

# STAR WARS®

## • CLASSIC • ADVENTURES



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# STAR WARS®

## CLASSIC ADVENTURES

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# Introduction

*Classic Adventures* is a compilation of two previously published *Star Wars* adventures: *The Abduction of Crying Dawn Singer*, and *The Politics of Contraband*.

*The Abduction of Crying Dawn Singer*, set in the classic *Star Wars* time period between *Star Wars* and *The Empire Strikes Back*, is a step back into history, into the dark days when the Empire ruled supreme.

*The Abduction* is a full-length saga designed for members of the Rebellion rather than independent types like smugglers and other fringers. It begins on page 59.

*The Politics of Contraband*, in contrast, is a collection of short adventures revolving around smugglers in the *Star Wars* universe.

Each adventure is designed for a typical smuggler crew — two player characters, with a highly modified light freighter in tow. Smugglers are unique and very different than typical Rebel Alliance heroes. They are exciting, interesting, and dangerous, all in one package. They are heroes, but with rough edges: free-spirits, who answer to no one but themselves.

The setting for the adventures is in the New Republic era, sometime after the Battle of Endor, but before the events in *Heir to the Empire*. It is a time when the fledgling New Republic government is trying to assert authority and get respect, while the Empire is doing everything in its power to hold on to whatever it can. In between, there is the *fringe* — all of the independent parties, from neutral worlds, to crime lords, to huge corporations.

As a smuggler, any of these groups is a potential employer — and a potential adversary.

## Using These Adventures

Each adventure is a stand-alone game, designed to be long-enough for a standard session of three to five hours of play.

They shouldn't be run one right after another, but instead work best when sprinkled throughout the course of a campaign.

Each adventure has a new section called "The Set-Up," which is aimed directly at those people who are playing a campaign. The Set-Up provides hints on how to get the player characters to the first scene of the adventure without arbitrarily saying, "You're at this spaceport, when this alien approaches you and ..."

Using the Set-Up, you can integrate these adventures into the normal flow of your campaign and game sessions, giving them a kind of "real life" quality. By using the Set-Up guidelines, you can drop the characters into an adventure before they even realize what's happened.

## The Characters

Here are some sample smuggler characters that you may choose to play. Use these templates for the creation of beginning characters.

### ■ Brash Smuggler

DEXTERITY 2D+2  
KNOWLEDGE 3D+1  
MECHANICAL 4D  
PERCEPTION 4D  
STRENGTH 2D  
TECHNICAL 2D

**Equipment:** Heavy blaster pistol (5D), comlink, astromech droid, modified light freighter, 4,000 credits standard, 55,000 credits in debt to a loanshark

**Capsule:** "There's money to be made out in space." That's all your father ever told you as a kid. Sure, he'd gone broke years ago, but he wanted you to follow in his footsteps. He wanted you to be the famous and successful freighter captain he never was.

Now, several years and plenty of bad loans later, you've found your niche. You certainly aren't getting rich, but you're living the type of life you always wanted. Your ship is fast, your smuggling compartments well hidden, and your trigger finger is quick. You've taken on the worst the galaxy has to offer and come out with your chin held high. Smuggling is the life for you.

Brash, cocky and ready to take on anything. You're old enough to know better and daring enough to go for broke anyway. Someday, you'll make it rich for that kind of attitude — or die trying!

You could have met your co-pilot in any number of ways: you worked together on a smuggling run, he's a friend from childhood, or you both happened to be backed into a corner by the same bad guys and found that you made a great team.

■ **Faithful Co-Pilot**

**DEXTERITY** 2D  
**KNOWLEDGE** 4D  
**MECHANICAL** 3D+1  
**PERCEPTION** 1D+2  
**STRENGTH** 2D+1  
**TECHNICAL** 4D+2

**Equipment:** Heavy blaster pistol (5D), tool kits, utility belt, flares, 500 credits, datapad.

**Capsule:** Space was all you ever dreamed about. You wanted to explore the stars, and meet unusual people. You wanted to have no home other than the ship beneath your feet, and no allegiance beyond your captain. In time you learned that while you were a fair pilot — pretty good by most people's standards — your true abilities lie in fixing and tinkering with ships. You may not be able to fly full tilt through an asteroid field, but when it comes to patching together a busted hyperdrive with only tape and 20-year-old patch circuits, you're the best.

You are in many ways the opposite of your captain. He is flashy, bold, and overconfident — you are reserved and more cautious. He can always fly his way out of any trouble, and you specialize in keeping him out of it in the first place. Still, the two of you are a great team and best friends. You have a partnership that will last until the day you retire or strike it rich. Neither of which seems to be happening anytime soon.

You and the brash smuggler joined up under unusual conditions, but found that you made a great team. Your travels have introduced you to many other colorful personalities in your day.

■ **The Ship**

**Craft:** Modified Corellian YT-2550 medium freighter  
**Type:** Modified medium freighter  
**Scale:** Starfighter  
**Length:** 65.9 meters  
**Skill:** Space Transports: YT-2550  
**Crew:** 2, gunners: 2, skeleton: 1/+5  
**Crew Skill:** see player characters  
**Passengers:** 6  
**Cargo Capacity:** 80 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x4  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 4D+1  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D

**Weapons:**

**2 Laser Cannons**

*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 3D+1



Tim Eldred

# The Politics Of Contraband

Smugglers come, and smugglers go, but the really talented ones are able to keep their heads (and ships) when all around them lose theirs.

## Adventure Background

After the fall of the Empire, the New Republic started the long process of contacting all of the known planets, and establishing their place in the new government. The galaxy is a big place, and the Republic cannot be everywhere. It is in these places the Empire still flourishes, aided by the corrupt governments they helped in the past. And some would prefer it remain this way, as having the Empire as an ally, however distasteful, has certain advantages to oppressive planetary leaders.

## Recent Events

The characters find themselves sent to just such a planet. Not interested in the New Republic or the Empire, the characters are more concerned for their own skins, and their own profits. They have come to Glova to deliver a “special” mixed load of holotapes and exotic spices. “Special” due to prohibitive import duties, and repressive local standards. To camouflage the merchandise, they took on a load of plasmaberries as dead weight. Unfortunately, no one checked to see if the locals had a problem with plasmaberries ...

## The Set-Up

- The characters should receive the contract to take the spices and holotapes to Glova. They are on the planet Kalab, and were given the cargo by Garvan Spasso, an untrustworthy low-life trader — in other words, a typical employer.
- The characters must be extremely short on cash for this adventure to work. They shouldn't have more than 1,000 credits, and shouldn't be able to raise the needed credits by other means except through accepting the job offer in Episode One, “Sucker Play.”

## Read Aloud

Read this aloud to the players. Once this is complete, have them read the beginning adventure script.

**You have just recently left Kalab, en route to Glova. On Kalab you took the commission of a “special” cargo, paid at the usual rates when you return and confirm the delivery. The cargo is typical contraband — exotic spices and holotapes.**

**So as not to appear suspicious, you fill the hold with the first thing that crosses your path, plasmaberries. The local market is flooded with them due to unusually good weather this year, and they cost almost nothing.**

**You land safely on Glova in the city of Drepplin. Arrangements have been made for pick up of the special cargo, and you have even made some arrangements to sell that load of plasmaberries. Everything seems to be going quite well. Too well.**

**The moment you step from the ship, everything falls apart. The receiver of the special cargo is late. But that is the least of your problems. A diminutive, balding man, with small glasses and a datapad steps up.**

## Episode One: Sucker Play

The characters now find themselves in an awkward situation. Unable to deliver the main cargo, they cannot get paid for that part of the trip. Unable to dispose of the phoney cargo, they may be forced to pay an incredible tax. And they have no money, so they face the confiscation of their ship. It looks like this trip to Glova and the city of Drepplin is quickly becoming a nightmare.

No less than a dozen planetary militia guards are stationed at their ship, and if any of the characters wish to board their ship, two security men will come with them.

# THE POLITICS OF CONTRABAND ADVENTURE SCRIPT

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

**Gamemaster** (as *Inspector Smitken*): "I am Inspector Smitken, Drepplin Port Import Inspector. May I please see your manifests? That will be a 50 credit filing surcharge, payable now."

**1st Character** (as *he hands a datadisk and the credits over*): What seems to be the problem?

**Gamemaster**: "No problem. We just want to be the most efficient we can be in tax and tariff collection. Now, according to this, you have a load of Plasmaberries in that ship?"

**2nd Character**: Yeah, so?

**Gamemaster**: "Well, that cargo is subject to Planetary Tariff Code — Alternative Minimum Tax, Article 7, section C, paragraph 3, subsection 4. 'No native grown protected or subsidized plants may be imported without being subject to a minimum tax no less than 500% of current retail selling price.' That's a tax levy of ... 45,000 credits."

**1st Character**: But that's five times what we can sell 'em for!

**Gamemaster**: "I'm very sorry, but the law is the law. What will be your method of payment?"

**2nd Character**: Umm, what happens if we don't pay?

**Gamemaster**: "We just confiscate your ship with a lien against unpaid taxes. The ship is subsequently auctioned off — the next election will be in 54 days. Are you indicating a reluctance to pay?"

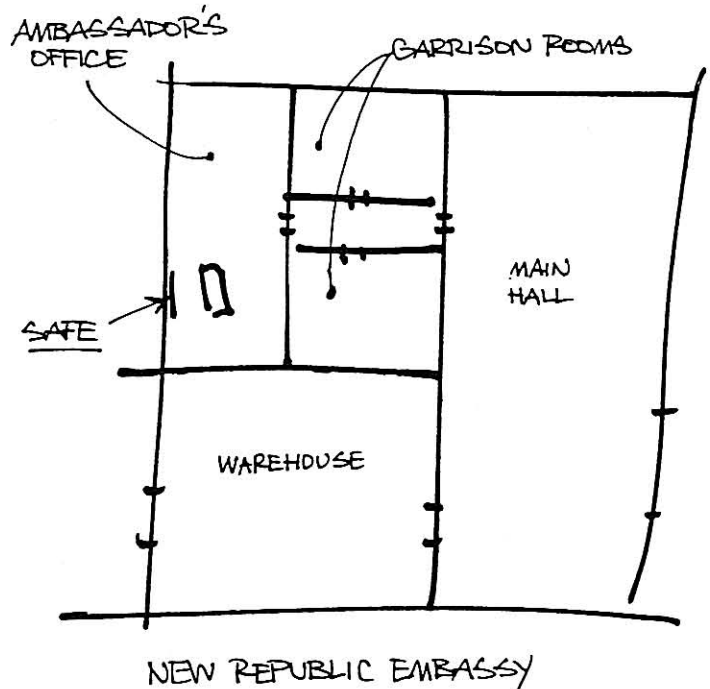
**1st Character**: Uh, no. We were just wondering ...

**Gamemaster**: "Fine. This tax must be paid within one day of your initial planetfall, or the ship will be confiscated and taken to the government compound. Nothing may be off-loaded until the tariff has been paid."

**2nd Character** (to other character): I need to go back into the ship for a minute. You want to help me for a minute?

**Gamemaster**: "Due to the possibility of your trying to leave without paying the tax, which has been indicated by your earlier question, I'm afraid you can only enter your ship when escorted by security. Any attempt to remove the cargo, or take off, will meet with the most severe penalties."

**1st Character**: Just what we needed.





## Borke Valkanhayn

**Type:** Criminal Trader  
**DEXTERITY** 3D  
**KNOWLEDGE** 4D  
 Streetwise 6D  
**MECHANICAL** 3D+2  
**PERCEPTION** 3D+1  
 Bargain 5D+1, con 4D+1, gambling 5D+1  
**STRENGTH** 2D  
**TECHNICAL** 2D  
**Character Points:** 3  
**Move:** 10  
**Equipment:** Blaster pistol (4D), money pouch containing 500 credits, comlink

**Capsule:** Borke is rough, unsavory, and scruffy-looking. His clothes are the cheap, flashy type, more the sort worn by someone being pretentious, than by anyone with real power. His features are rough, and a deep scar runs from his left eye to below the right side of his mouth. This side of his mouth continually twitches.

Borke grew up on Kalab with Garvan Spasso, his current partner. After a piece of trouble on Kalab, Borke came to Glova. Within a few months, he had

established himself as the premier "importer" on the planet.

Borke is a double-dealing criminal. If he thought he could make money selling his mother into slavery, he would. He has almost no shred of decency, nor is he trustworthy. However, he tries very hard to appear as if he is trustworthy; this attempt often fails miserably, and he comes off as a sleazy businessman.

### ■ Planetary Militia

**Type:** Militia  
**DEXTERITY** 3D  
 Blaster 5D+1, dodge 4D+2  
**KNOWLEDGE** 1D  
**MECHANICAL** 2D  
**PERCEPTION** 2D  
 Command 4D  
**STRENGTH** 3D  
**TECHNICAL** 1D  
**Move:** 10  
**Equipment:** Blaster rifle (5D), blast vest (+1 to *Strength* to resist damage), comlink, red and blue uniform with gold trim.

The characters can head into town or remain at their ship. As they leave the docking bay area, they encounter the recipient of the "special cargo," who is running toward them. He is Borke Valkanhayn.

Borke Valkanhayn is happy to see the characters. When informed of the problem with the cargo, he will seem quite concerned, and offer to help — he says it will take him a couple of hours to arrange "something." If the characters ask for money, he will inform them that he cannot get his hands on sufficient credits for a couple of days. He leaves, reminding the players of a "penalty" clause, making them liable for the cost of goods lost in the ship seizure — another 15,000 credits!

### Good Help Is Hard To Find

Disenchanted, the characters will most likely continue into town, and attempt to figure out how to get their ship back. Their options do seem limited.

The local bars, described below, cater to a rough crowd, and the possibility exists that the characters could hire some of them to help (although most of them will, naturally, demand up front payment).

### The Dive

The Dive is just that. Fights break out here at least twice an hour, and five times an hour during weekends is not uncommon. Permanent, debilitating injuries are part of the fun. All forms of gambling are also practiced here, with rigged sabacc games being a favorite of the house.

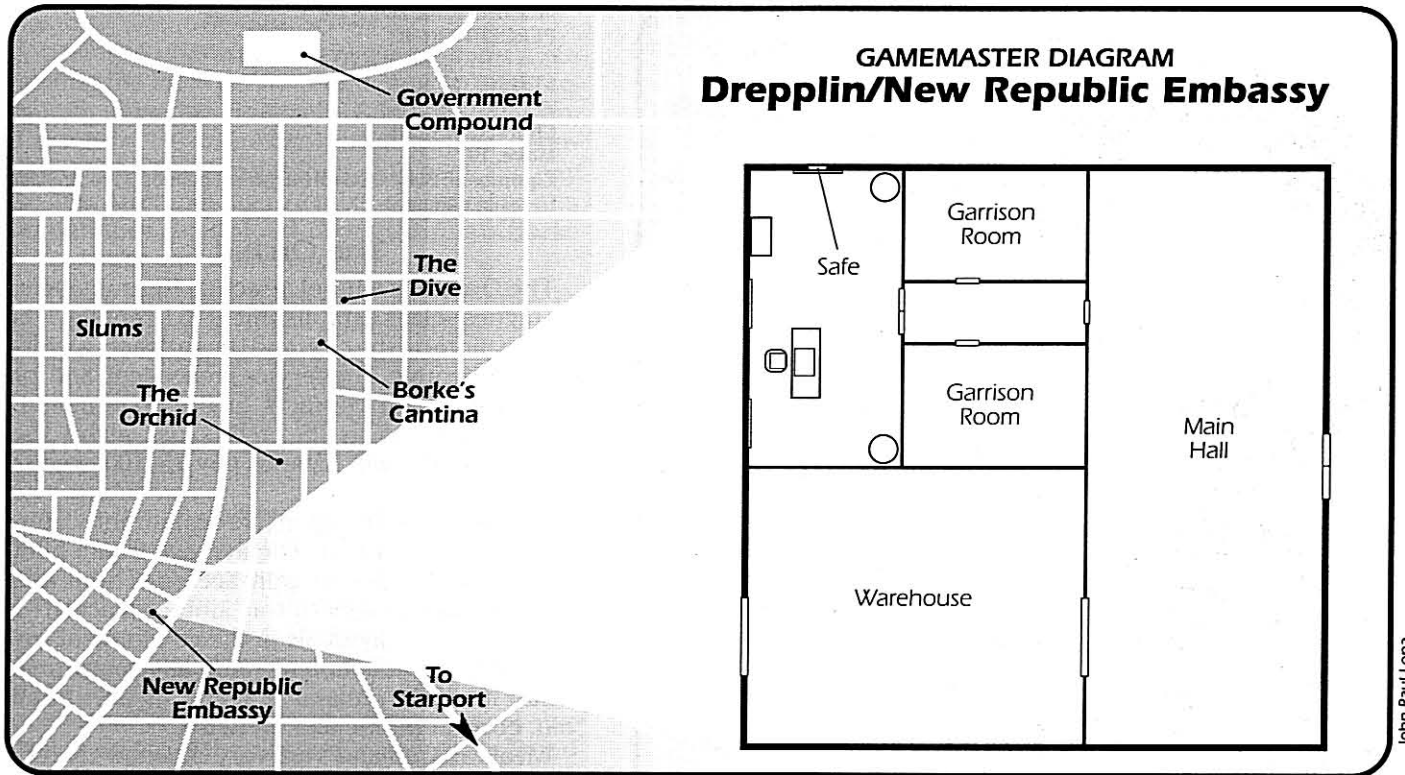
### ■ Writ Tsall

**Type:** Mercenary  
**DEXTERITY** 3D+2  
 Blaster 6D, dodge 4D+2  
**KNOWLEDGE** 2D+2  
 Cultures 3D  
**MECHANICAL** 2D+2  
**PERCEPTION** 2D+1  
 Bargain 3D+1  
**STRENGTH** 3D+2  
**TECHNICAL** 3D  
**Character Points:** 2  
**Move:** 10  
**Equipment:** Blaster rifle (5D), vibro-ax (STR+2D), blast vest (+1 to *Strength* to resist damage), comlink, bottle of expensive liquor, bottle of cheap liquor.

**Capsule:** A mercenary by trade, Writ has found his way to Glova through a variety of misadventures which he'd rather not discuss. Capable with a blaster, he has a tendency to get what he wants. He will demand 500 credits for his services, upping it to 1,000 credits or 500 and off-planet passage once he figures out that the mission might be dangerous.

### Borke's Cantina

Borke's Cantina caters more to the run-of-the-mill citizen of Drepplin. Prices are average, and so is the food. Owned by Borke, he uses it primarily to launder money from his "importing" business. There was initially a small danger from legal authorities, but Borke makes a small "contribution" to the operating funds of several important



John Paul Lona

**Glova**

- Type: Terrestrial
- Temperature: Temperate
- Atmosphere: Type I (breathable)
- Hydrosphere: Moist
- Gravity: Standard
- Terrain: Jungle and Low Hills
- Length of Day: 22.3 standard hours
- Length of Year: 375 local days
- Sapient Species: Human
- Starport: Limited services
- Population: 100,000 (20,000 in Drepplin)
- Planet Function: Agriculture
- Government: Appointed Governor
- Tech Level: Space
- Major Exports: Wine, grains
- Major Imports: All levels of technology

**Background**

Glova was originally colonized more than 200 Standard Years ago. The first boom in population came when a small amount of precious metal, usable on some planets as money, and on others for technological reasons, was found. The deposits turned out to be very small, and the mining craze played out after a very short time. Eventually, Glova found its niche as a supplier of foodstuffs to other planets in this area.

**Drepplin**

The town of Drepplin is a very small port city (population 20,000), and as such, is a bit rough and tumble. It was founded when the colony was established, and it has remained the capital of the planet. Due to the limited population on the planet, it also serves as the planet's only spaceport.

The Government House was built out of an old plantation house, built by one of the original settlers.

Most of the buildings in the city are ramshackle constructs and the outer spaceport area is also a low-budget affair — there are simple marked lots for starships, with only refueling and the most limited of repair services.

Drepplin Street is the main road, and it is a collection of various establishments, including bars, hotels, supply houses, and import companies. Products of every nature may be found here, although at exorbitant prices.





### Captain Trask Lucan

**Type:** Brash New Republic Agent  
**DEXTERITY 3D**  
 Blaster 5D, dodge 5D  
**KNOWLEDGE 2D**  
 Streetwise 3D  
**MECHANICAL 4D**  
 Astrogation 6D, space transports 6D, space transports: Arden Industries light freighter 7D  
**PERCEPTION 3D**  
 Bargain 4D, command 4D, gambling 5D  
**STRENGTH 3D**  
 Stamina 4D  
**TECHNICAL 3D**  
 Space transports repair 5D  
**Character Points:** 5  
**Move:** 10  
**Equipment:** Heavy blaster pistol (5D), vacuum suit

**Capsule:** Tall with an athletic build, Trask has brown hair in a shaggy mop, and grey eyes. Whatever the circumstances, Trask will always be found dressed as a tramp freighter pilot.

Born on Hyder, Trask was raised to fly a ship. His father had been a pilot, and it was obvious from very early on that Trask would follow in his father's footsteps. At a very young age, he soloed for the first time, and thereafter was always at the controls. After his father was shot down by the Empire after being suspected of smuggling, Trask swore vengeance upon them. He has been fighting ever since.

Trask is an eternal optimist. His talent for acting has allowed him to play the part of the extremely down-on-his-luck ship captain, but he is really quite happy with the way things have gone. His enthusiasm for the New Republic is matched only by his enthusiasm for strong drink.

officials, and this hasn't been a problem since. The characters will meet Trask Lucan here.

### Koren Buck

A con man, Koren will play himself up as the galaxy's greatest warrior. He will demand only 200 credits up front, with 800 upon completion of a successful assault. However, he will simply take the 200 credits and run.

#### ■ Koren Buck

**Type:** Con Man  
**DEXTERITY 3D+2**  
 Blaster 4D+1, dodge 4D+2  
**KNOWLEDGE 3D**

**MECHANICAL 2D+1**  
**PERCEPTION 4D**  
 Con 6D+2, gambling 7D, value 5D  
**STRENGTH 2D+2**  
**TECHNICAL 2D+1**  
**Character Points:** 1  
**Move:** 10  
**Equipment:** Blaster pistol (4D), blast helmet (+1 to *Strength* to resist damage)

### The Orchid

The Orchid is a hotel attached to Aramand's, the highest-class establishment in Drepplin. It is the only hotel in the city, and thus attracts a wide-ranging clientele. The service is excellent, and for those with good contacts in the government, fares are as low as 25 credits per night; the average citizen will have to pay 75–100 credits per night.

Aramand's is an expensive restaurant, catering to the upper crust. The average tramp pilot will find it difficult to gain access. There are, however, advantages to this kind of place. The most corrupt individuals in the government frequent the establishment, and anything done within its walls remains a secret as part of an "old, corrupt politicians" network.

Meals at Aramand's are very expensive (probably 50 credits per person), but definitely worth it. The chefs are all trained as gourmets, familiar with the most exquisite dishes of more than 50 races. All in all, not exactly the kind of restaurant you would expect to find on a dreary frontier world.

The complex is owned and operated by Glova's governor, Tegist Byrg, so characters must be careful in their behavior or they will attract unwanted attention.

### Alistay Vaganon

Vaganon has come to Glova in answer to Byrg's invitation, and is unhappy with the facilities. She is looking for a change of setting, and will most likely seek out the characters before they find her.

#### ■ Alistay Vaganon

**Type:** Bidder  
**DEXTERITY 3D+2**  
 Blaster 6D+2, dodge 5D+1  
**KNOWLEDGE 2D**  
 Alien species 4D, streetwise 3D+2  
**MECHANICAL 3D+2**  
 Space transports 5D, starship gunnery 4D+2  
**PERCEPTION 3D**  
 Con 4D+2, search 4D+2, sneak 5D+1  
**STRENGTH 2D+2**  
**TECHNICAL 3D**  
 Space transport repair 5D  
**Character Points:** 3  
**Move:** 10  
**Equipment:** Blaster rifle (5D), long, flowing cloak, comlink, 250 credits

**A Job Offer**

After the characters have spent some time meeting the local personalities, and possibly recruiting some hired muscle, Borke will find the characters. He will explain that he has determined how they can get their ship back and pay the fine. After moving to a more secluded booth, he continues. Read aloud, taking the role of Borke — act shifty and untrustworthy:

**“Down the street, there is a big warehouse. In this warehouse is some merchandise I need recovered. The man that purchased it from me has not paid. If I can get it back, I can sell it to someone that will pay fair market value, and then I can loan the money to you to get your ship out of impound.”**

When the characters ask which warehouse, Borke replies, “The last one on the street, on the right. Will you take the job?” If the characters accept, he continues. “The merchandise is a rare collection of antique holotapes, not unlike that which you have brought on your ship. They are kept in a small safe, in the main office. Here is a rough map.” At this point, the characters receive a rough sketch of the city (see map on page 7) and the map of the room on page 5.

Borke does not seem to have any knowledge of any security systems, but says, “Not to worry, this guy isn’t that sophisticated.” He recommends the infiltration occur late at night as this will attract the least attention. He will then excuse

himself to arrange the purchase of these tapes with another gentleman.

**Episode Two: Sucker Play, Part Two**

If the characters bother to check out the “warehouse” before nightfall, they will see that it is obviously the New Republic Embassy. The characters may opt to infiltrate the embassy or decide to go track down Borke for an explanation.

If confronted, Borke will only grin sheepishly, and explain, “It’s not my fault if the New Republic ambassador is a thief!” Borke actually wants the characters arrested and simply put away — he figures that Robet Makina, the New Republic ambassador, will have the characters jailed for several years, ignoring any explanations. Then, he will simply buy out their ship by paying the import tax.

