or fight their way out of the hangar bay.

As the characters are negotiating with Mossk, call for *Perception* rolls. An Easy success will reveal that door cutters are being used on the entranceway nearest their ship. Mossk and his men will fail to notice the break-in and the characters should be allowed to stall until the break-in is complete.

Regardless of whether the characters notice or not, the hangar bay doors suddenly blast inward and Mossk and his men are taken by surprise. Fifteen D'larah City Patrol regulars emerge through the smoke and a firefight ensues. The characters are quickly swept into the action as five regulars move to aid them and the rest try to pin down Mossk and his band.

■ Choaaty Mossk
Type: Network Freelance Operative
DEXTERITY 3D
Blaster 3D+2, brawling parry 3D+1, dodge 3D+2

KNOWLEDGE 2D+1
Intimidation 3D+1, streetwise 3D, survival 3D
MECHANICAL 2D+2
PERCEPTION 3D
Bargaining 5D+1, con 3D+2, gambling 3D+2, hide 3D+1, sneak 3D+1
STRENGTH 3D
Brawling 3D+2
TECHNICAL 2D
Equipment: Heavy blaster pistol (5D damage)
Character Points: 4
Move: 10

Capsule: Mossk is a former pirate who now works freelance for the Network. He has a criminal record as long as one of his burly arms and has been disciplined on more than one occasion by "Black Manta" for not following orders. She has drummed into his head that he is not supposed to kill the characters during this assignment.

9 Network Agents. All stats are 2D except: *Dexterity 3D, blaster 3D+1.* Move: 10. Heavy blaster pistol (5D damage), blast vest (torso, +1D to front from physical attacks, +1 from energy attacks).

15 DCP Regulars. All stats are 2D except: *Dexterity 3D, blaster 3D+2.* Move: 10. Blaster pistol (4D damage), comlink, blast vest (torso, +1D to front from physical attacks, +1 from energy attacks), blast helmet (+1D to front and back from physical attacks, +1 to front and back from energy attacks).

The combat will be quick and decisive, as the DCP "surprise" attack has seemingly caught the Network agents off guard. The five regulars that move to aid the characters are also there to keep them from getting a good shot at any of the "enemy," for both forces are actually comprised of Network agents or affiliates. This distraction should take the form of what seems to be a few overprotective guards making sure that the newcomers are protected.

When the Smoke Clears

After the battle is over, with the Network agents having taken only minor casualties, the DCP regulars will take custody of those able to travel and pack them quickly off, presumably for detainment and prosecution.

As they are leaving, the characters will come face to face with their rescuer, Captain Lucius Flint of the DCP. Read aloud or paraphrase:

A tall, balding man in a uniform approaches you. He is imposing, yet seems quite friendly. He introduces himself as Captain Lucius Flint of the D'larah City Patrol.

"Well, it seems we pulled your tails out of the afterburner here!" he says. "I hope the rest of your visit isn't quite so eventful.

"Unfortunately, these are desperate times in D'larah. Hijackings like this are starting to become much more common. People are desperate to get away before the supernova.
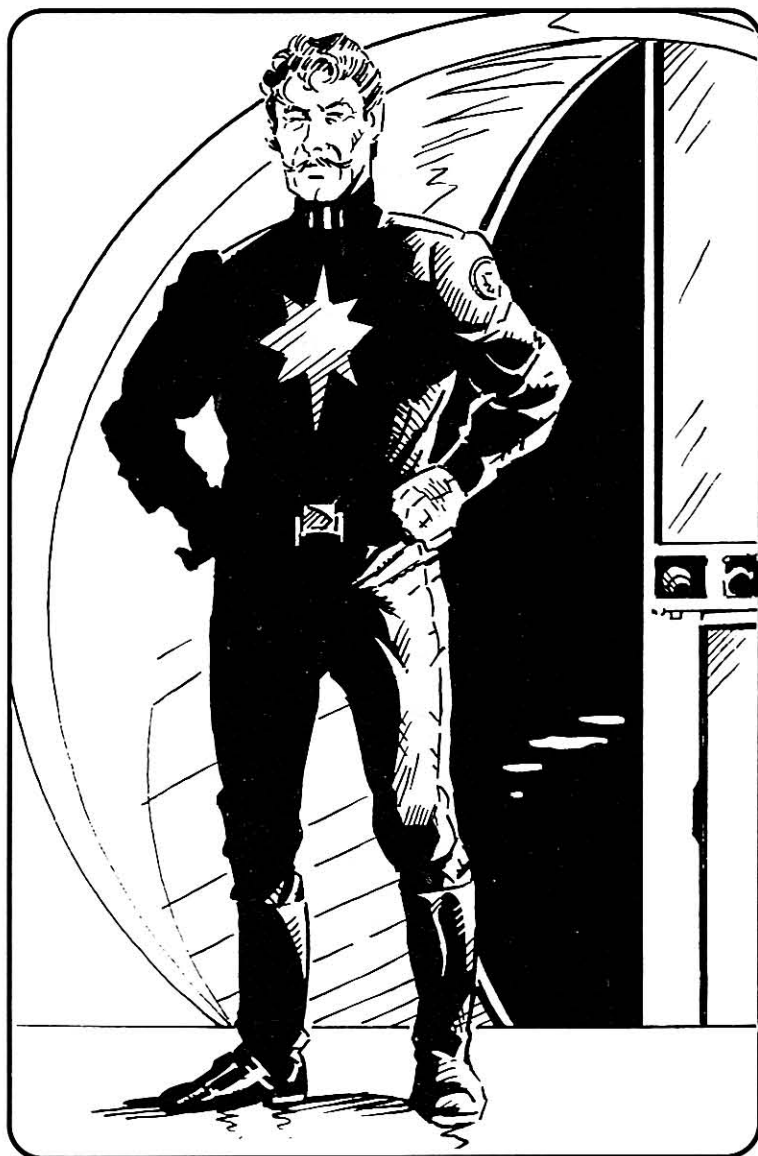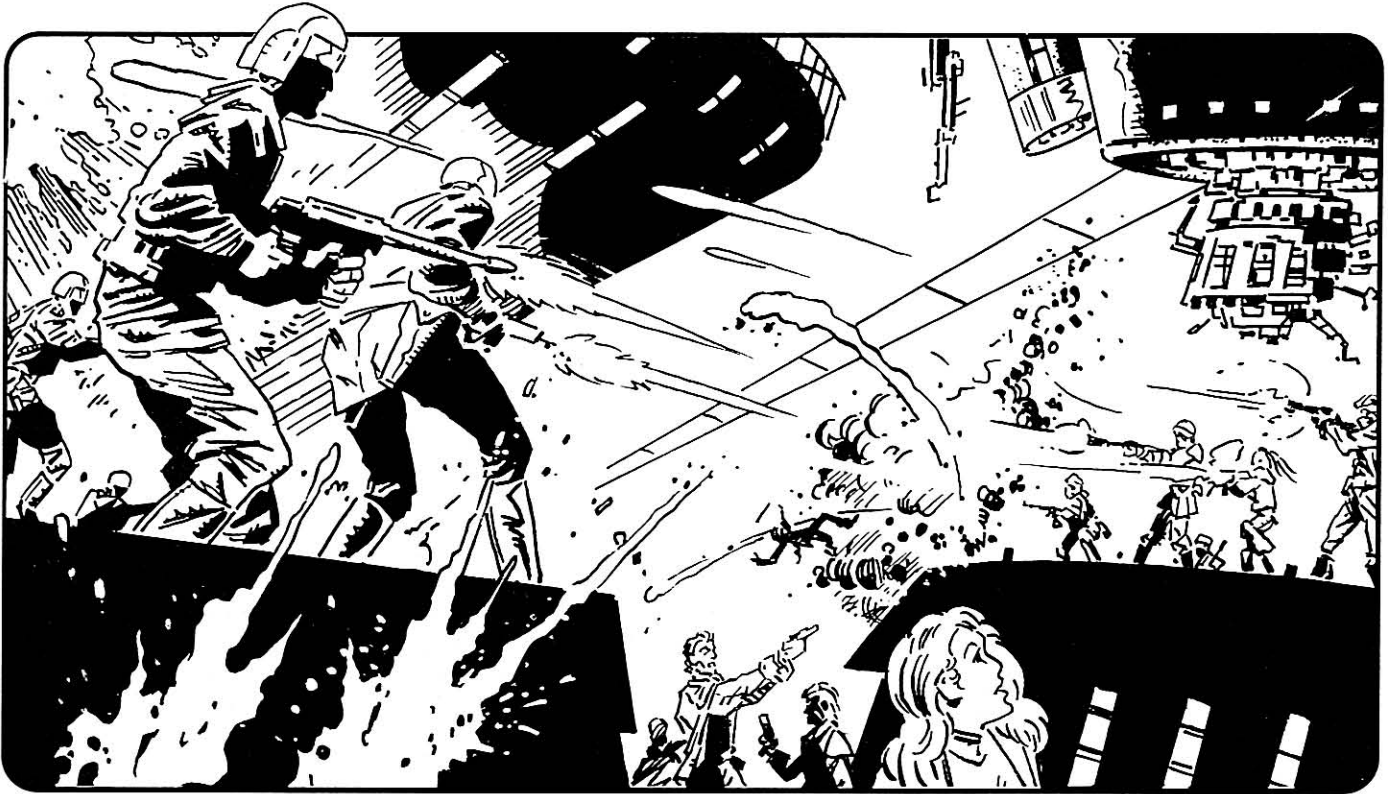
"But don't worry. I'll personally see to it that your ship will be specially cared for."

He turns then and orders a work crew to start repairing the entranceway, as well as summoning two of his men to stand guard over your ship.

Moderate *Perception* rolls will reveal that one of the two guards is wearing a blaster pistol not of the same make as all the others seen so far. If Flint is questioned about it, he will mention that with times as tough as they are, the DCP has had to make do with whatever they can get a hold of of late, especially since a large cache of weapons was recently stolen by the G'uotr Network.

If the characters ask about the Network, Flint will explain that they are a sophisticated network of smugglers and thieves who have so far eluded capture. But he is determined to bring them all to justice.

Flint asks the characters to accompany him to his office so he can get their statements and fill out some reports. Read aloud or paraphrase:

As you walk through the starport, you notice that activity is at a fever pitch. All sorts of Humans and aliens are busy readying ships and belongings for transport, and there are also a number of people trying desperately to find passage off Demophon. You see any number of arguments and a few fistfights break out, as tensions run especially high.

As they walk, Flint explains that before the news of the coming nova, D'larah was an idyllic place to live, its broad avenues clean and beautiful with the flowering of the D'larah palms. People could go out at night and not have to worry about dangerous elements ready to pounce from the shadows. He reminisces about the long walks he and his family took in Jhonterius Park and regrets what the city has become. But he explains one does what one must to survive. Luckily, he has been able to get his family off planet already (thanks to the Network, though he won't admit to this), and feels that his duty is to remain here as long as the situation is reasonably stable.

When they reach Flint's office, he asks the characters the reason why they have come to D'larah. If they choose to volunteer their mission, Flint will be kind enough to give the characters directions to the residential district and to the home of the Urshant family. He'd accompany them there himself, but he has his duties to attend to. The reports the characters will need to fill out are fairly routine and will only require about a half hour of their time to complete, with the aid of the DCP protocol droid in Flint's office. With that done, the characters are off to meet the Urshants.

The difficulty of *conning* Flint will be Difficult, and if the characters fail, he may make a show of interrogating them and suspecting that they are secretly members of the Network. He knows they aren't, of course, but doesn't want them thinking he's a buffoon, either. After about an hour, he will release them.

Episode Two: Urshants, Ho!

Captain Flint's directions to the Urshant household will prove to be quite accurate and the characters can expect to arrive at their destination in just over a half hour. Along the way, the characters can run into one or more of the encounters listed below.

These encounters can be introduced either on the way to or from the Urshant household. The information about the G'uotr Network (listed under "Network Press Gang") should be passed on to the characters at some point, either through the scenario below or in one of the gamemaster's choosing.

Desperate Loner

As the characters pass by a dark alley, a voice calls out to them. Read aloud or paraphrase:

"Hey, you folks look like you know a good thing when you see it. If you help me get off of this doomed rock, I can show where there's a load of pre-Imperial relics, all ready for the uncovering and worth a bundle. All I ask is that you take me off the planet when you go. That and ten percent of whatever we make. How's that sound?"

If the characters investigate the voice, they will find it belongs to a tattered old man who looks like he hasn't bathed or eaten in quite some time. Whether his claims turn out to be a true story or not is up to the gamemaster. This is a possible adventure hook to follow up on, once the Urshants have been rescued.

"Sweet" Old Couple

The streets of D'larah are, for the most part, quiet and activity seems limited to those still carrying on their jobs and families out for a walk. As the characters stroll down one street, they will be approached by a pleasant looking elderly couple.

As the couple nears, however, Easy *Perception* rolls will reveal that both are armed and a pair of ancient-looking blasters are aimed in the characters' direction. Read aloud or paraphrase:

Before you can make a move, the old man speaks in calming tones. "Please don't make any sudden moves, it would be a shame to have to resort to bloodshed. All we're doing is asking for a small contribution to our travel fund. We simply wish to get off Demophon and make a better life for ourselves elsewhere. All we ask for is a small donation, namely all your money. Please, don't make us shoot. It would ruin an otherwise enjoyable day."

The characters are free to react however they wish, but try to stress the fact that this couple merely wishes to get away without harming any-

one and especially without getting harmed themselves. If threatened with physical violence, the couple will quickly back down and allow the characters to pass. If the characters offer to take the couple away with them, they state they just cannot accept charity, it isn't proper.

Old Couple. All stats are 1D+2. Move: 9. Hold-out blaster (3D damage).

G'uotr Network Press Gang

The Network occasionally needs heavy labor on short notice, and thus a number of D'larah's unemployed and homeless have disappeared lately, finding themselves working in the warehouses and secret hangar bays of the Network. As the characters pass a deserted section of the commercial district, they will hear scuffling coming from a side street. If they decide to investigate, an Easy *search* or *Perception* roll will reveal a Network press gang rounding up another couple of homeless for enforced labor.

The gang is made up of four G'uotr Network agents. They aren't used to running into any resistance from the residents of D'larah. The citizens of D'larah pay little heed to the missing street people. The popular opinion is that those without work are deservedly outcasts and beneath notice (a decidedly harsh view for a city that prides iself on its beauty).

With luck, the characters will be able to run off the press gang and save the unfortunates. The poor men will be appreciative of the characters' efforts but will also be very wary of their motives. Why would someone come to their rescue in these desperate times?

If, through their explanations and actions, the characters come to gain the trust of the two vagrants (Moderate *persuasion* rolls required), they will offer a bit more information on the G'uotr Network. The true meaning of the word G'uotr is not as exotic as most people think — it is rather an acronym for "Get Us Off This Rock." The DCP investigated the name once, but were unable to find any person, place or star system called G'uotr, and so gave up on it. The time they spent searching for the truth behind the name allowed the Network to get itself more firmly into place in D'larah.

Other information related by the vagrants will be that the Network maintains most of its operations in or near the starport, but not all the ships that they are hoarding can be hidden in the city. Some are classified prototypes and need to be kept well away from the city proper.

4 Network Agents. See statistics above. Move: 10. Blaster pistol (4D damage).

When the characters reach the Ursant household, cut to Episode Three.

Episode Three: In the Family Way

The characters' arrival in the residential sector brings them face to face with the upper middle class of D'larahan society. The Urshants live in a pleasant development, seemingly untouched by the chaos rampant throughout the starport and the commercial zones of the city. The streets are broad and beautifully landscaped with D'larah palms and other greenery. The most noticeable result of the changes in the city is the ordered but constant stream of people heading toward the starport.

When the characters arrive at the house, they will be greeted by Andus Urshant, the patriarch of the family. He will invite the characters in and act almost as if this were a social call. A rugged, handsome man in his early thirties and physically fit, his demeanor is unhurried and he seems almost unconcerned about the family's imminent departure.

In conversation, he will reveal that he is a hyperdrive research technician with Shankti Drive Systems. He has worked on a number of prototypes and was slated to move out with the next set of evacuees. However, the rest of his family would not have been able to leave for approximately two weeks after him, so they decided to hire a ship independently and leave together.

During this conversation, the two children of the Urshant family come tumbling into the room.

The older eight year old boy is Aklan, a tow-headed lad, stocky like his father; his sister, a charming six year old redhead, is Fianna. They are in the midst of their standard argument: he wants to be a stormtrooper when he grows up and she wants to be a princess. Aklan has pointed out that you have to be born a princess and this childish donnybrook is the result.

Andus separates the children and tells them to calm down. They are simply anxious for their mother to come home. Andus explains that Zoam, his wife, is currently at the Tumleh Navigation clinic having her biweekly checkup. Andus explains the fact that Zoam is eight months pregnant and that if the family had to stay, he might miss the birth of his new child. Zoam, who is a research programmer at Tumleh, has decided to quit her job to keep the family together. They hope to start a new life in another system.

As Andus is explaining this, Zoam arrives. She is a tall, lithe redhead and is distractingly attractive. She will greet the characters cordially and ask if there is anything they might need, food, drink, etc. Her attitude, like her husband's, is that evacuating a planet is an everyday event. She will see to the children, quieting them and ushering them off into their playroom before returning to talk with the characters.

She confides in them that they are trying to keep the children from seeing how much danger they are actually in. Aklan and Fianna are aware that the star is going supernova, they just believe it is not

going to happen for a long time.

The Urshants also explain that they can offer no more money to the characters and that they desperately need to get away from Demophon as soon as possible. At this point, the Urshants are not willing to answer any questions about their urgency. They simply state that it is important to the well-being of their family. The need for haste is so great that the Urshants are only planning to take what possessions they can carry with them.