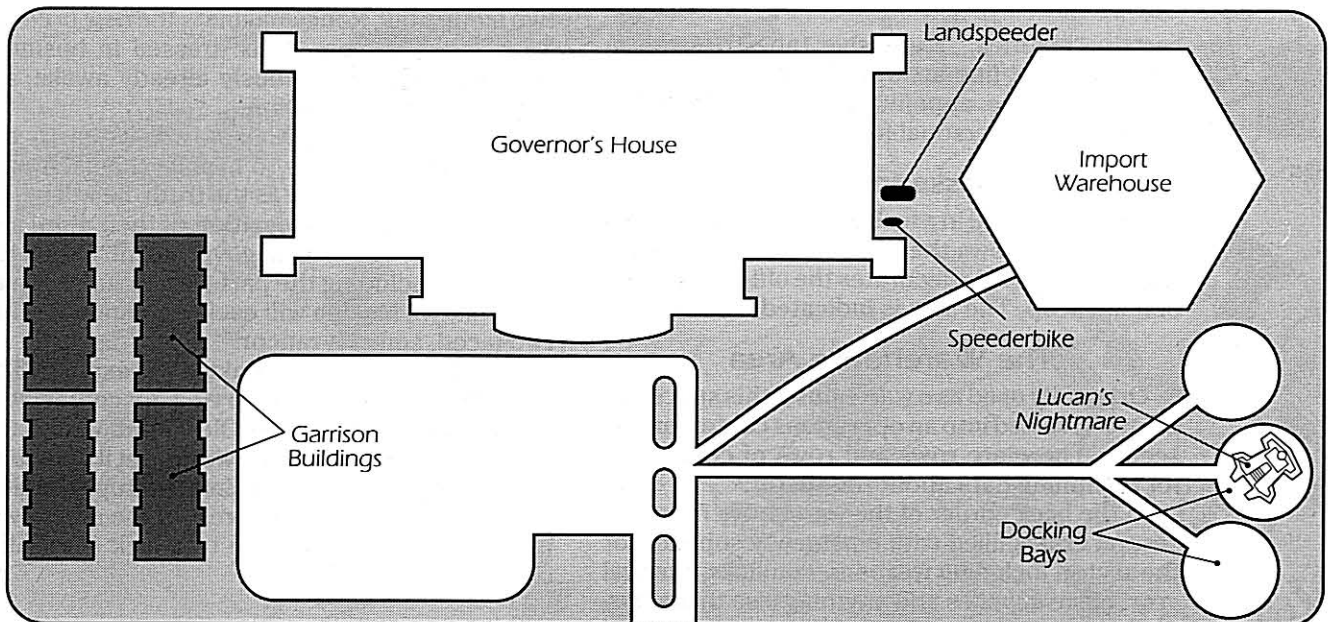
**The New Republic Embassy**

Built from an office building/warehouse, this turned out to be the only building available when the New Republic officials arrived. That it is riddled with listening devices is certain; that these devices are reliable is uncertain.

**The Main Hall**

Serving as both the entry hall for the Embassy, and the main ballroom for official functions, this room is quite large. The appointments are quite lavish, as the ambassador refused to go without

**GAMEMASTER DIAGRAM  
Government Compound**



John Paul Loma



### Robert Makina, New Republic Ambassador

**Type:** Ambassador  
**DEXTERITY** 3D  
 Blaster 3D+2, dodge 4D  
**KNOWLEDGE** 4D  
 Alien species 5D, bureaucracy 6D, cultures 5D  
**MECHANICAL** 3D  
**PERCEPTION** 4D  
 Command 6D, con 6D, persuasion 5D+2  
**STRENGTH** 2D  
 Stamina 4D  
**TECHNICAL** 2D  
**Character Points:** 6  
**Move:** 10  
**Equipment:** Holdout blaster (3D+2), comlink

**Capsule:** Tall and dashing, Makina is clean cut and blonde haired. He is suave and dashing, and has an air of authority and wealth about him.

Makina is the archetypical New Republic man. Born to a good family, Makina used this to his advantage. When he witnessed atrocities performed by the Empire, whom he had supported, he was shocked. He swore to overthrow the Empire, whatever it took. He joined the Rebellion almost immediately, and brought his family's resources with him.

Always willing to take a chance on someone who seems sincere, Makina will trust most people upon first meeting. However, if his trust is betrayed, it is never regained.

certain "luxuries." Expensive tapestries adorn the walls, and fine art objects are displayed in alcoves. All the appointments come from the ambassador's personal fortune.

#### Ambassador's Office

Also appointed in a lush and regal fashion, this room really shows the taste of the ambassador. Art from 50 worlds decorates the office, and none of it is cheap. The safe is indicated on the map.

#### The Warehouse Area

Originally used as a warehouse, this space has been converted into an operations center for this sector. There are rows and rows of computers for compiling data about the sector.

In the back corner of the warehouse room are several crates filled with emergency supplies for the sector, including weapons, comlinks, survival gear, office supplies and anything else that a bustling government's representatives might need.

#### Garrison Rooms

These rooms house the New Republic troops. There are 65 armed troops stationed at the embassy, although many of them also perform warehouse work since duty shifts are so easy.

#### ■ New Republic Soldiers

**DEXTERITY** 3D+1  
 Blaster 6D, dodge 5D+1, melee combat 4D+2, melee parry 5D  
**KNOWLEDGE** 2D  
**MECHANICAL** 2D  
**PERCEPTION** 2D  
 Command 4D+2  
**STRENGTH** 3D+2  
 Brawling 4D+2  
**TECHNICAL** 2D  
**Move:** 10  
**Equipment:** Blaster rifle (5D), blast vest (+2 to *Strength* to resist damage), club (STR+1D), comlink, standard New Republic uniform

#### Infiltration

Once the characters put their plans into motion, they will be able to make their way to the Ambassador's office quite easily. The building seems to be deserted at night, with only an occasional maintenance droid humming by.

The room's layout will give them a rough turn, as Borke did not have the location of the safe right. With a Moderate *search* total the safe can be found. Just as they are opening the safe, the lights come on, and more guns than they have ever seen will be pointed at them by loyal New Republic troops.

Cut to Episode Three, "Turnabout."

#### Episode Three: Turnabout

The characters are being held in the office, and in walks the ambassador. Standing nearly two meters tall, Robert Makina is the new breed of New Republic man. He is dressed in business clothes, and was obviously already awake, apparently waiting for them.

Being a fair man, Makina will listen to the characters as they try to explain themselves. If they try to pass off a lie as the truth, he will know. He is aware of the disposition of their ship, and the activities of the local government. If they tell the truth, including the part that includes Borke Valkanhayn, Makina will exclaim "I knew it! That two-faced, son-of-a-rancor!"

After he calms down, Makina will explain. The New Republic is slowly trying to contact the worlds that made up the Old Republic and the Empire. Glova was but one world, yet its position in the sector is vital: if the Empire stops the New Republic here, adding the rest of the sector will be next to impossible due to a lack of reliable trade routes.

The Republic was aware that the Empire secretly controlled one of the planets in this sector, but they were unsure as to which it was. The connection of Valkanhayn with a plot to steal from the Embassy gives the final link they needed. They can now move against the planetary governor, Tegist Byrg.

**The Truth**

The characters, when asked, will reveal that Borke's partner back on Kalab, Garvan Spasso, was the one that suggested the Plasmaberries in the first place. Makina says that Spasso must have known that an import tax existed and was probably trying to get the character's ship confiscated.

Both Spasso and Borke have connections in the government on Glova, and could probably get their cargo from the confiscated ship without any problem. They will certainly get a cut from the sale of the ship.

The government on Glova is still strongly tied to the Empire and they are reluctant to cut their ties. The advantages of having the Empire's "protection" are enormous, and Byrg, the governor, has hopes of riding on the coat tails of any Imperials in the sector when they return to absolute power.

**The Resolution**

Makina offers the assistance of the New Republic government in the retrieval of their ship.

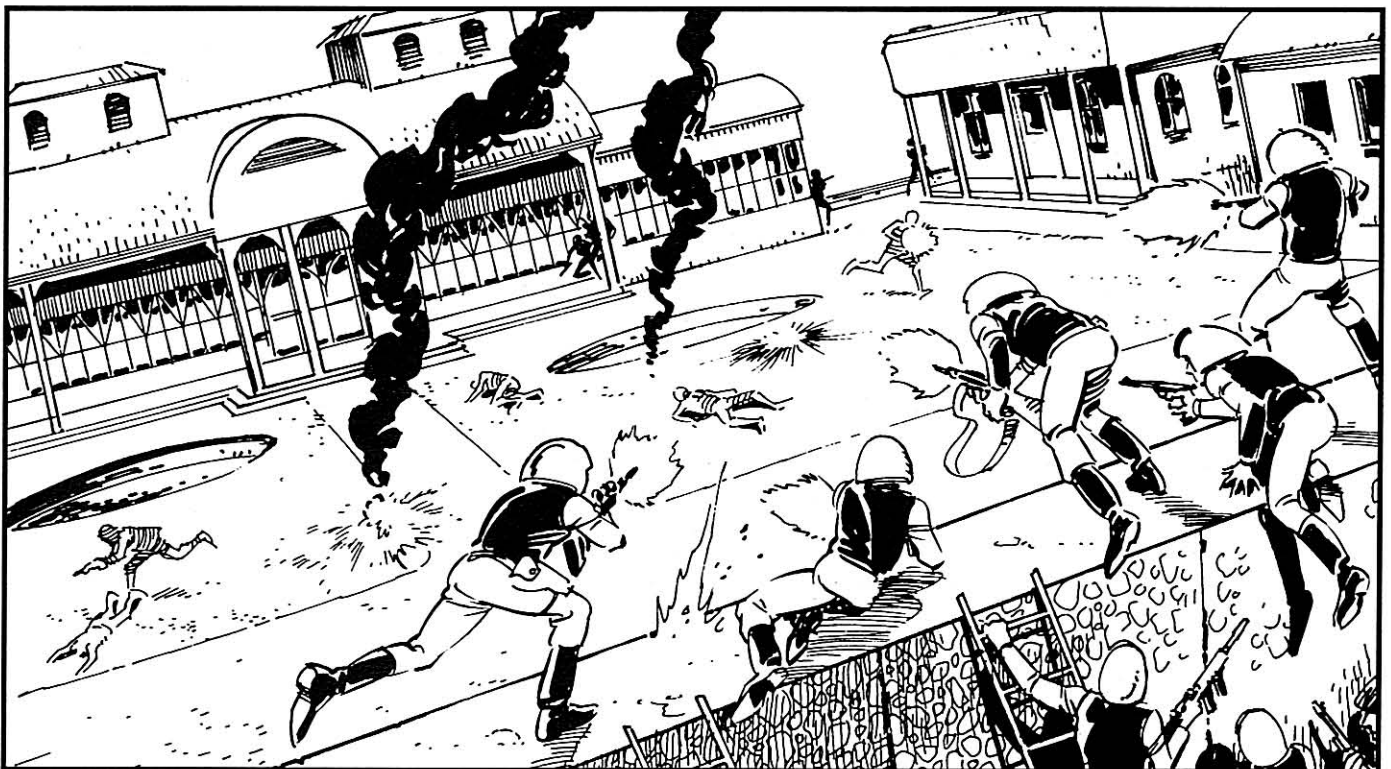
Makina feels that this is sufficient justification to go after Byrg, since he is officially an ally of the New Republic, but secretly an Imperial sympathizer.

He decides to launch an attack on the planetary government compound for the purpose of capturing Byrg and finding evidence linking Byrg with organized criminal elements. The soldiers, excited at the prospect of action after months of endless patrol duty, quickly begin picking out their weapons for the assault — there is definitely a festive atmosphere with Makina's announcement of the attack.

The characters will be invited to participate, and even offered additional weapons for the battle. Just before the raid is set to start, Captain Trask Lucan arrives to take part. It is revealed that he was an advance scout for the New Republic, and was "set up" by Byrg, who wanted to capture his ship. He has since been stranded on the planet without the chance to reclaim his ship.

**Episode Four: The Raid**

The raid will begin late at night, hopefully when the government soldiers are asleep. Makina expresses his hope that the battle goes quickly, without a lot of needless casualties. He assures the smugglers that this is the only way of resolving the situation, since Byrg would definitely go down fighting if he learned that the New Republic troops were going to try to arrest him.



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## Tegist Byrg, Planetary Governor

**Type:** Crimelord Turned Diplomat  
**DEXTERITY 3D**  
 Blaster 3D+2, dodge 4D  
**KNOWLEDGE 4D**  
 Bureaucracy 5D, intimidation 6D, willpower 6D+1  
**MECHANICAL 3D+2**  
**PERCEPTION 3D+1**  
 Command 6D  
**STRENGTH 2D**  
**TECHNICAL 2D**  
 Security 4D  
**Character Points:** 8  
**Move:** 8  
**Equipment:** Holdout blaster (3D+2), comlink

**Capsule:** Byrg is a large, slovenly man, weighing more than 250 kilos. His face has several chins, and he has a tendency to drool when he is excited.

Born the son of a street beggar, he decided early on that this was not the life for him. Byrg apprenticed himself to a local thief, and his career was off—an early fencing operation led to the creation of his own personal empire. Eventually,

one of his well-positioned associates gave him the governorship of Glova.

Greedy, power hungry and unpleasant. He often likes to sit in his office looking out over the slums—the squalor amuses him.

### The Government Compound

This compound is the home of Glova's government. The compound is surrounded by a two-meter tall stone fence, although no other security precautions are evident. The governor's house was the original building, and all other buildings in the compound were haphazardly added, giving the whole area a disjointed, unorganized appearance.

### The Governor's House

The governor's house is a large plantation house built by the original settlers. There is a modified speeder bike just outside the house. Its move is 140,000 kmh, its body is 2D and its maneuverability is 3D. There is also a landspeeder (move is 330 kmh, body 3D, maneuverability 2D).

### The Docking Bays

These were built a few years ago when the traffic in and out of the port area required the addition of impound yards. The bays are capable of holding three small, light freighters.

If the characters waste too much time, their ship will be moved to these bays to await its sale at auction. Currently, the bays are only holding Captain Lucan's freighter.

### ■ Lucan's Nightmare

**Craft:** Arden Industries Model 47 Spitrolighter  
**Type:** Modified Light Freighter  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space transports  
**Crew:** 2, gunners: 2, skeleton: 1/+5  
**Crew Skill:** see Captain Lucan  
**Passengers:** 6  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** 155,000  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x7  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

### Import Warehouse

This warehouse holds all impounded cargo. There is one guard on duty (same stats as the militia troops in the first episode).

### Garrison

These are the bunk rooms and living quarters for the small garrison of planetary troops (their stats are given in the first episode). There are more than 100 men in the detail, but it is hard to find more than 50 in residence at one time. Morale of the unit is low, and they are as likely to run from combat as fight. Inspector Smitken uses these troops to help enforce the made-up import taxes he levies against unsuspecting trader captains.

### The Action Begins

The raid begins with an explosion at the front gates of the compound, as the New Republic troops pour in through the gates, blasters firing. Makina will charge the characters with tracking down Byrg while the New Republic troops mop up the planetary militia.

If the characters take a few seconds to observe, they will see that it is not much of a battle,



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as the militia troops are surrendering at the first opportunity.

### Finding Byrg

Byrg, being a shallow and disloyal man, has decided that this situation smacks too much of his abrupt departure from Malo VI. He has gathered a quantity of cash, his blaster, a pouch of conveniently incriminating evidence, and is currently attempting to get away.

Byrg is in the governor's house when the

battle begins, and as soon as he hears blaster fire, he will head for the front door, and hopefully *Lucan's Nightmare*, the landspeeder, or the speeder bike. He will summon 12 guards to act as his personal guard as he tries to get to a vehicle, but if more than three of the guards are killed or incapacitated through gun fire he will surrender, while shouting at his troops, "Worthless fools! I will have you put in my venom-dog cages for this!"

### Rewards

After the attack, Ambassador Makina will thank the characters for their help. If they were able to capture Byrg alive, he will inform them that Byrg will stand trial on various charges. If the pouch Byrg was carrying is not destroyed, the Ambassador will be very happy indeed, as it provides information on the status of the Imperial forces in the sector. It also has a list of potential safe havens for Byrg, and Makina is considering raiding several of them to help bring down the Empire in this sector.

The characters will have their ship returned by a humbled Inspector Smitken. Award the characters 1 to 2 Character Points for completing this adventure, and give them an extra point if Byrg is captured alive.

If Byrg was able to leave in the *Lucan's Nightmare*, Ambassador Makina will be angry with his troops

for allowing Byrg to get away, and will hire the characters to go after Byrg and take *Lucan* with him. He will pay them 10,000 credits for the capture of Byrg and the safe return of the ship, preferably undamaged.

If a concerted search is made for Borke Valkanhayn, it will be discovered that he disappeared during the conflict. It is suspected that he was able to slip aboard a ship that left just before the raid occurred. A check of ship logs will reveal the ship was headed for Kalab.

# The Art of Betrayal

## Adventure Background

The Tamarin Sector is in chaos. The period since the Battle of Endor has been demoralizing for the remaining Imperial forces. Imperial governor Lobax Resuun has struggled to maintain peace and order in his sector. He is challenged by fledgling planetary governments, their hopes raised boundlessly by the death of the dreaded Emperor. Organized crime has grown from small time gun-runners and spice smugglers to a powerful economic and military force throughout the sector.

Undaunted, Governor Resuun has maintained enough power and influence to avoid any open revolution against the New Order. Until now ...

## Recent Events

Sard Nightbringer, a crimelord in the Tamarin sector, has taken it upon herself to rid her territory of the New Order and put her organization in charge of a new government. After months of building forces and saving money, she finally has made her first strike.

Nightbringer's forces invaded Imperial Research and Development Station T-1583. Sard hoped to find weapons and equipment to aid her in raids against stronger military outposts. What she found instead were plans for a brand new personal shield generator, small enough to hook to a belt and providing excellent protection in combat. After cleaning out the base, she hired several scientists to finish building the first working models of this revolutionary personal combat armor.

Nightbringer found herself in a difficult position — she had one of the greatest modern military technological developments in her possession, yet no funding with which to mass produce the devices. She needs cold, hard credits to make these ideas a reality.

She has only the prototype, which will be auctioned off in an effort to raise funds. Sard has contacted several black market organizations

that would be keenly interested in buying this innovation from her.

The private auction is scheduled to be conducted aboard the *Stellar Mermaid*, a luxury liner famous throughout the galaxy for its comfort (with prices to match).

## The Set-Up

- If the characters are travelling in Imperial space or meet anyone who has been travelling in Imperial space, they should hear mention that the Tamarin Sector has seen a recent upswing in anti-government activity, led by various crimelords.
- The characters may overhear that a relatively minor crime lord in Imperial space has uncovered a fantastic new technology and she is trying to sell it off the highest bidder. No one really seems to know *exactly* what she is selling.

## Episode One: Shoten Lounge

The Shoten Lounge is a bar and recreation area in the Rantine Space Station, Tamarin Sector. The character have just delivered a cargo of some kind to the station. The lounge is large and plush, rather extravagant for a spacers' bar.

The characters may be between jobs, or just looking for some time to relax away from the boredom and pressures of earning a living. The characters have several things that they can explore. Have the players read the adventure script.

## The Dance Sphere

Here patrons may bounce off the "walls" of this spherical section of the building, where gravity is countered and altered by repulsorfields. This is the place for attractive beings to show off their grace, and for obese patrons to take some weight off their feet for awhile.

Characters entering the sphere must make Very Easy *Dexterity* checks every round inside the sphere to avoid embarrassing tumbles or

# THE ART OF BETRAYAL ADVENTURE SCRIPT

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

**Gamemaster:** Yet another successful cargo run, and after refueling and maintenance, you are left with about 400 credits each to spend. You find yourselves aboard Rantine Space Station, on the edge of the Tamarin Sector.

**1st Character:** We've really earned this break. I think we should go kick back a few beverages and plot our next actions.

**2nd Character:** Why don't we just wait for fate to rear its ugly head again. Seems to happen all of the time to us.

**1st Character:** You know, you're right. Anyway, time for a drink or two.

**Gamemaster:** The bustling crowds in the spaceport hallways are abuzz with various conversations. A young Human with a flowing green cloak tumbles into you, intent on his conversation and not what is going on around him.

**1st Character:** Hey buddy, watch it. A guy could get hurt not watching himself.

**Gamemaster:** *(as Human)* Yeah, sure ... no problem. *(Turning back to conversation with companion)* So anyway, I understand that this Governor Resuun is really cracking down on piracy in this sector ...

**2nd Character:** Great. Maybe we should get out of here now — you know, we're not the most respectable people around here.

**1st Character:** No, let's wait — there are hundreds of "honest traders" like us around here. No one will even look twice at us.

**2nd Character:** While we're here, we should at least check out the local hotspots. Let's check the directory.

**Gamemaster:** As you march up to a droid seated behind the desk, it turns its head to you, and in a politely feminine voice asks, "What may I help you with?"

**1st Character:** The spacers' tavern please.

**Gamemaster:** *(as directory droid)* That would be Shoten Lounge, just down the hall, take the turbolift to level 27.

**2nd Character:** Let's go ... those Corellian ales are calling to me now.

**Gamemaster:** As you wait patiently for the turbolift, you overhear another smattering of conversation. A Sullustan is listening intently to a Mon Calamari, who is explaining that he has heard that the Imperial forces in the sector have suffered many raids at the hands of pirates and criminal gangs. A Human interjects that those rumors are false, but neither alien seems convinced. Finally, you reach your destination ... and a few minutes later, find yourself with your first beverage, while observing the walls of Shoten Lounge's dance sphere ...





### Marg Sonat

**Type:** Ithorian Gangster  
**DEXTERITY** 3D  
 Blaster 3D+2, brawling parry 4D, dodge 4D, grenade 4D+2  
**KNOWLEDGE** 2D+1  
**MECHANICAL** 2D  
 Repulsorlift operation 3D, space transports 3D  
**PERCEPTION** 2D +2  
 Bargain 4D, con 6D, search 3D+1, sneak 4D  
**STRENGTH** 4D  
**TECHNICAL** 2D  
 Demolition 4D, security 4D  
**Character Points:** 5  
**Move:** 12  
**Equipment:** Blaster pistol (4D), expensive clothing, 2 thermal detonators (10D)

**Capsule:** Sonat is a strong young Ithorian “hammerhead,” with brown, leathery skin and deep green eyes.

He has worked for Sard Nightbringer for many years, and is now making his move. His objective is to gain sole possession of the new shield technology, and if that means having Nightbringer killed—well, that’s business.

Sonat is smooth, slow, calculating, and mercenary.

collisions. The characters may also meet someone who is romantically attracted to them for an interesting subplot.

### The Bar

The bartender droids here are courteous and efficient. They are capable of speaking thousands of common languages, and mix drinks to order. They are programmed to keep company with talkative or depressed patrons, but know nothing of any real value.

### Patrons

If the characters listen to the conversations around them, they will hear some very interesting news snippets. Ask for one *Perception* roll from each character to represent how much they overhear; find the result on the table below.

**Very Easy:** The characters learn that the Empire is really cracking down on illegal shipping and smuggling. Surprise inspections are becoming more frequent.

**Easy:** The heroes learn what is above, but also hear that piracy and criminal activity is skyrocketing. Tamarin Sector’s Imperial Governor, Lobax Resuun, has his work cut out for him.

**Moderate:** They learn the above information, plus an Imperial station in that sector was attacked and ransacked in the past few weeks.

**Difficult:** They learn everything above, plus the station was allegedly attacked by pirates and destroyed. Imperial governor Resuun is sending troops throughout the sector to find the attackers.

**Very Difficult:** They learn everything above, plus Resuun may soon place a substantial reward for information leading to the capture of the perpetrators.

If the traders try to converse with any of the patrons, they can get the next higher level of information from them only with superior roleplaying. The patrons will be wary and untrusting of eavesdroppers or people who ask a lot of questions.

### The Job

After the heroes have had a chance to wander around a bit, a well-dressed Ithorian approaches the characters. This somewhat young-looking “hammerhead” greets the group and introduces himself as Marg Sonat. He needs to hire a freighter, and would like to discuss the matter in a quiet corner.

Once the characters have gotten away from the commotion of the lounge, Sonat tells the traders that he wants them to carry one large crate, weighing about half a metric ton, to Kwenn Space Station, which is six days (at hyperdrive x1) away from the station they are currently visiting.

Once there, he would like them to register the cargo on board the *Stellar Mermaid*, in his name. The cargo will be ready in eight days; he has to leave the next day. Sonat will offer 3,500 credits to begin with, and may be haggled up to 5,000 credits. He specifically dictates that the cargo is not to be tampered with, or damaged in any way. He would also prefer not to have any “Imperial entanglements.”

He will give them 1,000 credits when the cargo is loaded; the rest will be sent to them once the cargo is safely checked in on the *Mermaid*. When the negotiations are through, Marg will leave the table and disappear.

## Episode Two: A Dangerous Cargo

The day that the cargo is due to be loaded, the characters find three labor droids waiting to load a crate onto their ship. There is a packet with 1,000 credits attached to the top of the crate, and a data disk for the characters which can be read on any datapad. Read aloud:

Thank you for taking on this cargo. Here is the initial payment as promised; the rest will be given to you upon delivery of this crate to Kwenn Space Station. As a reminder, please do not open this crate, lest you jeopardize your contract. I will be in contact with you when you arrive at Kwenn.

— Marg Sonat

If the characters decide to look inside the crate, there is no one to prevent them. However, there are two obstacles to be overcome. The first is obvious — the crate must be opened without any signs of tampering. This will require an Easy security roll.

The second problem becomes apparent after it is opened. Have the opening character make a Moderate Perception total — if he succeeds, he notices a small amount of a light blue gel along the edges of the crate. If any characters touch the gel, they learn what it is the hard way — it is a potent neuro-toxin which does 6D damage for five rounds. It is absorbed through the skin, and is as fluid as water — if characters try to scoop it up with anything not fully insulated, the toxin will affect them.

The crate contains:

- Expensive clothing
- Three bottles of Alderaan Ruge Liqueur (very rare and valued at about 350 credits each)
- A variety of spices and exotic packaged foods
- An expensive digital holodisc player and selections of entertainment chips and discs
- Five blaster pistols (4D damage)

The pistols are placed underneath everything else and arranged so as to appear to be what is being smuggled.

However the true treasure is an article of “clothing” — a large and gaudy-looking belt, which seems rather unfashionable. It is a demonstration model of the new personal shields.

### An Imperial Inspection Team

Once the characters are preparing to leave, a space station repulsorsled arrives, carrying six Imperial security guards and one officer, Sergeant Tenric, the port authority inspector. He is perceptive, officious, and almost courteous. Read aloud or paraphrase:

**The sergeant leaps off the sled, followed by his guards. They all seem at ease, since this is a common inspection. More than anything, they just seem to want to get this over with and get on to their next task. The sergeant steps up to you and speaks.**

**“All right, open her up, if you please. I am here to inspect this ship from top to bottom and**

### Sergeant Tenric

Type: Spaceport Security Inspector

**DEXTERITY 3D**

Blaster 4D, brawling parry 4D, dodge 3D+2

**KNOWLEDGE 2D+2**

Alien species 4D, bureaucracy 3D+2, value 3D+1

**MECHANICAL 2D+1**

**PERCEPTION 3D**

Bargain 3D+2, command 4D, con 4D, search 5D

**STRENGTH 2D**

Brawling 3D+2, stamina 3D

**TECHNICAL 3D+2**

Demolitions 4D+1, security 5D, space transport repair 4D+1

**Character Points: 4**

**Move: 10**

**Equipment:** Blaster pistol (4D), datapad

**Capsule:** Tenric is a slightly chubby middle-aged man who feels his career is going nowhere fast. He will pursue any lead he thinks will lead to promotion.

He is an impatient, rather one-dimensional man. His whole life is his work.

Tenric is hard on any passenger who make trouble. “Do you have a permit for that sidearm, pal?”

**6 Spaceport Security Guards** All stats are 2D except: *blaster 4D, brawling parry 4D, dodge 3D, melee parry 3D+2, alien species 3D, security 3D*. Move 10. Blaster rifle (4D), club (STR+1), protective vest (+2 to resist damage), protective helmet (+2 to Strength to resist damage), comlink.