■ **Andus Urshant**
Type: Shankti Technician
DEXTERITY 1D+1
KNOWLEDGE 3D
Bureaucracy 3D+2, willpower 3D+1
MECHANICAL 3D+1
Astrogation 4D, space transports 3D+2
PERCEPTION 2D
Sneak 2D+2
TECHNICAL 3D+2
Hyperdrive engineering (A) 5D+1, space transports repair 10D
Character Points: 3
Move: 10

Capsule: Andus cares about one thing and one thing only: getting his wife and children off Demophon. Though not a brave man, he is willing to sacrifice himself to save them.

■ **Zoam Urshant**
Type: Tumleh Research Programmer
DEXTERITY 1D+1
KNOWLEDGE 3D
Bureaucracy 4D, intimidation 3D+1, willpower 3D+1
MECHANICAL 3D
Astrogation 5D, space transports 3D+2
PERCEPTION 2D+1
STRENGTH 1D+1
TECHNICAL 3D+2
Computer programming/repair 7D, security 4D+2
Character Points: 5
Move: 9

Capsule: Zoam feels a great deal of guilt for almost selling out to the Network. Although she will tell the characters about it if it becomes necessary, she would prefer not admitting to it.

The Real Story

The true reasons behind the Urshants' rush to escape are twofold. First and foremost is that Zoam has been working for some time on Tumleh Navigation's NGW Hyperdrive Jump Program. NGW stands for "Near Gravity Well." This program would allow starships to jump in and out though still in close proximity to stars and planetary systems, and reduce the time that must be spent travelling at sublight speeds. It is extremely experimental and, for the most part, still untested. Those tests that have been made with unmanned drones have had only a 50 percent success rate. Unfortunately, those drones that failed have either been lost or destroyed, and without their telemetry, there is no way to determine exactly what went wrong.

The second reason is that the Urshants' first inquiries into a means off of the planet were to the G'uotr Network. When asked what they could pay for their passage, their offer was simply not good enough. Not having the credits to offer more, the Urshants decided to try and bribe the Network with information. The data they offered was the program and research logs for the NGW Jump Program. The Network was quite interested in what Zoam had to offer them and agreed to the bargain.

However, at the last minute, Zoam lost her nerve. She downloaded and copied the programs and logs, but did not turn them over to the Network. Her company loyalty was stronger than her desire to get off the planet. Also, as an expert programmer, she had the feeling that her systems were being monitored at the time of the data dump. Not wanting to leave any incriminating evidence, Zoam took the data disk with her and is still carrying it with her personal belongings.

Unbeknownst to Zoam, she was indeed being monitored during her download. As with all computer access during the recent crisis, the Industrial Espionage Unit of the DCP has been keeping tabs on all computer use as part of their normal duties for Shankti Drive Systems and Tumleh Navigation. Undercover DCP agents have been keeping careful tabs on the Urshants since the theft of the data. Regardless of Zoam's intentions or actions, the DCP feels that she may be a means of access into the G'uotr Network.

And now the characters have fallen under suspicion as well. DCP agents will now be alerted to the identities of the characters and their contact with the Urshants. If the characters split from the Urshants at any time during the rest of the adventure, which is highly unlikely, they will find that they have picked up a tail. Also, any DCP patrols in the area will be notified as to their whereabouts.

Are We There Yet?

As the characters wait, the Urshants ready the children and pack the belongings they have decided to take with them. The family will be ready in a little under half an hour and the items they are taking will be mostly a few days' change of clothes, some personal items, such as holographs, and some toys for the children. One thing to be aware of is the fact that little Aklan Urshant will be carrying along his favorite toy blaster and taking imaginary pot shots at anyone and anything on the street. He is a cute kid, just a little loud.

As they travel back to the spaceport, a Moderate *Perception* roll will reveal to the characters that they have picked up a tail. The DCP are already on the job and are following the Urshants and their new "accomplices." No move will be made unless the characters get edgy and decide to try something extreme in their handling of the undercover agents shadowing them.

The Network Shipyard

Patrol Routes

Barracks

Office

Barracks
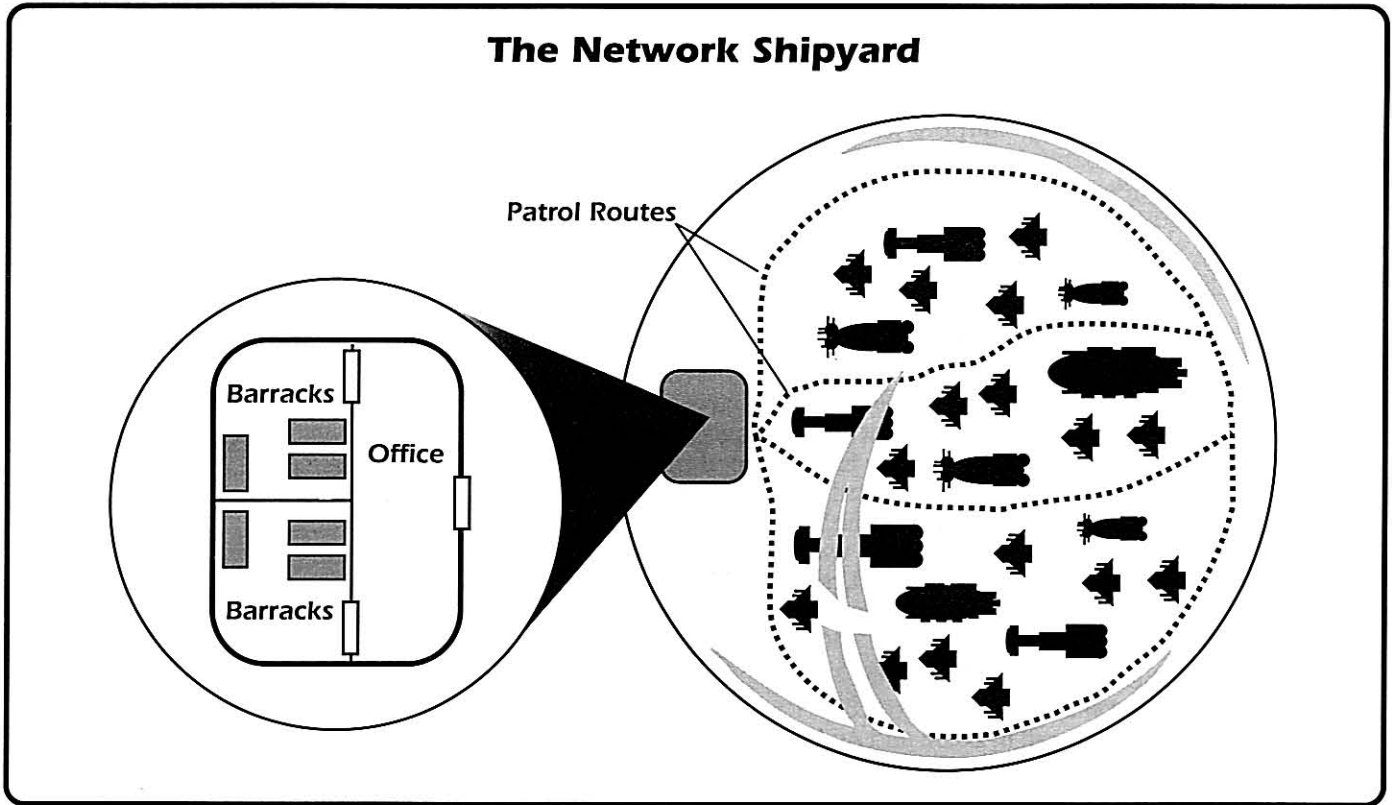
Unknown to either group, the Network has also placed a tail on the characters and the Urshants. Ever since the characters filled out their reports with Lucius Flint and stated their reasons for coming to D'larah, the Network has had their agents ready and waiting outside the Urshant home. The G'uotr agents, however, blend into the background more and just seem to be normal street traffic (Very Difficult *Perception* rolls to perceive them). They will not actually follow the characters and the Urshants, but rather keep tabs on them with agents spread throughout the city.

The Network is not terribly concerned about the characters' whereabouts because they know that they are due to return to the starport with their passengers. The Network has already made arrangements at the starport for the characters' arrival.

Episode Four:
Any Port in a Storm

As the characters arrive back at the starport, a series of Easy *Perception* rolls will reveal that things have changed since they left. The doors that had been blown open have been fixed, for one thing. But even more apparent and disturbing is the fact that eight fully armed and armored DCP regulars, led by Captain Lucius Flint, are waiting for them at the entrance to their docking bay

The characters will not (and should not) get a chance to enter the docking bay and return to their ship. Instead, Captain Flint will ask the characters to calmly surrender their weapons and come with him to his office. If the characters decide to turn and run, they will flee directly into the half dozen undercover DCP agents that have been following them since they left the Urshant home.

If they characters go for their guns, Andus Urshant will hold them back, begging them to think of his pregnant wife and her well-being. If the characters insist on a firefight, the Urshants will find a convenient docking bay doorway to hide in and should come out of the battle unharmed, but quite rattled for the experience.

The best decision the characters can make is to simply surrender to Captain Flint and go along with him. The impression should be given that the odds at this point fall heavily against the characters. If they wish to fight, give them the opportunity, but be aware that the DCP knows all the ins and outs of the starport and have more reserves to draw on. As they may have noted during the firefight on their arrival, the DCP is very efficient and quite good at taking advantage of the available cover and terrain.

When the characters finally reach Flint's office, he will arrange to see them alone first and confront them with the truth about Zoam Urshant and her earlier attempt to buy passage off of Demophon. He will reveal that the Urshants have been under surveillance since Zoam copied the NGW Jump Program and that he is not quite sure how the

characters fit into the theft and the Urshants' escape plans.

Flint will also reveal more information about the Network and their operations in D'larah and, more specifically, the starport. The characters at this point probably do not suspect Flint, and nothing he says here will reveal that he is actually an ally of G'uotr. This man is a veteran officer of the DCP and a very clever and experienced administrator. He will not let anything slip.

Read aloud or paraphrase:

Flint paces the office, agitated, as he speaks to you. "As I told you before, hijacking has become a major problem here. Some of these attempts have been successful, but not all the ships end up outside of the system. A few have popped up in other cities on Demophon, and a few have even been spotted outside the dome."

He fixes you with a glare. "I want to know what your connection is to the Urshants. Are you working for the Network? Are you helping Zoam Urshant to smuggle data to G'uotr?"

The characters will presumably plead innocence, and Flint will seem willing to accept that … for now. He will then call in Zoam and Andus and question them about the whole incident. Under questioning, Zoam will break down and confess all the details about her contacts within the Network and her theft of the information. She realized after she had downloaded the data that what she did was wrong and that she somehow had to set things straight. But before she could erase the data disk, a co-worker came in and she did not get the chance to do it, so she left. Since then, she has been torn about how to go about dealing with her Network contact, since she was still getting pressured for the information.

Flint will question her about the contact and Zoam will admit that the only name she ever got was "Black Manta." She was contacted over both computer and private comlink, but never at the same time or the same place. Zoam does not know the true identity of her contact, just that she wishes to be done with the whole situation and far from Demophon. She volunteers to give the data to Flint right then and there and be done with it, and he accepts.

Read aloud or paraphrase:

"I've spent quite a few years of my life working in D'larah and I know when someone is telling me the truth," Flint says, gently. "If you're sure this is the only disk, I'm willing to let you and your family go — provided you give me your assurance that this was a one-time incident."

The Urshants will swear to Flint that this was just a horrible, desperate mistake on their part and will not happen again. With that, he agrees to let the Urshants and the characters go free.

The bottom line is that Flint has just secured the information that the G'uotr Network was after and closed a DCP case at the same instant. He will make a copy of the data disk and deliver it to the Network, then turn the original back to Tumleh Navigation with a full report and explanation. Flint has successfully fulfilled both of his conflicting responsibilities and knows that the characters have one more surprise in store …

Episode Five:
Out of the Frying Pan …

Once clear of the charges, the Urshants will be ready and willing to get away from Demophon. The characters are probably also ready to be done with the whole affair, having been welcomed with a firefight, threatened and followed in the streets of D'larah, made to sit through a childish argument, and finally detained at gunpoint and implicated as conspirators in industrial espionage. Maybe this chance at easy money isn't as easy as it promised to be, after all. But the worst is yet to come.

Everybody Remember Where We Parked

As the characters arrive at their docking bay, everything will seem to be normal. But when the characters open the doors to the hangar, they will be greeted by a stunning surprise: their ship is gone! The hangar bay will be just as it was when they arrived, except for the absence of their ship. Now they, too, are trapped on Demophon.

Undoubtedly, the characters will look to Captain Flint for assistance. Flint's prime suspects will be the Network and Choaaty Mossk. Mossk is now recovering in the hospital after the firefight this morning and can be found there. Flint will check on the logs of clearances and departures for the starport, but the characters' ship does not show up anywhere on the logs except for its arrival. His best guess is that the ship did not leave the planet. The only other thing Flint can tell the characters is that Mossk and his fellows are known to hang out at "Marqo's," a one-time luxury restaurant now gambling hall and cantina in the commercial district.

If the characters go to question Mossk, Flint will allow the Urshants to wait in one of the private lounges at the starport until they return.

Questioning Mossk wil be an exercise in frustration. Yes, he knows where the ship is, but he's not telling. (It is currently being hidden outside the dome, waiting to be loaded with cargo for the Network and sent to one of their new locations.)

The next best lead the characters have is "Marqo's." Perhaps somebody there will know more about Mossk's plans and be able to give the characters some clues as to what happened to their ship.

"Marqo's" was once a luxury restaurant, but now it draws its clientele from the seamier side of D'larah. No city is without its criminal element, and at one time or another, D'larah's stops at "Marqo's" for a drink.

As the characters arrive, the last vestiges of a full-fledged bar brawl are being mopped up by the DCP. The place is mostly empty after the melee and there are some open seats at the bar. The bartender at this time is the owner, Cradjius Lucern. He comes over and greets the characters, asking them what their choice is, "Drinks, gambling or both? We have had plenty of winners here at 'Marqo's,' people who are lucky to be leaving Demophon. Perhaps that is what interests you fine folks, no?"

Cradjius is nothing if not overly obsequious. He will try to get the characters to spend some of their money, but if they are intent on getting information on Mossk and his associates, he is willing to part with that too, for a price.

Read aloud or paraphrase:

The bartender takes you to a private booth and asks for the money in advance. Once he has it, he says, "Sure, Mossk and his pals work with the Network, though I don't know if they're actually a part of it. Mossk makes a living stealing ships and delivering them to the G'uotr people. He used to be a repairman at the starport, ya know, so he knows all about getting through computers and security and stuff.

"From what I hear, the ships he lifts are delivered to someplace northeast of the city and hidden behind some old construction material. That's all I know."

If the characters ask about the Network, Cradjius will beg off, saying he's not willing to risk losing business — or anything else — by informing on that bunch.

Episode Six:
... And Into the Fire!

Once the characters have the information they need to locate the possible location of their ship, their best choice for assistance is also the one most likely to inform their quarry of their impending approach: Captain Lucius Flint.

The characters at this point will need to make some preparations before they go into battle with the Network in the wasteland outside the D'larah city dome. Since the atmosphere is usually whipped by dust storms, the characters will need to protect themselves. Captain Flint can provide them with protective worksuits, masks and goggles normally used when external repairs are necessary on the starport.

Once this is set, Lucius will ask them if they need any assistance. This offer is genuine and not a part of Flint's service to the Network. He genuinely wants to see the Urshant family safely off the planet and on to better things. Seeing the Urshants at their wit's end has reminded Lucius of his own family and rekindled his desire to get off Demophon.

He will arrange to have the characters' docking bay cleared for a quick touch-and-go landing, and

is also willing to send up to four DCP regulars along with the characters to help them retrieve their ship.

The Assault

The characters are now ready for their assault. A Moderate *Perception* or *search* roll will reveal that Network agents patrol the airlocks in the northeast corner of the dome every half hour. Evading the patrols requires a Moderate success on a *sneak* check if the patrols have been spotted, a Difficult success if they have not been. The airlocks are easily cycled because of their outdated design, but that same design causes the cycling to take a bit longer than usual, on the order of a minute and a half. Let the characters wonder and worry a little as the rarely used doors rumble through their cycle.

Once outside, it is a grueling one kilometer trek to the site of an old prefabricated construction dome that was used during the building of D'larah's dome. This dome's interior building is now being used as the guard hut for the eight G'uotr agents designated to guard the stolen starships. Patrols are made in pairs at fifteen minute intervals.

All the ships are monitored with proximity movement and infrared heat sensitive alarms — any movement or heat pattern near a ship's docking ramps or airlocks will set off an alarm at the guard hut and on the personal comlinks of the guards on patrol. Spotting the sensors requires a Difficult *search* or *Perception* roll. Once spotted, these alarms require Difficult *security* rolls to bypass. Any failure

to successfully bypass an alarm will cause it to sound on the comlinks and in the guard hut, without the characters being aware of their failure.

If the characters have alerted the guards, all eight will rush to the ship in question and be ready for battle. All difficulties for ranged combat should be raised one level due to the harsh winds of Demophon.

8 G'uotr Guards. *Dexterity 3D, blaster 4D, dodge 4D+1, melee combat 3D+2, running 3D+2, Knowledge 2D+1, intimidation 3D+1, streetwise 4D, value 3D+2, Mechanical 2D, Perception 2D, bargain 3D, hide 3D, search 3D, sneak 3D, Strength 2D+1, Technical 2D.* Move: 10. Blaster pistol (4D damage), comlink.

And ... They're Off!

After the characters have rescued their ship and run through emergency pre-flight procedures, they should head back to their hangar bay at the starport. Captain Flint will have the Urshants all ready for a quick touch-and-go landing and embarking of passengers.

The Urshants are ready and willing to leave Demophon as soon as they can. The difficulties they have encountered are reason enough to leave everything else behind. And by this point, the characters too will probably want to make sure that D'larah, Demophon and the Demophon system are nothing but memories ... and the money doesn't hurt either.

The Evacuation of Jatee

Adventure Background

Demophon system is home to the planetoid known as Jatee, site of a major Imperial mining installation. Jatee is the number one source of the high density crystalline explosive rutgar-4.

The mines were once operated by Imperials and Sla Kar from Demophon. But an explosion killed all of the Humans there, and ever since, the mines have been fully automated. The decision has been made that the mines should continue to produce its valuable product, regardless of the impending stellar disaster. The pilots in its repair/supply vessel have been relieved in favor of piloting droids, and it continues operation in the face of its own destruction.

Unknown to most, Jatee is also the home to a race of sapient life forms who call themselves the Ssither. When the species was contacted by Imperial Species Identification Bureau (ISIB) field agent Soron Hegerty, she knew from past experience that the Empire was unlikely to discontinue the mining operation due to its impact on the aliens. Dr. Hegerty stole the vessel used to repair the mineshaft and carry its products into orbit. She has since been leading the Ssither in raids against the Imperial facility with only nominal assistance from the Rebel Alliance.

In truth, some Imperials did once know of the Ssither, having put them to work in the mines prior to the accident. But information on the species was evidently never relayed back to Demophon, or was lost once received. Knowledge of the species' existence died with the men stationed on Jatee.

Along with the last set of supplies for Dr. Hegerty, Colonel Frodar, commander of the nearest permanent Rebel base on Oflon, sent a message detailing the events which are about to occur in the life-cycle of Demophon. In response, Hegerty has sent a request for Rebel commandos to assist her evacuation.

Read aloud or paraphrase:

A long time ago in a galaxy far, far away ...
As Demophon nears the date of its explosion, this portion of the Empire experiences its own dark times. However, even this loyalist system houses a few guerrillas whose service to the Alliance warrants an attempt at their rescue. With a formidable Imperial presence still in the system, this can prove a difficult task, as a group of Rebel heroes will soon learn.

■ Orflon

Type: Asteroid
Temperature: Frigid
Atmosphere: None
Hydrosphere: Arid/frozen
Gravity: Light
Terrain: Crater field
Length of Day: NA
Length of Year: NA
Sapient Species: Humans, various aliens
Starport: Limited services (Rebel "Asteroid Base")
Population: 130
Planet Function: Hidden Base
Government: Rebel Alliance
Tech Level: Space
Major Exports: None
Major Imports: Foodstuffs, high technology

Capsule: Orflon is the home to Asteroid Base, the only permanent Alliance base near Demophon (see separate entry). Other than the base there are no real points of interest on the planetoid, and it is such an isolated location that it is not even inhabited by Mynocks. Orflon was discovered by a Rebel scout and does not appear on official star charts.

Episode One:
The Briefing

The characters begin at Asteroid Base. Ask the Rebels to make a *Perception* roll. Anyone attaining an Easy result notices some of the techs carrying parts of various astromech droids. A Difficult result allows a character to notice the "brain" of an astromech droid laid out on a work bench as they glance into the maintenance shop while passing by.

When the characters reach their destination, read aloud or paraphrase:

As you enter the briefing area, you are greeted by the familiar "I've got a mission for you" face

Sector Plexus and the Droid Vessel

Sector Plexus is the communications branch of Imperial Intelligence. While performing this service for all bureaus within Intelligence, Plexus is not subordinate to them, but rather receives its orders from the Ubiqtorate only.

Despite having access to the best equipment the galaxy had to offer (including the remains of the HoloNet), Sector Plexus was at first unable to provide secure, faster-than-light communications in the volume necessary to keep up with the massive Intelligence network called for in the Emperor's New Order. To confront this difficulty, Sector Plexus and the Tech division developed the Plexus Droid Vessels.

These vessels, which civilians often call "hyperspace droids," are small, hyperdrive capable, unmanned craft. They are "crewed" by two droids and an onboard computer. These machines are CNLinked, and therefore perform their shared tasks with the efficiency of a single being possessing all their various skills. These skills, efficient astrogation algo-

rithms, and the most modern hyperdrive engines available assure that the Plexus Droid Vessel can easily travel between any two locations within the Empire's current sphere of control.

■ Plexus Droid Vessel

Craft: Imperial Intelligence Tech 4 PDV
Type: Unmanned Messenger Pod
Scale: Starfighter
Length: 9 meters
Crew: I2-CG (storage/transceiving), I2AM ("captain"/astrogator), A/E Computer (analysis/encoding/translation)
Cost: Not available for sale
Hyperdrive Multiplier: x1/2
Nav Computer: Yes
Maneuverability: 5D
Space: 15
Hull: 2D
Speical Abilities:
  Droid Package: Plexus Droid Vessels have a linked droid/computer system with the following skills: *Languages 9D, planetary systems 5D, astrogation 3D, plexus droid vessel piloting 4D, search 5D, sneak 7D, computer programming/repair 7D,* and *plexus droid vessel repair 7D.*

which Colonel Frodar has used upon you so often. He gestures for you to sit as the lights dim and the holographic display begins to hum. A barren planetoid appears on the screen as the colonel begins to speak.

"As some of you know, this is the planetoid Jatee, third from Demophon in the system of the same name. It is the Imperials' primary source of the high-density explosive rutgar-4. Obviously, with the upcoming stellar explosion, that in itself would hardly make the planet worth our attention. This message, however, will soon bring us — or rather, you — running."

The dead world is replaced by a Human form. Although her body combines fitness and femininity, her face seems more stressed by long-term worry than even the impending supernova could justify. Whatever concerns this woman has do not show through in her voice.

"Hello again my beloved traitors, malcontents and other heroes of the galaxy. It is I again, Doctor Hegerty. As the imminent disaster looms over me, my companions, and indeed the citizens of this entire system, I must once again call upon you for help. The usual air, food and fuel will not be enough this time. We need to evacuate and we'll need the help of one of your pilots and some other soldier boys. R2-M3 knows the way, so please hurry. But whatever you do, don't forget your pressure suits."

The lights come back on and the holo-image fades.

Allow the characters to ask questions of the colonel before going on. In addition to the information above, Frodar has the following facts and is willing to share them:

• Asteroid Base has been sending Dr. Hegerty supplies since her disappearance.

• The supplies requested have only been enough to sustain one person.

• The supplies have included food, oxygen, starship-grade fuel, and blaster energy packs fit for hand weapons, but nothing which could do any damage to the structure of the Jatee mine.

• Dr. Hegerty often mentions "companions," but has never identified who she may mean by that term.

• Within one month of Dr. Hegerty's disappearance, the production of the Jatee mine dropped by 33 percent. This has been the only fact considered in the decisions to continue supplying her.

■ Colonel Erlick Frodar

Template Type: Retired Imperial Captain
DEXTERITY 2D+2
Blaster 4D, dodge 3D+2, vehicle blasters 5D
KNOWLEDGE 3D
Planetary systems 5D
MECHANICAL 3D+2
Astrogation 5D, sensors 4D, space transports 6D, starship

gunnery 5D, starship shields 4D
PERCEPTION 3D+1
Command 5D
STRENGTH 2D+1
Stamina 4D
TECHNICAL 3D
Space transports repair 5D
Force Points: 1
Character Points: 7
Move: 10
Equipment: Alliance colonel's uniform, heavy blaster pistol (5D damage)

Capsule: Large and heavy set, Frodar cuts a commanding figure. A Demophon native, Frodar has participated in the Galactic Civil War as a member of the Imperial and Alliance Navies and, most recently, the Alliance Army.

As a young Academy graduate, Frodar flew the shuttle *Hard Liner*, dropping Imperial stormtrooper strike teams. Having seen the elite forces of the Empire slaughter amateurs armed with hunting weapons a few times too many, he left when his time was served. He received an honorable discharge.

Frodar went into business as a free trader after buying a Corellian freighter and naming it the *Flat Liner*. The name proved all too accurate, as he soon found himself bankrupt trying to compete with huge bulk freighters that ran cargo in the sector.

Faced with leaving for a backwater system, Frodar turned to smuggling. But in a sector like Demophon, even that business is rough for a ship as small as the YT-1300. The only consistent job he could find was transporting a group of what he believed to be mercenaries. He performed well, showing no hesitation against even Imperial foes and achieving victory in numerous space battles.

The "mercenaries" revealed themselves to be Alliance operatives and offered Frodar a formal commission. Frodar accepted and proved not only loyal,

but also valuable, as he knew as much as anyone about his home sector. When the Alliance Army finally found a location for a permanent base near Demophon, they knew who they wanted in charge.

Frodar loves space flight and his home sector above all else. Only the chance to command Rebel operations over the latter has drawn him from the former.

The Ship

After answering the Rebels' questions, Colonel Frodar leads them to the hangar area. He takes them past their own ship toward a stock light freighter which has been sitting in the back of the bay for as long as any of them can remember.

If a character owns a ship, he remembers this vessel once being the donor of spare parts. Read aloud or paraphrase:

The ship to which you are led is having its cargo area loaded and several of its hull plates reaffixed. The landing gear on the far side are not fully extended, causing the ramp to fall short of reaching the hangar floor. Several techs are busily installing a sensor array, while no one seems to be concerning themselves with the pivoting belly turret which appears to have been relieved of its laser cannons long ago.

The portions of the hull you believe to be original are scarred from energy and physical damage. The colonel stops at the base of the ramp, smiles, and invites you on board.

The interior of the ship is little different. It appears to have survived a boarding attack, although Rebel technicians hunting for spare parts have proved its worst enemy.

Any request to examine a system requires an Easy *space transports repair* roll and reveals that either the primary system has been removed or is a makeshift replacement. Even life-support is operating on backup only. The sublight drives are damaged and the hyperdrive is an obvious substitute. Read:

The colonel calls you to the cargo bay. There stand six powersuits receiving a final examination from a MSE-6 droid. Each is equipped with a blaster cannon and a lifting claw where arms should be, and a fine manipulator protruding from the "forehead." Below the "waist" the craft forms into a repulsorlift array similar to those found on the heaviest cargo vehicles.

"These will get you around on the surface," says Frodar. "As for the ship, I realize that the One Liner is hardly what you may have hoped for, but as this is a one-way trip, we can't afford to waste anything else."

The One Liner

Formerly known as the *Flat Liner*, this ship long served the Rebellion under then naval captain Erlick Frodar. The ship and its owner served the function of dropping commandos and small army units throughout Demophon. After Frodar took command of Asteroid Base, the *Flat Liner* was reserved for evacuation, as its owner seldom needed to leave the base. With Frodar's permission, parts from the ship were used to keep vessels with more immediate purposes flying.

After several years of serving this function, the ship was given its new and more appropriate name by the technicians who painted it unceremoniously on the hull.

■ **The One Liner**
  Craft: Corellian YT-1300 transport
  Type: Stock light freighter
  Scale: Starfighter
  Length: 26.7 meters
  Skill: Space transports: YT-1300 transports
  Crew: 2 (1 can coordinate); gunners: 1, skeleton: 1/+15
  Crew Skill: Varies
  Passengers: 6
  Cargo Capacity: 100 metric tons
  Consumables: 2 months
  Cost: 15,000 credits
  Hyperdrive Multiplier: x3
  Maneuverability: 0D
  Space: 3
  Atmosphere: 260; 750KMH
  Hull: 2D+1
  Sensors:
    Passive: 10/0D
    Scan: 25/1D
    Search: 40/2D
    Focus: 2/3D
  Weapons:
    Heavy Laser Cannon
      Fire Arc: Front
      Crew: 1

Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2KM/2.5KM
Damage: 4D

Leave the Driving to Droids

After the Rebels jump on this unexpected statement, Col. Frodar explains that you are to meet Dr. Hegerty inside Jatee. As she knows that leaving a ship on the surface would be an invitation to the Imperials to come and investigate, charges have been planted in the *One Liner* which will destroy it. As Hegerty only really asked for a pilot, not a ship, it is being assumed that she has a plan to get off the planet. Read aloud or paraphrase:

Just then you hear the sound of metal scratching metal and turn to see an astromech droid unlike any you've seen before. It is assembled from the parts of various models, not all of which match very well. As its head turns to observe its surroundings, sparks fly from its neck joint. It whistles a greeting.

"This is R2-M3," explains the colonel. "He is needed to make up for the One Liner's lack of a nav computer and his sensors will enable you to find Dr. Hegerty. It is unclear whether whatever vessel you will be returning in may also need his abilities.

"There is a blaster pistol and a medpac in each powersuit. You are clear to launch as soon as the support personnel clear the ship. Unless there are any other questions or requests, may the Force be with you."

His job completed, Colonel Frodar turns to leave. R2-M3 gives a crackling whistle and scoots off to hook up with the ship.

If the Rebels want other equipment along with what they already possess, Frodar will have no objection, but will remind them that there is really no room for anything else in the pressure suits.

■ **R2-M3**
  Model: Industrial Automaton R2 Astromech Droid
  Height: 1 meter
  Move: 5
  DEXTERITY 1D
  KNOWLEDGE 1D
  Planetary Systems 5D
  MECHANICAL 1D
  Astrogation 13D, space transports 4D
  PERCEPTION 1D
  Search 5D, sneak 7D
  STRENGTH 1D
  TECHNICAL 1D
  Computer programming/repair 6D, space transports repair 7D
  Equipment:
  • Three wheeled legs (one retractable)
  • Retractable heavy grasper arm (lifting 2D)
  • Retractable fine grasper arm
  • Extendible .3m video sensor (360 degree rotation)
  • Video display screen
  • Holographic projector/recorder

Asteroid Base

The aptly named Asteroid Base is located on a small, barren planetoid named Orflon. Not attached to any particular system, Orflon lies well off normal space lanes just outside of Demophon. It is the only standing base for the Rebel Alliance in that loyalist region.

The base is dug into the surface of the planetoid, and the process of expanding the tunnel system has never been able to keep up with the increasing number of missions launched from this overtaxed facility.

Asteroid Base has experienced difficulty with its artificial gravity, which is due to its equipment, not lack of ability on behalf of its technical staff. Since the gravity of the planetoid is nearly three-quarters standard, the base is considered low priority for receiving the hard to come by space-station scale artificial-grav equipment.

Thus far, it has been attempting to get by with an intricate network of small grav-units "borrowed" from Imperial vessels, but power surges and shortages combined with the unit failures make this a troublesome substitute.

Asteroid Base has only minimal defenses and relies on its secrecy for defense. It normally maintains enough ships to assure a quick evacuation for all, but the task of removing Rebels from (and taking advantage of opportunities in) Demophon has fallen primarily on this base's shoulders. The following represents the base on a typical day during the evacuation.

Hull: 3D (capital scale)
Armament:
2 Turbolasers
  Fire Arc: Turret
  Crew: 2
  Scale: Capital
  Skill: Blaster artillery: surface to air
  Fire Control: 1D
  Space Range: 3-20/40/90
  Damage: 5D

3 Laser Batteries
  Fire Arc: Turret
  Crew: 1
  Scale: Starfighter
  Skill: Blaster artillery: Surface to air
  Fire Control: 1D+2
  Space Range: 3-10/30/70
  Damage: 4D+1

Personnel:
  Pilots: 14
  Gunners: 18
  Hangar Control/Ground Crew: 20
  Weapon Support Crew: 12
  Technicians: 30
  Communications: 3
  Commandos: 12
  Command: 7
  Droids: 13
  Evacuees: 100+

Vehicles:
  2 X-wing starfighters
  2 Y-wing starfighters (S3)
  1 Gallofree Yards transport
  3 light freighters
  3 Quarren Mining lasers platforms
  2 Slayn & Korpil Plasma-Jet Mole Miners

Setting Out

Read aloud or paraphrase:

Cleared for launch, you set off through the tunnel mouth that forms the hangar of Asteroid Base. The beauty of space when outside any system still amazes even well-worn travelers like yourselves. The time you spend there seems all too brief as the lack of additional celestial bodies allows you to engage hyperdrive just seconds after launch. R2-M3 whistles approval as you shift into hyperspace.

Episode Two: Arrival

The status of the Rebels' hyperdrive causes the journey to take several hours. The characters can use this time to get to know R2-M3 or examine the high-pressure suits, if they thought to move one from the hold to the passenger area. Read aloud:

As you reach the heart of Demophon, R2-M3 whoops his approval. The doomed star is an inferno which dominates your vision even from here. You can easily imagine that such a wonder could easily swallow you and the whole system any minute.

A Difficult *sensors* roll allows the Rebels to observe energy bursts near the planet Demophon, which hints at the near constant stream of ships jumping into hyperspace. No patrol craft appear to hinder the approach to Jatee.

Read aloud:

The planetoid before you looms larger as the ship nears it. Its barren surface makes it appear far more sinister than the star which will soon destroy it.

■ **Jatee**
  Type: Planetoid
  Temperature: Varies greatly with altitude
  Atmosphere: Type IV (enviromental suit required)

Hydrosphere: None
Gravity: Heavy
Terrain: Barren rock, canyons
Length of Day: 546 standard hours
Length of Year: 467 local days
Sapient Species: Ssither (N)
Starport: Standard class (Imperial only)
Population: 960,000
Planet Function: Homeworld, Imperial mine
Government: Tribal
Tech Level: Stone (Ssither), space (Imperial mine)
Major Exports: High density explosive rutgar-4
Major Imports: High technology (droids and parts)

Capsule: Jatee is a massive high-density world rich with minerals. It has high gravity and a thick, hostile atmosphere. Despite the efforts of Dr. Hegerty and her tribe of Ssither, Jatee remains the Empire's number one source of rutgar-4. The planet and the mining facility are appropriately defended.

The droids in the mining complex continue their work oblivious to the disaster that is about to befall the entire Demophon system. The Ssither have recently learned of the predictions from Col. Frodar and Dr. Hegerty. After fighting against extinction for so long, they don't plan on letting nature achieve what the Empire has not yet been able to.

The Welcome War Machines

As the *One Liner* and her crew enter the final leg of their journey, the Rebels receive this message:

"Attention, unidentified space vessel. You have entered a restricted zone without transmitting the proper security codes. If you do not leave the area or transmit the codes immediately, you will be fired upon by the automated defense system. Thank you for your attention."