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**I have five more to do this morning. So please keep the conversation down to answering my questions.”**

He will find the crate immediately and demand that it be opened up for inspection. The only way the smugglers can avoid a thorough search is to bribe the sergeant (about 300 credits should do, but the characters will have to convince him to send the guards away since he won’t accept a bribe in front of them).

Otherwise, the Imperials will search the entire ship, including the crate. If the characters have not already done so, Tenric has one of his guards open the crate — since the guard isn’t being particularly careful, he smears his hand in the neuro-toxin gel and subsequently keels over screaming and dies. If the characters warn someone about the gel, the guards will take a sample, run it through a datapad scanner the sergeant has, and it will reveal that it is indeed a potent



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neuro-toxin.

### Guests of the Governor

If the guard dies, the other guards will draw their weapons and arrest the characters. Tenric will ask them who hired them, the destination of the cargo and other matters. The characters will be taken to the space station governor's flagship for extensive questioning.

If the guards are warned about the toxin, the characters will still be taken in for questioning, but they will receive much better treatment.

Tenric has the heroes' ship secured, the cargo collected, and asks the characters to accompany him to the *ISD Retribution*, the governor's flagship, which is docked with the space station. If the players even suggest refusing, Tenric says very calmly that they may accompany him as guests, or prisoners — it's their choice.

After a short ride in Imperial shuttle, the characters are brought to the Imperial Star Destroyer *Retribution*. Governor Resuun runs his government from here, because he can move himself and his troops quickly to any area of his sector. En route, Tenric may be convinced to explain his actions. He will tell the characters that, if his suspicions are correct, they are about to help the Empire destroy the most dangerous criminal elements in the sector, resulting in his promotion, and probably benefits for them as well.

Once docked aboard the *Retribution*, the heroes are led to a reception room. Tenric goes ahead into the next room, and returns a few minutes later. He indicates to the characters that they should follow him.

The comfortable but stoic office beyond is occupied by Imperial Governor Resuun. He is dressed impeccably as an officer of the New Order. He speaks softly and with confidence. He tells the characters the following:

**"This officer has told me all about about the neuro-toxin on your ship. You were also smuggling very expensive goods without the proper permits. This is a *very* serious incident, and could result in your summary execution. It is clear that you acted of your own accord, is it not? What reason do we have to believe in your innocence?"**

He looks expectantly at the characters. The governor knows that the characters are innocent, and also knows that they are headed for the *Stellar Mermaid*; he simply wants the satisfaction of forcing them to grovel and plead for their lives.

If they say anything indicating that they are innocent and were set-up or that the neuro-toxin was placed there by their employer, read aloud:

**"In light of these events, I am going to make you an offer. You are to deliver your cargo on schedule, and then you are going to discover everything you can about your employer. Sergeant Tenric will accompany you, and you will report in to him regularly.**

**"In return, you will be absolved of any charges regarding this matter. You can save yourselves from an Imperial death camp. Since you are scheduled to dock with the *Stellar Mermaid*, I will grant you each 1,000 credits spending money for this trip to cover reasonable expenses.**

**"Should you refuse, your current records**

## Cut-Away

These incidents occur between Episode Two and Episode Three.

Read aloud:

*FADE IN: A large stateroom, richly decorated with expensive furniture. A short, attractive Human woman, probably in her mid-20s, sits in a large, comfortable chair. The door slides open and an Ithorian — Marg Sonat — enters the room. He takes a chair and waits for the woman's attention. She turns and smiles wickedly.*

"Well?"

"The cargo has been placed aboard a smuggling ship and will arrive at Kwenn Space Station and the *Stellar Mermaid* on schedule. There is no cause for concern."

"Excellent. With the money from this we will be able to buy the weapons to oust those Imperial buffoons in no time at all."

*The Ithorian hesitates for a second. The woman stares harshly at him.*

"What is it Marg? You have been my second for many years — tell me what you are thinking. Is it your nagging worry that the Empire is too dangerous? They are powerless. Trust me — when this backwater sector falls, the good commanders of the Imperial Navy won't even bother to send reinforcements. They have too many other things to worry about — like the New Republic."

"Mistress Nightbringer, this is foolish. Why don't we simply take the money from the sale and use it to more ... profitable enterprises. We could all be rich beyond our wildest dreams."

*The woman sighs loudly. Anger creeps over her features.*

"Sarg, you have no vision. There is more to life than just wealth. Absolute power, power over the lives of millions of people, the power

of life and death. That is something worth seizing, a worthy expenditure of wealth."

FADE TO BLACK.

FADE IN TO A DARKENED ROOM.

*Marg Sonat sits down in a large, padded chair, obviously agitated. A Gotal, of middle age, is seated across from him. The Gotal speaks.*

"Marg, here we are again, after all those years. You've come crawling back. I like someone who's not above a little self-humiliation. I thought I'd never see you again after what happened on DeGerrillion. Either that, or I thought you'd try to kill me in my sleep."

*Marg clearly grimaces, his brown face flushing with embarrassment.*

"Why are you here?"

"It's Nightbringer — she's insane. She's taking on the Empire. But she's got something that could make us rich! A personal shield device!"

"Us?"

"You and I! She will earn millions from this sale. Once the credits have been exchanged, we kill her and the customers, and steal the shield device and the credits. Very simple, very profitable."

"What do you need me for?"

"We have to get rid of Morgotou, from Kessel Spice Corporation. He knows me and knows you. Once aboard the *Mermaid*, you are needed to put the plan into motion. We can cover our own tracks. You can pose as a representative from the New Republic. During the auction, you should bid up the price. Then, when the deal is set, we can act."

*The Gotal considers the offer. After a few seconds he smiles.*

"When do we begin ... partner."

stand, and I shall be forced to sentence you immediately."

Cut to Episode Three, "The Silent Informant."

### Episode Three: The Silent Informant

The characters set their coordinates and enter into hyperspace for a six day journey. If Tenric is aboard he treats the smugglers more like soldiers under his command, than outlaws, as he did earlier.

Midway through the characters' journey, about three days away from the *Stellar Mermaid* and Kwenn Space Station, the ship's hyperdrive cuts out after detecting a weak distress signal nearby. An Easy *Mechanical* roll can pinpoint the location

— an escape pod. If Tenric is aboard, he will insist on following legal protocol and investigating.

The lifepod is floating motionless in space. If it is hailed, there will be no response except for the constantly repeating distress signal. The characters can either dock with it directly, certainly the safest procedure, or leave their ship in space suits to check it out. Docking with the escape pod requires an Easy *space transports* roll; failure means the ship knocked the life pod into a spin, increasing further attempts to Difficult. Using space suits and the extendable crawl tube requires a moderate *Technical* roll. Once connected, the characters may travel freely between the pod and their own ship without spacesuits. When they open the escape pod hatch, read aloud:

## An Invitation

Greetings to Morgotou of the Kessel Spice Corporation:

You do not know me, but I have heard of you. I would like to talk business with you. The matter at hand is some new technology, of great value to you, and many others. Be forewarned that the technology will be auctioned off immediately following the demonstration.

I am going to present this new device aboard the *Stellar Mermaid* on its next voyage. I would be honored if you could attend. Just present this invitation to the receptionist at the boarding airlock, and you will be given full accommodations for you and any retainers. You will also have access to my expense account for food and entertainment.

Thank you for your participation —

Sard Nightbringer

As you open the hatch, you are immediately overwhelmed by the smell of charred metal and fresh ozone. The interior of the pod is smoky, though the pod seems to be relatively undamaged. Sprawled on the floor is a motionless body and blood stains the floor around it.

The body is that of a Rodian; his name is Morgotou. He is quite dead. A search of his body yields a heavy blaster pistol (5D), two knives (STR +1D), a damaged protective vest, now useless, an equally damaged protective helmet, also useless, and 500 credits. There is also an ornate scripted plaque — give the players a copy of “An Invitation.”

An Easy search total reveals that the Rodian apparently died from shrapnel from exploding computers and sensor arrays.

A search of the pod reveals that it belongs to the *Platinum Mist*, a space yacht owned and registered to the Kessel Spice Corporation. Copies of the log say the yacht was attacked and destroyed approximately two hours ago — after Morgotou escaped in the escape pod, it too was attacked. There is no mention of what the attacking ship was.

Cut to Episode Four, “The *Stellar Mermaid*.”

### Episode Four: The Stellar Mermaid

The traders land at Kwenn Space Station. A large docking bay is taken up by the *Stellar Mermaid*. The *Mermaid* is a Corellian luxury liner

measuring 500 meters in length and nearly 200 meters wide.

The smugglers should have realized that the best way to accomplish their goal is to assume the identity of Morgotou and his retainers; if they haven't, Tenric will suggest this as a course of action.

The heroes have no trouble transferring their cargo over to the *Mermaid's* holds. Once the crate is delivered, spaceport control will give the characters a small box, which contains a packet holding the rest of their credits.

To gain passage on board the *Mermaid*, all the characters need do is present the invitation to the receptionist at the boarding airlock. The characters will be provided with boarding passes, code keys to suite 118 in the fore section of the ship, and an expense account card, and a data disk with an image of Sard Nightbringer personally thanking Morgotou for coming. The message also explains that the auction and demonstration of the new device will take place at 1650 hours on the next day. The characters have a full day and a half to explore to their hearts' content ...

### Living The Good Life

The cruise liner is plush. The rooms are spacious and the paneling is real burl wood. There are crew and service people everywhere and the restaurant boasts culinary delights from all arms of the galaxy. The dance hall is lit by crystalline chandeliers that stretch endlessly across ceilings of mirrored silver.

The *Stellar Mermaid* is commanded by Captain

Glaucus. He is an aging human, who still wears his (slightly outdated) Imperial captain's uniform. He appears slightly senile, but he is much more perceptive than he looks. The entire crew respects him and all ship security officers answer directly to him.

Let the characters wander about the ship for a short time. Tenric will go off on his own to conduct an investigation, independent of the smugglers. Give the characters a chance to meet some of the personalities on the ship, including Natja the Hutt. They will *not* see Marg, because if he learned that they were aboard the ship, he would wonder how they got aboard and if he learned that they were posing as Morgotou and his servants, he would act against them immediately.

### Show Time

The initial demonstration takes place in a private conference room in the interior of the cruise liner. When the characters arrive, Saz Tyrson, Yerkeys ne Dago, and Pari' Notgoth are already there and waiting. Soon after they arrive, Natja the Hutt is escorted in by her entourage of Jawas, who skillfully maneuver her hoverpad into the room and anchor it where she bids them.

Let the characters mingle if they wish. The other buyers will be visibly untrusting of each other, and will glare openly at the traders, if they ask a lot of questions. Notgoth will be especially unhelpful to the characters.

#### ■ Yerkeys ne Dago

**Type:** Twi'lek Loan shark

**DEXTERITY** 2D

Blaster 3D+2

**KNOWLEDGE** 4D

Alien species 6D, bureaucracy 5D+1, cultures 5D+2, intimidation 7D, languages 7D, planetary systems 4D+1

**MECHANICAL** 2D+2

**PERCEPTION** 4D+1

Bargain 7D, command 10D, con 8D+1, value 9D+2

**STRENGTH** 2D

**TECHNICAL** 3D

Computer programming/repair 3D+1, droid repair 4D

**Force Points:** 3

**Character Points:** 22

**Move:** 10

**Equipment:** Expensive clothing, datapad, blaster rifle (5D), comlink

**Capsule:** see *Galaxy Guide 6: Tramp Freighters*, page 82, for additional information on Dago.

#### ■ Saz Tyrson

**Type:** Former Imperial Commander

**DEXTERITY** 2D

Blaster 5D, dodge 4D+2

**KNOWLEDGE** 2D+2

**MECHANICAL** 1D+1

**PERCEPTION** 2D

Command 4D

**STRENGTH** 2D+1

**TECHNICAL** 1D+2

**Force Points:** 2

**Dark Side Points:** 1

### Captain Glaucus

**Type:** Retired Imperial Captain

**DEXTERITY** 1D+2

**KNOWLEDGE** 2D

Alien species 3D+2, languages 4D, planetary systems 3D+1, tactics: capital ships 4D

**MECHANICAL** 2D+2

Astrogation 3D+2, capital ship piloting 4D, capital ship shields 3D+1, space transports: luxury liner 4D+2

**PERCEPTION** 2D+1

Command 5D

**STRENGTH** 2D+1

**TECHNICAL** 3D

**Character Points:** 2

**Move:** 9

**Equipment:** Outdated Imperial Navy uniform, monocle

**Capsule:** Glaucus is greying and old, but is still physically impressive. His background is unknown to most, but there are a number of Imperial medals on his chest.

Glaucus is direct and to the point. His ship comes before himself, or anybody else. He seems slightly senile at first, but the around him soon realize there is a strong intelligence and keen wit hiding underneath that guise. He is a no-nonsense captain, true to his background. "Not on *this* voyage, Mister!"

**Shipboard Security Guards.** All stats are 2D except: *Blaster* 4D, *brawling parry* 4D, *dodge* 3D, *melee parry* 3D+2, *alien species* 3D, *Security* 3D. **Move:** 10, *Blaster Pistol* (4D), *blast vest* (+1 to *Strength* to resist damage.

**Character Points:** 13

**Move:** 10

**Equipment:** Slightly altered Imperial uniform, blaster pistol (4D), comlink

**Capsule:** Tyrson is on the far side of middle age, and is a rough-looking man. He took the forces under his command and left the Empire after the Battle of Endor. He now controls over two dozen systems, and military strength is the only way he is going to keep them. Tyrson is dangerous, hot-tempered, and forceful. "I did not say 'soon.' I said *now!*"

**Character Points:** 13

**Move:** 10

**Equipment:** Slightly altered Imperial uniform, blaster pistol (4D), comlink

**Capsule:** Tyrson is on the far side of middle age, and is a rough-looking man. He took the forces under his command and left the Empire after the Battle of Endor. He now controls over two dozen systems, and military strength is the only way he is going to keep them. Tyrson is dangerous, hot-tempered, and forceful. "I did not say 'soon.' I said *now!*"

### The Action Begins

Before long, an attractive woman in her middle 20s enters the room. She is expensively dressed; the characters will recognize her as Sard Nightbringer, from their invitation. Ask for an *Easy Perception* check to notice that she is wearing a belt just like those they were transporting



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## Pari' Notgoth

**Type:** Gotal Crime Lord  
**DEXTERITY 3D+2**  
 Blaster 4D+1, brawling parry 4D, melee combat 4D+1, melee parry 4D  
**KNOWLEDGE 2D+1**  
 Alien species 3D, bureaucracy 3D+2, languages 4D, survival 3D, value 3D  
**MECHANICAL 3D**  
 Astrogation 4D, space transports 6D, starship gunnery 5D, starship shields 5D  
**PERCEPTION 3D+1**  
 Bargain 4D, con 6D, search 4D, sneak 4D+1  
**STRENGTH 3D+2D**  
 Brawling 4D+2, stamina 4D+1  
**TECHNICAL 2D**  
 Demolitions 4D, security 4D  
**Special Abilities:**  
*Energy Sensitivity:* Gotals are unusually sensitive to radiation emissions and receive a +1D to their *search* skill when hunting targets that are within one urban kilometer. See page 48 of *Galaxy Guide 4: Alien Races, Second Edition*.  
*Mood Detection:* Gotals are good at reading the intentions of other beings. The Gotal makes a Moderate *Perception* roll, and gains a bonus to all *Perception* skills when making opposed rolls for the rest of the encounter. See page 48 of *Galaxy Guide 4: Alien Races, Second Edition*.  
*Fast Initiative:* +1D to initiative against

non-Gotal opponents. See page 48 of *Galaxy Guide 4: Alien Races, Second Edition*.

**Force Points:** 2

**Character Points:** 15

**Move:** 11

**Equipment:** Heavy blaster pistol (5D), protective vest (+2 to *Strength* to resist damage), vile of vernelian parasites, flashy clothing

**Capsule:** Notgoth is well groomed and expensively dressed. He is posing as a representative of the New Republic, but is secretly working with Marg Sonat. Both of them will kill the buyer after the auction.

Notgoth is quiet, and demonically evil. He bids his time, and strikes when he feels the moment is right. "It's time, I believe, to bring this discussion to an end."

earlier. She is accompanied by two Human assistants, who are armed with clubs. Read aloud:

**The dark-haired woman approaches the podium at the front of the room and begins to speak. "Welcome, all of you. And thank you for accepting my invitation to join me on this cruise. I am your host, Sard Nightbringer, and I am prepared to demonstrate, at this time, a revolutionary device. Its secrets will be sold only to the highest bidder. At this time I need someone to help me demonstrate the product."**

## The Stellar Mermaid

**Craft:** Corellian ZD-8000 cruise ship  
**Type:** Luxury liner  
**Scale:** Capital ship  
**Length:** 500 meters  
**Skill:** Space transports: luxury liner  
**Crew:** 350, skeleton: 50/+10  
**Crew Skill:** Astrogation 3D, sensors 2D, space transports: luxury liner 4D  
**Passengers:** 2,200  
**Cargo Capacity:** 20,000 metric tons  
**Consumables:** 6 months  
**Cost:** 19 million credits  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x4  
**Nav Computer:** Yes  
**Space:** 4  
**Hull:** 6D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 60/2D  
*Search:* 90/3D  
*Focus:* 5/4D

### "How about you, gentlebeing?"

She motions to the character posing as Morgotou. She tosses a blaster pistol at him and asks him to inspect it to make sure that it is a working model.

An *Easy Dexterity* roll is required to catch the blaster and avoid snickers from the other bidders. A *Very Easy blaster* roll will determine that it is really a blaster pistol, not a fake, set to kill. After the inspection, Sard asks for the blaster to be handed to Commander Tyrson. She then steps from behind the podium, touches something on the side of her belt (the characters recognize it now if they did not previously). She says, "And now, my dear Commander, would you kindly shoot me before I cross the room and strangle you!"

Without further warning, Nightbringer bounds across the room toward Tyrson. He reflexively fires three shots directly into Sard's midsection. However, all three bolts appear to dissipate a matter of centimeters from her body. She continues unhindered across the room, until she reaches the confused Imperial, and snatches the blaster out of his hand. "Thank you, commander. Now that the demonstration is over I will explain."

Nightbringer describes the personal shield, explaining that it resists all kinds of energy attacks, including radiation, plasma, and blaster bolts. The energy field is transparent and does not limit any physical action. It is permeable physical objects and fine dexterity is not lost to the wearer. The major design limitation is that it needs a new power pack after 10 seconds of use.

### ■ Sard Nightbringer

**Type:** Outlaw  
**DEXTERITY 3D**

**KNOWLEDGE 2D**

Con 4D, streetwise 4D, value 5D

**MECHANICAL 1D+2**

**PERCEPTION 1D**

**STRENGTH 2D+1**

**TECHNICAL 2D**

**Character Points:** 4

**Move:** 10

**Equipment:** Expensive cloths, blaster pistol (4D), shield belt (described below)

**Capsule:** Nightbringer is a short, but very attractive, woman in her middle 20s. She is businesslike and professional. She is also greedy and somewhat abrasive.

**Nightbringer's Thugs.** All stats are 1D except: *Dexterity 3D, Perception 2D, Strength 4D.* Move 10. Tunics, steel batons (STR+1D).

■ **Shield Belt**

**Type:** Wearable energy blast shield

**Scale:** Character

**Effect:** Adds +4D to character's *Strength* to resist damage from energy attacks. If wearer suffers any damage, belt is overloaded and shorts out. This shield completely drains a power pack in ten seconds (two rounds).

Nightbringer begins the auction immediately, explaining only that actual credits or certified credit vouchers will be accepted. She explains that the purchaser will receive the shield technology and the belt itself at the end of the cruise.

She opens the bidding at five million credits, and after a few anxious moments Pari' Notgoth accepts the bid. Soon Natja the Hutt ups it to six, followed by Saz Tyrson upping it to seven million, and then Yerkeys ne Dago brings it to ten. Tyrson ups it to twelve, ne Dago ups it to an even fifteen. Nightbringer starts to ask for anymore bidders, when Pari' ups it to twenty.

By this time, Nightbringer has glared at the characters at least once and asked them if they came to watch or participate. Saz ups his bid to twenty-five million, followed by ne Dago increasing his bid to thirty. Natja remains suspiciously silent. Pari' ups the bid to thirty-five million, and then Saz goes to forty.

After that, Natja chuckles, her hideous laugh echoing through the room. She then bids an even one hundred million credits. Everyone else pales, and Nightbringer, after a few tense seconds, declares the item sold.

If the characters decide to participate in the bidding, it is important that Natja wins, and she will go as high as is necessary to outbid the characters or demand to see proof that the characters have access to the sums they are bidding.

As the rest of the bidders are ushered out by Marg Sonat (who entered through the back door during the action), any character making a Moderate *Perception* total will notice Marg nodding and smiling evilly at Pari'.

**Natja the Hutt**

**Type:** Hutt Crime Lord

**DEXTERITY 1D**

**KNOWLEDGE 3D**

Intimidation 6D, streetwise 6D

**MECHANICAL 1D**

**PERCEPTION 2D+1**

Bargain 7D+1, command 6D+2, con 5D+2

**STRENGTH 3D**

**TECHNICAL 1D+2**

**Special Abilities:**

**Force Resistance:** Hutts have an innate defense against Force-based mind manipulation techniques: they roll double their *Perception* dice to resist such attacks. Hutts cannot learn Force skills.

**Force Points:** 1

**Dark Side Points:** 2

**Character Points:** 14

**Move:** 2

**Equipment:** Hoverpad, waterpipe, jewelry

**Capsule:** In appearance, Natja is a typical middle-aged Hutt, bloated and slow-moving.

Like many of her species who deal with aliens on a regular basis, she has adapted a sexual identity (Hutts are hermaphrodites). Atypically, she has chosen a female identity, and it amuses her to appear decked out in pearls and other baubles which Human females find attractive.

Natja is a wealthy crimelord and slave trader from the outer territories, and is familiar with both the late Morgotou, and Yerkeys ne Dago.

She trusts no one, though she is cool and polite, even when angered. However, she is clearly as bloodthirsty and egocentric as the next Hutt crimelord. Unlike many of her fellows, she is slow and methodical. "Won't you clarify this for me?"

**10 Jawa Henchmen.** *Dexterity 2D, blaster 2D+2, dodge 3D, Knowledge 2D, streetwise 4D, value 3D+1, Mechanical 3D, Perception 1D, bargain 4D, con 3D+1, Strength 1D, climbing/jumping 2D+2, Technical 3D, computer programming/repair 4D+2.* Move: 8. Equipment: Clean, shiny, gold robes, hold-out blaster (3D+2 damage).



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**Episode Five: Desperate Measures**

The characters are free to do as they please. If they report to Tenric, he will be pleased with the names and information they provide. Otherwise they may drink, gamble, dance, sleep, or whatever they wish. The next time they return to their room, the message light on the room comlink is





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flashing. When they playback the message, they see the smiling face of Natja the Hutt and hear her deep, rumbling voice. Read aloud:

**“Welcome, Morgotou from the Kessel Spice Corporation. I have heard much about you since you joined the company. However, I remember you looking very different the last time I saw you — body-sculpting surgery, perhaps? ((Evil laugh))**

**“I have many questions I would love to ask you. It would be a shame if, in my misunderstanding, I accidentally told someone you are an impostor. If you would, please join me this evening in my suite. Bring your guards and retainers, of course. I am in room 221, one deck above you.**

**“Salutations. Natja.”**

Natja is genuinely interested in what the heroes are doing — she has met Morgotou before, and knows he was a Rodian. She suspects them of being in league with Nightbringer to con the rest of the group out of a great deal of money.

When the characters arrive, Natja’s door is open and pleasant gurgling sounds can be heard within. Natja is presently munching on a delicacy most favored by Hutts, a large bowl of live frog-like amphibians. Both she and her bowl of “munchies” are on separate repulsor pads, hovering about half a meter in the air.

Natja looks at the characters for a moment. She then begins, without prelude, to ask ques-

tions about who they work for, have they had previous dealings with Nightbringer, and other issues that concern her.

Sometime during the characters’ reply, her eyes go wide, she stops talking, and she begins to convulse. Within seconds she is dead, thick bluish-green blood trickling from her mouth and nostrils.

The Jawa henchmen panic. One hits the alarm on the room comlink, two more climb over to the body of their employer, two begin to sob, and the rest brandish their weapons at the characters and jabber angrily.

The Jawas will not attack the characters unless they shoot first. Before long, security men answer the signal. Try to arrange it so the security men arrive just as the characters are doing something suspicious, such as examining the body, brandishing weapons, or searching the room. The security men will arrest the characters on suspicion of murder and march them to the brig.

### Under Suspicion

Over the next couple of hours, they will face a battery of questions from Captain Glaucus. He will seem convinced of their innocence — after all, killing someone in front of a room full of witnesses and then waiting around to the arrested isn’t particularly clever.

Just as the questioning is winding down, the ship’s surgeon enters and explains how the Hutt died. One of the creatures she ate had a verneilan

parasite placed in it. The creature is nearly microscopic at first, but it lodged itself in the back of Natja's throat, and drank her blood, growing until it nearly filled her throat. Then, when it exploded, it coated the inside of her throat with a rare neuro-toxin. At this point, the characters may ask for a chemical analysis of the toxin, and have Tenric vouch that the crate they were hauling was also coated with a neuro-toxin — a chemical analysis confirms that it was the same toxin!

### A Murderer Strikes

Once they are released from the brig, the Captain asks them to tell him if they think of anything else that will help him investigate the murder. Sometime in the next few minutes, they are approached by Notgoth (posing as the New Republic representative), and asked to accompany him.

The area, whether it is a hallway or lounge, is very crowded, filled with rich patrons of the *Mermaid*. He will try to lure them to an isolated area of the ship, such as a maintenance hallway or a cargo hold. He claims to have information to offer, and would like to ask the characters some questions. He entices them by explaining the following:

**"I have reason to believe we are all in great danger. I think the imperial, Tyrson, is out to kill us so that only he knows that the new shielding device exists. I represent the New Republic, and I know how these people work. They are power-hungry and without conscience. It would be just his style to kill the Hutt in that manner."**

Let the characters say whatever they wish to Notgoth — he knows that they are imposters, and Marg Sonat has told him that they are the smugglers he hired to bring the belts to the *Mermaid*. Sonat has told Notgoth to kill the smugglers, quickly and without incident, if possible. He pretends to accept any lies while leading them along. As soon as they are alone, he pulls out a blaster rifle and tries to kill them quickly and quietly. Of course, something should distract Notgoth so that one of his shots misses — he fails in his mission to kill the characters, but he gets away, ducking back toward the crowded halls. Cut to Episode Six, "A Game Of Tag."

### Episode Six: A Game Of Tag

The characters are pursuing Notgoth, who has attempted to kill them, and thereby implied (at the least!) his involvement in the murder plot.

The chase through the ship should be complicated by several factors — whenever they get a clear shot at Notgoth, he ducks into a side room, or a crowd of innocent civilians gets in the way, forcing the characters to hold their fire. The

chase should continue through the ship, as Notgoth leads them to the cargo bay, where he expects to be able to win with ease since he has such a well-developed ability to sense targets even without the benefit of sight (see *Galaxy Guide 4: Alien Races* for more information).

The characters can organize a search of the ship with the captain, but Notgoth has headed for the cargo hold and any clues the characters find should lead them there (if the players exhibit a reluctance to go, Captain Glaucus will ask the characters to help in the search of the cargo hold).

### Hunt In The Dark

Notgoth has disabled the circuitry which powers the lights in the cargo hold; therefore, the characters will have to fight Notgoth in the dark, or use huge spotlights, exposing their position. Because of Notgoth's Gotal radiation and energy-sensing abilities, he can sense targets in darkness as well as Humans see in normal light.

The cargo bay is an expansive maze of stacked trunks and crates — a perfect place for a battle. Characters wishing to be hidden must make a *hide* roll, and Notgoth gets a +5 bonus modifier to his roll due to the fact that he can see perfectly well in the darkness. Whenever the characters move, they must make a new roll to see how well they hid themselves.

If a character wishes to spot a target, they must make a *search* roll; if it beats anyone's *hide* roll, they can see that person. Notgoth makes his roll normally, but all characters who can't see in the dark suffer a +10 penalty to the difficulty.

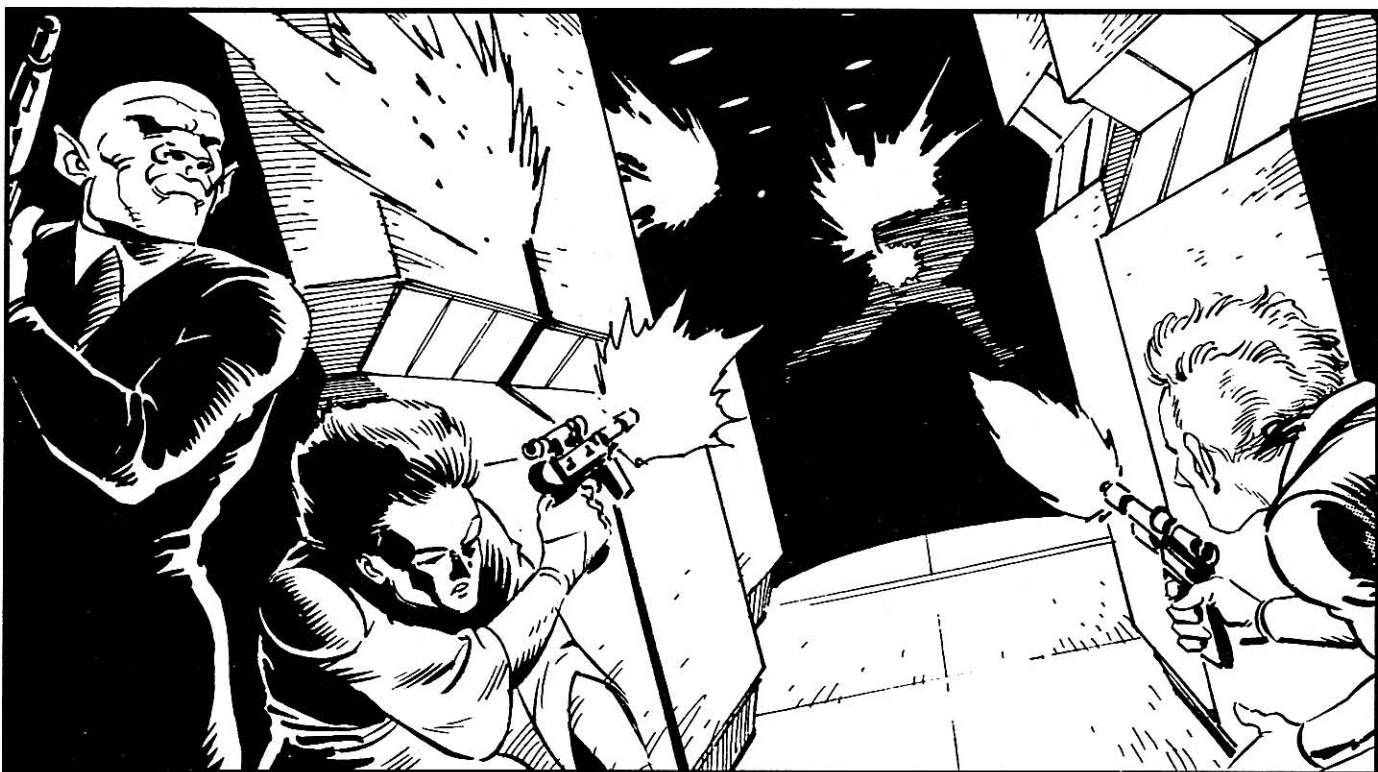
This battle should be tense and dramatic, but for purposes of continuing the story, the characters should eventually corner and stop Notgoth. Notgoth will fight until mortally wounded (if he is incapacitated in the battle, count it as mortally wounded) — when so grievously injured, he manages to give the players a little more information before he dies. Read aloud:

**I am beaten, but I am not your real enemy. The hammerhead, Marg Sonat, is the one who involved you. He is Nightbringer's second. ((cough)) He has turned on her and will kill everyone ... to escape with the shield. He will kill her next. ((cough)) Your vengeance is mine when you catch him.**

Notgoth dies.

### Stopping Sonat

The characters return to the upper decks of the cruise ship and should have figured out that Nightbringer is in grave danger. They should also know that Nightbringer's suite is where best to find the Ithorian. When they reach her wing and get within sight of her door, read aloud:



As you round the corner leading to Nightbringer's room, you are temporarily blinded by a brief flash of light from somewhere down the hall. A few seconds afterwards, you see and hear an explosion, which sends the door to Nightbringer's room sailing across the hall and impacting on the opposite wall. Smoke begins to fill the passageway, while alarms begin to sound all around you.

Marg Sonat has played his final gambit. He has killed Nightbringer, and intentionally damaged the ship in the hopes that it will be destroyed, eliminating all evidence connecting him with the crime. The explosion has caused a microscopic breach in the hull. Read aloud:

**Automated voices begin blaring, "Warning! Warning! Passengers are advised to brace themselves for emergency drop to realspace! Follow instructions as indicated in your 'Emergency Evacuation Procedures' packet. Paths to escape pods are lit; please follow holographic arrows to the escape pods."**

Then, the ship lurches, sickeningly, as lights dim and darken. Most passengers are thrown to the floor, as emergency red lights begin flashing.

Have each character make a Moderate *Dexterity* roll to avoid being thrown to the floor when the ship drops to realspace. Read aloud:

**The automated voice returns, this time more urgent. "Hull breach in this area. Please report to another section of the ship before compart-**

**mentalization walls seal this area off."**

The characters will see warning lights at each end of the hall, as large blast-doors begin to slide down to seal off the hallway. Any character making an Easy *Perception* check will see that the doors will completely seal off the hall in one minute.

The characters are rushed out of the passageway by a half-panicked mob fleeing the area. Ask the characters for Very Easy *Dexterity* checks to avoid being trampled; failure results in 3D trampling damage to the character, and they must make a Moderate *Dexterity* check to stand up.

After four rounds of facing the panicked crowd, ask any standing characters for Moderate *Perception* checks. If successful, the characters will notice a familiar hammerhead moving along with the crowd.

The characters can chase him if they succeed at Easy *Dexterity* checks every round. After seven or eight rounds of chase, read aloud:

**Your prey flees with the crowd. He stops at a rapidly filling lifepod and is motioned onward by crew members, counting the passengers as they enter the pods. Sonat moves onward up the hall, and stops at an unopened life pod hatch.**

Have each character make an Easy *Perception* check — if successful, they will notice that he is wearing the shield belt that Nightbringer demonstrated earlier.

If the characters attack Sonat he will use the

shield, but after two rounds a warning light will flash because the power pack is drained. If he is seriously injured in combat, he will pull out a thermal detonator, set the timer for a few seconds and brag that if he is going to lose the shield, at least he will take a few petty smugglers with him.

The heroes have one round to do one of the following three things:

- Wrest the device from Sonat and switch it off (this requires a Moderate *brawling* total followed by a Moderate *Technical* roll).
- Knock the detonator from Sonat's hand and send it into space via the life pod (this requires a Moderate *brawling* roll followed by a Moderate *Dexterity* roll)
- Knock Sonat himself into the life pod and send him out with the detonator (this requires a Very Difficult *brawling* total, but two characters may combine).

If the characters fail to do any of these things, the detonator explodes, causing the normal damage for a thermal detonator.

If the characters throw Sonat into the life pod, you may decide whether he dies in a magnificent fireball, or manages to escape, to haunt the characters some other time.

### Resolution

Shortly after Sonat is defeated, the ship's automated warning system will come on and inform passengers that disaster has been averted and

crews will begin repairing the hull so that the *Mermaid* can limp to the nearest starport.

If the shield belt is destroyed with Sonat, the characters can conduct a complete search of Nightbringer's quarters, and learn that all technical information on the belt was taken by Sonat — the secret of the belt died with him.

If the belt is saved, anyone making an Easy *Technical* roll will realize that when the power pack was drained, it fused the circuits of the belt, rendering it useless and making it impossible to figure out the technological underpinnings of the device. If they find the datadisk containing the plans, the first time they put it into a datapad, a holographic projection of Nightbringer comes up, explaining, "If you are seeing this image, then this disk was obviously stolen. Because it has wrongfully fallen into your hands, you don't have the appropriate access codes, known only by me, to the data on this disk. This disk has now been erased. You have lost your chance to get the shield."

If the characters attempt to find Nightbringer's bases somewhere in the sector, they will learn that no one seems to know where her headquarters were, and it's a big galaxy, so it will be some time before the base is ever discovered. The shield technology is apparently lost ...

### Rewards

Give the players 6–9 Character Points. If the characters report back to Governor Resuun, he clears their record and gives them 10,000 credits for the elimination of Nightbringer.

# Free Time

## Adventure Background

The adventure begins at the spaceport of the “city” Lis’an, on the planet Antiquity. The characters have accepted a commission to fly four individuals to the planet and wait until they return, eight hours after landing. The employers made it clear that the mission would involve no personal danger, but it was a “no questions asked” situation. The 3,000 credits they dropped on the table, with a promise of 3,000 more when they returned to the ship, was enough to buy off the characters’ curiosity.

Upon landing on the planet, the employers simply disembarked and ordered the characters to keep a comlink channel open at all times. Unless they hear otherwise, the characters have nothing to do but wait around for their customers to return.

## Recent Events

Two hours after landing in Lis’an, they were contacted by their employers. They explained that their mission would take about two hours longer than they expected, so the characters would have to wait around, although they would throw an extra 1,000 credits into the final payment to make up for the inconvenience. Well, time is money, and leaving two hours later with an extra 1,000 credits, rather than with nothing at all, is a good deal.

However, that means that the characters are stuck in a rundown city for eight more hours with nothing to do ...

Start the adventure by handing each player a copy of the script, assigning parts one and two.

## The Set-Up

- One of the characters (whoever reads the “1st Character” role in the script) should lose about 1,500 credits to Woetar, a Zarian con man, while visiting the industrial world of Tekurr’k.

## Lis’an and Antiquity

The city of Lis’an is a “dead spot” on this world, which is a pretty amazing concept. This planet is even more lifeless than Tatooine. It’s a quiet spaceport town on the edge of the huge South Mudflats, which extend for hundreds of kilometers. The town’s whole economy is based upon the growth of teggi fungal roots, one of the main ingredients of bantha fodder.

The city has about 5,000 permanent residents, mostly farmers and spaceport hired help. The only tavern is a disgusting hovel that reeks with last week’s garbage and the characters would rather spend their time aboard their ship (where they are when the adventure begins). Most of the buildings are temporary plasticrete shelters which are secured to the mudflats with magnigrapple poles.

The rest of Antiquity is remarkably similar to the conditions found in Lis’an — virtually the whole planet is either mudflats, shallow seas or sheer rock mountains. While there are several other cities, all of them are just larger, more grandiose collections of plasticrete shelters.

## The Story Behind the Story

The employers are an elite New Republic commando squad that has been sent here to capture an Imperial Colonel that has been in hiding since the destruction of the second Death Star, at the Battle of Endor. They are actually a back-up team; a larger, more experienced squad has been sent to the city of Karren with their own ship to also track down the colonel. Not even the Republic soldiers know the colonel’s importance, nor his appearance or identity.

As far as the commandos are concerned, their mission is none of the characters’ business. The reason for the character’s involvement is that the Republic commandos wanted to arrive on the planet without the colonel’s notice so he wouldn’t have the chance to flee. They arrived in Lis’an and met their contact to find out the



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### Antiquity

**Type:** Terrestrial  
**Temperature:** Temperate  
**Atmosphere:** Type I (breathable)  
**Hydrosphere:** Moist  
**Gravity:** Standard  
**Terrain:** Mudflats, low seas, mountains  
**Length of Day:** 23 standard hours  
**Length of Year:** 372 local days  
**Sapient Species:** Human  
**Starport:** Landing Field  
**Population:** 92,000  
**Planet Function:** Agriculture  
**Government:** Loose confederation of townships  
**Tech Level:** Space  
**Major Exports:** Teggi fungal roots  
**Major Imports:** Foodstuffs, low tech, mid tech, high tech

colonel's identity and location.

Unfortunately, they learn that the colonel has fled. This explains why they told the characters they would need a couple of extra hours.

### Episode One: The Hook

Woetar has worked himself into an odd predicament. He has agreed to meet a courier in the city of Karren and deliver a package to a ship that will be arriving in six hours. The ship cannot land on the planet due to its size.

To pick up the package Woetar must travel to Karren (he won't tell the characters exactly where

in Karren so that they have a reason to keep him around). There he will accept the package, rendezvous with the orbiting ship, deliver the package and collect his fare. If the characters want to know why he doesn't do this himself, Woetar will tell them that his ship suffered a minor system breakdown while making planetfall, and he needs the money from the job to purchase the appropriate software to make his ship flight-worthy.

What really happened is that on the way back to his ship, Woetar was greeted by a disgruntled ex-customer. After a merry chase, Woetar returned to his ship only to find that a few uninvited guests were keeping an eye on it.

Woetar wasn't quite sure what to do. That was when he happened to see the character's ship. Remembering that he and one of the characters were old acquaintances (so what if it cost the character 1,500 credits the last time they met?), he decided that a small fare is better than no fare at all. Therefore, he is willing to give up a percentage of the fare if they will help him out.

Woetar is getting paid about 2,000 credits for his help; he's willing to offer the players 500 credits up front, although if pressed he will negotiate up to 750 credits (make opposed *bargain* rolls, but give the characters a +5 bonus to their roll). If the characters won't drop to 750 credits or less, he will withdraw his offer, although he will want to stay on the ship for as long as possible. Any character making a Moderate *Perception* roll will notice that Woetar seems very nervous.

# FREE TIME ADVENTURE SCRIPT

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

**1st Character:** So, what do we do for the next eight hours? (*look at your wrist chronometer*)

**2nd Character:** (*sarcastically*) I don't know, what do you want to do?

**1st Character:** Maybe we can watch that holo-tape of you again. You know, the one where the waitress' boyfriend comes in ...

**2nd Character:** (*irritated*) I don't want to talk about that. We knew this would be a slow job when we started. But we have to wait for them until they get back. Besides they paid us 3000 credits up front, and they're giving us another 4000 when they get back. That's almost three times what the trip is worth.

**1st Character:** Yeah, yeah, yeah, I know. But I wish something would happen to take our minds off of all of this ... (*Gesture toward where you think the town would be*) ... these people can't even build anything. I'd hate to see what they do for entertainment around here.

**Gamemaster:** *Almost on cue, the comm board comes to life. In a strangely nasal voice you hear, "Hey you! Up there in the (ship's name)! Is your captain aboard, and is his name (pilot's name)?" The voice sounds familiar but you cannot place it.*

**1st Character:** Yeah, who wants to know?

**Gamemaster:** *In the same nasal voice. "Oh, I was just wondering if you wanted to sit down and try to win back the 1500 credits you lost at sabacc on Tekurr'k a few months back."*

**2nd Character:** What in the three rings of Anstares is goin' on and who is that ...

**1st Character:** Would this be one short, dull, green-skinned, hairless, low-life, cheating Zarian named Woetar?

**2nd Character:** Who the heck is ...

**Gamemaster:** *Same nasal voice. "So you do remember, eh! Well, if you'll allow me to come aboard, I think I have a proposition for you that you just can't refuse."*

**1st Character:** Another scam, Woetar?

**Gamemaster:** "Not this time. This time it's perfectly legit. And the best part is it pays 500 credits for about six hours of your time."

**2nd Character:** Well, here's our chance to do something ... provided we're done by the time our customers show up. But, can we trust this guy?

**1st Character:** Not in the least ... that's why I'm interested. I say we at least hear him out. Who knows, maybe this will be just another milk run. By the red seas of Knores, we sure could use one to fill up the next several hours.

**Gamemaster:** *You activate the exterior door controls.*

**1st Character:** We are opening the hatch. We will hear your "proposition" and it better be good or you may find yourself in the torpedo tube.

**Gamemaster:** "Oh, it's good, all right. I'm coming aboard."

Woetar would like to get the characters going as soon as possible, since his 'friends' (the disgruntled ex-customers) may be showing up at any time. He will not tell the characters why he can't do the job himself, only saying that, "Well, if you can't accept a favor graciously, I will find someone who can."

If the characters don't leave for Karren within half an hour, the goons will indeed show up and the character's ship will be attacked (the goons care only about getting Woetar, and are convinced that they can handle anyone who is helping the pesky con artist). When the goons show up, if asked about them, Woetar will only remark, "Who knows, maybe they heard about my deal and wanted a piece of it. You know how these locals can be sometimes!"

Obviously, if the characters give Woetar up, the adventure is over, since only he knows where to meet the contact in Karren.

### The Goons

The goons are the victims of one of Woetar's notorious scams. They are local hired hands on the teggi farms who were talked into buying fake Droid diagnostic software at a "great price." Woetar figured he'd be on another planet by the time they figured out that they'd been scammed. So much for timing ...

The goons are out for their money back, and wouldn't mind breaking a few of Woetar's bones while getting a refund. They assume that anyone who Woetar is talking to is a friend of his and must be in on the scam, so it's fine to blast them too.

They will flee once two of them have been injured.

#### ■ Goons (5)

**DEXTERITY 2D**

Firearms 4D+2, dodge 3D

**KNOWLEDGE 2D**

Teggi botany 4D

**MECHANICAL 2D**

**PERCEPTION 1D**

**STRENGTH 2D+2**

Brawling 4D

**TECHNICAL 2D+1**

Droid repair 3D+2

**Move:** 10

**Equipment:** Slug thrower (uses *firearms* skill, 3D+1 damage, ranges: 3-5/10/15, ammo: 6, fire rate:1), one spare clip each, comlink, tool belts and droid maintenance tools, moisture-proof thick trousers (for working in the mudflats).

**Capsule:** These are tough laborers, both Human and near-Human, who are dull-witted and very angry with Woetar.

After the battle, cut to Episode Two, "Karren."

### Woetar

**Type:** Zarian Con Man

**DEXTERITY 1D+2**

Blaster 2D+2, dodge 3D+1, running 5D

**KNOWLEDGE 2D**

Planetary systems 3D+2, streetwise 4D+1, value 4D

**MECHANICAL 1D+1**

Astrogation 2D+1, space transports 3D

**PERCEPTION 4D+1**

Bargain 6D, con 6D+2

**STRENGTH 1D+2**

**TECHNICAL 1D**

Space transports repair 1D+2

**Character Points:** 6

**Move:** 10

**Equipment:** Comlink, sporting blaster (3D+2), loose-fitting tunic, 1,800 credits

**Capsule:** Woetar is a short hairless creature, with thick, tough green skin. His physical presence is humorous, and he seems quite harmless

— he uses this impression to run quite a number of scams, most of them successful. "Every day is a good day to make a credit" is his motto.

He has a high-pitched nasal voice and a tendency to complain and whine so he can have his way.



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## Episode Two: Karren

The flight between Lis'an and Karren takes 25 minutes and the character's ship is allowed to land at the "spaceport" without a problem.

### Karren

The spaceport is very unimpressive — a large stretch of mudflat with only one building; three transports, all decrepit and clearly held together with little more than molecular Instant Adhesive, are haphazardly placed around the control building. The control building is hexagonal and about 30 meters across, with a 10 meter tall navigation beacon.

The city of Karren is a bigger version of Lis'an — mud everywhere, temporary buildings, and a perpetually overcast and dreary sky. Aside from the residences, the characters will notice that there are about three dozen larger buildings — they are also temporary structures, but they might be stores or other businesses. Woetar informs you that this "city" has about 35,000 people and is the nominal capital of the planet.

### Into The City

After landing, Woetar will now give the directions to the "Twin Scales," the tavern where the characters are to meet the courier.



Woetar will explain that he should remain on the ship until they get back, in case any goons have followed him to the city. While he won't mention this, Woetar is also a little uneasy about the job.

If pressed, Woetar will go with them, but he will mention that he is afraid that more goons will notice him.

If Woetar stays on the ship, the characters' journey to the Twin Scales is an uneventful fifteen minute walk. If Woetar is with the characters, have each character make one Very Difficult *Perception* total — anyone who succeeds notices that one of the locals, dressed like a typical farm hand, is trying to keep watch on the characters. If the characters try to investigate, the worker will disappear into the shadows and not be seen again.

### The Twin Scales

The Twin Scales is a run-down tavern only a few minutes walk from the spaceport. In addition to a low bar and several tables, it has four sabacc tables, one of which has been warped by water which constantly drips from the ceiling.

There are about twenty patrons currently in the bar. About half of them are dressed as farm hands or spaceport workers, and the rest are simply spacers or travellers on their way to somewhere else — anywhere else.

Woetar's instructions are simple: enter the bar at about 1,400 hours, order a drink, then proceed to the sabacc table closest the rear door. Ask for 50 credits worth of chips and begin playing. An individual will then come to you and ask, "Are you from Ansek?" The reply is supposed to be, "No, never been and never want to go there!"

If the characters wish to gamble, have them make *gambling* rolls: if they make a Moderate total, they win 5 credits, a Difficult total gets them 10 credits and a Very Difficult total gets them 25 credits.

If the characters win one hand, there will be some obvious grumbling and several openly hostile glares. If the characters win two hands in a row, the locals will mention how rude it is of strangers to come in and take their money. If the characters win more than 50 credits or win more than two hands in a row, one of the locals will get upset and heave a chair in the character's general direction. Give the upset local the same stats as the goons in Episode One, but he has no weapons, instead having to rely on chairs (STR+1D) and ceramic mugs (STR+2) for weapons.

After two rounds of combat, the other locals will break up the fight, sending the local home and advising the characters that they should stick to the bar.

If the characters don't get into a fight, a tall, skinny human with a toothpick in his mouth will join the game. After three or four hands, he will use the passwords — he is the messenger.

If the characters did get in a fight, he will approach them, ask how they are doing, and use the passwords.

Then, the messenger will tell whoever gave the correct reply, "There's someone I think you should meet." He leads the characters to a booth on the other side of the bar, close to the front door.

### The Courier

The courier is clearly humanoid, dressed in a long, dark cloak which reveals none of the person's features. When she speaks, the clearly feminine voice identifies her as a woman, and her hands are those of a normal Human. She says, "I am the courier — are you ready to complete your agreement?"

If Woetar isn't with the characters, she will ask, "So where is the amphibian?"

She then passes a small pouch to the Human who brought the characters over. He opens it, checks its contents, and quickly vanishes out the front door, leaving the characters and the courier alone. She will ask them if they have a ship ready for transport and that she is in a hurry. During the course of their conversation, a half-filled drink mug will bounce off the table, splattering the characters with thick, gooey red liquid with a strong, acrid odor — another fight has broken out at one of the sabacc tables (this incident is purely for color and flavor, although some characters may decide to join in the fight).

If asked, she will give no name or other information. She will say, "I'm not an information broker, just a courier who's patience is being stretched. My boss' business isn't mine. I just do what I'm told. Let's go."

She will then rise, and leave the bar, expecting the characters to lead her to their ship. If the characters ask for payment, she will say that they will get their money once they have left the spaceport.

### Episode Three: The Problem

The characters can make it back to the spaceport without any problems. But once at the spaceport the problems will begin to escalate.

First, the characters will find that there are six local police officers waiting for them upon their return. If Woetar is with the characters, he will see them just as he turns a corner, and duck back around. He will refuse to go to the ship unless the characters lure the police away.

If the characters want to know what's going on, the police will inform them that they have

been instructed to detain the ship until the next day. They are looking for Woetar (they describe him as a “green, hairless alien con man”), who is wanted for the scams he has run in Lis’an. The police know that Woetar came to Karren on board the characters’ ship and it will be held until Woetar is captured.

If Woetar remained on board and the characters decide to hand him over to the authorities, the characters will find that he has disappeared. The police will allow one character to board the ship, but one officer will accompany him on board.

If Woetar was with the characters, while they are learning what the story is, Woetar will try to slip away if at all possible.

The courier will not find any of this amusing and will voice her annoyance.

■ **Karren Police**

**DEXTERITY 3D**

Blaster 4D+2, dodge 4D

**KNOWLEDGE 1D**

**MECHANICAL 2D**

**PERCEPTION 2D**

**STRENGTH 3D**

Brawling 4D

**TECHNICAL 1D**

Move: 10

**Equipment:** Blaster rifle (5D), comlink, black and tan reinforced uniforms (+1 to *Strength* to resist damage)

**Capsule:** The police clearly look the part, with shiny new uniforms and weapons. They are young, efficient, and eager to do their jobs well.

The police will curtly but politely tell the characters that they are being detained, and suggest that it would go easier all around if they were pleasant about it. If any of the characters are belligerent, all of them will be locked up overnight.

**Getting Out Of This Mess**

If the characters simply turn Woetar over to the authorities, they can leave any time. This is fine with the courier. Cut to Episode Four, “The Chase.”

The character’s also have the option of blasting out of the spaceport, although there will be complications to that. See “Blasting Out.”

If Woetar has disappeared and the players decide to hunt him down, things get a little more complicated—they have to find Woetar and turn him over to the police before the courier’s deadline. Turn to “Hunting Down Woetar.”

**Hunting Down Woetar**

Woetar has learned that the law is after him and has taken flight. He has headed into the city, and is trying to keep a low profile while contacting the captains of the other tramp freighters for a ride off the planet. The characters should simply ask around, and the hunt for him can take as

**The Courier**

**Type:** Imperial Colonel

**DEXTERITY 4D**

Blaster 6D+1, dodge 6D+1, vehicle blasters 5D

**KNOWLEDGE 2D+1**

Streetwise 4D+2

**MECHANICAL 2D+1**

**PERCEPTION 4D**

Bargain 6D, command 6D+2, con 5D+2

**STRENGTH 3D+1**

Brawling 5D, brawling: martial arts 6D

**TECHNICAL 2D**

Space transports repair 5D

**Special Abilities:**

**Pressure Points:** The colonel knows a special form of martial arts designed to inflict pain without permanent injury. When rolling damage, add +2D to the colonel’s *Strength*, but treat it as stun damage

**Character Points:** 7

**Move:** 10

**Equipment:** Blaster rifle (5D), 1,000 credits



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**Capsule:** The “courier” is an attractive woman in her early thirties with dark brown hair and brown eyes. She is actually the Imperial Colonel the characters are seeking, and is posing as one of her own minions to avoid detection. She is concealing her fine figure beneath a nondescript dark green cloak. She has a maliciously evil smile, and her speech is cold, lacking in warmth and emotion.