The message is automated, so any *con* attempts by Rebels will fall on deaf ears. They do, however, have several options:

They can fake the security codes. This is a Very Difficult *security* action.

They can attempt to first attain the codes. This would involve some serious infiltration of Imperial facilities on Demophon or the use of existing contacts, as there is no time to get new ones.

They can take on the defenses. If this proves the option of choice, read aloud or paraphrase:

As you advance toward Jatee despite the warning message, your instruments indicate several energy sources just a few thousand meters above the surface. Each is an Arakyd Space battle droid. While slow, they are powerful and plentiful. The number currently on an intercept course with you seems only limited by the range of the *One Liner's* sensors.

■ Battle Droids
Craft: Arakyd Space Battle Droid
Type: Space combat droid
Scale: Starfighter
Length: 10.3 meters
Cost: 125,000 credits
Maneuverability: 1D

Space: 2
Hull: 6D
Weapons:
  Blaster Cannon
    Fire Arc: Turret
    Skill: Starship gunnery
    Space Range: 1-3/12/25
    Damage: 6D+2
Special Abilities:
Droid Brain: The battle droids have *battle droid piloting 4D* and *starship gunnery 5D*.

If the Rebels engage one battle droid, they have 3D rounds before it is reinforced. However, since the *One Liner* is a hardly a combat-worthy craft, their best bet may well be to plunge into the "atmosphere" and attempt to disembark under fire and disappear into the planet. It only takes one round of speeding past the droid to reach this depth.

If the Rebels conceive of this plan, the difficult part will be to get into the high-pressure-suits and out of the ship before the droid(s) destroy it. A Very Easy *powersuit operations* roll achieves this task in five rounds, Easy in four, Moderate in three, Difficult in two. A characters is considered to have his suit on one round prior to the round in which they can disembark, and no one can leave until the last person has their suit on (they can only leave through the cargo doors, not the airlock).

If the ship should be destroyed while a Rebel is suited but not out, the suit provides some protection. Consider the explosion to do 12D damage to the suit.

If the ship is not destroyed by the droids, the characters should detonate the charges and destroy it themselves. Remember, they do not want it being spotted on the surface by Imperial ships.

■ Telgorn Corp. Mark VI Powersuit
Model: Telgorn Corp. Mark VI Powersuit
Type: High pressure power armor
Scale: Character
Skill: Powersuit operations: Mark VI
Crew: 1
Cover: Full
Cargo Capacity: 10 kilograms
Consumables: 2 days
Cost: 30,000 credits
Availability: 2, F
Maneuverability: 1D
Atmosphere: 35; 100KMH
Hull: 6D
Weapons:
  Blaster Cannon
    Fire Arc: Front or right (mounted on arm)
    Skill: Vehicle blasters
    Fire Control: 2D
    Range: 3-25/50/100
    Damage: 6D

Capsule: Designed to be the only armor necessary in a hostile environment, the suits can perform military, rescue, and scientific functions. It has a spacious interior which permits a variety of life forms to make use of it. The reason for this generalized ap-

proach is the failure of previous specific models to generate the desired sales.

The Mark VI is equipped with a blaster cannon, which features a special focusing lens which maximizes beam intensity and range in thick atmospheric conditions. It has sample-taking abilities and two droid-style arms which allow the operator to affect his surroundings.

What really makes the Mark VI useful is its massive repulsorlift engine (subcontracted from Ubrikkian).

The Mark VI sustains damage like a vehicle. When severely damaged, roll 1D on the following chart:

Mark VI Systems Loss Table

Roll	Result
1	Repulsorlift — suit immobilized
2	Blaster Cannon — weapon no longer functions
3	Life Support — oxygen reprocessors fail, the character has enough air left to last 15 minutes
4	Arm — one of the limbs is lost
5	Seal — the hull has developed a leak, allowing the pressure of the atmosphere to crush the operator
6	Suit destroyed — a fiery explosion occurs

Deeper into Jatee

Read aloud or paraphrase:

With R2-M3 in tow, you direct your suits to carry you down toward the planet. The droid turns his head to point in the right direction as the sensors warn of possible storm conditions. Then the *One Liner* suddenly explodes, and you are at the mercy of whatever plans Dr. Hegerty has for you.

While the Mark VI is a very slow vehicle, R2-M3 directs the Rebels into currents which help push them in the right direction. Within an hour, their trip reaches its end. Read aloud or paraphrase:

Warning lights flash as sensors detect a solid mass ahead. Your instruments indicate that whatever lies ahead is nearly half a kilometer long. R2-M3 does not react and apparently wants you to head toward whatever it may be. Any second thoughts you may have about following the directions of the droid become irrelevant as a metal maw rises from the surface and closes around you.

■ The Sinking Stone

Craft: Arakyd Stellar Mag V Mining Vessel
Type: Mine repair and supply vessel
Scale: Capital
Length: 542 meters
Skill: Space transports: Mag V
Crew: 3, droids 19, gunners: 1
Crew Skill: Varies
Passengers: 10
Cargo Capacity: 500,000 metric tons
Consumables: 1 month
Cost: 5 million credits
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850KMH
Hull: 4D+1
Sensors:
  Passive: 20/0D
  Scan: 50/1D
  Search: 70/2D
  Focus: 2/3D
Weapons:
  Turbolaser Battery
    Fire Arc: Turret
    Crew: 1
    Skill: Capital ship gunnery
    Fire Control: 2D+2
    Space: 3-15/36/75
    Atmosphere Range: 6-15/72/150KM
    Damage: 3D

Doctor Hegerty, I Presume

As the poisonous atmosphere is drawn from the chamber in which the Rebels are enclosed, a sign marked "Depressurizing" glows before them. It winks out as their suit comlinks give the following message:

"Welcome, darlings. If you're used to standard atmosphere, feel free to step out and take a look around. I'll be waiting on the bridge."

Opening the suits, you step into one of the largest rooms you can recall ever seeing. It is cylindrical, and stretches farther than the dim light lets you see to both your left and right. The sloping surface rolls up in front and in back of you. Large sheets of metal and massive cranes fill recessed areas. A self-propelled walkway leads to a tunnel under the curving wall in front of you. R2-M3 steps onto the walkway and is lost from view.

If the Rebels search other areas of the opening cylinder, they find a number of locked chambers, ladders, and lifts set into the wall at various heights. A Moderate *security* roll unlocks the chambers revealing either repair droids, tools, or old model high-pressure suits. Using the same consoles that unlock the chambers, gravity can be altered so that the outside of the cylinder is always "down," thus allowing one to walk on any surface. When they leave this area, read:

The crew area of the vessel is deserted and dark. Dust has settled in front of the doors to all the rooms accept one crew room and the various rooms controlling ship functions. Entering the bridge, you see the same attractive form you had witnessed on the holo-console earlier. Dr. Hegerty pats R2-M3 on the head and throws a smile in your direction.

"My friend says you've had a long trip," she says. "So we'll just meet my companions and call it a night."

■ Dr. Soron Hegerty

Type: Doctor/Biologist
DEXTERITY 2D
Vehicle blasters 5D
KNOWLEDGE 4D
Alien species 6D, languages 5D, planetary systems 5D, survival 6D, xenobiology (A) 9D+1
MECHANICAL 2D
Powersuit operation 5D, sensors 4D, space transports 3D
PERCEPTION 3D
Command 4D, hide 4D, sneak 5D
STRENGTH 3D
TECHNICAL 4D
Armor repair 5D, demolition 5D, droid programming 6D, first aid 5D
Special Abilities:
Ssither Telepathy Familiarity: While not telepathic herself, Dr. Hegerty has practiced with the Ssither long enough that she has a range and articulate ability far beyond other non-telepaths. Modifiers based on range are halved.
Force Points: 2
Character Points: 11
Move: 10
Equipment: Sporting blaster (3D+1 damage), Imperial Species Identification Bureau uniform.

Capsule: Soron Hegerty's body balances fitness and femininity, her face shows constant concern. Raised as an Old Republic Army brat, Soron Hegerty had the best life could bring throughout her childhood. She grew up loving the way in which both her government and her father helped the members of so many different species to enjoy the resources of an entire galaxy. She devoted her life to spreading its privileges to sapients everywhere.

When the Emperor's New Order was instituted, the elected leader of the Apgar System resisted and Soron's father was ordered to take control. Once in power, he ruled with a military efficiency that gave the appearance of ending crime and corruption, something that the backwater system desperately needed. With his influence, Soron was able to get into the Imperial Species Identification Bureau. She felt they were both doing incredible good for the galaxy.

Once in the Bureau, Dr. Hegerty saw her recommendations constantly ignored. That, combined with the Empire's intolerance toward other species, convinced her that her faith had been mislaid. She began cooperating with the Rebel Alliance.

Discovering the Ssither on this world some time before the accident that killed the Imperial mining overseers, Hegerty realized that revealing their location might doom them to use in Imperial genetics experiments. Rumors had been flying for some time about studies being done on both Humans and aliens by Imperial scientists, perhaps seeking to create a new breed of soldier by recombining DNA. She faked her own death in a crash and traveled to Jatee, remaining there with the Ssither ever since. It was Hegerty who successfully sabotaged efforts to notify the Imperials of the Ssithers' existence prior to the deaths of the mine overseers.

Fun-loving and friendly, Dr. Hegerty is usually a joy to be around, but she considers the protection of sapient species before her own pleasure.

Enter the Ssither

Dr. Hegerty gladly hands over the controls of the stolen Imperial repair/supply vessel to the Rebel pilot, explaining that even after these years alone, she's never really gotten comfortable with starships.

Read aloud or paraphrase:

A small blaster scar in the back of the pilot's chair convinces you not to ask about the fate of the Imperial crew to the woman toting the sporting blaster. She directs you to steer further into Jatee's depths. While the doctor directs your piloting and watches the instruments, the smile with which you were greeted is lost in a stern, commanding face. Whatever fun-loving being you've found hidden beneath tons of rock is still buried under an even heavier determination.

"Hello friends," she says staring through the transparisteel, "I've brought the beings who are going to help us."

Then, from inside your own head comes a thunderous voice, saying, "Thank you, Doctor, and welcome to our planet, rescuers. We are the Ssither." Far below, seven reptilian creatures emerge from one of the tunnels.

Dr. Hegerty explains that she discovered the Ssither and learned to communicate with them. They told her that the wastes left by the Imperial mine are fouling their environment. She had seen the Empire ignore her requests to stop using planets of much lesser relevance to the war machine. She would have much preferred to send the location and layout to Col. Frodar, but she knew that the Rebellion hadn't the ships to even reach the uppermost portion of the mine. She stole the repair/supply vessel and has been damaging the mine with aid from the Ssither ever since.

The Rebels are shown to quarters where they can sleep. Doctor Hegerty is well rested and very fed up with playing holo- chess against the computer (she can't play with her telepathic companions, as they always know her plans). She gladly challenges any restless characters.

The Ssither

The Ssithers are native to Jatee, living in caverns beneath the surface. It is possible that they may have once lived above and been forced underground by some catastrophic environmental disaster. They are hairless, slender beings with reptilian heads and torsos. They have heavily muscled upper bodies, while their lower bodies are serpentine in nature. They range in height from 1.75 meters to 2.5 meters in mature males. Their eyes have no irises, and are large gold pools.

Ssither are telepathic beings who have never advanced much past a primitive level of technology. They remain hunter/gatherers, subsisting on the sparse plant life that grows in the tunnels below Jatee.

■ The Ssither

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D+2/4D+2
MECHANICAL 1D/3D
PERCEPTION 2D+1/4D+1
STRENGTH 3D/5D
TECHNICAL 1D/3D
Special Skills:
Knowledge skill: Ssither Telepathy: Ssither use this skill to send thoughts and to receive thoughts from non-telepaths. This skill costs four times the regular number of Character Points to improve. Non-Ssither may not learn this skill.
Special Abilities:
Telepathy: The Ssither have telepathy and use the *Ssither Telepathy* skill. They can selectively broadcast or receive thoughts and emotions; Ssither can filter out any unwanted communication. *Ssither Telepathy* must also be active — they cannot "read minds." The difficulty is moderate plus *double* the normal modifiers for proximity and relationship for Force skills on page 147-148 of *Second Edition*. If using *Ssither Telepathy* on non-Ssither, add +15 to the modifier unless the non-Ssither has the special ability, *Ssither Telepathy Familiarity*, which costs 10 Character Points to buy.
Move: 10/12
Size: 1.75-2 meters tall

Capsule: The Ssither are a simple species, although in the past, they were quite savage. Their environment provides all their needs while allowing little in the way of technological development. They have a limited understanding of the galaxy resulting from years of conversation with Dr. Hegerty.

The Ssither who attack the mine have the following stats:

Ssither Raiders. *Dexterity 3D+2 , Knowledge 2D+2, Mechanical 1D+1, Perception 4D, hide 5D, Strength 5D, brawling 6D, Technical 1D+1, demolition 3D.* Move: 10. Character Points: 3

Episode Three:
What's Mine is Yours

After the Rebels have rested, Dr. Hegerty explains the situation. Read aloud or paraphrase:

"This vessel was used to repair the mine's processing shaft and carry the finished product from the top of the shaft, depressurize it, and turn it over to a cargo vessel in low orbit. It has no hyperdrive abilities.

"When I stole it, the Empire sent a hyperdrive capable model to replace it. They may have eventually shipped in one like this, but with the star about to explode, it just made sense to have the hyperdrive model drop its cargo outside the system.

"That vessel is the only ship on the planet that can fly us out of here and get the Ssither to
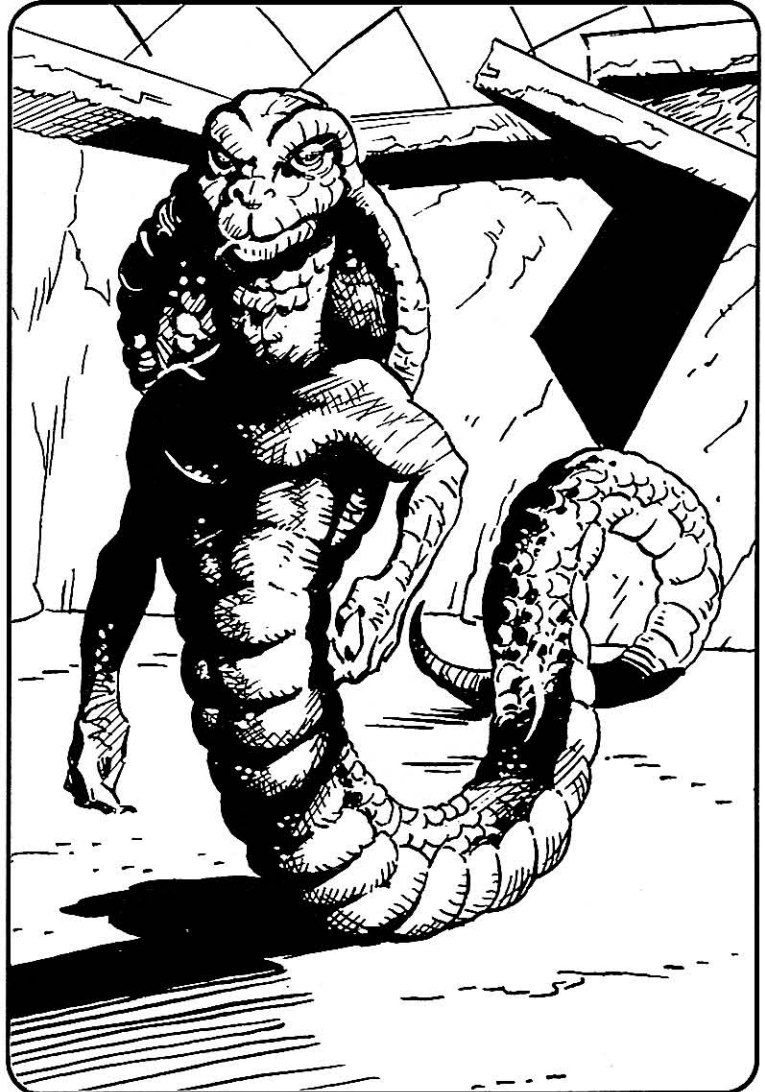
another suitable environment. So we're going to have to steal it.

"I realize the sacrifice you made in givng up your vessel, but I assure you that it was necessary. Imperial scout ships have been in the area recently — if they had spotted your ship, the war would be over for all of us."

The Plan

After directing you to take the ship in the direction of the mine, Dr. Hegerty fills you in on the plan. Read aloud:

"The Ssither have managed to obtain some unrefined rutgar-4. Over the course of my stay here, we have used this to damage the processing shaft of the mine complex. That is what we are going to do today — except instead of retreating back to the tunnels, we are going to hide inside the shaft and steal the ship that comes to fix it!"

Your ship sails over the horizon and the mouth

of the mine shaft comes into view. "We'll simply have to take the chance that the Imperials will spot this ship. Most likely, they'll mistake it for their automated repair craft," Hegerty says.

If the Rebels damaged one or more of their powersuits, the ship is equipped with several of the older models. Dr. Hegerty has experimented with them all and can explain the pros and cons of each. They are identical to the Mark VI except as noted below.

■ Telgorn Corp. Mark II Powersuit
Speed: 21; 60KMH
Hull: 4D

Capsule: This rescue model has a flat back side and a cutting laser (4D damage, 1 meter range) to save crash survivors.

■ Telgorn Corp. Mark III Powersuit
Speed: 21; 60KMH
Hull: 5D
Weapons:
> Blaster Cannon
>> *Fire Arc:* Front
>> *Skill:* Vehicle blasters
>> *Fire Control:* 1D
>> *Range:* 3-25/50/100
>> *Damage:* 5D
>
> Mini-Proton Torpedoes
>> *Fire Arc:* Front
>> *Skill:* Missile weapons
>> *Fire Control:* 1D
>> *Range:* 3-5/10/20
>> *Damage:* 6D

■ Telgorn Corp. Mark IV Powersuit
Speed: 25; 70KMH
Hull: 4D
Weapons:
> Laser Cannon
>> *Fire Arc:* Front
>> *Skill:* Vehicle blasters
>> *Fire Control:* 1D
>> *Range:* 3-20/40/80
>> *Damage:* 4D

Capsule: This rapid escape version is built for speed and easy access. It is one difficulty level easier to get this vehicle going rapidly.