The colonel makes it clear by her attitude that she has more important things to do than bother with a few petty smugglers, even though she desperately needs them to get off-planet. Nonetheless, when dealing with the characters, she will seek to keep her true identity secret, and will always talk as if she’s “just following orders.”

long or as short as you wish — give the players just enough of a chase to keep them interested, and not so much that they get bored.

If the characters capture Woetar and turn him over to the police, they are allowed to leave without incident. Turn to Episode Four, “The Chase.”

If the characters blast out of the spaceport because they refuse to turn Woetar over to the authorities, turn to “Blasting Out.”

If the characters have to hunt through the city for Woetar, they may have a chance encounter with their employers, the Rebel commandos. Since this adventure is dependent upon the players not knowing that they are “saving” the Imperial colonel from the Rebel commandos, this must be staged so that the characters don’t

immediately find out what is going on — the courier, for some reason, cannot be with the characters when they meet their employers. The characters may mention that they were simply hired to pick up a cargo, and the Rebel commandos won't discuss their business in the city.

The characters may also run into the main team of commandos, six in all (they're all Humans), who are dressed as common spacer ruffians. These commandos will open fire on the characters immediately if the colonel is with them. If not, they may simply have a chance meeting with the characters, and there will be no direct conflict until Episode Four, "The Chase."

### ■ Elite New Republic Commandos

#### DEXTERITY 2D+2

Blaster 4D, brawling parry 5D, dodge 3D, melee combat 4D, melee parry 3D+2

#### KNOWLEDGE 2D

Streetwise 3D+1, survival 2D+2

#### MECHANICAL 1D+2

Repulsorlift operation 2D, space transports 3D, starship gunnery 3D+2

#### PERCEPTION 2D

Con 3D, hide 4D+1, search 5D+1, sneak 4D+1

#### STRENGTH 2D

Brawling 3D

#### TECHNICAL 1D+2

Demolitions 2D+2, security 2D+2

#### Move: 10

**Equipment:** Blaster pistol (4D), comlink, protective vest (+1 to *Strength* to resist damage)

### Blasting Out

The characters decide to leave the spaceport in typical smuggler fashion — guns blazing! If

they go out fighting, after they have been in flight for about half a minute, they find that the city of Karren has sent four cloud cars after them.

The pilots have *operation* codes of 4D and *gunnery* codes of 3D.

### ■ Cloud Cars

**Craft:** Crevlin Motors VX-11

**Type:** Cloud car

**Scale:** Speeder

**Length:** 8 meters

**Skill:** Repulsorlift operation: cloud car

**Crew:** 1

**Crew Skill:** Varies

**Cargo Capacity:** 10 kilograms

**Cover:** Full

**Altitude Range:** Ground level–100 kilometers

**Cost:** 32,000

**Maneuverability:** 2D

**Move:** 520; 1,500 kmh

**Body Strength:** 3D+1

**Weapons:**

**Double Laser Cannon** (fire-linked)

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 2D

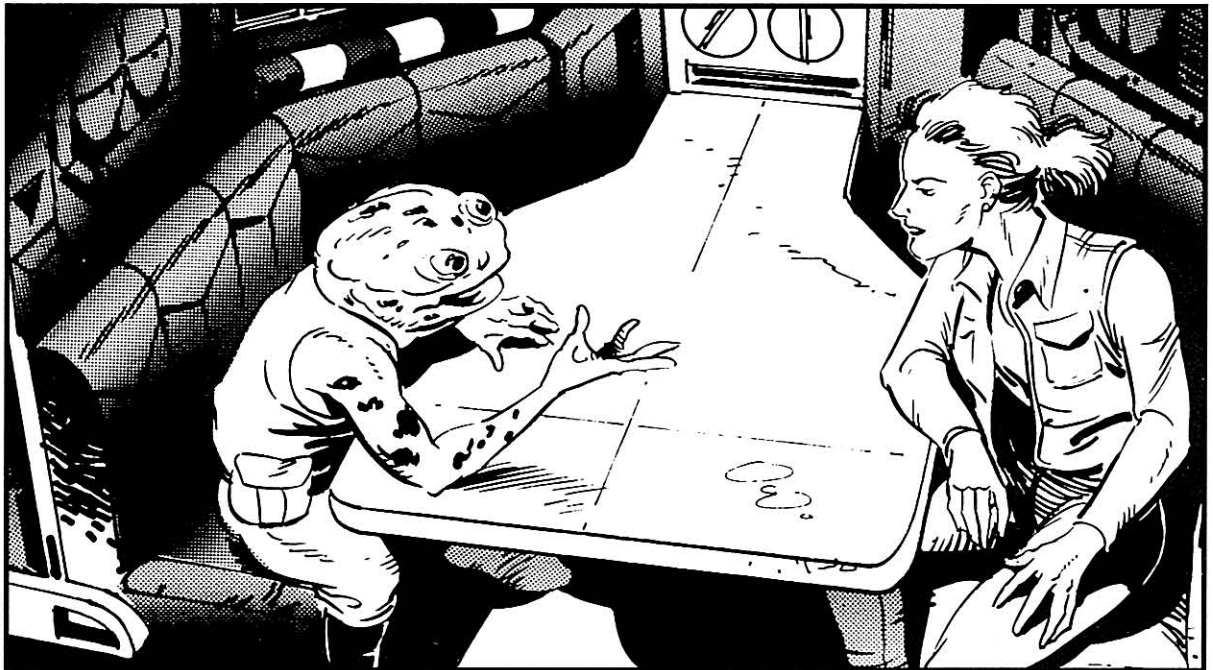
*Range:* 50–400/900/3 km

*Damage:* 4D

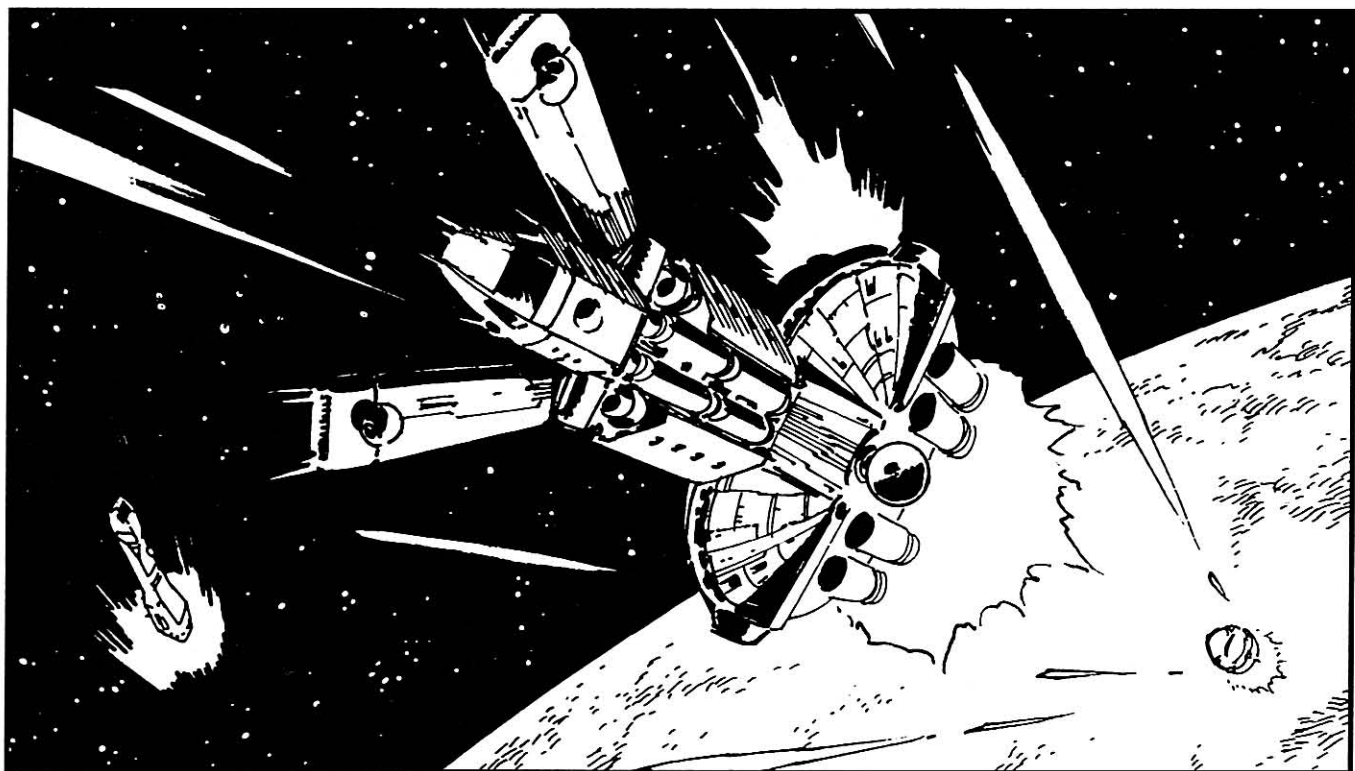
### Episode Four: The Chase

With the courier safely on board, the characters can now make their way to the rendezvous point.

If Woetar is aboard and any of the characters make a moderate *Perception* roll, they will notice Woetar talking to the courier in an attempt to be discreet. Woetar is trying to get the courier to



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give him the 1,500 credits now without the characters noticing what is going on. The courier will refuse, only offering payment upon the rendezvous with the other ship. Woetar will get very upset with the courier and if the character's didn't notice before, they will definitely notice Woetar's sudden change of mood with an Easy *Perception* roll.

If Woetar isn't aboard the ship, the courier will simply retreat to the passenger section and will refuse to discuss or otherwise fraternize with the crew. She will only pay upon rendezvous with the ship.

### The Final Showdown

Just as the characters notice Woetar's mood or begin to seriously pester the courier for money, their sensors will pick up two ships on an intercept course with theirs.

With an Easy *Mechanical* check they can use their sensors to determine that one ship took off from near Karren, while the other has just arrived in system from hyperspace. The first ship will catch up to the characters' ship in about five rounds, while the other ship will take at least two minutes to catch up to the characters' ship.

If the characters make an Easy *Mechanical* total, their ship's sensors will tell them that the first ship's guns and shields are being charged and readied for combat; the ship itself is a highly modified freighter. With a Moderate *Mechanical* total, the character will be able to figure out that

the second ship is an Imperial *Carrack*-class Cruiser.

### A Challenge

The first ship will close in, hailing the characters' ship, demanding that it return to Karren to land and turn over the courier.

If the characters don't cooperate by the time the ship closes the gap, it will open fire and attempt to shoot down, but not destroy, the characters' ship. At this point, the ship's sensors will tell the characters that the other ship is a *Carrack*-class cruiser if they didn't already know what it was.

If the characters turn around they will miss their rendezvous and therefore forfeit their fare. If the characters attempt to do this, the courier will draw her weapon and threaten to kill anyone who doesn't do as she says. She will demand that the characters continue on to rendezvous with the larger ship.

**Modified Attack Freighter.** Starfighter, *space transports* 3D, *starship gunery* 3D+1. Maneuverability 1D+2, space 6, hull 4D, shields 1D. Weapons: 4 laser cannons (fire control 3D, damage 5D), 2 laser cannons (fire control 2D, damage 4D+1).

If the characters survive long enough for the Imperial ship to arrive, the freighter will veer off, and blast into hyperspace before the star destroyer can shoot it down. As far as the main

team of commandos is concerned, the colonel got away, so they should leave the system before their ship is identified by the Imperials.

**Carrack Light Cruiser.** Capital, *capital ship gunnery 4D+2, capital ship piloting 4D+1*. Maneuverability 2D, space 8, hull 5D, shields 2D+2. Weapons: 10 heavy turboblasters (fire control 1D, damage 7D), 20 laser cannons (fire control 3D, damage 2D), 5 tractor beam projectors (fire control 2D, damage 4D).

As soon as the attacking freighter disappears, the cruiser will order the characters' ship to prepare for docking. If the players are worried (which they should be), the courier will reassure them that this is what is supposed to happen.

As soon as the tractor beams have brought the ship in close and a docking tube is extended near the exit hatch, the courier will exit and set a pouch near the exit hatch. It contains 1500 credits. She will then tell them, in a sarcastic tone of voice, "Thank you for your services. You may leave now."

If Woetar is on board, he will attempt to grab the pouch first, and then take his cut before giving the rest to the characters.

The characters will see five individuals dressed in black uniforms near the airlock and make their way to the courier, who is now walking toward them. Moderate *Perception* rolls will allow the characters to hear key words like "Colonel," "Empire," "Grand Admiral."

If the characters don't leave as instructed, the Imperial officers will at first give them a warning, and then imprison them for their sheer stupidity.

## Conclusion

If no conflict was caused on the cruiser, the characters will arrive back at the Lis'an spaceport with plenty of time to spare. Woetar, if with the characters, will take his leave and the characters are on their own until their employers return.

If the courier was delivered safely to the cruiser, the passengers will return disgruntled and upset. They will pay the characters, nonetheless, but seem quite upset. During the course of their trip back, one of the player characters should overhear one of the employers complaining that an Imperial colonel, aided by some "no good spacers," got away from the main New Republic commando team, and that team fled the system before they could get a clear identification of the freighter that rescued the colonel.

If the courier was not delivered to the cruiser, for whatever reason, the employers show up on time, with the colonel bound and gagged. Without any explanation, the employers will ask the smugglers to take off—quickly—before some of her friends show up. Upon seeing the characters, the colonel will recognize the characters from the bar and go into a fit of delirium thinking that the entire ordeal was a setup by the Rebel and the characters.

## Rewards

Aside from the credits due them, award the characters one to three Character Points based on their performance.

# ■ The Right Place ...

## Adventure Background

Vohrkrewel had a problem. He was a wanted man — wanted throughout this entire sector. The Imperials had every law enforcement officer on the planet of Celanon looking for him, and all because he had been selling information to both the New Republic and the Empire. Some people have no sense of humor.

Vohrkrewel had one thing going for him though — nobody on the planet knew what he looked like. That had its advantages.

His first priority was to find some way off this trade planet. That required a *patsy* — someone to draw Imperial attention away from him while he did his next job for the crime boss Jorkat the Render. Finding a suitable candidate wouldn't be too hard. He needed someone gullible, easily manipulated, and cocky. Typical smugglers.

Vohrkrewel toyed with his drink, and glanced around the dim interior of Gularg's Libation Emporium. A milling crowd of drunken refuse met his gaze. Somewhere in the smokey depths a chair smashed over what passed for a head and a wet squishy sound issued forth. Just a normal afternoon at Gularg's.

The airlock opened and in stepped a small group of newcomers. Vohrkrewel could tell from their expressions that they were new to the planet. "I may have found my decoys," thought Vohrkrewel, "and from the looks of them, this will be easier than I thought."

## The Set-Up

- The characters have safely delivered a cargo or for some other reason are visiting the trade planet of Celanon. The characters are just looking for a simple tavern, some place to get a cold drink ...
- For more information on Celanon, refer to *The Star Wars Planets Collection*, page 35.

## Episode One: The Wrong Time

Read aloud or paraphrase.

**You find yourselves once again nearly broke and without the prospect of employment. You've landed on Celanon, a major commerce planet and you've heard that you can get anything you want in Celanon City, provided you're gutsy enough.**

**When you docked at the space port, you were told that the best place in town to find employment is Gularg's Libation Emporium, over in the old city section of town. Gularg's is nearly legendary for being the rowdiest, seediest and most dangerous tavern this side of Ka'Dedus. You'll fit right in.**

At this point have the players read the script. Gularg's is located in the center of a maze of alleyways and winding streets. A huge neon sign blinks feebly above the massive airlock leading within.

Once the characters enter the bar, read the following description:

**Gularg's Libation Emporium looks like an enormous cavern. Dank stairs lead down into dark depths, where the sounds of drunken revelry can be heard. Inhuman wailing can be heard within, or is that the local music? As you descend the stairs, a repulsive stench wafts up to greet you. Smoky air hangs heavy in the foul cavern below.**

**Upon stools and at countless tables rest dozens of inhabitants, some human, most not. As you make your way forward to the bar, several sets of sensory organs scan you from various parts of the room.**

**On a raised platform near the rear of the room are five beings providing the ... music. A wildly flashing sign proclaims that they are**

# THE RIGHT PLACE ... ADVENTURE SCRIPT

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

**1st Character:** So here we are ... Gularg's.

**2nd Character:** Look at this place. It's a dive. This is almost as bad as that place on Antiquity. I bet you that someone will die from food poisoning before we leave tonight.

**1st Character:** You're really letting your imagination get the best of you. I'm sure it's a charming place ... you go down the stairs first.

**2nd Character:** Whatever you say.

**Gamemaster:** The stairs leading down to Gularg's are covered with brown, watery muck, and as you step on them, there is a certain "give" to them, as if they were about to collapse. As you reach the bottom stair, you see the airlock ahead.

**2nd Character:** An airlock? What do they need an airlock for?

**1st Character:** Atmosphere.

**2nd Character:** I know that. I mean, what kind of atmosphere?

**1st Character:** No! No! Mood, you know, ambience. We know that if we're going to get a cargo out of this lousy city, we have to go here.

**2nd Character:** I guess. I just didn't trust that Nalroni. He looked like he was trying to con us.

**1st Character:** He's a Nalroni. They all give people that impression. Now relax ... and go through the door first.

**Gamemaster:** As you open the door, loud wailing greets your ears. The sights are amazing, even to your jaded eyes. A drunken Rodian stumbles toward the airlock, and topples over in a heap. Before anyone else can react, a Wookiee grabs him, and hurls him toward the back of the bar, with a savage war cry.

**1st Character:** Just in time for the party.

**2nd Character:** I'll look for a table, you get the drinks.

**Gamemaster:** As soon as you step inside, chairs begin flying in every direction, amidst screams and shouts. A bottle goes flying over your heads and smashes into the frame of the airlock. A Gamorrean bouncer turns his attention from the street outside toward you. Drool slides from his mouth to his stained neon-yellow tuxedo. He grabs what's left of the bottle and points at you.

**1st Character:** Hey pal, wasn't me.

**2nd Character:** Just what we need ... a bar fight.

**Gamemaster:** The Gamorrean grunts twice and roughly shoves his way past you into the melee. Seconds later, a pair of Jawas go flying over the tables to the left of you, to land on a steaming plate of ... something. Soon, the ruckus dies down, as no less than a dozen aliens and Humans are roughly led by several bouncers to the front door. Over it all, you can hear the deep pitched laugh of a Hutt. Then, you see the creature sitting upon a platform behind the bar. He has several scars on his face and an eye patch. With a hearty laugh he motions to you. Then, in strongly accented Basic he tells you, "Welcome to my place ... Gularg at your service. A great fight, wasn't it? Now, what will you have?"

**2nd Character:** I've got a bad feeling about this.

**1st Character:** Be quiet and order a drink from the nice Hutt ... (*whispering*) before he has us fed to something.

“Bartru and the Blaster Rays.” The apparent leader of the group, a Devaronian, is currently smashing his oboe-like instrument through a bank of speakers, much to the approval of the crowd.

Behind the bar is a one-eyed Hutt. He smiles at you and croaks, “Can I get you somethin’?”

Allow the players to wander around the bar and interact with the various personalities described below. When the action wanes, use the random bar happenings to liven things up. When you think your players have had enough fun, go on to Episode Two, “A Chance Meeting.”

■ **Gularg**

Type: Hutt Bartender

DEXTERITY 2D

Blaster 4D, dodge 3D

KNOWLEDGE 2D

Alien species 5D, cultures 4D, streetwise 4D, xeno-mixology 4D

MECHANICAL 1D

PERCEPTION 2D

Bargain 3D, con 3D, gambling 4D

STRENGTH 3D

Brawling 3D, stamina 4D

TECHNICAL 2D

Security 3D

Special Abilities:

*Force Resistance:* Hutt's have an innate defense against Force-based mind manipulation techniques: they roll double their *Perception* dice to resist such attacks. Hutt's cannot learn Force skills.

Move: 2

Equipment: Blaster pistol (4D), 2 grenades (5D), datapad with “The Orgil Guide to Bartending”

**Capsule:** Gularg is a fairly normal Hutt in that he is physically repulsive. His splotched, mottled complexion is broken by occasional patches of a bluish fungal growth. He has several scars across his flabby face and wears a patch over his left eye.

Gularg left his home planet at an early age for the thrill of exploration. He soon found himself enthralled by the vast number of other life forms in the galaxy. Gularg's great joy in life was meeting and speaking with new beings. He found the best place to meet people was in bars. The rest is now history.

Gularg is an anomaly among Hutt's as he is a very jovial and pleasant fellow. Gularg enjoys serving his clientele and all the excitement that running this sort of bar brings. He loves a good brawl and will not usually break up the ones that start in his establishment until weapons come out. When that happens, Gularg will throw himself into the fray with a gleeful chortle and begin to crack skulls.

“Please, no blasters in my bar ... here, hit him with this chair.”

■ **Jezzable**

Type: Floozie

DEXTERITY 3D+2

Blaster 4D+2

KNOWLEDGE 3D

Streetwise 5D

MECHANICAL 2D+1

PERCEPTION 4D

Bargain 5D, con 5D, seduction 6D

STRENGTH 2D+2

TECHNICAL 2D+1

Move: 10

Equipment: Makeup bag, clutch purse, holdout blaster (3D+2)

**Capsule:** Jezzable is a gorgeous but naive creature. She has long flowing red hair and green eyes. With her flawless complexion and her knock-out figure, it's no wonder her boyfriend is so jealous.

Jezzable is a horrible flirt and loves to have men of all species fight over her.

“Oh! You're a freighter pilot ... that must be terribly interesting! I'll just snuggle close to you and you can tell me all about it.”

■ **Brooser**

Type: Tough Native

DEXTERITY 3D+2

Brawling parry 5D+2, melee combat 6D+2, melee parry 4D+2

KNOWLEDGE 2D

Streetwise 3D

MECHANICAL 2D+1

PERCEPTION 3D+2

Gambling 4D+2

STRENGTH 4D

Brawling 6D, lifting 5D, stamina 5D

TECHNICAL 2D+1

Move: 10

Equipment: Work clothes, brass knuckles (STR+1D; Very Easy difficulty)

**Capsule:** Brooser is a huge man ... actually man may not be the best word, as he appears more simian than anything else. Brooser weighs in at over 150 kilos, all of it muscle save for the Jargridian Brandy belly around his waist. Jorgan Blech, captain of the freighter *Bold Dove*, made the mistake of likening Brooser to a Wookiee. What was left of Jorgan after Brooser was done was then beaten by a Wookiee for the insult to his people.

Brooser enjoys fighting and gambling, in that order. The only thing he loves more than a good fight is his steady girl, Jezzable. Brooser is insanely jealous and will fly off the handle at the smallest provocation. Jezzable provides lots of provocation.

“GHHRRRRRR!” <Insert the sounds of breaking furniture>

**Random Bar Happenings**

- **Raid!** A squad from the Celanonian Organized Protectorate raids the establishment to check for legal identification and to do a spot check for criminals — anyone with a criminal record on Celanon will be arrested unless the character can make a Difficult *con*. The troops, all Nalroni, are also looking for Vohrkrewel.

■ **Celanon Organized Protectorate**

**Troops (8)**

DEXTERITY 2D

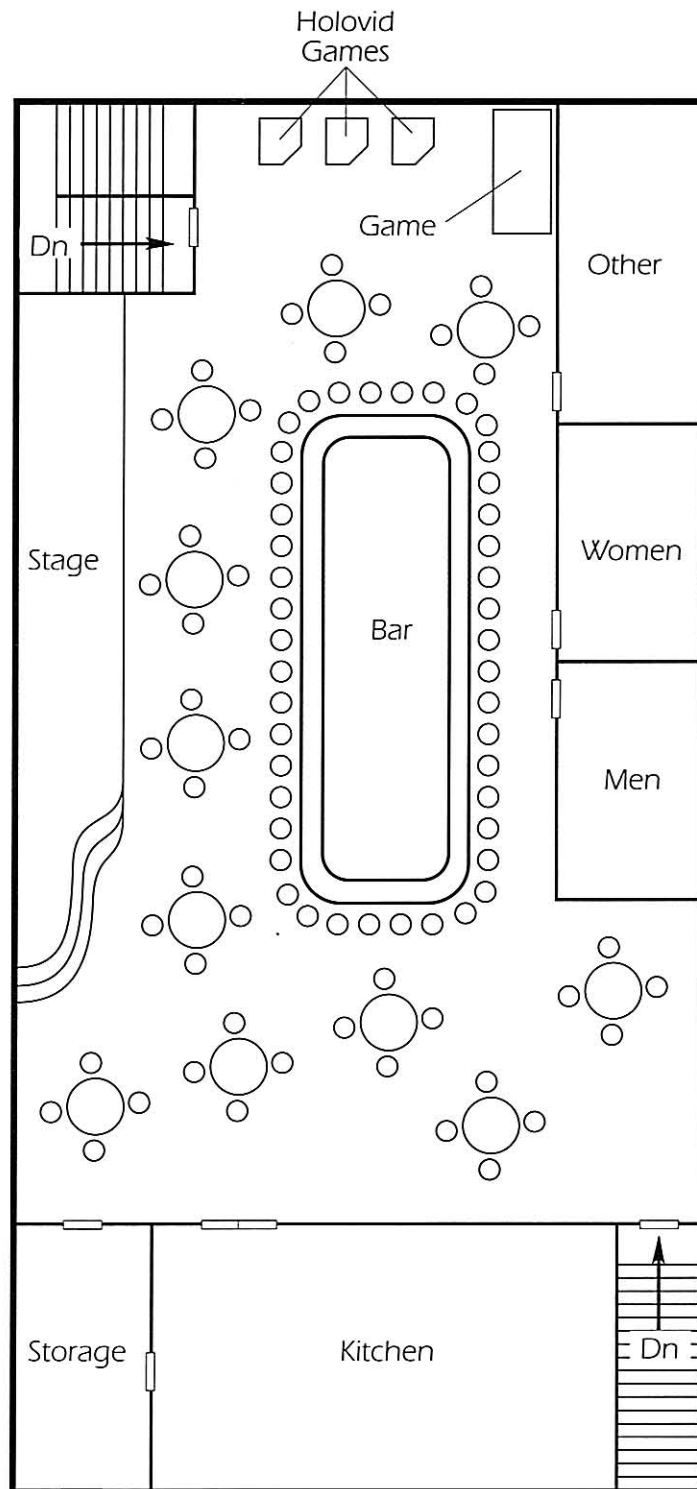
Blaster 5D, dodge 5D+1, melee combat 5D, melee parry 4D+1

KNOWLEDGE 4D

Streetwise 5D+1



**GAMEMASTER DIAGRAM  
Gularg's Bar**



John Paul Lona

**MECHANICAL 2D**

**PERCEPTION 5D**

Bargain 6D+2, command 6D+1, con 7D+1, law enforcement 7D

**STRENGTH 3D**

**TECHNICAL 2D**

**Move:** 10

**Equipment:** Blaster pistol (4D), gold-trimmed blast vest (+2 to *Strength* to resist damage), blast helmet (+1 to *Strength* to resist damage) with attached comlink and light-sensor scopes (+1D to hit with ranged weapons in darkness)

• **A fight erupts!** Chairs and tables fly! If the characters do not get involved, the fight will end in 2D rounds. The fight is between a Wookiee (use the character template in the back of *Star Wars: The Roleplaying Game, Second Edition*) and a Defel (see page 29 of *Galaxy Guide 4: Alien Races*). The argument started over who could drink more, and quickly degenerated over who has the nicer fur. A peaceful settlement is unlikely and anyone trying to talk to the two is likely to find himself in battle with both. This encounter could be built up to by making casual references to the two creatures sharing a few drinks at first, and then seeming to get argumentative a few minutes later, and then really nasty, until the fight finally does break out.