■ Telgorn Corp. Mark V Powersuit
Speed: 28; 80KMH
Hull: 4D
Weapons:
> Laser Cannon
>> *Fire Arc:* Front
>> *Skill:* Vehicle blasters
>> *Fire Control:* 1D
>> *Range:* 3-20/40/80
>> *Damage:* 4D

Capsule: This repair model has a plethora of tools, making it the ideal choice for any maintenance function.

The access hatch to the mine requires a Moderate *security* roll to unlock.

Battle!
Read aloud or paraphrase:

Ssither are waiting for you just inside the shaft, having come through their tunnels, and they lead you toward the site where the rutgar-4 is to be planted. Three lines run the length of the shaft, presumably matched by three on the other side. Something seems to be coming around the circumference. Its nature does not remain a secret long as it fires a missile in your direction.

Before the Ssither can deposit the explosives, the Rebels must help them past the mine's defenses. The defenses consist of two types of droids: a rapid response droid fixed into superconductor runners that stretch the length of the processing shaft, and a missile platform droid, whose magnetic tank-like treads allow it to follow targets around the circumference of the shaft.

■ DCM-8 Missile Platform Droid
Type: Arakyd Patrol Missle Platform Droid
DEXTERITY 3D
Missile weapons 5D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 2D
STRENGTH 5D
TECHNICAL 1D
Weapons:
> 12 Mini-Concussion Missiles
>> *Fire Arc:* Turret
>> *Range:* 3-30/60/150
>> *Damage:* 7D
Move: 7
Size: 1 meter tall

■ C-10-L Rapid Response Droid
Type: Industrial Automation Rapid Responce Droid
DEXTERITY 4D
Blaster 6D, running 6D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 2D
STRENGTH 4D
TECHNICAL 1D
Weapons:
> Blaster Cannon
>> *Fire Arc:* Turret
>> *Range:* 3-20/40/80
>> *Damage:* 6D
Move: 30
Size: 1.5 meters tall

The Rebels and their newfound friends engage a single DCM-8, but it is rapidly reinforced by the quick moving C-10-Ls. Each round, roll 1D; a C-10-L arrives on a roll of 5 or 6.

The Explosion
The Ssither need three rounds to plant the explosive. Once this is done, any energy surge can cause detonation. Dr. Hegerty traditionally uses the laser on her Mark V. As the explosion is contained, anyone outside the shaft takes concussion

damage, but no shrapnel. The breakdown for damage is as follows:

Distance From Explosion	Damage
0-2 meters	5D
4	4D
6	3D
10	2D

The explosion cuts power to any C-1O-Ls whose tracks it cuts and sends the DCM-8 spinning toward the planet's core.

When the Rebels decide it is time to detonate (they have no way to tell the exact power of the unrefined explosive), they must fire and hit the rutgar-4 to detonate it. Difficulty of the shot depends on the range (see page 60 of *Star Wars: The Roleplaying Game, Second Edition*). The closer the Rebels are, the easier the shot, but the greater the damage they will take from the resulting detonation.

A flash so intense it blinds you despite the suit's protection is followed by a sound wave which propels you backward. When your vision clears you look to the shaft and find a gratifying hole.

Getting the Shaft

As the Ssither slip away, the Rebels and Dr. Hegerty prepare their takeover of the starship from inside the processing shaft. Read:

Immediately inside the shaft is a meter of dead space, probably designed to reduce damage in just such an attack. You find a service passage large enough to pass through in the suits.

Entering the processing area you see what may be one of the largest substance refining plants in the galaxy. Various functionally shaped droids stand fixed due to lack of locomotion. All is quiet and nothing moves. Some hundred meters both up and down the cylinder, a shield holds the invading atmosphere at bay.

Let curious Rebels take a look around. This automated institution employs countless droids and huge machines performing a variety of refining functions.

The Heist

As the Rebels continue to look around, call for *Perception* rolls. Easy successes reveal that the pressure gauges on the powersuits are dropping toward normal. If the Rebels glance back up the shaft, they will see that a repair vessel has clamped itself over the external hatch and an army of repair droids are working on the damaged portion of the shaft. Absorbed in their work, they will take no notice of the Rebels if they choose to enter the ship.

The vessel is fully automated, and shows none of the signs of internal damage that the earlier craft displayed. If the Rebels enter, Easy *search* or *Perception* rolls will reveal that a security camera has panned in their direction. Immediately after that, three hatches in the ship will slide open, revealing two DCM-8s and one Rim Securities K4 Security droid.

■ Rim Securities K4 Security Droid
Type: Security Droid
DEXTERITY 3D
Blaster 7D, dodge 8D, running 4D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
STRENGTH 1D
TECHNICAL 1D
Equipped With:
• Two auto-balance legs
• Two arms
• Body armor: +2D to all locations

• Internal blaster rifle (5D damage, ranges: 5-30/100/200)
Move: 11
Size: 1.6 meters tall

The Cockpit

Once the droids have been defeated, the Rebels and Dr. Hegerty can enter the control room. There, an R2 unit disengaging from the copilot console gives a frightened whistle. A piloting droid remains vigilantly at its post. A heads-up display indicates a count down, currently marked at 30 seconds.

In case the characters haven't figured it out yet, a Moderate *droid programming* roll tells them that the piloting droid operating the ship is programmed to self destruct to prevent takeover.

A Difficult *security* roll is necessary to access the system (Moderate, if they first remove the piloting droid). A Moderate *computer programming* roll then deactivates the self-destruct.

■ The Hard Shell

Craft: KDY Class-7 Repair Vessel
Type: Mine repair and supply vessel
Scale: Capital
Length: 560 meters
Skill: Space transports: Class-7 repair vessel
Crew: 3, 15 droids, gunners: 1
Crew Skill: Varies
Passengers: 10
Cargo Capacity: 400,000 metric tons
Consumables: 3 months
Cost: 4.5 million credits
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverablity: 1D
Space: 5
Atmosphere: 295; 850KMH
Hull: 5D+2
Shields: 1D
Sensors:
   Passive: 25/1D
   Scan: 50/2D
   Search: 75/2D+2
   Focus: 3/4D
Weapons:
   Turbolaser Battery
     Fire Arc: Turret
     Crew: 1
     Skill: Capital ship gunnery
     Fire Control: 3D
     Space Range: 3-15/36/75
     Atmosphere Range: 6-15/72/150KM
     Damage: 5D

A Final Goodbye

With the ship successfully in the hands of the Rebels, Dr. Hegerty leads them to the Ssither. Sadly, she comments that even this ship is not large enough to get all the Ssither off the planet. Some will have to remain behind,

Suddenly, the characters are assaulted by a great sadness, which is not their own. Hegerty will direct them to land the ship and lead them back into the tunnels. There they will find the Ssither,

who have been forced to choose who among them will survive. They have chosen the young and the strong, those most capable of continuing the species on another world. While anguished by leaving family and friends, those chosen board and thank the Rebels for preventing their extinction.

Departing Jatee

After the theft of their original repair/supply vessel by Dr. Hegerty and the Ssither, the Empire planted a homing device on its replacement. The device is transmitting on a frequency not normally scanned by anything in the system but the battle droids in the upper atmosphere. The Rebels will need a Difficult *search* or *Perception* roll to detect the device, and a Difficult *security* roll to disable. Otherwise, the droids will be waiting for them.

Read:

You climb through the atmosphere, glad that your mission is finally nearing its end. As expected, sensors detect an energy source, but you think this undamaged, thick-walled vessel should be able to withstand the assault of a few battle droids.

Then suddenly there is another energy source, and another, and another. More continue to approach sensor range as the first comes into view and opens fire!

The Rebels must move through the fields of fire belonging to eight of the dreaded battle droids. Remind them that open space lies ahead and that these slow-moving Imperial possessions will soon be taken care of by the explosion of Demophon.

A New Home

After a quick look though the ship's planetary information, Dr. Hegerty has chosen a new planet for the Ssither and ordered the Rebels to head for it. It is Butler's Cove in the Stribos system. The planet is devoid of Human life and there is no Imperial presence in the system (on record). After a lengthy hyperspace trip, read:

You come into realspace near a verdant green world. Dr. Hegerty leans over the copilot to read the sensors.

"Everything checks out," she says with a sigh of relief. "Let's take them down."

As you plunge the ship into the clouds, the doctor heads toward the cargo area where the Ssither are awaiting their release into their new home. As you bring the ship in for a landing, you hear the now-familiar voice in your head say, "Thank you rescuers, our good-byes are completed. Release us and take our friend back to the comfortable living your species enjoys. If your battle against those who poisoned us permits it, we would like to see you again."
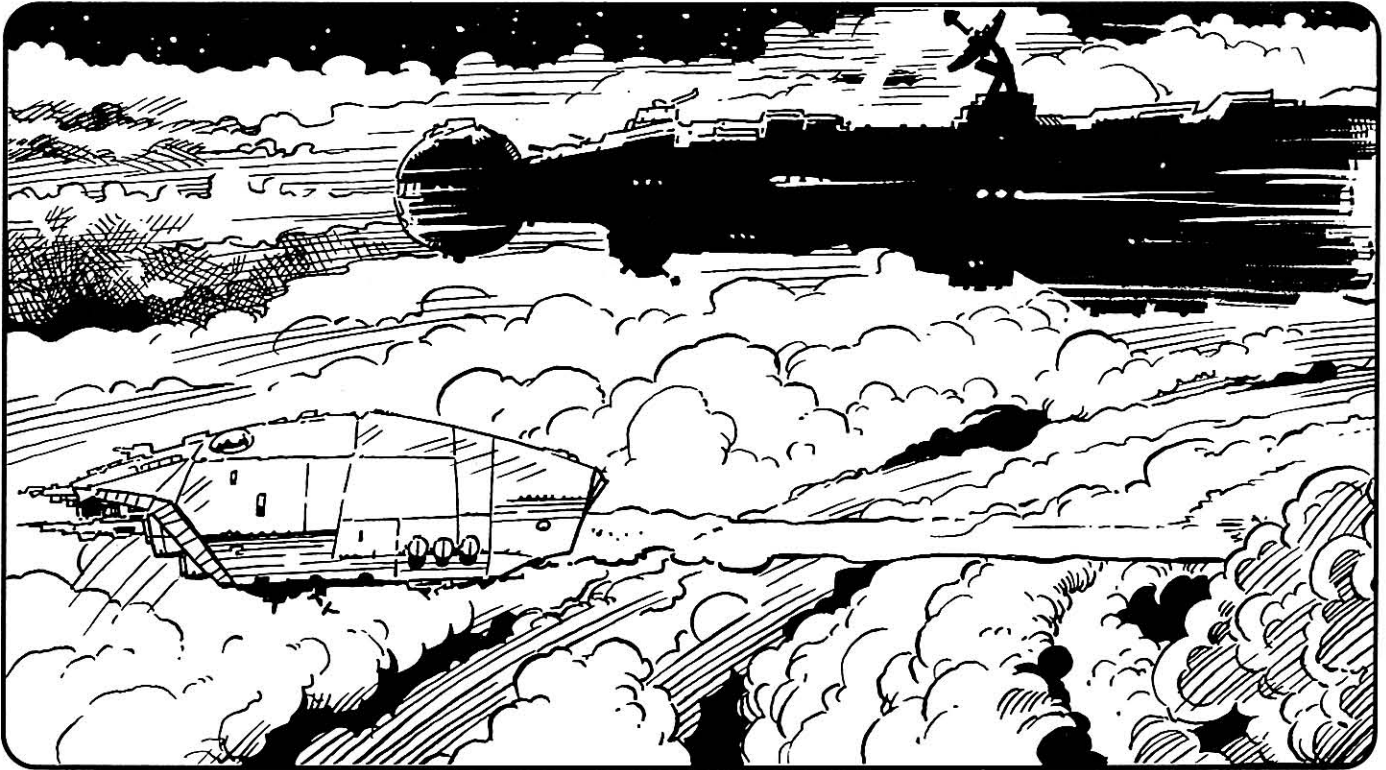
■ Butler's Cove

Type: Forested terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Heavy
Terrain: Forests, mountains
Length of Day: 25 standard hours
Length of Year: 380 local days
Sapient Species: None
Starport: Landing field
Population: 0
Planet Function: Refuge homeworld
Government: None
Tech Level: Stone
Major Exports: None
Major Imports: None

Capsule: Butler's Cove was originally discovered by a pirate named Butler, who intended to use it as a base from which to launch raids into the Demophon system. Unfortunately, Butler was killed on the first such raid and his pirate band scattered. The planet has been uninhabited since then.

It's Not Over Yet

Just when the Rebels thought they had won the day at last, they find a new danger facing the new colony of Ssither.

Read aloud or paraphrase:

You leave the planet behind and feel the last of the mental link with the Ssither slipping away. A half minute later, you are joined by Dr. Hegerty, who has lost contact for the first time in many years. You watch the tears well in her eyes and try not to match them. She quietly approaches her

makeshift captain's station, standing with one hand each on the pilot and co-pilot's chairs. She looks up …

"Look out! What's that?"

If the Rebels check their sensors, they will see that they are being scanned.

Just as the Ssither needed a new home world, the Empire also needs a new site for their Demophon-based operations. Accordingly, they have sent scouts out to neighboring systems to look for habitable worlds. And it is an Imperial scouting vessel that has happened upon the Rebels.

The Nomad

Craft: Loronar "Out System" Scout Vessel
Type: Light scout ship
Scale: Starfighter
Length: 63 meters
Skill: Space Transports: Loronar "Out System" Scout Vessel
Crew: 4, gunners: 1
Crew Skill: Astrogation 4D, space transports 5D, starship gunnery 5D
Passengers: 4
Cargo Capacity: 70 metric tons
Consumables: 8 months
Cost: 500,000 credits
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D
Space: 4
Atmosphere: 280; 800KMH
Hull: 3D+2
Shields: 1D

Sensors:
Passive: 30/1D
Scan: 50/2D
Search: 75/2D+2
Focus: 5/4D
Weapons:
Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 1D+2
Space Range: 3-5/15/30
Atmosphere Range: 75-200/1KM/2KM
Damage: 3D+2

While the Rebels may have the skill to eliminate the scout vessel, this act would only delay the possible use of Butler's Cove as a new site of Imperial settlement. What really needs to be done is to fake a report to the Empire.

If no one else thinks of it, Dr. Hegerty points that fact out. She also offers the following suggestion:

"That ship is headed towards us and doesn't look that fast. If we can catch up to it before it can turn around and break into light speed, we could catch it in the repair clamp. Then we could force them to make a false report."

If the Rebels don't like Dr. Hegerty's plan, or they "accidentally" destroy the Imperial vessel, they can still try to fake the report. This requires a Difficult *communications* roll, a Moderate *security* roll and a Moderate *con* roll.

As the conflict begins, the ships are 30 units apart. The Imperial crew does not flee instantly, but change their minds as soon as they start taking damage. "Catching" the vessel requires the ships to be within one unit of each other. It is a Difficult *space transports* action. The enemy pilot does not know of the plan, so he does not take action to avoid the approach of the mining vessel enough (unless he has some good reason).

Storming the Vessel

If the characters successfully engulf the scout ship, they then need to "convince" the scouts to report that the planet is unfit for settlement. After this is accomplished, all the heroes need to do is take the Imperials prisoner and scuttle their vessel to fake their deaths.

Dr. Hegerty dispatches repair droids to disarm the scout's turret. The ship can be accessed through the cylinder attached to the repair clamp.

8 Imperial Scouts. All stats are 2D except: *Dexterity 2D+2 blaster 4D, Knowledge 4D, planetary systems 6D, Mechanical 3D, astrogation 5D, space transports 4D, starship gunnery 4D.* Move 10. Blaster pistol (4D damage).

A Moderate *security* roll opens the air lock, but a lightsaber or plasma torch can also be of value. The scouts try to defend themselves, firing from the doorways of their crew quarters which branch off the main corridor at 3 meter intervals. When half are incapacitated they surrender (unless they are obviously winning).

Once the scouts are captured, make an opposed *intimidation/willpower* roll (see modifiers on page 76 of *Star Wars: The Roleplaying Game, Second Edition*). If successful, the characters force the scout to make the false report. If the scout wins, he starts the report but blurts out the truth halfway through. In this case the Rebels still have plenty of time to leave the system, but the new home of the Ssither might soon be the sight of the next Imperial settlement.

Home Again, Home Again ...

Having faced all these challenges, the Rebels are ready to head home. Hegerty tells them to land at Refgar, a planet in the general vicinity of Asteroid Base, where the mining vessel can safely be ditched. She will suggest to the Rebels that, as she plans to spend some time readjusting to society, one of them might want to apply for the job of Alliance ambassador to the Ssither. She also asks if they might consider returning to Jatee to rescue the remaining Ssither.

But things aren't quite finished yet ...

The Rebels can exchange the Imperial vessel for a stock Ghtroc light freighter to carry them the rest of the way back to Asteroid Base. But as soon as they take off, they will be challenged by a Corellian Corvette. It seems that a few of Butler's old pirate band are convinced that their late chieftain buried a fortune on that planet. They were on their way to search for it when they saw the mining vessel lift off and so trailed it back to Refgar. Convinced the Rebels have the treasure, they are here to demand their share.

Stock Ghtroc Freighter

Craft: Ghtroc Industries Class 720 Freighter
Type: Stock light freighter
Scale: Starfighter
Length: 35 meters
Skill: Space transports: Ghtroc freighter
Crew: 1
Crew Skill: Varies
Passengers: 10
Cargo Capacity: 135 metric tons
Consumables: 2 months
Cost: 37,000 credits
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 3
Atmosphere: 260; 750KMH
Hull: 3D+2
Shields: 1D
Sensors:
Passive: 15/0D
Scan: 30/1D
Search: 50/3D
Focus: 2/4D

Weapons:
  One Double Laser Cannon
    Fire Arc: Front
    Skill: Starship gunnery
    Fire Control: 1D+2
    Space Range: 1-3/12/25
    Atmosphere Range: 100-200/1.2KM/2.5KM
    Damage: 4D

■ The Claw

Craft: Corellian Engineering Corporation Corvette
Type: Mid-sized multi-purpose vessel
Scale: Capital
Length: 150 meters
Skill: Capital ship piloting: Corvette
Crew: 30, gunners: 6, skeleton: 15/+10
Crew Skill: Capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1, astrogation 3D, capital ship gunnery 4D+1
Passengers: 100
Cargo Capacity: 3000 metric tons
Consumables: 1 year
Cost: 1.2 million credits
Hyperdrive Multiplier: x2
Nav Computer: Yes

Maneuverability: 2D
Space: 6
Atmosphere: 330; 950KMH
Hull: 4D
Shields: 2D
Sensors:
  Passive: 40/1D
  Scan: 80/2D
  Search: 100/3D
  Focus: 5/4D
Weapons:
  Six Double Turbolaser
    Fire Arc: 3 front, 1 left, 1 right, 1 back
    Crew: 1
    Scale: Starfighter
    Skill: Capital ship gunnery
    Fire Control: 3D
    Space Range: 3-15/35/75
    Atmosphere Range: 5-30/70/150KM
    Damage: 4D+2

Rewards

Award the characters 8 Character Points for this adventure. Consider extra Force Point awards as well (after all, they did save a species).

The Beginning of the End

Adventure Background

The characters have been chosen to track down Enid Vahr, a Rebel spy with important information on new Imperial technologies. Vahr was to have stolen the data and escaped from Demophon in the chaos of the evacuation. Unfortunately, the Imperials discovered his rescue ship and confiscated it for use in the "rescue effort."

Stranded, Vahr contacted "friends" of his in Byrne City, who pledged to help him escape from the planet. This proved to be an ill-chosen course of action: his newfound allies were actually vicious pirates, who have been using the crisis on Demophon to make themselves rich. They do this by hauling shiploads of refugees off planet and brutally murdering them for their money and belongings.

Vahr met his end at the hands of these killers. Now it is up to the characters to follow the thread of clues he left behind to the pirates. Meanwhile, Imperial agents have an interest in knowing where Vahr disappeared to, as well. All of which adds up to a nasty vacation on Demophon for the Rebels, as the star prepares to explode ...

Introduction

Byrne City has transformed since the onset of the disaster. The once gleaming corporate shop-ping plazas and housing facilities now stand desolate. Looters have pillaged the shops and company commissaries for food and medical supplies. Armed groups of Imperial Army troopers prowl the streets and alleys of the once placid city, trying desperately to hold back the rabid mobs of Humanity that prowl the streets, fighting one another for scraps of food until their number is called for a relief flight off planet.

The starport is under martial law. Temporary walls have been raised around the structure and heavily armed and armored soldiers man the walls to hold back the flood of humanity. For kilometers around the starport, temporary shelters have sprung up to hold the throng of people waiting for their turn on a flight out-system. Children huddle against their parents, chewing bits of wood or cloth to try to fight the hunger that gnaws at them. Food rationing was begun over a month ago, but there is barely enough for one meal every other day and there is talk that the food will be gone altogether in less than a week. If the planet lasts that long ...

It seems as though it began a century ago, but it was only two months. Scientists working at the Demophon Stellar Monitor Station were doing routine maintenance on the sensor equipment aimed at Demophon, the system's ancient and dying sun, when they discovered that something was horribly wrong with the equipment. The scientists say the equipment was sabotaged, but who would do that? The equipment should have detected the increased decay rate in the sun over a year ago; then there would have been enough time to evacuate. Now, with only weeks left before the ancient star goes supernova, there is no way the Imperial fleet will be able to evacuate everyone in time.

The higher-ups managed to keep it quiet for the first couple of weeks after the discovery. Maybe there was a leak, or maybe it was the increased Imperial presence, or maybe it was just that feeling of doom, but somehow people knew. The riots started almost immediately. The normally disciplined workers, from assembly line to executive, abandoned their jobs and made their way to the

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The Tone of Demophon

Gamemasters should keep in mind that the world of Demophon is not a pleasant place, and you have to try to get that feeling across. This is a dark and gritty world, and there is a distinct possibility that the characters will be put in situations that they have rarely had to face. You should carefully review the background material on the planet Demophon, and try to work some adventures set on the world prior to the news of the supernova into your campaign to give the characters a sense of the magnitude of the calamity happening here.

starport with everything they owned and all they could grab.

The riots were very bad the first few days. Looters grabbed most of the food and medical supplies, and anyone who owned a ship became wealthy overnight by ferrying people out who could pay. That lasted until the Star Destroyer *Victrix* showed up. Now all anyone can do is wait in the tents and boxes around the starport, hoping their number will be called and escape will be possible.

Some smugglers and pirates are said to have managed to slip onto the planet unseen and are doing what they can to get people off, for a price. If they get caught, they lose both their ships and their lives, and the passengers fare no better.

Involving the Characters

If the characters have a good relationship with the Rebellion, they might be asked to travel to Demophon system and investigate the disappearance of an agent who was carrying vital information. Once the characters enter the system, they will be contacted by Imperial forces. They will be ordered to land at Byrneport and their ship will be confiscated to help with the relief effort.

Characters could also be contacted by Rebel operatives because they are the closest free agents that the Rebellion knows of near Demophon.

Episode One:
The Confiscation

When characters land in Byrne City, they will be approached by one of the Imperial relief coordinators, Jared Fronz, and a large troop escort. Fronz will invite the characters into his temporary office in the former Byrne City Municipal Building and explain their position to them. Read aloud or paraphrase:

"My friends, may I call you that? You are in a difficult spot. The current situation on Demophon is such that we are forced to borrow your vehicle for a time. You needn't worry, it will be returned in good time.

"Tell me, why are you here? This is not a spot that sees many visitors. This planet certainly does not offer much in the way of entertainment for men such as you. You aren't up to no good, are you?

"Well, I doubt that you would admit it to us if you were. That hardly matters now. What does matter is that you are here and your contribution to our relief effort is welcome. In the meantime, you are my guest. We will spare no expense in ensuring your comfort. You will be assigned quarters in the dormitory space we've created in the Public Hall. Rest assured, you will be watched, but not interfered with. Keep your noses clean

and you may get your ship back before the planet is destroyed. Good day, gentlemen."

■ Jared Fronz
Type: Imperial Bureaucrat
DEXTERITY 1D+2
Dodge 2D
KNOWLEDGE 5D
Bureaucracy 5D+2, bureaucracy: Byrne City 6D, cultures 5D+1, cultures: Demophon 5D+2, intimidation 5D+2, willpower 6D
MECHANICAL 2D
Communications 3D
PERCEPTION 4D
Bargain 4D+2, con 4D+1, persuasion 4D+2
STRENGTH 3D
TECHNICAL 2D+1
Computer programming/repair 3D
Character Points: 4
Move: 9
Equipment: Comlink, datapad

Capsule: Jared Fronz is a grossly fat man. He has

thinning white hair and a flabby red face. He wears a tight fitting white suit and carries a handkerchief, which he uses to constantly mop beads of sweat from his forehead. He seems soft for an Imperial officer, but there is a menacing undercurrent in his friendly words, a band of steel running through his voice.

The characters will be shown to quarters in a remodeled recreation hall near the starport. It is packed to the rafters with Byrne City residents waiting for their chance to get off-world. Although Fronz warned that they would be watched, in fact the Imperials are much too busy to keep an eye on every suspicious character in the city these days.

Episode Two: Your Mission, Should You Decide To Accept It

The characters know the following about the missing Rebel agent:

• His name is Enid Vahr. He was planted in the Vortex Corporation several years ago, to find out as much as possible about any military contracts they might have with the Empire. Vahr was quite successful, turning over information on a number of new weapon guidance systems Vortex had been working on.

• Vahr was transferred to the Vortex office on Demophon six months ago and was being watched closely by Imperials. A few weeks ago, when chaos began to spread in the city, he was able to broadcast a short message to Asteroid Base. He claimed to have stolen data on new long-range concussion missiles Vortex was developing for Imperial capital

ships. He was instructed to get off Demophon as soon as possible and and deliver the information to Colonel Frodar, commander of Asteroid Base. But he never arrived, nor were any further messages received.

• Vahr maintained quarters near the Vortex research facilities, and was known to frequent a casino called "The Clubs." The characters might want to begin their search in either of these two locations.

Vahr's Quarters

The mid-level housing quarters are located two kilometers from the main Vortex research buildings. This entire section of the city looks desolate and abandoned. Broken windows and shattered doors line the streets in this area. Refuse lies in the once clean streets and plazas.

The building is a four-story affair. The lobby to the building is fronted with enormous windows, which at one time must have been an impressive sight; now the glass is shattered, hanging in pieces in the frame. The desk where a doorman once sat has been pushed in front of the entrance, blocking the doors. The lobby is dark and looks deserted. A single light panel provides feeble illumination as it blinks on and off, on and off.

If the characters make a Difficult *Perception* check, they will notice a thin wire running across the doors. The wire runs from the base of the door, up the wall next to the door and holds a fragmentation grenade. If the characters fail the check and simply open the door, the grenade will explode, doing 5D damage to the characters and alerting the inhabitants of the building.

The building is booby trapped for a reason, it is currently being used as a temporary base by another group of Rebel operatives who are trying to find Enid Vahr.

Rats In a Trap

The Rebels hiding in the mid-level housing quarters arrived at Demophon in search of Vahr. They tried to blast their way through the Imperial forces surrounding the planet, but were blown out of the sky for their efforts. Four of them managed to eject in time to escape the crash.

The small group made their way through the wastelands and into the city via underground tunnels that connect the Sla Kar camps with the industrial area within the dome. They were to have contacted Vahr here at his quarters. On the way, they encountered a group of Sla Kar that had gone on a rampage after learning that they weren't included in the Imperial evacuation plans. The Rebel group was attacked, the crowd hoping to steal identity chips so some of them could escape.

The Rebels fought valiantly, but their squad leader was killed in the melee. Imperial Army troop-

ers arrived to put down the riot, but one of the Rebels, Roz, was wounded in an effort to escape. The beaten and battered group made their way to the building and are holed up here to try to recover their strength and figure out their next move.

These three surviving Rebels are in no mood for games: they are leaderless and scared, they have seemingly no hope of getting off the planet or completing their assignment, and are far more likely to shoot first and ask questions later.

■ Almera Zan

Type: Rebel Agent
DEXTERITY 4D
Blaster 6D, brawling parry 5D, dodge 5D, grenade 5D, melee combat 5D, melee parry 5D+2
KNOWLEDGE 2D
Streetwise 4D, survival 3D, willpower 3D
MECHANICAL 2D
Beast riding 3D, communications 3D+2
PERCEPTION 4D
Command 5D, hide 6D, search 4D+1, sneak 5D
STRENGTH 3D
Brawling 4D, climbing/jumping 3D+2, stamina 4D
TECHNICAL 3D
Blaster repair 4D+1, demolition 4D, first aid 4D, security 5D
This character is Force sensitive.
Force Points: 2
Character Points: 5
Move: 10
Equipment: Blaster (4D damage), medpac, knife (STR+1D damage), 5 grenades (5D damage), 500 credits

Capsule: Almera Zan is an attractive woman, with long blonde hair and deep blue eyes. She is small and wiry, with a surprising strength. Her skin is tanned from the years spent on her home world of Jaxus.

Zan's major flaw is that she lacks self-confidence. She is a relatively inexperienced Rebel agent and this is her first field mission. It is not going very well. Zan also has a tendency to be a little trigger happy.

■ Roz

Type: Free Trader
DEXTERITY 3D+1
Blaster 4D+1, dodge 4D, melee combat 4D
KNOWLEDGE 2D+2
Streetwise 3D+1, willpower 3D+2
MECHANICAL 4D
Astrogation 4D+2, sensors 4D+1, space transports 4D+2
PERCEPTION 3D
Bargain 4D, con 3D+2, gambling 3D+2, sneak 3D+2
STRENGTH 3D
Brawling 4D, stamina 3D+2
TECHNICAL 3D
Blaster repair 4D, first aid 4D, space transports repair 4D+1
Character Points: 4
Move: 10
Equipment: Heavy blaster pistol (5D damage)

Capsule: Roz is a free trader who was hired by Zan to get her and her fellow agent, Grashk, to Demophon. He did not stop complaining about the loss of his ship until the blaster shot hit him. Roz is currently wounded and unconscious.

■ Grashk

Type: Young Wookiee Rebel Agent
DEXTERITY 3D
Bowcaster 4D, brawling parry 3D+2, dodge 3D+2, melee combat 3D+2, melee parry 3D+2
KNOWLEDGE 2D
Intimidation 3D+1, survival 3D+2
MECHANICAL 3D
Astrogation 3D+2, space transports 3D+2, starship gunnery 4D

PERCEPTION 2D
Persuasion 3D, search 2D+2
STRENGTH 5D
Brawling 5D+2, climbing/jumping 6D, lifting 5D+2, stamina 5D+2
TECHNICAL 3D+1
Blaster repair 4D, space transports repair 4D
Special Abilities:
Berserker Rage: See page 137 of *Star Wars: The Roleplaying Game, Second Edition,* and page 124 of the *Gamemaster Handbook.*
Climbing Claws: Add 2D to climbing attempts.
Character Points: 5
Move: 10
Equipment: Wookiee bowcaster (4D damage), 150 credits

Capsule: Grashk is in a state of almost perpetual rage since group leader Tamarc was killed by the Imperials. It is unlikely that the characters will be able to calm him down if they drop in unexpectedly.

If the front door trap is set off, the characters will be attacked in two rounds by the Rebel group. Zan will lob a grenade down the corridor and Grashk will lay down fire with his bowcaster. They will attempt to either drive off or kill the intruders. Failing that, Zan will break off and grab the unconscious Roz, dragging him further into the sub-levels of the living facility. Grashk will cover their escape and, if necessary, will sacrifice himself to allow the escape of his friends.

If the characters can either surprise the Rebels (by getting in without setting off the grenade) or by convincing them that they're all on the same side, they can get the following information:

• The Rebel group searched Vahr's quarters and found two leads. The first is a holocard from a local bar called "The Clubs." When the thin plastic card is activated, a hologram with the bar's logo pops into existence six centimeters over its surface. A tiny speaker proclaims "Clubs — after the working day, unwind in this bit of the Imperial City brought to Demophon just for you." On the back of the card is written a date — an Easy *Knowledge* role will reveal this to be the day Vahr vanished — and the name "Kasey."

• The second clue is a holo-picture of Vahr and a young woman dressed in a black evening dress. They are seated in a booth at what looks like a sidewalk cafe. Partially obscured from view by a potted plant of some sort is a sign reading " ... ool's Club."

The surviving Rebels will offer to come with the characters, if they in turn will help get Roz to a doctor. If the characters decide to attempt this, remind them that this group of Rebels is currently wanted by every Imperial in the city and that it may jeopardize their mission to help them. Also be sure to take into account the personalities of the characters — for instance, helping people is what Jedi Knights do, and if it is out of character for your group to turn down an appeal for help, you may

wish to penalize the characters in some way at the end of the adventure.

Searching Vahr's Rooms

If the characters fail to make peaceful contact (or any contact at all) with Zan's group, then the two clues can be found in Vahr's quarters. If they enter his rooms, read aloud:

Enid Vahr's rooms are a wreck. The furniture has been smashed beyond recognition. His personal effects, clothes, etc. are strewn about the area. Someone has made a hurried search of the area, that much is obvious. But did they find what they were looking for?

A Difficult *search* roll will reveal the holo-picture mentioned above taped to the bottom of a smashed drawer, and the holocard under the shattered remnants of a wall mirror.

There are a number of paths the characters may follow from here, among them going to "Clubs," helping Roz reach a hospital, or searching for the cafe in the photo. Once they leave the building — regardless of where they are going — run them through some of the encounters below.

Encounters in the Dark

Byrne City looks desolate and dangerous by night. From this point on in the adventure, whenever you feel the action is slowing down or the characters have a chance to catch their breath, either roll for or choose an encounter from the following list. This is an excellent way to convey the chaos of Byrne City and keep the characters off balance.

1) Scavengers: A group of Sla Kar who have been forgotten in the general confusion are wandering the streets. They want nothing more than to stay out of the way of the Imperials and find some way off the planet. They are armed with low tech weaponry: clubs, rocks, etc., but will attack with the fury of beings that know they have no hope of survival. They are trying to find identity cards which would allow them to escape the planet as employees.

6 Sla Kar. All stats are 2D except: *melee combat* 3D. Move: 10. Knife (STR+1D damage), club (STR+1D damage).

2) Looters: Looters are far more dangerous than scavengers, for they are expecting to run into Imperial troops and are angry and desperate enough to think that they can take them. They are trying to steal as much as possible, in the hope of buying their way off world. They will shoot first and ask questions later.