• **Flirtatious advance.** One of the characters (roll randomly or pick your favorite) is sent a drink. If the character inquires as to who bought it for him, Gularg points out Jezzable at a nearby table. Regardless of their reaction, Jezzable will join the character a few moments later. She will make pleasant small talk with the character until Brooser notices. When this happens, go to the next encounter.

• **Punched out!** Brooser (or another random gamemaster character) has decided “he doesn’t like your face.” He goes out of his way to provoke a confrontation, starting with pushing and name calling; he quickly works up to full-fledged physical violence. Every round of actual combat, there is a 2 in 6 chance of more bar inhabitants becoming involved. Gularg will not lift a finger to stop the fight until any kind of blaster weapon is used. When this happens, he will tumble and slither into the fray and attempt to disarm and chastise the offender.

• **Challenged.** A random character is challenged by a bar inhabitant to a game of skill. This game is of the sort played in bars, something like zero-gravity fuse-balls. Give the challenging character a *gambling* skill of 5D. This is a good way for characters to befriend possible contacts.

• **Mistaken Order.** The wrong food or drink is delivered to the characters. This effects can vary from humorous (like a drink which turns the character’s skin blue for 48 hours) to deadly (like being delivered a dish of live and angry Forntarch).

• **Job offer.** The characters are contacted and offered employment. This can be used to lead the characters into another short adventure, or to divert them from their true goals. Unless you have another encounter in mind, use this encounter to go to Episode Two, “A Chance Meeting.”

• **Mistaken Identity.** The characters are once again in trouble, but this time it’s not their fault. Really. This encounter can be good or bad. Perhaps they are mistaken for the stars of “Marl Blazestar: Mercenary For Hire”, a local holo-vid show. Maybe the players are thought to be a group of bounty hunters that are here to kidnap the leader of Bartru and the Blaster Rays.

• **Befriended.** Roll randomly for the characters — one of them has gained a friend. A drunken bar inhabitant has taken a liking to him and wants to follow him around until he is threatened. He will be fanatically loyal to the character and will shout his praises to all around. This can have both good and bad effects — nearly all information the drunk has can be gotten by the player; how much he knows is at the gamemaster’s discretion.

• **Hustled.** One of the characters is asked to join in a local game of chance, but this time the character has no chance. He is being hustled by an expert (*gambling* skill of 9D). The hustler will lose a few games and then suggest that “we put some money on the game, just to make it interesting.” Once the stakes get high, the character will find his luck suddenly turn on him. Failure to pay off a bet can lead to the encounter “Punched Out!”

## Episode Two: A Chance Meeting

When the players have had enough fun with the inhabitants of Gularg’s, it’s time for the actual scenario to start. Read aloud or paraphrase:

**From out of the shadowy recesses of the establishment steps a tall, wiry looking man dressed in a black one-piece jumpsuit. Over this he wears a stylish grey trench coat. He is immaculately groomed and styled. His beady grey eyes look you over.**

**“Hey boys, you were supposed to be here nearly an hour ago. Here’s the 500 credits we promised you if you showed up. Where do you want to talk about the job? How ’bout that table over in the corner? And by the way, we heard about you, Vohrkrewel. There isn’t going to be any renegotiating; we aren’t paying you a cred more than the 10,000 we agreed on.”**

**The thin man forces his way to the table he indicated and sits. He looks at you expectantly.**

When the characters join the thin man, he will tell them his name is Krovas, a minor enforcer working for Jorkat the Render, a major crime boss on Celanon.

He is actually Vohrkrewel, an infamous smuggler who is currently wanted by both the Imperial government and the Rebels. Vohrkrewel would very much like to lead all of his pursuers away from Celanon on a wild mynock chase.

The characters look like just the creatures he needs. "Krovas" will offer them the chance to smuggle a load of valuable Mk XII Smartgunner chips to the Isen system for delivery to the infamous pirate chief Octavious Jupiter Scragg.

The chips are the newest generation of smart weapons technology and are nearly four years away from actual release. The introduction of these chips into the pirate fleet could cripple shipping in the surrounding systems, but don't tell the players this unless they ask.

"Krovas" will continue to refer to one of the characters as Vohrkrewel throughout their dealings with him. If the players insist that there is no one named Vohrkrewel among them, "Krovas" will slyly wink at them and tell them he understands the importance of keeping a low profile.

"Krovas" will explain the job and give them as much of the above information as you feel is appropriate. If the characters agree to the job, go to "Set Up and Knocked Down." If they refuse the job, go to "Up Against a Wall."

### ■ Vohrkrewel Yahrkar

**Type:** Brash Pilot

**DEXTERITY 3D+1**

Blaster 6D+1, brawling parry 4D+1, dodge 5D+1, melee combat 6D+1, melee parry 4D+1

**KNOWLEDGE 2D+1**

Alien species 3D+1, bureaucracy 5D+1, planetary systems 5D+1, streetwise 7D+1, value 4D+1

**MECHANICAL 4D+1**

Astrogation 5D+2, space transports 9D+2, starship gunnery 7D+2, starship shields 4D+2

**PERCEPTION 3D**

Bargain 6D, command 5D, con 9D

**STRENGTH 2D+1**

Brawling 5D+1, stamina 4D+1

**TECHNICAL 2D+2**

Starfighter repair 6D+2

**Force Points:** 1

**Character Points:** 6

**Move:** 10

**Equipment:** Vibroblade (STR +1D+2; *Moderate* difficulty), heavy blaster pistol (5D), bounty hunter armor (+1D to *Strength* to resist damage, -1D to *Dexterity*)

**Capsule:** Vohrkrewel is a tall and thin man, with thin, dry lips that cover a perfect set of teeth. His heavily lidded eyes give him a perpetually sleepy look. His long sharp nose gives his entire face an avian quality. Vohrkrewel is always immaculately groomed and, when not on the job, takes great pride in his specially tailored wardrobe.

Almost nothing is known about the origins of the man named Vohrkrewel. In fact, the only thing that

is confirmed is that he has risen to the top of the smuggling field in the past few Standard Years despite the fact that no one seems to know what he looks like.

Vohrkrewel is a nasty, double-dealing rogue, but at least he's pleasant about it. Vohrkrewel prides himself on his ability to control his emotions, even when rubbing out a rival or fighting for his life; he never raises his voice or loses his temper. The fact that he seems so cheerful throws a lot of beings off in their dealings with him.

### Up Against a Wall

If the characters will not take the bait, you will have to gently nudge them into it. One suggested way is to have "Krovas" plant the chips on the characters' ship and then call the Imperials and tell them that one of the characters is Vohrkrewel.

This should create a great opportunity for a running chase, with the characters having to blast their way out of Celanon City. Read "An Unexpected Switch," and cut to "What A Way To Go."

When they make the jump to hyperspace, they find that a very unusual computer glitch has thrown their ship on a course they never set. They cannot override this new course — they are simply going where someone else has sent them. Cut to "Cruising Through Hyperspace."

When they emerge from hyperspace, they find themselves in the Isen system — cut to Episode Four, "End Game."

### Set Up and Knocked Down

Read aloud or paraphrase:

**Krovas stands up to leave. He straightens his clothing and looks down at you.**

**"I will arrange to have the package loaded onto your ship and will have it filled with fuel. Be prepared to leave in one hour. Talk to no one. There are interested parties everywhere and it would not do to have interference with your mission. You have a reputation for being the best, I trust this mission will be routine for you."**

**With a final flourish of his coat, Krovas leaves you to talk among yourselves.**

The characters will have one hour to prepare themselves for the coming adventure. Allow them to use this time to purchase equipment and make preparations for the trip. Celanon City has a reputation for being a place where anything can be bought, for the right price. Allow your characters to make use of this.

### An Unexpected Switch

While the characters are busy preparing for their journey, Vohrkrewel is not idle. He is busy having the characters ship filled with fuel.



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He is also setting up the characters — he has loaded a cargo of phony smartgun chips on their ship, and notified the local Imperial authorities that the infamous Vohrkrewel (giving a description to match one of the player characters) is preparing to smuggle the chips off planet. He has also told the Imperials that the characters are headed for the Isen system. The real Vohrkrewel believes that this will occupy the Imperials while he sneaks away undetected, with the real load of chips.

The plan is foolproof. Little did he know ...

Unknown to Vohrkrewel, an error was made by his faithful general servant droid. While he was away, setting up the characters, the droid noticed a small flaw in one of the phony chips. It determined that this flaw may interfere with its master's plan, so it took the false chips back to Teelian's Electronic Emporium, where Vohrkrewel purchased them, to get a refund.

While the ship was unoccupied, a servant of Jorkat the Render arrived with the real chips and secreted them in the cockpit of Vohrkrewel's ship.

Upon arriving on his ship, the *Blood Hawk*, Vohrkrewel found the real chips in the cockpit and assumed that they were the false ones. Scooping them up, he delivered them to the characters' ship just moments before their arrival. Unknown to Vohrkrewel, he has just loaded a priceless fortune aboard the characters' ship and has sent the Imperial fleet after it!

## What A Way To Go

Read aloud or paraphrase:

**Your ship can be seen just across the docking bay. Two astromech droids are removing the refueling equipment from your ship and it seems ready to go. In fact, things really do seem to be looking up — full fuel tanks, 500 credits in your pocket and the promise of another 10,000 upon a delivery that was just dropped into your lap.**

**All seems right with the world and not even that squad of Imperial Stormtroopers taking up battle formation near the bay entrance could ruin your mood.**

The captain of the Imperial strike team motions to you as his squad members take up defensive positions around him. Read aloud:

**The squad leader shouts to you, "Vohrkrewel Yahrkar, you are under arrest. You and your companions throw down your weapons and you will be terminated painlessly. Resist and you will suffer. Decide now!"**

If the characters give up (not likely), you can have the fun of running them through an exciting adventure in an Imperial hard labor death camp. They will be unable to convince anyone that they are not at least somehow involved with Vohrkrewel.

If the players decide to fight (by far the best decision), they must defeat six Imperial stormtroopers (normal stormtrooper stats) and

one trooper captain (+1 die in every skill over normal trooper).

**6 Imperial Stormtroopers.** All stats are 2D except: *blaster* 4D, *brawling parry* 4D, *dodge* 4D, *brawling* 3D. Move: 10. Blaster rifle (5D), one grenade (4D), stormtrooper armor\* (+1D energy, +2 physical, -1D *Dexterity* and related skills).

\*For complete information on stormtrooper armor, see page 157 of *Star Wars: The Roleplaying Game, Second Edition*.

If the battle lasts for ten or more rounds, there is a one in six chance every five rounds that another squad of four troops will enter the fray.

Once they characters are past the troopers, the fun continues. They are, if they bother to check, denied clearance to take-off. Due to the heavy traffic at the starport in Celanon City, the pilot will have to make a Moderate *space transports* to navigate the traffic immediately around the city. If this roll is successful, the pilot manages to squeeze and roll his ship between the incoming and outgoing traffic and make it into space. If the roll is failed, there has been a collision; roll on the starship damage table for the effect of the collision.

When the characters manage to get out of the atmosphere of the planet Celanon, they are not out of trouble yet. Four TIE/In starfighters (space: 10, maneuverability 2D, hull 2D, blaster cannon: fire control 2D, 5D damage) and a TIE Interceptor (space: 11, maneuverability 3D+2, hull 3D, four laser cannons: fire control 3D, 6D damage) are waiting in orbit for them. The ships are piloted by standard Imperial pilots (*starfighter piloting* 5D,

*starship gunnery* 4D) and should not be an insurmountable threat for the characters but should provide a few tense moments for our smugglers. Fudge rolls if necessary, but remember to keep the action rolling.

Read aloud or paraphrase:

**Your ship quickly climbs out of the thick, heavy atmosphere of Celanon, and into the inky blackness of space. You begin to feed the data for your jump to hyperspace into your on-board navigational computer, when five familiar shapes, TIE fighters, are spotted zooming towards your ship from the planet below. There is no way for you to make a jump before the computer finishes plotting your course. There is only one option — fight! As you prepare yourselves for battle, chatter from the incoming fighters can be heard over your comlink:**

**(Crackle)** "Cugle ... Vance ... You stay on my flanks. We will hold positions while Yarnar and Ross make their first pass. Got it?"

**(Hiss)** "Got ya boss. It'll be just like shootin' Freiloid in a barrel."

**Two of the TIE Fighters break formation and begin to accelerate toward your ship!**

Once the players have defeated the TIE fighters, go on to "Cruising Through Hyperspace."

### Cruising Through Hyperspace

By this time, the characters may be wondering just what is going on and who this Vohrkrewel is. While they are in their journey to Isen, they can do some work to try to find out just what the heck



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is going on. Some possible ways for them to gain information are as follows:

- Use their memory. Roll their *streetwise* skill to see if they can recall the name Vohrkrewel. If they make an Easy difficulty, they can seem to vaguely remember the name at the minimum; for each +3 points they get over the difficulty number, give them one of the facts below:
- Vohrkrewel is the name of an infamous space rogue that sometimes operates in this sector.
- Vohrkrewel is said to have done jobs for both the Imperials and the Rebel Alliance/New Republic in the past; he has also worked for just about everyone else, too.
- Vohrkrewel is rumored to be extremely paranoid and has never let any of his clients see his face.
- Vohrkrewel is known to be crafty and willing to use unsuspecting people as pawns in his power games.
- Vohrkrewel has recently betrayed both the Empire and the New Republic, and as such is currently wanted by both groups.

They may check their computer's data files for information on Vohrkrewel. This requires a Moderate *computer programming* total, and only the first two facts can be learned from computer records.

They can check their cargo. If they didn't accept the proposition from "Krovas," have one of the characters find the stashed phony chips. The cargo will prove to be exactly what "Krovas" said it was — a 30-millimeter-long box of computer weaponry chips (most of the box is filled with packing material; there are only about 100 chips in the crate). This may confuse the characters if they believe that they have been set up as decoys.

The chips are supposed to be false, but a series of unhappy circumstances led to Vhorkrewel placing the real chips on the characters' ship.

The characters can check into the names "Krovas" or "Jorkatt the Render." A Moderate *streetwise* roll will allow the players the following information on them:

- Jorkatt the Render is a Nalroni and the reputed head of the Triathoggoth organized crime clan in Celanon City. He has managed to garner several fortunes over the last several years by running a series of smuggling operations in the Celanon sector. He supplements his income through extortion, murder and protection rackets. It is said that Jorkatt will not tolerate failure by any of his underlings and none of them ever get the chance to fail more than once. It is also said that he is no fun at parties, but not to his face.

- Krovas is, or rather was, one of Jorkatt's chief lieutenants until an unfortunate incident cut his career short. He was found dead after a swimming accident, although why he was swimming with plasticrete bricks in his pockets was never satisfactorily explained.

The players may come up with some other clever method. Use your own judgment and award the players some or all of the above information if they come up with another method or line of inquiry that is interesting.

When the characters have either some idea of what is going on or are totally confused, end this scene and go to the final episode, "End Game."

### Episode Three: End Game

By the time our gutsy space rogues have blasted out of Celanon City, our friend Vhorkrewel has realized that they are carrying the cargo given to him by Jorkatt the Render.

This is unfortunate since he has just finished giving the Imperials an "anonymous" tip as to where "Vhorkrewel" was heading. He now has no choice but to go to Isen system and retrieve the real chips from the characters before the Imperials get them or blast them into dust. Sigh ... a villain's work is never done.

The Imperials were delighted to get a tip as to where that annoying Vhorkrewel was heading. Orders were sent to the closest ship to the sector and while it isn't an Imperial Star Destroyer, it has more than enough firepower to destroy that pest forever ...

Read aloud or paraphrase:

**After several hours in hyperspace, your ship emerges to realspace in the Isen system. The Isen system is nothing but a massive asteroid belt, and while it is annoying to navigate in, it should be no trouble; after all, it's not like you'll have to do any fancy flying here. You quickly navigate through the mass of stellar debris to your rendezvous position.**

Time passes.

**After several moments of waiting, a ship appears on your sensors, but the signature is not what you expected. As the ship gets closer you can see flashes of the ship's weapons as they flick out and destroy incoming asteroids. From the flickers of the explosions you can make out that the ship is an Imperial Star Galleon!**

**You are unable to contain your shock as the ship begins descending upon you and beams of plasma energy crackle across the void towards your ship.**

The characters will find it impossible to jump into hyperspace because of the density of the asteroid field around them. This means they

have little choice but to fight. It may look like certain doom for the characters and they may think that they have no way out.

Encourage these feelings, even if they're totally without basis. The Galleon is having troubles of its own in the asteroid belt. As it is too large to successfully maneuver around them and its shields are weakening quickly, six of its ten weapons are busy destroying incoming debris. Also, due to several early hits, the Galleon's shields are only working at one-half efficiency (reflected in the ship's stats).

### ■ Imperial Star Galleon

**Craft:** Kuat Drive Yard's Star Galleon  
**Type:** Cargo/escort frigate  
**Scale:** Capital  
**Length:** 300 meters  
**Skill:** Capital ship piloting: Star Galleon  
**Crew:** 130, gunners: 20, skeleton: 50/+10  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 5D, sensors 3D  
**Passengers:** 300 (troops)  
**Cargo Capacity:** 10,000 metric tons  
**Consumables:** 6 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 3  
**Hull:** 5D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 45/1D+1  
*Search:* 90/2D  
*Focus:* 3/2D+1

#### Weapons:

##### 10 Turbolasers

**Fire Arc:** 5 right, 5 left  
**Crew:** 1 (6), 2 (2), 3 (2)  
**Skill:** Capital ship gunnery  
**Fire Control:** 3D  
**Space Range:** 3–15/35/75  
**Atmosphere Range:** 6–30/370/150 km  
**Damage:** 4D

##### Concussion Missile Launcher

**Fire Arc:** Front  
**Crew:** 4  
**Skill:** Capital ship gunnery  
**Fire Control:** 5D  
**Space Range:** 2–12/30/60  
**Atmosphere Range:** 200–1.2/3/6 km  
**Damage:** 5D

As soon as it looks like the characters are doomed to certain destruction and capture, read aloud or paraphrase:

**It looks as though all is lost. Your small ship has sustained heavy damage, several control systems are unresponsive, and the Galleon is moving in for the kill.**

**Suddenly, beams of energy strike the rear of the Galleon and a breach in her shields becomes obvious. Minor explosions shake the**

**behemoth and a small, fast ship painted to look like some sort of bird of prey whizzes by, its guns spewing forth energized death.**

**With a couple of quick passes, the Galleon is reduced to dust in a spectacular pyrokinetic display. The tiny warbird turns on your ship and her weapons speak again. To your horror, your shields give out entirely. Your vid-screen flares to life.**

## Episode Four: The Meeting

Read aloud or paraphrase:

**A familiar face can be seen piloting the other ship — Krovas from Gularg's. Krovas looks down his long thin nose and smiles at you.**

**"I thank you for your efforts on my behalf. I was having such terrible trouble with those Imperial buffoons and you did such a marvelous job of diverting their attention away from me.**

**"Unfortunately, a mixup occurred back on Celanon and instead of ending up with the decoy chips, you somehow got the actual ones. I do apologize for the inconvenience, but please turn them over to me or I will be forced to destroy you. But, if you turn them over to me, I'll let you live, and I'll even give you an extra 2,000 credits for your time. And remember that Vohrkrewel keeps his word ... within reason."**

The players have several options at this point. They can try to fight Vohrkrewel's ship, the *Blood Hawk*. With their shields disabled, this could be a *very* dangerous choice. The only thing in their favor is that Vohrkrewel cannot risk destroying their ship because it has the chips.

### ■ The Blood Hawk

**Craft:** Mestapol Zephyr Light Combat Fighter  
**Type:** Light combat fighter  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports  
**Crew:** 1  
**Crew Skill:** Space transports 2D  
**Passengers:** 2  
**Cargo Capacity:** 300 kilograms  
**Consumables:** 1 month  
**Cost:** 70,000  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x4  
**Nav Computer:** Yes  
**Maneuverability:** 3D+1  
**Space:** 8  
**Atmosphere:** 365; 1050 kmh  
**Hull:** 4D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D  
*Search:* 40/2D  
*Focus:* 2/3D

**Weapons:****2 Laser Cannons** (fire-linked)*Fire Arc:* Front*Skill:* Starship gunnery*Fire Control:* 3D*Space Range:* 1-3/12/25*Atmosphere Range:* 100-300/1.2/2.5 km*Damage:* 5D**Proton Torpedo Launcher***Fire Arc:* Front*Skill:* Starship gunnery*Fire Control:* 2D*Space Range:* 1/3/7*Atmosphere Range:* 30-100/300/700*Damage:* 9D

Another option the players have is to try to run. In this case Vhorkrewel will react in the same manner as if they try to fight — he will simply try to keep up with them and knock out their ship's systems.

Since he didn't plan on this kind of confrontation, Vhorkrewel doesn't have any elaborate traps set up, and will suggest a simple docking between the two ships. He will come to the docking tube armed to the teeth (two blaster rifles, a hold-out blaster, and his bounty hunter armor), intending to use his half-dozen small-blast grenades (normal damage, but at half the blast radius of normal grenades) if the characters take action against him. If the characters go along with his plan, he will

give them their 2,000 credits, and be off from the system without any further hostilities. Except for the entire Imperial fleet searching for their ship, they will be none the worse for the experience.

If the players capture or kill Vhorkrewel, they can loot his ship for 15,000 credits worth of booty and use him or his body to get the Imperials of their backs. If they sell the chips, they are worth no less than three million credits, but they have to be very careful about where they try to sell the chips — they will probably attract a lot of *official* attention, not to mention probably give them away for a ridiculously low price if they don't scout around first.

It is strongly suggested that Vhorkrewel not die if there is violence — allow him an escape, even if he can't get the chips. When the characters try to unload the chips somewhere else, somehow, someway, the infamous pirate has found them and is pulling the strings behind the scenes, and he will exact some kind of suitable revenge.

## Rewards

In addition to any credits they have gained, each character should be rewarded one to three Character Points.



# Easy Money

## Adventure Background

Seikosha is an undeveloped jungle planet in the Borderland Region, an area still actively contested by the New Republic and the remnants of the Empire. In recent months, Seikosha has become the haven for a large number of criminals since the Seikoshans have maintained neutrality throughout the war, and their planet is now conveniently situated in the Borderland Region, between the Empire and the New Republic.

A large number of off-world spacers and bounty hunters frequent the seedy bars and impromptu landing fields, hoping to turn a profit selling whatever dubious services they possess. Since the Seikoshans have barely entered into production and manufacturing of basic goods, the crimelords have need of certain high-tech items, namely droids and weapons.

## The Set-Up

- Simms Jonndril, an acquaintance of the characters, has hired them to transport a cargo of outdated astromech droids (R1 series) and 100 blaster carbines from New Republic space to Seikosha.
- The characters are to contact Janelle Serap, the most powerful of the Seikoshan crime-lords, and collect a cool 10,000 credits upon delivery of the contraband: "Just easy money, my friends. Simple, clean, easy money."

## A Complication

What Jonndril *didn't* tell the characters is that R1-T4, one of the droids, is carrying some coded Imperial data, pinpointing one of the Emperor's hidden weapons vaults. The data is so well encrypted that even the most professional slicers are unable to decode it; only Serap has the necessary codes to download the data.

## Seikosha

**Type:** Terrestrial  
**Temperature:** Hot  
**Atmosphere:** Type I (breathable)  
**Hydrosphere:** Moist  
**Gravity:** Standard  
**Terrain:** Jungle  
**Length of Day:** 28 standard hours  
**Length of Year:** 422 local days  
**Sapient Species:** Seikoshans (N); a variety of off-world colonists  
**Starport:** Limited services  
**Population:** 230,00  
**Planet Function:** Trade, criminal hideout  
**Government:** Criminal hierarchy  
**Tech Level:** Feudal  
**Major Exports:** Liquor, information  
**Major Imports:** Information, weapons, high-tech equipment

## Episode One: Welcome To Seikosha

As the characters enter orbit and signal Serap, they are instructed to await landing co-ordinates for Serap's landing strip. Read aloud:

**The planet Seikosha is unimpressive from orbit, an unappealing green-brown mudball, cloaked by steel-grey clouds that seethe with the planet's near-legendary violent weather. Within moments of establishing orbit, the com-link crackles to life, and a flat, emotionless voice says: "Attention, orbiting ship. Identify yourself immediately."**

The characters can stall if they like, but this should not be encouraged. They are dealing with Serap's people, and she is likely to be annoyed or angry with the characters if they mess around. Her temper is legendary, and perhaps mentioning this to the characters will help pick up their pace. After the characters have indentified themselves, read aloud:

After a few anxious moments, the comlink again crackles with static. "Attention vessel. You are to land immediately. Planetside coordinates are now being transmitted. You will land outside the city of Cairn."

The co-ordinates match the southwest corner of a large clearing, near the only major city that sensors can find. Any deviation from the suggested course will land the ship in the planet's choking jungle foliage.

As soon as your ship dives down into the tumultuous atmosphere, proximity alarms sound throughout the ship as four starfighters are headed straight you in attack posture.

### A Warm Reception

The characters can fight, run or try to communicate with the incoming fighters. The battle begins above the massive storm clouds of Seikosha. Below them, the sky will be periodically lit up by huge flashes of lightning and they will be buffeted by the shock wave of the energy discharge even though they are many kilometers away.

Have the piloting character make a Moderate *planetary systems* total. If successful, the pilot will realize that entering the storm clouds with shields activated will create a massive atmospheric static electric discharge, disabling the shields, and probably forcing the ship to crash.