8 Looters. All stats are 3D. Move: 10. Blaster (4D damage), club (STR+1D damage).

3) Imperial Army Troopers: A squad of six Imperial Army troopers are patrolling this area of
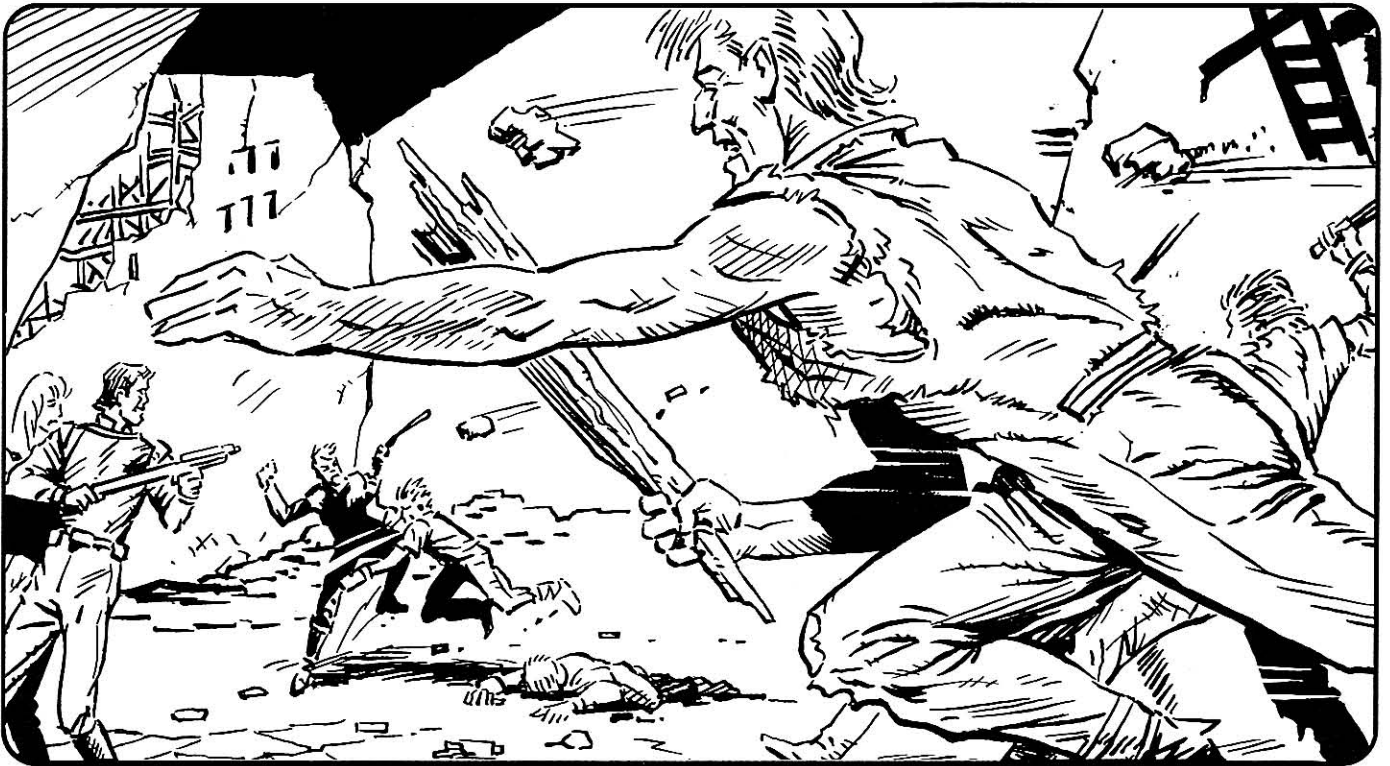
the city. The Imperials have been trying to keep violence in the city proper to a minimum and have orders to do what ever they deem appropriate to maintain order. They will stop and question any group on the streets after dark, but will not arrest anyone unless they are in the middle of an illegal action or are currently wanted by the authorities.

6 Imperial Army Troopers. *Dexterity 3D, blaster 4D+1, dodge 4D+1, grenade 3D+2, Knowledge 1D+1, Mechanical 1D+1, Perception 2D, Strength 3D+1, brawling 3D+1, Technical 1D.* Move: 10. Blaster pistol (4D damage), blaster rifle (5D damage).

4) Squatters: The characters encounter a family group which is either unable or unwilling to take up residence in the shelters. They will most likely be hostile to any intrusion into their area unless the characters offer them food or medical help. They may be able (gamemaster's option) to help the characters with information on the location of "Clubs" or "Shool's Club."

Episode Three: The Death Card

If the characters go to "The Clubs," they will find that the bar appears to be deserted from the outside. The only odd thing about the blackened building is that it is in fairly good condition compared to others nearby. The heavily reinforced steel door is closed, but there is a grill and switch on the wall nearby.

A Moderate *Perception* roll will reveal that there

is a security camera hidden in the dark shadows above the door, only a tiny blinking red light indicating that it is working. If the characters push the switch, the camera will swing toward them and a voice will issue forth from the grill, saying, "Yeah!?! Whadda ya want? We ain't open anymore for regular business. Get lost!"

The voice then goes silent and the camera switches itself off. If the characters push the switch once again, the same rough voice will come over the speaker, saying, "Look, I told you that the club ain't open for normal business! What izzit that ya want?"

If the characters mention the name Enid Vahr or flash a sufficient amount of credits, the front door will slide open and the voice will tell them to get in quickly. The door will close again in 10 seconds, so the characters must move quickly.

Ace of "Clubs"

Once inside the heavy metal doors, the characters will be grabbed roughly by two enormous bouncers and searched. If any of the characters resist, the thugs will draw weapons and more thugs will pour forth from the interior of the bar.

Once the characters have been searched and had all obvious weapons removed, they will be led into the main portion of the bar. Read aloud or paraphrase:

Sitting at a central table is a small, slimy looking man dressed in a white suit and hat. He has a fat face, with puffy, hooded eyes, just like a

help them. If they ask about Vahr, he will claim that the missing man came to him for help and he managed to get him off Demophon days ago. He will offer to use his contacts to get the characters away and in touch with Vahr. He will agree to anything, in fact, to make the characters feel comfortable.

Toward the end of the conversation, his hand will slip under the table to hit a button that will summon his thugs. A Difficult *Perception* roll will allow the characters to spot this.

■ "Ace" Lorle

DEXTERITY 3D+2
Blaster 4D, blaster: hold-out blaster 4D+1, dodge 4D+2
KNOWLEDGE 3D
Bureaucracy 3D+1, bureaucracy: Byrne City 3D+2, streetwise 4D, value 4D
MECHANICAL 2D+1
Space transports 2D+2
PERCEPTION 4D+1
Bargain 5D+1, con 5D+2, gambling 5D+1, persuasion 5D+2
STRENGTH 2D
TECHNICAL 2D
Character Points: 3
Move: 10
Equipment: Sabaac deck, 5000 credits, hold-out blaster (3D+2 damage)

Capsule: "Ace" is not a only a parasite, he's a cut-rate one. It's said that he would toss his grandmother into a Rancor pit for a credit, and this is not far wrong. The only thing preventing him from doing that, in fact, is that he turned her over to the Empire last year for a handsome reward. "Ace" does nothing that will not result in profit for him.

4 "Clubs" Thugs. All stats are 2D except: *Dexterity 3D, melee combat 4D, Strength 3D+1, brawling 4D.* Move: 10. Knife (STR+1D damage), chair leg (STR+1D).

Lorle's thugs will try to subdue the now unarmed characters. They will try to take their targets alive, if possible. Lorle will bolt as soon as he can to his office behind the bar area. Once he makes it there, he will lock the door and use his visiphone to contact the Imperials. He will then make his way through the secret door in his office and into the area below.

If the characters lose the battle, cut to "Just Hanging Around." If they win, cut to "I Stick My Neck Out For Nobody."

I Stick My Neck Out For Nobody

Read aloud or paraphrase:

Lorle's thugs lie in various stages of unconsciousness about your feet. Their boss is nowhere to be found, but you do recall seeing him slip into a room in the back during the fighting.

If the characters make their way to the office, they will find the door locked. A Moderate *security* roll will get them inside, to find that the office is in a disheveled state, with data disks piled in numerous stacks. An Imperial officer's image can be seen

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cobra. He smiles broadly, revealing a front tooth made entirely from neutronium.

"Greetings, my friends, greetings!" he says. "What can I do for you? As you can see, we are closed at the moment for drinks, but we may be able to help you in other areas."

The grotesque man in white is "Ace" Lorle, owner of "Clubs." Prior to word of the coming supernova, Lorle used the bar to gather information on workers who were acting suspicious or who had become too talkative, then sold the news to the corporations or the Imperials. He also put the word out that he had "off planet connections" who would be willing to pay for information on the projects underway in Byrne City. Anyone who approached him to make a deal was promptly turned over to the Imperials for a fat "finder's fee."

Lorle will listen to the characters and offer to

Who Is Enid Vahr and Why Are These Terrible Things Happening To Us?

Vahr did have plans to use Lorle to escape from Demophon. He had, in fact, given Lorle a considerable sum of credits and was going to finish paying for the trip this week.

Luckily, Vahr showed up for his final meeting with Lorle just a few minutes early and spotted the Imperial troopers moving into positions. Vahr bolted before he was caught and decided to use other means to escape the world. Lorle was made to look foolish by Vahr's escape, and would do nearly anything to cross paths with him again and have his revenge. He plans on using the characters to find out where Vahr has gone and what information he was carrying.

on the visi-phone. He is repeating over and over, "Agent Lorle, come in. Agent Lorle, respond. A squad is on its way. Respond, please."

Lorle is not in the office, but a Moderate *search* roll will reveal the outline of a hidden door on the rear wall of the office. It would have been invisible, except that in his haste, Lorle closed the door on a portion of his jacket and left it in the closed door.

The passage on the other side of the door is carved from the rock and slopes steeply downward. It is dark and dank, winding drunkenly into the bowels of the planet. After several hundred meters of travel, the passage levels off and widens into a large cavern.

The cavern is dimly lit and, like the passage, rough-hewn and irregular. Crates of illegal goods, food and weapons line the sides of the cave. Lanterns fueled by natural gas hang on the walls, casting myriad shadows and bathing the area in a ghostly blue light. Lorle is hidden in the far corner, behind a stack of crates. He is armed with a blaster rifle. When the characters enter the room, he will fire a burst over their heads and call out to them to hold.

Read aloud or paraphrase:

"Well my friends, it seems that you are going to make this difficult for both of us," Lorle says, out of breath. "I hope you value your lives as highly as I do mine. I have contacted my Imperial friends and they should be here shortly. You probably have enough time to escape before they arrive, but not if you bother with me. Run, get out and save yourselves. I will give you time to get away if you leave me alone."

If the characters press Lorle for information on Enid Vahr, he will say the following:

"I don't know what happened to that pest! I had a beautiful trap all prepared for him, but he never showed. Try 'Shool's Club,' he had friends there. I wish I had never laid eyes on him. He was always a troublemaker, just like you. Now go before the Imperials arrive and I have to explain my little warehouse to them."

If the characters choose to leave at this time, they will get out of "Clubs" before the squad of Imperial troopers arrives. If the characters choose to fight, they will have six rounds before the troopers arrive. Lorle will try to hold out until help arrives by hiding behind the considerable cover at his disposal and laying down covering fire at the door.

Just Hanging Around

If the characters are defeated by Lorle's thugs, they will awake to find themselves handcuffed in the back of an Imperial troop transport, and on their way to ISB headquarters. They are being guarded by six Imperial Army troopers. If they don't find some way out of their current predicament, they will be placed in a medium-security holding pen until they can meet again with their "friend," Jared Fronz.

You should provide the characters with some means of escape. If they don't get away, they are going to spend their last days in a holding cell waiting for Demophon to explode. One possible escape window could appear during their interview with Fronz. Difficult *Perception* rolls will reveal that one of the troopers is paying little attention to them and his blaster rifle is within reach. This requires a Moderate *brawling* roll. If the character succeeds, he has the weapon and can use it to threaten Jared Fronz, who will fold like a wet noodle at the threat of bodily harm.

Failure means that the character will be overpowered and beaten to the ground by the guards. A player character Jedi Knight may also be able to free the party, or if all else fails, the gamemaster characters from Enid Vahr's apartment could rescue the group. Keep in mind that, from this point on, the characters are going to be hunted and harassed by Imperial agents.

Episode Four:
Showdown With Sla Kar

The characters can find their way to "Shool's Club" by information from Lorle or by using the clue of the photograph and accessing a local information database. "Shool's Club" is a private one, open to only the manager class in Byrne City. It is near the heart of the city, next to the central shopping plaza, and is a combination health spa and dance establishment.

The outside of the club is tastefully decorated with large, colorful murals and bright, cheerful lights. It seems as though the looting and rioting missed this section of town, although on closer inspection, scars are noticeable in the murals. The neon sign proclaiming to the world that this is "Shool's Club" is not on at the moment, and though the doors are open, the club seems deserted.

If the characters enter the building, they will find the silence to be deafening. The interior of the establishment is ornate. Silken drapes flow from the walls and lush carpets adorn the floors. Further on, the rooms are filled with floor pillows for sitting, small tables and all the trappings of a high-class club.

Two figures are hunched over one of the tables, talking about something in hushed tones. One of them is the young woman from Vahr's photograph, the other a tall man with thinning red hair.

How they react to the characters depends entirely on how they are approached. If the characters draw weapons on the group and demand

information, there will be a fight. If they are calm and approach them cautiously, they should be able to convince them of their peaceful intentions.

■ Kasey

Type: Former Pirate
DEXTERITY 3D+2
Blaster 4D+1, brawling parry 4D, dodge 4D+2, melee combat 4D+1
KNOWLEDGE 2D+1
Intimidation 3D+2, streetwise 5D, streetwise: Byrne City 7D
MECHANICAL 3D+2
Astrogation 4D, space transports 4D+1, starship gunnery 4D+1, starship shields 4D+1
PERCEPTION 3D
Bargain 3D+2, con 3D+2
STRENGTH 2D+1
Brawling 3D
TECHNICAL 3D+1
Blaster repair 3D+2, demolition 4D+2, security 4D
Character Points: 4
Move: 10
Equipment: Blaster pistol (4D damage), 500 credits, 2 grenades (5D damage)

Capsule: Kasey was a pirate when she met Enid Vahr and fell in love with him. Vahr convinced her to give up her life of crime and work for the cause of the Rebellion. Her knowledge of Byrne City made her a natural for the Rebel cell Vahr created here.

■ Bower

Type: Bounty Hunter
DEXTERITY 4D
Blaster 4D+2, dodge 4D+2, melee combat 5D, melee parry 4D+2
KNOWLEDGE 3D
Streetwise 3D+2, streetwise: Byrne City 4D, survival 3D+2
MECHANICAL 3D
Space transports 4D
PERCEPTION 3D
Hide 4D, sneak 4D+1
STRENGTH 3D+1
Brawling 4D
TECHNICAL 2D
Blaster repair 3D+1
Character Points: 3
Move: 10
Equipment: Heavy blaster pistol (5D damage), 250 credits

Capsule: Bower has been both bounty hunter and pirate in his day. When Kasey gave up piracy to join the Rebellion, he went with her. He does not share her newfound commitment to the Alliance, but he is in love with her and hoped to win her heart if she broke up with Vahr.

Kasey and Bower were members of a small Rebel support cell that Vahr organized on Demophon before his disappearance. They use "Shool's Club" as a meeting place. They are currently gathered here to decide how they are to get off planet. As far as any of them know, Enid Vahr escaped in the early days of the collapse and made it to his Rebel contacts. He was to send help back to get them out before now, and they have been spending their time here hoping for some kind of contact.

Kasey knows that Vahr had tried to arrange passage with Lorle, but he decided at the last minute that Lorle was untrustworthy. He told Kasey he had found a way off planet with some smuggler friends of his. He was to meet them outside the dome, in the wastelands near the Sla Kar village. The group was made up of some men that Vahr knew before his time on Demophon. He had said he knew them to be dangerous men, but felt that he could handle them.

The smugglers are still making runs off planet. In fact, Kasey and Bower were planning to try to make their way to the Sla Kar village and contact the smugglers. Kasey knows that the leader is named O'Roark.

Kasey and Bower will offer to help the characters if they, in turn, will help them get off planet. They know the location of the Sla Kar encampment and say they have access to a speeder car for the trip. This is not entirely true, as you will see below in "Where Did I Leave Those Keys?" If the characters accept the offer of help, cut to that section.

If the characters are unwilling to help the the two of them get off the planet, then they will prove to be no further help. In fact, they will do all that they can to beat the characters to the village and obtain passage. The characters will be on their own as far as transport to the village goes.

Where Did I Leave Those Keys?

The transport that Kasey and Bower have in mind isn't exactly their own. The only safe transport, other than the now non-functioning underground rail system, is one of the large troop transports that the Imperials have been using to patrol the city. There are currently six of these vehicles in Byrne City, and they are all operating near the temporary city and the starport to help maintain order in these areas. Kasey's plan is to breach one of the temporary walls with a grenade and use the ensuing chaos to break into the motorpool and steal one of the vehicles. (Of course, they may not tell the characters this until it is too late to turn back. After all, it isn't *that* great of a plan.)

If the characters return with their newfound allies to the starport, read aloud:

The area around the starport is bleaker at night than during the day. Heaps of burning rubbish illuminate the ragged rows of tents and huddled masses of people. Crowds of Humans and aliens push feebly at the five meter high restraining wall around the starships. The silence of the night is broken by the cries of men and women as Imperial guards beat them back.

Kasey's plan is for the group to make their way to the wall and plant a grenade with a timer against its base. The explosion should shock the Imperials long enough to get through the wall. The troops should be so busy trying to keep the refugees out that the characters and their friends will be able to lose themselves within the port.

Moderate *sneak* rolls will be required to get close to the base. Kasey or one of the characters will then have to make an Easy *demolition* roll to plant the grenade.

Once the explosion goes off, blowing a hole in the wall, the characters must make Easy *sneak* rolls to slip through it. They will now be roughly 500 meters from the vehicle hangar. Two Easy *sneak* rolls will get the characters to the hangar unnoticed.

Oh, I'm Sorry. Was That Your Troop Transport?

Within the hangar are two Imperial troop transports and a group of eight Imperial Army troopers (see stats above) about to go out on patrol. They are in the process of firing up one of the transports and taking positions on the ship. If the characters rush in, they will have to combat the troopers, but if they wait two rounds, they will be able to take the other transport with no trouble.

Unfortunately, the second transport is here because it is not operating correctly. The mounted heavy blaster is nonfunctional and the right side repulsor lifts are only operating at 70 percent. What this means in game terms is that the *repulsorlift operation* difficulty for maneuvers is increased by one level.

■ Imperial Troop Transport
Craft: Ubrikkian 6500 ATV
Type: All purpose troop transport
Scale: Speeder
Length: 6 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1

Crew Skills: Varies
Passengers: 8
Cargo Capacity: 500 kilograms
Cover: 1/2
Altitude Range: Ground-level — 1.5 meters
Cost: 35,000 credits
Maneuverability: 0D
Move: 70; 200 kmh
Body Strength: 3D
Weapons:
    Laser Cannon
        Fire Arc: Front
        Skill: Vehicle Blasters
        Fire Control: 2D
        Range: 3-50/100/200
        Damage: 5D

The characters will have very little trouble with their vehicle initially. The trouble will begin once they get out of the hangar. The transport in the hangar wasn't the only one in the compound, and two others are making their way toward the disturbance at the wall. These vehicles are identical to the one the characters have, and the drivers are Imperial Army troopers. The characters must either defeat the vehicles in combat, or manage to outmaneuver the other pilots three successive rounds. Once this is done, they will encounter no further resistance until they reach the wastelands.

Tourist Trap

As the characters wend their way through the winding streets of Byrne City and out an access hatch leading to the outside, dawn will be breaking. The view is spectacular. Colors which are rarely ever seen burst from the dying sun in a spectacular pyrotechnic display. The land is desolate, a barren waste swept by a cruel, strong wind. Blowing sand

obscures the view of the surrounding scenery.

It is several kilometers to the Sla Kar village, and they may use this time to try to work a quick repair on the vehicle's weapon. It requires a Moderate *blaster repair* roll to fix the laser cannon. If the characters do not think to attempt this, Kasey or Bower can suggest they do so.

Thirty minutes after the characters leave Byrne City, they will come under attack by two TIE fighters which have been dispatched to destroy the stolen transport. The pilots have attributes of 2D and 4D+1 in *starfighter piloting* and *starship gunnery*.

2TIE fighters. *Starfighter, maneuverability 2D, atmosphere: 415;1200KMH, hull 2D. Weapons: 2 laser cannons (fire-linked fire control 2D, range: 100-300/1.2KM/2.5KM, damage: 5D).*

The Village

The Sla Kar village is composed of several hundred prefabricated metal structures, each sealed against the harsh environment.. Near the center of the town is the entarance to the underground rail system, leading back to Byrne City. In the midst of a huge crowd of the unfortunate slaves is a beaten old ship. It looks like some kind of freighter that has been modified for passenger use.

There are a number of burly men holding large weapons who are trying to keep the crowd under control. Another man, the captain of the ship, is standing atop the cockpit area, shouting at the crowd through some sort of bullhorn. At his first sight of the troop transport, the captain drops his horn and gestures wildly at his assembled men. He screams something to the crowd before disappearing into his ship. The ship powers up and the crowd turns and begins to brandish crude weapons and move towards the characters' vehicle.

The characters have about 30 seconds before the mob reaches their vehicle and another minute before the guns on the ship turn on them. If they stop the transport and evacuate it with their hands up, they will have a chance to explain themselves before being attacked by the mob (the Sla Kar won't attack once it is obvious that the characters aren't Imperials). If they fail to make some sort of peaceful sign, the ship's guns should do quite a number on both them and the surrounding mob of Sla Kar. The pirates will stop firing once the vehicle is destroyed.

Once the identity problem is cleared up (assuming it is), the characters will be shown, by pirate guards, to the ship. The captain, Jor Entel, will invite them aboard. Jor will try to be as charming and gracious as he can possibly be, answering any questions the characters might have. Jor will tell them that Vahr was taken off planet several weeks ago by he and his men. He transported Vahr and a horde of refugees to Tyed Kant, a planet in a nearby

system which has been sympathetic to the supernova victims.

Jor will offer to take the characters off planet on his next run. His price is only 500 credits for the group, surprisingly low. If asked about the low price, he will say that he is doing this for humanitarian reasons, only charging enough to cover his costs and the danger to his crew. He will continue making small talk for several minutes before an explosion rocks the ship. One of his men will rush in and shout that Imperials are attacking — they must have tracked the troop transport!
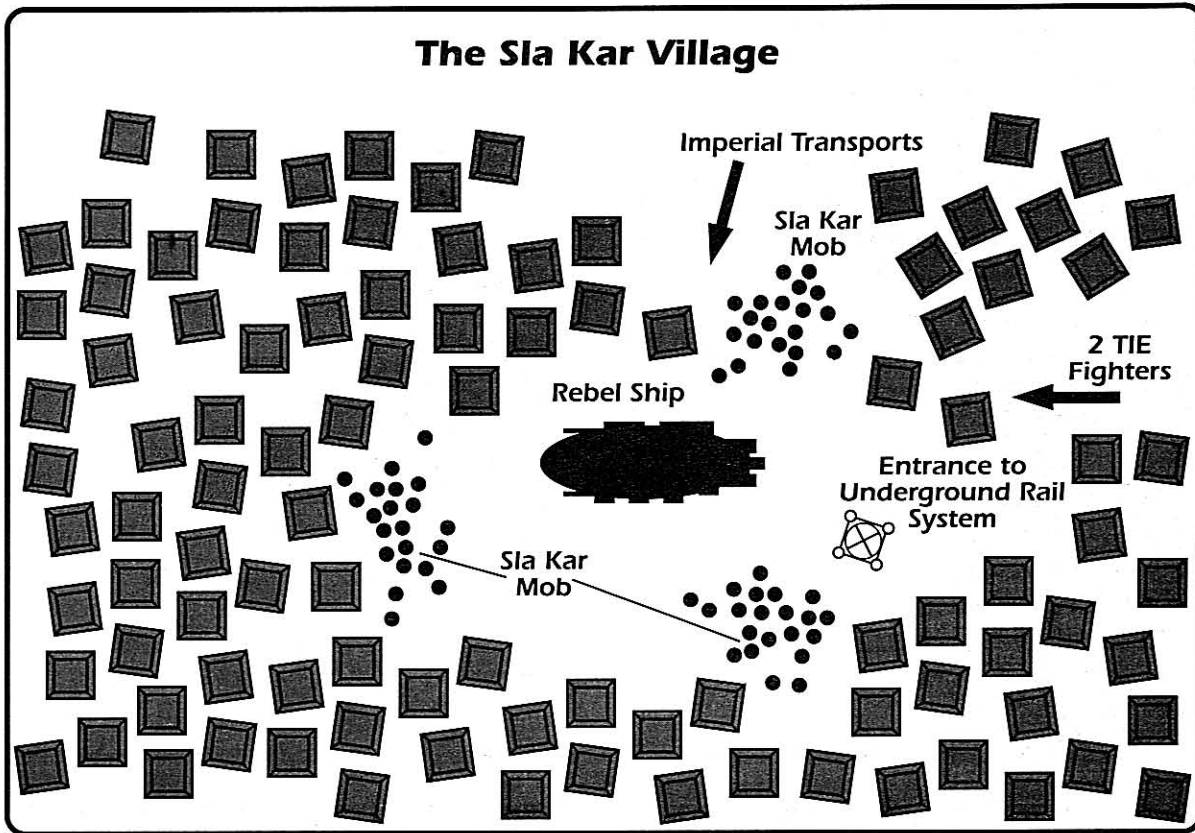
Caught in the Crossfire

The situation outside of the ship is critical. There are two troop transports loaded with Imperials that are in range to fire on the ship. One other speeder will be in range in seconds. Three TIE fighters drop through the thin atmosphere and begin firing at the ship. Green bolts of energy cut through the still air and strike the freighter, and more small explosions rock it. Jor acts quickly and decisively, throwing a number of switches which cause the open ramp to slam shut and the shields to come up.

Jor has only one of his crewmen aboard, and so will have to ask the characters to man the ship's guns while he pilots. He will attempt to get out of range of the Imperial ground forces and take the fight into orbit. If the characters are having too easy a time of it, add more TIE fighters.

■ The Night Wind

Craft: Corellian YT-1300 Transport
Type: Stock light freighter
Scale: Starfighter
Length: 26.7 meters
Skill: Space transports: YT-1300 transports
Crew: 1 (1can coordinate), gunners: 1
Crew Skill: Varies
Passengers: 6
Cargo Capacity: 100 metric tons
Consumables: 2 months
Cost: 65,000 credits
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 0D
Space: 4
Atmosphere: 280; 800KMH
Hull: 4D
Sensors:
　Passive: 10/0D
　Scan: 25/1D
　Search: 40/2D
　Focus: 2/3D
Weapons:
　One Laser Cannon
　　Fire Arc: Turret
　　Crew: 1
　　Skill: Starship gunnery
　　Fire Control: 2D
　　Space Range: 1-3/12/25
　　Atmosphere Range: 100-300/1.2KM/2.5KM
　　Damage: 4D

The Sla Kar Village

Imperial Transports

Sla Kar Mob

2 TIE Fighters

Rebel Ship

Entrance to Underground Rail System

Sla Kar Mob

Once the battle is over, the characters are led to the passenger area and told to spend their time there. Have each of them make a *Perception* roll. Moderate success means that they have noticed a number of blaster burns in the wall of the hold and dried bloodstains there, as well. There is an airlock that leads from this area into a large cargo hold. The air lock door is locked and requires an Easy *security* roll to open. Within the other hold are litterally dozens of corpses — and when the door first opens, the body of Enid Vahr will tumble forward and hit the floor. Also in the hold are unimaginable riches, thousands of credits, weapons, antiques, and other valuables.

Just then there is a small noise from behind, Captain Entel stands there, his first mate by his side, both holding blasters.

Read aloud or paraphrase:

"I'm sorry you had to see that. I'd had hopes of making you members of my crew. Don't shed any tears for the dead — they were doomed before I ever laid eyes on them. They were undesirables, people the Empire had no intention of saving from the supernova. They had no use for their few worldly possessions. Had I not come here, they all would have been lost in the death of the planet. The only thing I am guilty of is selling them a dream and delivering them harsh reality. I will ask you only once — join me and I will make you all rich or fight me and join the carrion in the hold."

There should be a fight at this point. If the characters decide to join with Jor Entel, he will abandon them to their deaths as quickly as possible.

■ Captain Jor Entel

Type: Pirate Captain
DEXTERITY 3D+2
Blaster 4D+2, brawling parry 4D+1, dodge 4D+1, melee combat 4D, melee parry 4D
KNOWLEDGE 2D+2
Intimidation 3D+2, willpower 3D+1
MECHANICAL 3D+1
Astrogation 4D, sensors 3D+2, space transports 4D, space transports: YT-1300 transport 4D+1, starship gunnery 4D+1
PERCEPTION 3D
Command 4D, con 4D+1, persuasion 4D+2
STRENGTH 4D
Brawling 5D
TECHNICAL 3D
Space transports repair 4D, starship weapons repair 3D+2
Character Points: 6
Move: 10
Equipment: Blaster pistol (4D damage), vibroblade (STR+3D damage)

Capsule: Jor Entel is the worst of all villains: the one who has been able to rationalize his evil to the point where he sees nothing wrong in his actions. Though he dreams of one day being accepted as a gentleman, he will never be anything more than a vulture, preying on other people's misery.
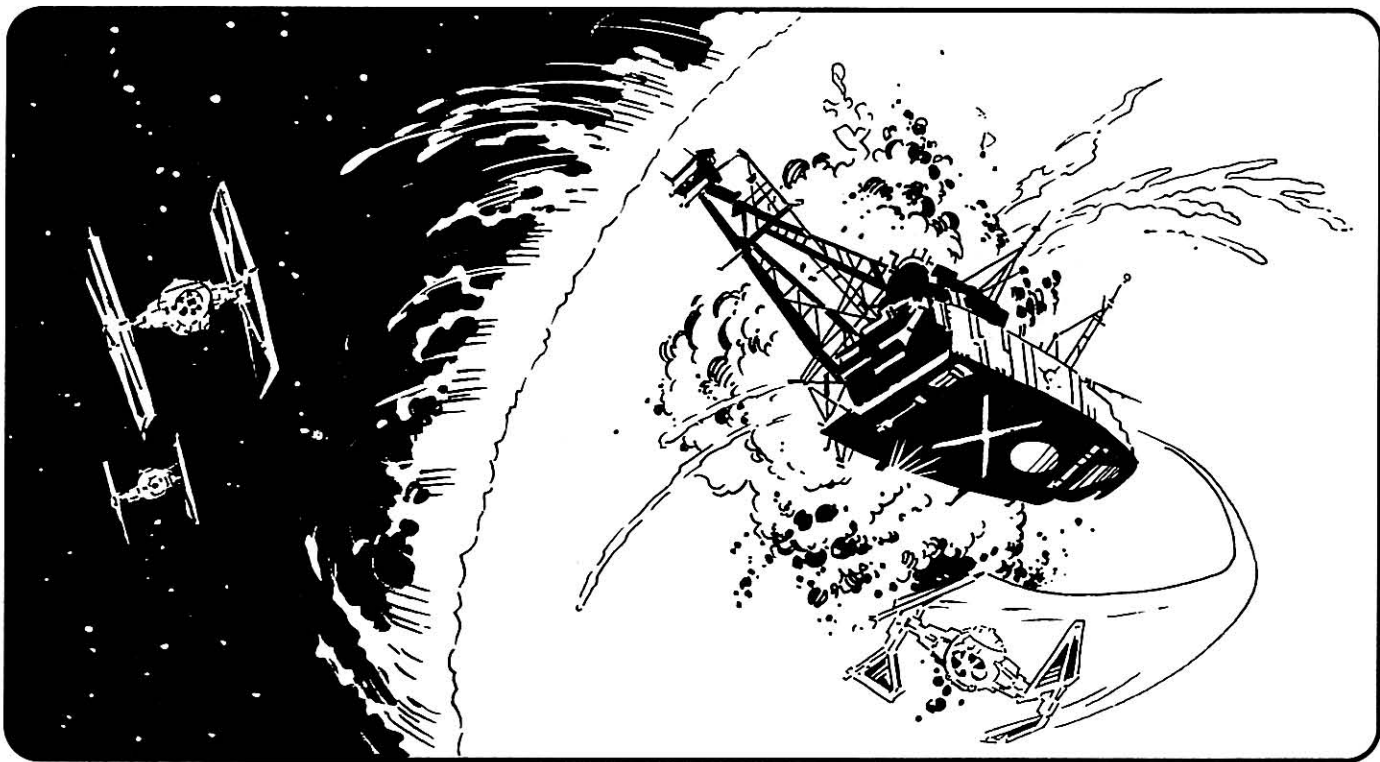
First Mate. All stats are 2D except: *Strength 3D+2, brawling 4D*. Move: 10. Blaster pistol (4D damage).

The End is Nigh

Once the battle is over, the characters will be able to search Jor's ship and find the data disk Enid Vahr lost his life to obtain. They may wish to return to Byrne City and recover their own ship — if so, allow them to do so. If Kasey and Bower are not with them, they may wish to rescue them or the other Rebel agents they met — again, let them if they so wish.

Once the characters have finished their business and jumped out of the system, read aloud or paraphrase:

Suddenly, there is a flash of light brighter than any you have ever seen before. Had you been looking directly at it, you would surely have been blinded. The light seems to be almost a living thing, spreading out in waves across space.

It takes little effort to guess what has happened. Demophon has at last exploded, snuffing out the life of an entire system. There is nothing more to be done there — you can only thank the Fates for the lives you were able to save.

With a silent prayer for those not fortunate enough to escape the holocaust, you set a course that will take you far from the ruins of Demophon and the dark memories it holds.

Rewards

For surviving this adventure, the characters receive 8 Character Points. Award them additional points if they managed to save Kasey, Bower, Roz, Grashk or Zan.
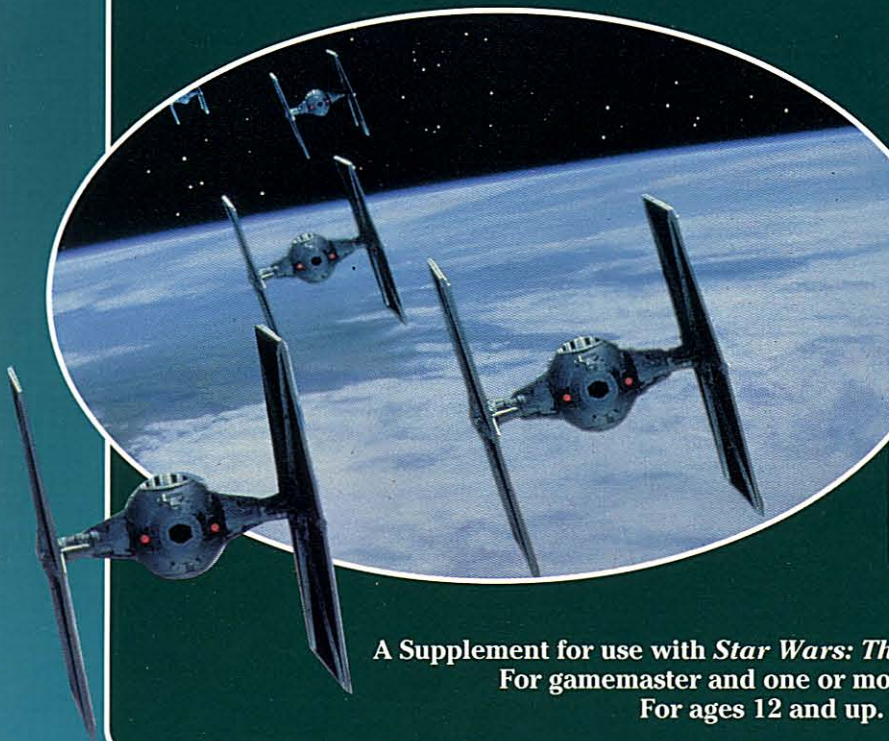
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