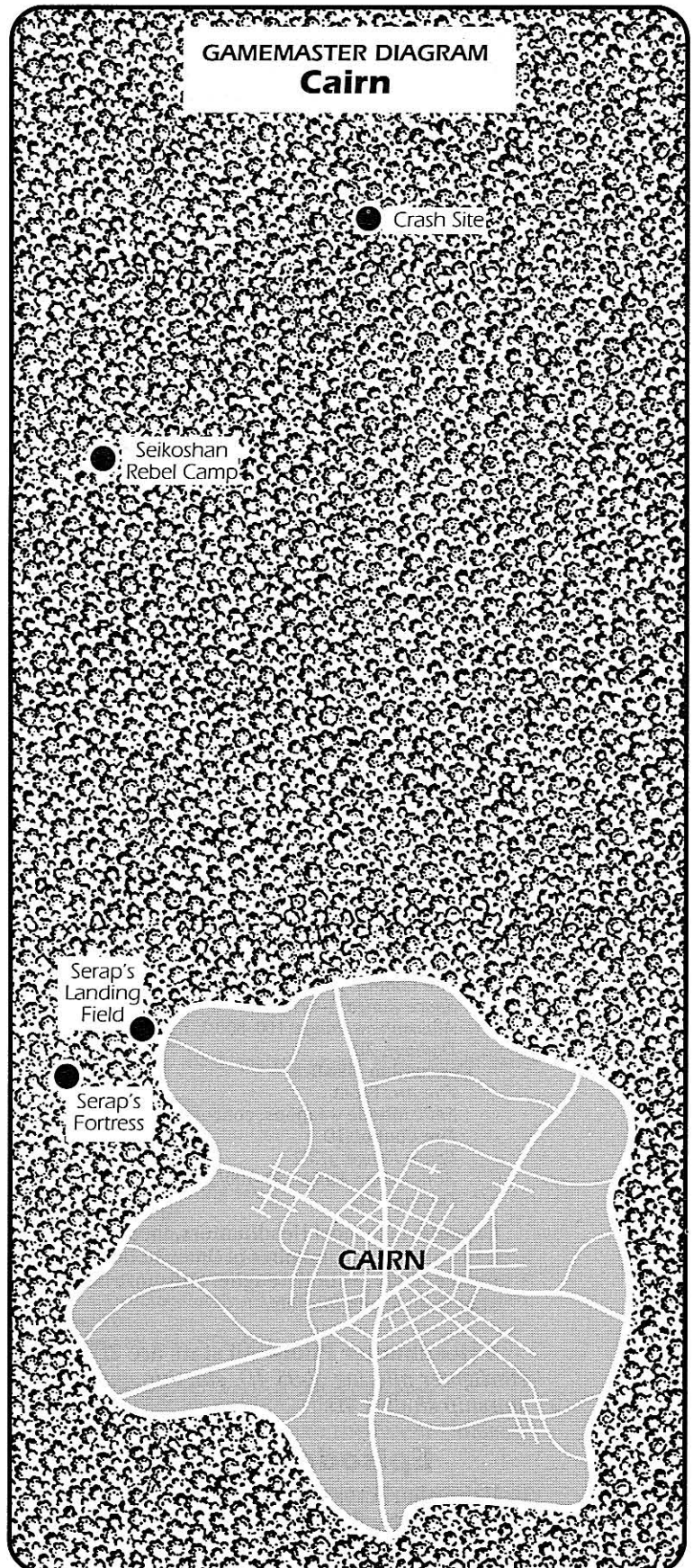
If the ship enters the clouds with shields up, read the following:

**As you enter the turbulent atmosphere of Seikosha, you see brilliant flashes of blue-white light dance and leap across the shields. The controls begin to buck violently, and suddenly, with a huge rumble, lighting begins to arc wildly across the sky.**

The static discharge will foul the enemy fighters' sensors and visual contact with the characters' vessel, so they won't have to worry about them. Unfortunately, the pilot will be forced to drop the shields to maintain control, leaving the ship vulnerable to the lightning discharge. The pilot must roll a Difficult *space transports* check, or the ship will be struck with lightning and crash. If the vehicle crashes, cut to Episode Three, "The Jungle." If the pilot makes the roll, cut to Episode Two, "Cairn."

### Fighting

If the characters fight, or attempt to communicate, run combat normally. The fighters will not respond to communication attempts, and will immediately attack. The fighters are intent on downing, but not destroying, the characters' ship. If the characters manage to defeat three of the attacking fighters, the fourth will turn tail and run; continue on to Episode Two, "Cairn." If the



characters' ship is downed, cut to Episode Three, "The Jungle."

When the characters try to dive through the cloud cover to land near Cairn, they must make a Difficult *space transports* roll to break through without losing control. If they retain control, they land at Serap's landing strip, on the Southwest edge of Cairn, and cut to Episode Two, "Cairn." If the character fails the roll by less than five points, the pilot will have a few tense moments as the ship nearly crashes into the jungle, but he can bring it in for a landing. If the pilot fails the roll by more than five points, lightning strikes the ship, ionizing its controls and it crashes into the jungle, so cut to Episode Three, "The Jungle."

### ■ Enemy Fighters (4)

**Craft:** Incom/Subpro Z-95 Mark II Headhunter  
**Type:** Modified multi-purpose starfighter  
**Scale:** Starfighter  
**Length:** 11.8 meters  
**Skill:** Starfighter piloting: Z-95  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D+1  
**Cargo Capacity:** 50 kilograms  
**Consumables:** 1 day  
**Cost:** 50,000  
**Maneuverability:** 1D+2  
**Space:** 5  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 4D+1  
**Shields:** 2D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 1/2D

#### Weapons:

**2 Triple Blasters** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 3D

#### Concussion Missiles

*Fire Arc:* Front  
*Skill:* Missile weapons: concussion missiles  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 7D

**Capsule:** Like most Headhunters, these ships have been upgraded a number of times to boost performance. They are both tougher and more maneuverable than stock models.

**4 Headhunter Pilots.** All stats are 2D except: *starfighter piloting:* Z-95 4D, *starship gunnery* 4D, *starship shields* 4D.

## Episode Two: Cairn

If the characters manage to land in Cairn, they are greeted by Jasta Finn, a grim-looking Human, well-known for his ruthlessness and brutal effi-

ciency: he's a trained, expert killer. Read aloud:

**You manage to break through the clouds and are descending towards the only real clearing on the planet, the "city" of Cairn, a ramshackle collection of buildings laid out with little logical scheme. A layer of mist seems to shroud the whole city and the sight of the grim place fills you with a brief flash of dread. This is *not* a nice place.**

**The landing field is little more than tightly-packed dirt, surrounded by concrete walls. Standing at the foot of the landing ramp is a dark-haired Human, visibly armed. He carries himself with the demeanor of a professional killer who knows his work. "My name is Jasta Finn," he says. "Serap says she would like me to inspect the merchandise. Now."**

Jasta will tolerate any protests about letting him aboard, but only briefly. If the characters annoy him (and he is rather easily annoyed), he will signal his henchmen (a Gamorrean named G'Nung and an assassin droid named LXC-3TF) and demand some cooperation.

If the characters obey and let Jasta aboard, he will inspect the weapons briefly, and concentrate on the droids. Characters with an Easy *Perception* total may notice that he appears to be looking for a specific droid.

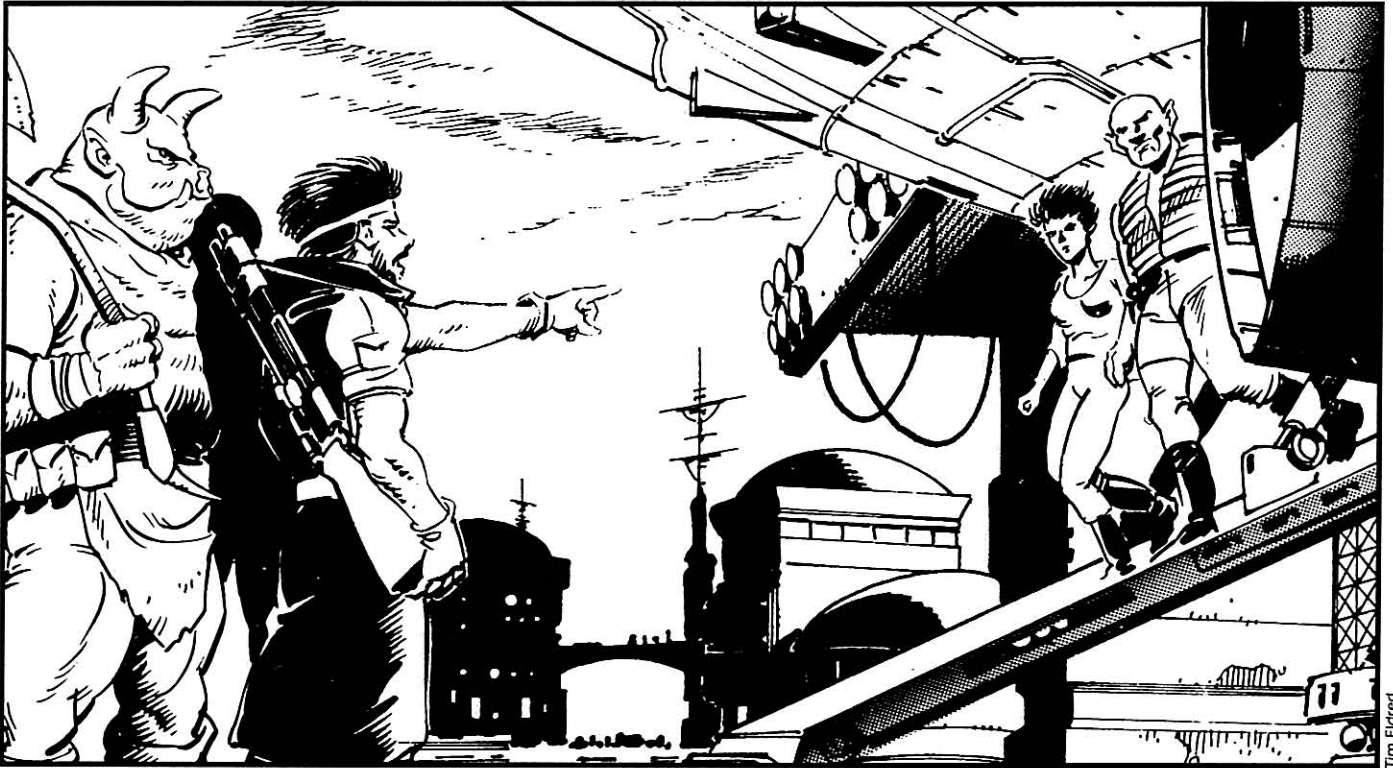
Any character asking questions can learn a bit about Cairn, specifically that they were attacked in orbit by Lydenn Carridon, Serap's foremost competitor. For some reason, this particular load of droids is extremely important to Serap.

If the characters ask about the R1 unit that Jasta is paying attention to, they will curtly be told to mind their own business for their own good. The droid is designated R1-T4. Read aloud:

**After examining the droids, Jasta fixes you with his particularly icy stare and sardonic smirk and says "Meet a Sullustan named Tannor Nuum, in the back booth of the Event Horizon. Payment and delivery will be arranged there. G'Nung here will lead you to the bar." He gestures to the nasty-looking Gamorrean, who is picking his teeth with what looks suspiciously like a Human rib bone. He grunts at you and drools a bit. Jasta turns quickly on his heel and departs in his landspeeder.**

### ■ Jasta Finn

**Type:** Bounty Hunter  
**DEXTERITY** 4D  
 Blaster: blaster pistol 8D+2, blaster: blaster rifle 7D+1, brawling parry 6D, dodge 5D+2, melee combat 6D, melee parry 6D  
**KNOWLEDGE** 2D+2  
 Intimidation 4D, streetwise 6D  
**MECHANICAL** 2D+2  
 Repulsorlift operation 6D+2, space transports 6D  
**PERCEPTION** 3D



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Search 4D, sneak 4D

**STRENGTH 3D+2**

Brawling 6D+2

**TECHNICAL 2D**

Security 2D

**Character Points:** 7

**Move:** 10

**Equipment:** Heavy blaster pistol (5D), protective vest (+1 to *Strength* to resist damage), 1,000 credits, hold-out blaster (3D+2 damage, hidden in left boot)

**Capsule:** Finn wears black pants and a lightweight flowing caftan over a long grey tunic. He has greying black hair and a scruff beard. He has a long scar beneath his right eye and always seems to have a sardonic smirk etched on his features.

Little is known about Finn, save that he has a reputation for brutality and ruthlessness. He is loyal to Janelle Serap, and there is a persisting rumor about a romantic link between the two.

Glacially calm, Finn is capable of rapid decisions under fire. He has a keen awareness of his abilities, and knows he can best just about everyone on Seikosha.

■ **LXC-3TF**

**Type:** Assassin droid

**DEXTERITY 3D+1**

Blaster 5D+1

**KNOWLEDGE 2D**

**MECHANICAL 2D**

**PERCEPTION 3D+1**

Search 5D+2

**STRENGTH 2D**

**TECHNICAL 2D**

**Equipped With:**

- Body armor (adds +4D to *Strength* to resist damage)
- Blaster cannon (6D, mounted into left arm)

- Portable proton torpedo launcher (9D, mounted into right arm; has three torpedoes)

**Move:** 11

**Size:** 2.3 meters tall

**Capsule:** LXC-3TF is a large, armored, matte-black killing machine that says things like “RUN TERMINATION PROGRAM: DESIGNATE TARGETS AT MARK FOUR, MARK SEVEN AND MARK EIGHT. RUNNING...,” which is usually followed by a great deal of blaster fire.

■ **G’Nung**

**Type:** Gamorrean Thug

**DEXTERITY 3D**

Brawling parry 4D+1, melee combat 4D+2, melee parry 4D+1

**KNOWLEDGE 1D**

**MECHANICAL 1D**

**PERCEPTION 2D**

**STRENGTH 4D**

Brawling 5D+2, lifting 4D+2

**TECHNICAL 1D**

**Special Abilities:**

**Stamina:** Gamorreans have great stamina — whenever asked to make a stamina check, if they fail the first check, they may immediately make a second check to succeed.

**Move:** 10

**Equipment:** Axe (STR+1D)

**The Event Horizon**

When the characters go to the Event Horizon, read aloud:

G’Nung leads you to the Event Horizon, a bar frequented by spacers. Outside, a crude sign states “No droids” in Basic.

Passing through the arched wooden doorway, you enter a cramped, dimly lit, dingy room. The place smells like a dewback stall. A Twi'lek is tending bar, serving drinks and intermittently scrubbing at a blood-stain on the bar top.

A pair of Ithorians are slowly taking turns throwing odd-shaped dice and sipping their smoking, green-colored beverages. Evil-smelling smoke is drifting from a booth where a horribly disfigured Human is searing his still-squealing meal with a modified blaster set on low power.

The denizens of the Event Horizon are the dregs of a hundred worlds, guilty of various crimes in virtually every star system. They all watch you, the newcomers in Cairn, and a number of appendages are all fingering a variety of illegal weapons.

The conversation between the bar's patrons briefly ceases as everyone in the bar examines you. You momentarily remember Simms Jonndril talking about a favorite haunt of his on Thorsgild. He called it the "Blood Bucket," as you recall. From Jondril's colorful description, the Blood Bucket was a high class establishment compared to this black hole.

The back booth where you are to meet Tannor Nuum is empty.

The characters now have a few moments to interact with the bar's inhabitants, although they will be better off just ordering a beverage and keeping their heads low. The Gamorrean remains by their side, but nods to a table with two other Gamorreans.

After a few minutes, they are met by Chiron Drebbick, who identifies himself as an aide to Lydenn Carridon, the local crime lord who is second only to Janelle Serap and who also tried to shoot down the characters' ship when they first arrived on Seikosha. He gathers the group into the back booth by claiming that Tannor Nuum sent him. Read aloud:

**An immaculately dressed Human, visibly armed, but relatively calm and pleasant in demeanor, approaches you and says, "Welcome to Cairn. I believe you have some merchandise aboard your ship that I require."**

**He smiles for a moment, and then in a muted voice says, "Tannor Nuum is quite dead, I assure you. I'm afraid your arrangement with Janelle Serap is null and void. I am prepared to make you a counter-offer for the merchandise aboard your ship. An offer that you would be well advised to take, my friends."**

The characters can negotiate with Drebbick, who will offer to pay them 5,000 credits for the cargo on their ship. Drebbick will ask for informa-

tion about whatever security arrangements the characters have installed on their ship and where the ship is currently located. If they agree to volunteer this information, Drebbick will smile and say "Thank you, grubbers." and signal G'Nung and the other two Gamorreans to attack.

If the characters *don't* negotiate with Drebbick, he will still signal the Gamorreans to beat up the characters. Drebbick will leave the bar while the characters are being abused.

The characters will receive no help from anybody in the bar when the fight breaks out. At the first sign of trouble, several weapons will be drawn, but the patrons will hold their fire unless fired upon themselves.

### ■ Chiron Drebbick

**Type:** ISB Infiltration Agent

**DEXTERITY** 3D+1

Blaster 6D+2, brawling parry 4D, dodge 4D+1

**KNOWLEDGE** 7D

**MECHANICAL** 3D+2

Repulsorlift operation 5D

**PERCEPTION** 3D

Bargain 5D+1, con 5D+1, search 6D+2, sneak 4D+1

**STRENGTH** 3D

Brawling 4D, stamina 7D

**TECHNICAL** 6D+1

Demolitions 7D+2, droid programming 7D+2, droid repair

6D, security 7D+2

**Special Abilities:**

*Boosted skills:* Drebbick has been treated with Mnemiotic drugs to artificially enhance learning and physical ability.

**Character Points:** 6

**Move:** 10

**Equipment:** Various false IDs, encrypted comlink, heavy blaster pistol (4D), security toll kit, droid repair kit, hold-out blaster (3D+2, hidden in left sleeve), 1,500 credits

**Capsule:** Chiron Drebbick is a tall, gaunt man, with short, close-cropped blond hair and blue eyes. He is usually impeccably dressed in blacks, greys, and whites. He appears relaxed and causal, but is usually ready for anything.

Drebbick is an ISB agent posing as an aide to Lydenn Carridon, a moderately powerful crimelord on Seikosha. His primary goal is to obtain the data hidden aboard the characters' droid cargo, and is more than willing to kill to get it. He will introduce himself to the characters as Carridon's employee, and will not immediately reveal his identity as an Imperial.

Drebbick is very calculating in nature, always weighing situations to see how he can end up on the winning side. While he does not hesitate to kill to achieve his ends, he prefers to manipulate others into killing for him.

### ■ Gamorrean Thugs (2)

**DEXTERITY** 3D

Melee combat 4D+2, melee parry 3D+2

**KNOWLEDGE** 1D

**MECHANICAL** 1D

**PERCEPTION** 2D

**STRENGTH** 4D

Brawling 5D

**TECHNICAL** 1D

**Special Abilities:**

*Stamina:* Gamorreans have great stamina — whenever asked to make a stamina check, if they fail the first check, they may immediately make a second check to succeed.

*Move:* 10

*Equipment:* Axe (STR+1)

Read aloud:

**You hear G'Nung and two other Gamorreans crack their knuckles and move towards you, drooling and snorting, to attack hand-to-hand. The Gamorreans are encrusted with a layer of parasites and grime, foul-smelling and filthy. They're obviously devoted to their work ... namely making off-worlders like you bleed. A lot.**

**Everyone steps out of the way and draws a weapon as the Gamorreans move to intercept you. The Twi'lek barkeep is screaming "No blasters!! No blasters!!" as he dives for cover. No one moves to assist you, and several credit-vouchers change hands as the onlookers begin betting. It looks like the odds are 5-to-1, in the Gamorreans' favor ...**

### Running The Fight

For a bit of atmosphere, or comic relief, mention how money is changing hands as the characters fight. Credits are clattering around, and the onlookers begin rooting for whoever is making them money.

The Gamorreans will only brawl as long as the characters don't use any weapons. Once a player character starts firing, everyone in the bar gets behind cover and starts randomly shooting the place up. If the other patrons have started firing, they will mostly shoot at each other. Roll to see if a stray shot or two is fired at the characters (use a base *blaster* skill of 3D+2). This kind of chaos will give the characters an excellent opportunity to escape.

If the characters fight and lose to the Gamorreans, they will be knocked unconscious. Cut to, "The Empire's Man." If they surrender, the same thing will happen to them.

If the characters fight and win, a few minutes later, they will be contacted Jasta Finn, who will give them all of the money they are owed (10,000 credits) and comment that their ship is unloaded and ready to go. The characters are harassed by the Gamorreans and cut to "Chase Through Cairn."

The characters may also try to escape. If they try this technique, cut to "Chase Through Cairn."

### Chase Through Cairn

The characters can retreat on foot or steal a bog hopper parked outside. As they burst from the Event Horizon, read aloud:

**As you (pick yourself up off the ground/burst out of the Event Horizon) you see G'Nung and the other Gamorreans snarling curses at you and roaring in rage as they begin storming towards you. They are readying their weapons and the street is emptying rather rapidly, as Seikoshan and off-worlder passers-by scurry for cover, daunted by the sight of the enraged alien thugs.**

**Nearby are a few of the local landspeeder variants, "bog-hoppers." They appear to be unattended. Across the street are a variety of alleys and streets that you can, in all probability, reach.**

No matter what happens, the characters will be persuaded. If the characters grab bog-hoppers, one of the characters will notice that another bog-hopper, this one with a heavy blaster cannon mounted on it and a Gamorrean pilot, pulls out from around a corner and the Gamorreans bound in.

If the characters are getting away from the Gamorreans, two speeder bikes (move 140; 400 kmh, maneuverability 3D, body strength 2D), with much more competent drivers (*repulsorlift operation 5D, heavy weapons 4D*) will join the chase; they have light blaster cannons with a *fire control* of 1D and *damage* of 3D+1. Eventually, the characters will be herded into a trap. Cut to, "Captured!"

### Captured!

As the chase drags on, read aloud:

**You can hear the whine of the repulsorlift engines of your pursuers a short distance away. Maybe you can lose them in the twisting alleys and winding, narrow streets of Cairn ... maybe.**

**Then, as you round a bend, you see movement above and ahead of you. Quicker than you can react, you see a thin mesh rope net spring up across the alley and you feel the numbing touch of a stun blast from the shadows of a nearby alley. You spin into unconsciousness, oblivious to what is going on around you ...**

Cut to, "The Empire's Man."

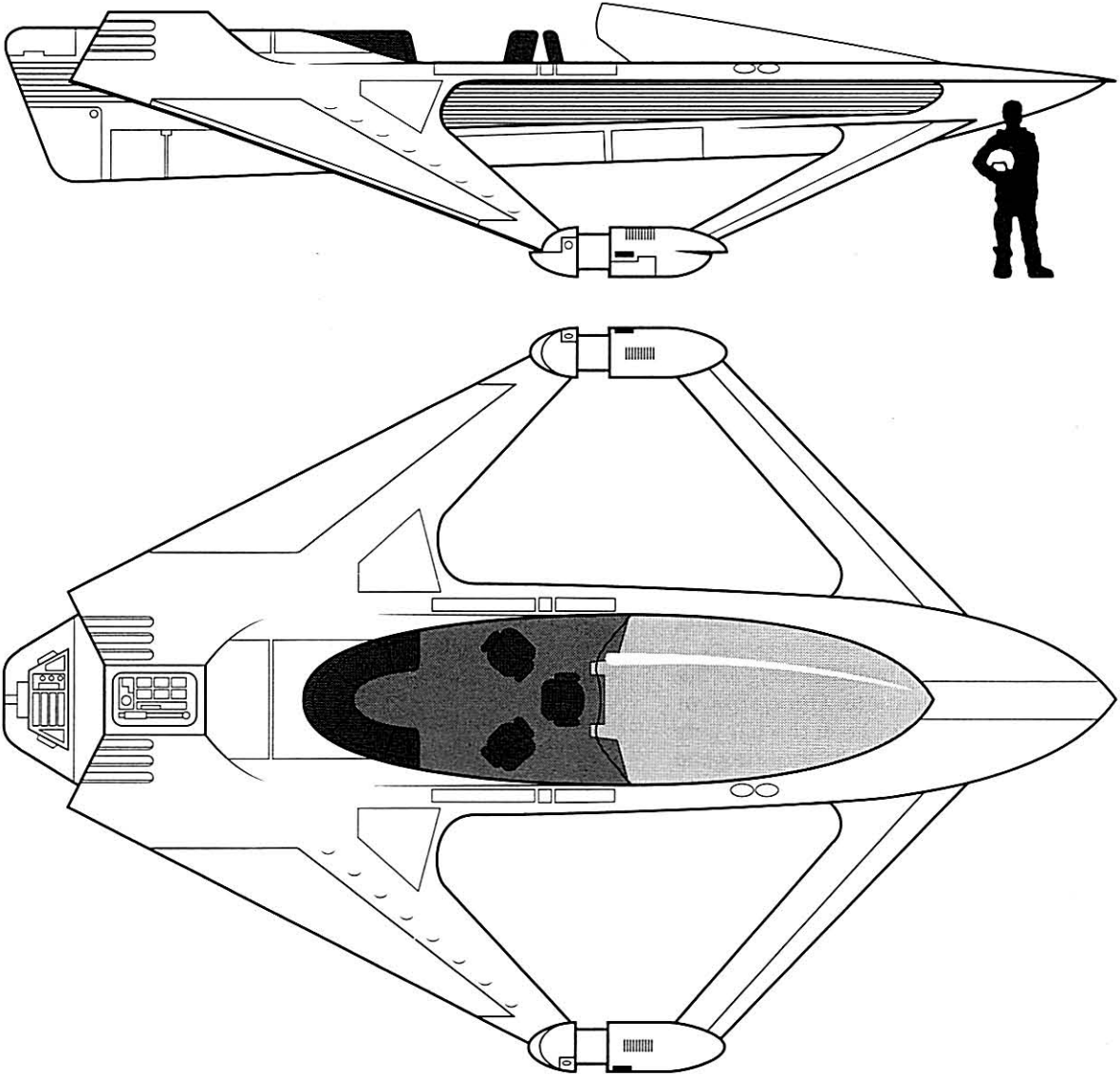
### The Empire's Man

Read aloud:

**You awaken to see the tall form of Chiron Drebbick, your new acquaintance from the Event Horizon, standing above you, brandishing a blaster. "Welcome back," he says. "I am rapidly losing patience with you. You don't know who you are dealing with ... fools."**

**The room you are in is windowless, with two doors. The room is featureless except for a small desk, a storage unit, two cots, and two**

GAMEMASTER DIAGRAM  
**Boghopper**



**Craft:** Cyrospac-90 Boghopper  
**Type:** Landspeeder variant  
**Scale:** Character  
**Length:** 7 meters  
**Skill:** Repulsorlift operation  
**Crew:** 1  
**Crew Skill:** Repulsorlift operation  
**Passengers:** 6  
**Cargo Capacity:** 40 kilograms  
**Cover:** Half  
**Altitude Range:** Ground level–7 meters  
**Cost:** Available for rent for an average 10 credits per Seikoshan day; 2,000 to 5,000 credits to purchase  
**Maneuverability:** 1D+1

**Move:** 140; 400 kmh  
**Body Strength:** 3D+2

**Note:** The characters' boghopper is unarmed. The Gamorreans' boghopper has a heavy blaster mounted on the hood:  
**Weapons:**

**Heavy Blaster**

**Fire Arc:** Front  
**Crew:** 1  
**Scale:** Character  
**Skill:** Blaster  
**Fire Control:** 2D  
**Range:** 3–25/50/250  
**Damage:** 5D



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bland-looking Humans, also armed with heavy blasters.

**Drebbick's Henchmen (2).** All stats are 2D except: *blaster 4D, brawling parry 4D, dodge 4D, brawling 3D*. Move 10. Heavy blaster pistol (5D), comlink, grey tunic and pants, high black boots.

Chiron Drebbick will reveal the truth about R1-T4 (that is has the plans to one of the Emperor's hidden weapons valuts), and that he wants to have it for the benefit of the Empire, not some petty criminals. Unfortunately, the droids have already been removed from the characters' ship, and armed force will be required to retrieve them.

The characters will be left on their own for several hours, bound with binders at their arms and ankles. Then, Drebbick and his henchmen return, explaining, "The droids are ours and we are ready to leave." He roughly hoists the characters up and carts them to their ship in the starport.

### A Humiliating Death

While Drebbick prepares the ship for takeoff, he explains that the characters will be left to die in the jungles, while he takes the droids to Imperial sector headquarters to decode the data.

A few minutes later, Drebbick has the characters hauled to an exit port on the ship, and removes the binders. He opens the hatch to the jungle many meters below, and unceremoniously dumps the characters out of the ship. Fortunately for the characters, they manage to land in an exceptionally cushioned tree, taking only 2D damage despite the fact that they fell nearly 40 meters.

### Not Even The Empire Escapes

The characters will probably want to take a few minutes to assess their situation. However, they will hear a loud roar overhead—looking up, they will see six Z-95 Headhunters blasting through the sky, headed straight for their ship. With a few quick maneuvers and fancy shots, the Z-95's cripple the ship, and it plummets to the jungle, only seven or eight kilometers from where the characters are. Cut to Episode Three, "The Jungle."

### Episode Three: The Jungle

The characters find themselves in the jungle, either because they crashed here in Episode One or were thrown out of their own ship by Drebbick at the end of Episode Two.

If the characters' ship crashed here in Episode One, their ship is damaged, and requires an ion emission control flap (cost 650 credits, available in Cairn) and a Difficult *space transports repair* total to repair. As they crashed, they managed to locate Cairn, and will have to walk roughly ten kilometers to the south.

If the characters were placed here by Drebbick, their ship crashed about seven or eight kilometers to the north; Cairn is about ten kilometers to the south. The characters can choose to travel to either area.

After the characters have tromped through the thick, wet jungle for a few minutes, cut to "The Sid'Han"



## The Sid'Han

Read aloud:

The jungle is extremely thick and muddy, and progress is slow. The heat is oppressive and steam curls towards the canopy of broad-leafed trees overhead. The ground is wet and heavy and you are frequently forced to detour around several deep puddles and swamps. So much for "easy money."

Roll a secret *Difficult Perception* check for each character, and if successful they realize there is something odd about a nearby puddle. The Sid'Han attacks moments later.

### The Natives To The ... Rescue?

If the characters are losing to the mud crawler, a dozen Seikoshans attack, trapping the characters with stranglesticks and killing the creature. If the characters kill the Sid'Han, the Seikoshans confront them a moment later, anyway.

### A Rebel Camp

The characters are taken to the Seikoshan rebel camp. As they travel through the jungle, they will notice the camp. Read aloud:

**The Seikoshan camp is a superb example of natural structural engineering. It is set in a depression in the ground, and the surrounding trees have grown together to form a dome over**

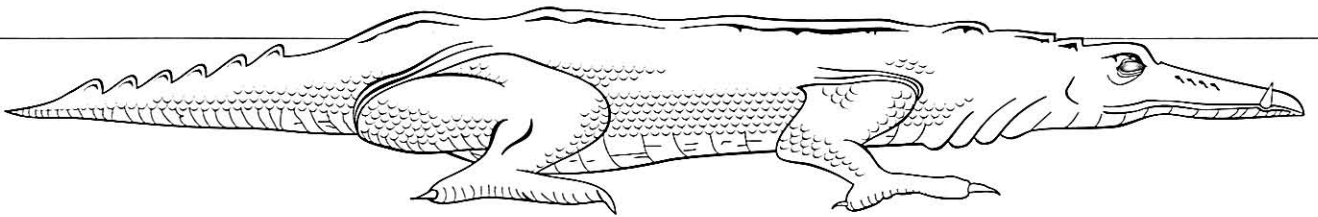
the camp ... easily hidden, and even easier to defend. The Seikoshans stare unblinkingly at you, looking haggard and worn, but determined. They are all armed with an odd variety of blasters and swords, spears and axes. The silence in the camp is *very* unnerving.

After the characters have been brought into the camp, they will be approached by a short Human smoking a noxious-smelling cigar. He is Kade Darven, a New Republic spy, who will inform the characters exactly what the cargo they carried is, if they don't already know. He will mention a rumor that an ISB agent is in Cairn posing as the aide to a local crimelord.

Darven will have the characters disarmed, and asks them to help retrieve the cargo, offering to give them 5,000 credits and any replacement parts they need to get their ship operational.

While the characters are in the camp, Darven will explain that the Seikoshans want to rid their planet of the crimelords, and will subsequently support the New Republic. Darven wants the data in R1-T4 for the New Republic. If the characters agree, Darven will release them and accompany them to the ship. If they don't comply with Darven's request, they will be held captive but be dragged along with the Seikoshan war party as they go to retrieve the droids — "We can't let you reveal our location, no?" is Darven's excuse.

Sid'Han



DEXTERITY 4D  
PERCEPTION 2D  
Sneak 8D  
STRENGTH 6D+1  
Special Abilities:

*Teeth:* 4D

*Tail:* 6D+1. On any attack which incapacitates, mortally wounds, or kills, the victim is entangled and cannot escape without an opposed *Strength* roll.

*Move:* 12

*Size:* Up to 10 meters long

*Orneriness:* 18D

*Capsule:* Sid'Han, also known as mudcrawlers, are crea-

tures that burrow into soft mud with their angular snouts, and sense oncoming victims by the vibrations created by their footsteps.

Ground water tends to collect in their concave dorsal areas, making the mud-colored creatures appear as large puddles. They ambush their victims, emitting a terrifying high-pitched shriek.

They entangle victims with their tails and bite them at their leisure, or, when attacking multiple foes, will often one and drown it in shallow ground water, while dispatching the other victim. They never run from combat and are vicious predators.

## Seikoshans



**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 2D/3D  
**MECHANICAL** 1D/2D  
**PERCEPTION** 2D+2/3D  
**STRENGTH** 2D+1/3D  
**TECHNICAL** 1D/3D  
**Move:** 10/12  
**Size:** 2–2.5 meters

**Capsule:** Seikoshans are extremely tall, reedy humanoids with light green skin. Virtually hairless, they have a small amount of black hair at the top of their heads. They have unblinking red eyes, and shallow crenellations from the bridge of the nose to the top of their cranium. They generally wear homespun cloth tunics and breeches, and carry their belongings in large backpacks.

They are generally even tempered, but a handful of rebel Seikoshans despise the despoilment of their planet and the mistreatment of their fellow Seikoshans by the new crimelords. These rebels are willing to embrace unfamiliar technologies and violent methods to remove the unwelcome visitors.

**Stranglesticks:** Seikoshan males tend to be experts with stranglesticks — spear-length rods with forked ends that a thin strip of leather is threaded through. The strap can be tightened to restrain a target quickly and quietly. The stranglestick does 4D combat damage if the victim struggles. If the victim cooperates, the stranglestick does no damage, but merely acts like a harness.

## Things Get Really Interesting

As the Seikoshans and characters are tromping through the jungles, they will be attacked by one of two groups:

- If the characters were shot down in the first episode, they will be attacked by Drebbick, his henchmen and the Gamorreans, as they are on their way to the character's ship to retrieve the droids.
- If the characters were left in the jungle by Drebbick in Episode Two, they will encounter Jasta Finn and LXC-3TF on their way to the crash site. Jasta's reaction depends on how things went earlier — if the characters did as they were told, Jasta will expect them to help him in getting the droid back (or else); if the characters were difficult, Jasta will attack for personal revenge. Jasta will also have three typical henchmen in tow.

## ■ Jasta's Henchmen (3)

**DEXTERITY** 3D  
 Blaster 6D, dodge 5D, grenade 4D  
**KNOWLEDGE** 1D

**MECHANICAL** 2D  
**PERCEPTION** 2D  
 Search 4D+1, sneak 3D+2  
**STRENGTH** 3D  
**TECHNICAL** 1D  
**Move:** 10

**Equipment:** Blaster rifle (5D), blast vest (+1 to *Strength* to resist damage), blast helmet (+1 to *Strength* to resist damage), two grenades (4D), comlink, jungle environment suit with survival rations.

- The characters may also encounter a group of six hired guns from Lydenn Carridon, the rival crimelord who tried to shoot them down in the first episode. These goons will have the same stats as Jasta Finn's henchmen, except for *blaster* at 5D and *dodge* at 4D. Carridon's henchmen will also have a vested interest in killing Drebbick since he has betrayed Carridon.
- All groups will have two armed bog-hoppers, as used in Episode Two.
- For an interesting twist, you might have both groups meet and fight each other, with the characters in the middle of things.

## Kade Darven

Type: New Republic Operative

### DEXTERITY 3D

Blaster 5D, dodge 5D, grenade 3D+2

### KNOWLEDGE 2D

### MECHANICAL 1D

### PERCEPTION 1D

Sneak 3D+1

### STRENGTH 3D

Brawling 4D+1

### TECHNICAL 2D

First aid 4D, space transports repair 6D

Character Points: 3

Move: 10

**Equipment:** Heavy blaster pistol (5D), 2 grenades (4D), comlink, camouflage, clothing, beckon call, supply of Irdonian self-lighting cigars, blaster rifle (5D+2)

**Capsule:** Darven is a short, stocky Human with a penchant for

smoking foul smelling cigars. He is dressed in camouflage clothing, and speaks with a thick, lilting brogue.

Darven is an infiltration agent for the New Republic and is concerned about rumors of similar Imperial activity on Seikosha. Upon arriving, he realized that the natives despised the offworlders, and wanted to rid the planet of their presence. Agreeing to help them, he has been secretly amassing weapons and medical supplies and is storing them in the Seikoshan rebel camp and training the Seikoshans in guerilla tactics.

Darven can be used to bail the characters out of a tough jam. He strongly dislikes the Imperials, and is anxious to obtain the data from the characters. He will be honest in his dealings with the characters, and will fight to keep them alive as a matter of principal.



All groups have placed a high priority on getting the droids, and the conflict with the Seikoshans is truly secondary. They will try to get by the Seikoshans and get on with their mission as soon as possible.

## Conclusion

From here on out, it is a race and/or battle to get the droid. If the characters deal with the Darven, they will receive 4,000 credits and a pardon for any past criminal activity short of murder from the New Republic. They make enemies out of everyone else. Serap will put a 10,000 credit bounty on them, and Jasta will try to collect. Not pretty. They will become wanted criminals by the Empire. Darven will also get the parts they need to repair their ship.

If the characters deal with Serap, they will receive the 10,000 credits (as agreed) and they will be considered in the future for other contracts. Their ship will be overhauled and repaired at no charge. The Empire will want the characters' hides, but none of the other crimelords on the planet will bother the characters about the cargo .... crossing Janelle Serap is too dangerous.

If Carridon's goons get the droid, the characters receive nothing — no money, no parts and no help. They are on their own.

If Drebbick comes out on top, the characters also receive nothing.

If the characters keep the data, they will be chased by all interested parties. Any attempts to decode the data will erase it, leaving them in a much worse situation than before. A professional slicer may be hired to examine it, but he will claim that the code is so obscure that he/she/it cannot decode it.

Give each character three Character Points for their actions; if they cooperated with the New Republic, and Kade Darven got the plans, increase this to four Character Points.

# Introduction

The Old Republic is gone. The times of peace, when all the beings of the galaxy worked together, have faded into the distant past. Now, there is the Empire, and at its head, the Emperor Palpatine.

The Emperor and his supporters strive continuously to increase their power. Those who do not matter — the weak, the good, and the alien — are destroyed, as their destruction gives strength to the Empire.

But the spirit of the Old Republic was not entirely extinguished and is now growing. The weak, the good, and the alien have banded together, forming an alliance that hopes to use their combined strengths to overcome the might of the Empire.

This is the world of *Star Wars*, an epic tale of heroes who triumph despite the mighty forces of evil arrayed against them.

*The Abduction of Crying Dawn Singer* is a *Star Wars* adventure designed for four to six players and a gamemaster. If you are hoping to participate in this thrilling adventure as a player, stop reading now. If you have chosen the task of gamemaster, continue reading, for you must study what follows carefully.

## In This Adventure ...

... the Rebel Alliance in Rayter Sector faces a grave challenge to its stability. One of the few strengths the Rebels can claim is the bond of co-operation that their Alliance has formed. Not since the grandest days of the Old Republic have so many different species worked side by side as in this battle against the Empire.

A powerful man has set in motion a plot to destroy this bond and fracture the Alliance forever. The Rebels find themselves fighting to preserve the atmosphere of co-operation that has been the Alliance's greatest success.

The Rebels' adventure begins on the planet Najarka, where they begin piecing together information on the abduction of Crying Dawn Singer.

They then travel to the Laim system, and, finally, the planet Narg, where they must stage a dramatic rescue.

## Preparing to Play

Before playing, the gamemaster must carefully read the adventure. The gamemaster must also be familiar with the *Star Wars: The Roleplaying Game, Second Edition*.

The adventure script and data screen readouts within this book should be photocopied for the players' use.

## Adventure Materials

To play this adventure, you will need the *Star Wars: The Roleplaying Game, Second Edition* rulebook, paper, pencils, and lots of six-sided dice.

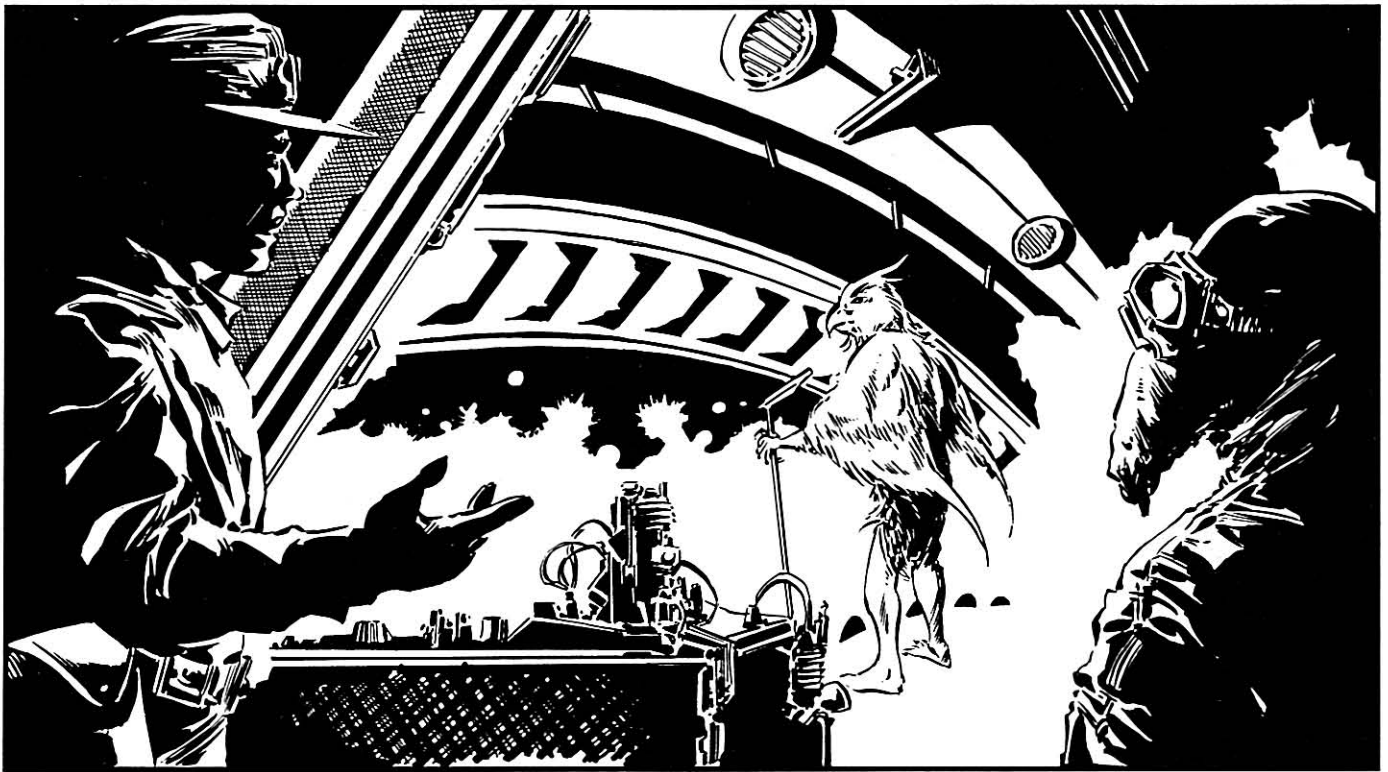
## Difficulty Numbers and Game Balance

As the gamemaster, it is up to you to make sure that the adventure is challenging, but not impossible. Adjust the difficulty of the characters' tasks according to their experience and status.

Assign difficulty numbers from these ranges according to the abilities and status of the characters. Less experienced characters should be assigned numbers from the lower end of the scale; more experienced characters should be rolling against higher difficulty numbers.

### Difficulty Number Scale

Task	Difficulty Range
Very Easy	1-5
Easy	6-10
Moderate	11-15
Difficult	16-20
Very Difficult	21-30
Heroic	31+



Allen Nurnis

## Adventure Background

Braig Farool (Planetary Governor and Chief Administrator of TransGalMeg Industries, Inc., — TGM — on the planet Narg) and his brother, Nak Farool (Special Assistant to Moff Nile Owen, Rayter Sector), have devised a plot to discredit the Rebel Alliance in the eyes of the galactic population. The Farools believe that, as the creators of this clever and economical strategy, they will be rewarded with power and wealth.

The Farools' plot is based on two pieces of information:

- First, the Rebel Alliance and the leaders of the Shashay homeworld have nearly concluded negotiations for a treaty of mutual support. With the treaty assigned, the Rebels will establish a base on the Shashay homeworld, a planet undiscovered by the Imperial Survey Corps.
- Second, the Alliance has placed an agent into the entourage that travels with Crying Dawn Singer, a Shashay performer popular throughout the sector.

Using the prospect of apprehending a Rebel intelligence agent as bait to get Moff Nile Owen's support — and gain access to the technology and personnel of the Empire — the Farools have arranged for the abduction of Crying Dawn Singer. Subspace relay stations throughout the sector stand ready to broadcast specially prepared newscasts which blame the Rebel Alliance for the

abduction, as well as the ransom demands of the "Rebel" kidnapers.

However, the Farools have also prepared false transmissions showing Moff Owen's apathy regarding the matter. With Moff Owen discredited, the Farools will "stage" an elaborate rescue of Crying Dawn Singer, gaining the support of the Shashay, and forcing Moff Owen to be removed from office, to be replaced by Braig Farool.

Moff Owen believes that the true goal of the operation is the identification and capture of the Rebel agent. He does not know that the Farools have plans to betray him.

The Rebels must stop the Farools' plan. The Alliance desperately needs the assistance of the Shashay and the secrecy a base in their home system could provide. If the Farools' plan succeeds, the bonds of trust will be shattered.

## Adventure Synopsis

Crying Dawn Singer and his entourage are captured by Yearo Seville. After interrogation on Najarka, Seville takes Crying Dawn Singer to the Laim system, where he records false holo-transmissions blaming the abduction on the Rebellion. Seville then takes Crying Dawn Singer to Narg, where he is left in the custody of Braig Farool.

The Rebels travel to Najarka, following their only clue — a homing transponder signal — hoping to rescue Crying Dawn Singer and the Rebel agent. On Najarka, they find the agent, but

not Crying Dawn Singer. They also find information that leads them to the Laim system. Before the Rebels leave Najarka, they receive the first of the false transmissions, where Yearo Seville, claiming to be the leader of the Rebellion, makes his ransom demands. The Rebels are also attacked by Imperial stormtroopers who have been sent to retrieve the Rebel agent.

The Rebels then travel to the Laim system, where they receive the second transmission, which officially blames the abduction on the Rebel Alliance. In the Laim system, the Rebels find information that leads them to TransGalMeg Industries, Inc., (TGM) on Narg.

Once the Rebels arrive on Narg, they must find and rescue Crying Dawn Singer. However, Moff Owen learns of the Rebels' plan and sends a battalion of stormtroopers to prevent their escape so that he can claim responsibility for Crying Dawn Singer's rescue. The final climactic battle of the adventure takes place in the skies over the city of Grig, as the Rebels attempt to evade both the corporate soldiers and the forces of the Empire and return Crying Dawn Singer to his homeworld.

## Main Gamemaster Characters

There are several gamemaster characters which figure prominently in the course of the adventure.

**Maytoc Kollene:** Captain of the converted spacetug *Worthless Fool*. He is an old, one-legged man who apparently "came with the tug" when it was purchased by the Rebellion.

**KL-6T-LF7V/T (6T-L):** The valet/translator droid which accompanies Crying Dawn Singer. Sixtee-el is also the Rebel agent which the Rebels are supposed to rescue on Narg. If the Rebels choose to take 6T-L with them, its translation abilities, and its familiarity with Crying Dawn Singer will prove useful. However, the stresses of its undercover assignment has induced an un-

stable personality. While normally calm and subservient, when under stress 6T-L becomes flamboyantly heroic and will attempt to single-handedly protect the Rebels and Crying Dawn Singer.

**Crying Dawn Singer:** A popular Shashay performer, Crying Dawn Singer is kidnapped and held for ransom at the beginning of the adventure. His rescue and safety is the Rebels' objective.

**Braig Farool:** Chief administrator for TGM on Narg, he masterminded this plot to discredit the Alliance. He craves power and glory above all else, but as the plot unravels before his eyes, he steadily slides into insanity and paranoia.

**Yearo Seville:** An infamous space pirate in Rayter sector, Seville is hired by the Farools to kidnap Crying Dawn Singer. He poses as the leader of the Rebel Alliance in the sector, making threats on Crying Dawn Singer's life and demanding exorbitant sums of money and equipment in return for the safety of the entertainer.

**Nak Farool:** Younger brother of Braig Farool, Nak is Special Assistant to Moff Nile Owen, chief Imperial administrator in Rayter sector. He manipulates Owen into helping with the abduction of Crying Dawn Singer, but plans on betraying his boss in order to allow his brother to assume the post of Moff within the sector.

**Moff Nile Owen:** A cunning, intelligent and shrewd administrator, Owen is responsible for the stability of Rayter sector. He hesitantly provided assistance to the Farools, believing that they would capture an important Rebel Alliance agent.

## The Adventure Begins

Will the Rebels rescue Crying Dawn Singer and save the good name of the Rebellion in the eyes of the people of Rayter Sector? Will the plans of the Farools be foiled? Find out, as the Rebels take part in *The Abduction of Crying Dawn Singer* ...

# Episode One Najarka

## Summary

After a quick briefing on the events leading up to the capture of Crying Dawn Singer, the Rebels travel to Najarka in attempt to find a Rebel agent. After several incidents with local life forms, the Rebels discover the agent, who explains to the Rebels what has happened to Crying Dawn Singer. The chapter concludes with the Rebels discovering that the forces of the Empire have entered the system.

## Start the Adventure

Read "Cut-Away to Capital City, Rayter Sector" and "The Mission" aloud to the players. Then, assign each player a part in the adventure script. The adventure begins when all players are finished reading the adventure script.

## The Rebel Heroes

The Rebels have recently been assigned to duty on board the *Worthless Fool*, a converted

spacetug that makes regular supply runs to the Rebel base on Berrol's Donn. As the adventure begins, they have completed a run to that base and are looking forward to a good meal and a soft bed when a young girl delivers a package to the ship. The girl puts the package down on the communications console and says, "You're cleared to take off in ten minutes. Good luck." She turns and leaves.

The package contains a data plaque and a directional transceiver. When the Rebels put the data plaque in the playback unit on the communications console, they are greeted by a hologram of Zeke Rondel, commander of the base.

## The Mission

Read aloud:

**The face is that of Zeke Rondel, commander of this base. He has thick, curly black hair. The expression on his face in the hologram indicates that he isn't merely wishing you well on your leave. After a few seconds, he begins to**

## Cut-Away to Capital City, Rayter Sector

Read aloud:

**WIPE TO:** *A star filled night sky.*

**PAN DOWN:** *From the sky to the Sector Performing Arts Center. The SecPAC is a large structure, richly designed in the Old Republic Baroque style, and built of the finest natural stones available in the sector.*

*An albino Wookiee, smoking a long clay pipe, and wearing loose black pants and a red vest, paces the length of the steps of a private entrance at the rear of the building. He nervously checks the chrono ring on his thumb.*

**CUT TO:** *A close-up of a man's face in the shadows. His left cheek is marked by nine precisely cut parallel scars.*

**PULL OUT:** *The scarred man is standing in a crevice in the wall of the SecPAC. A younger man, his cheek similarly marked, stands with him. In the background, the Wookiee continues to pace.*

*An ornately decorated repulsorlift limousine pulls up to the base of the steps. Two lightly armed guards exit the limousine. They scan the area quickly and cheerfully greet the Wookiee. An extremely obese Human exits, followed by two Ithorians.*

*There is a short pause and a silver and red humanoid droid steps through. The droid holds the door open, and a slightly built avian creature steps out.*

*The Wookiee nervously takes a last puff from his pipe, then lets it fall to the ground and shatter.*

*The scarred man in the shadows switches on the comlink clipped to his collar and speaks.*

*"Okay boys, let's do it."*

*The scarred man steps into the light, and, with two shots from his gold-plated blaster, kills the guards. A dozen other men appear from the shadows.*

*Fade to black.*

The following information is publicly available ...

### ■ Najarka

**Type:** Terrestrial  
**Temperature:** Temperate  
**Atmosphere:** Type I (breathable)  
**Hydrosphere:** Moist  
**Gravity:** Standard  
**Terrain:** Glacier, forest  
**Length of Day:** 28 standard hours  
**Length of Year:** 4,302 local days  
**Sapient Species:** None known  
**Tech Level:** Stone

■ **World Summary:** Najarka has been the subject of a low-intensity survey by the Imperial Survey Corps. It is anomalous in that it sustains life, although it is too far from its sun to collect the requisite energy. The life forms are concentrated in a narrow, but fecund band of sub-tropical rainforest surrounding the planet's equa-

tor. The remaining three-quarters of the planet is covered by huge glaciers consisting of various substances, primarily frozen water. Najarka appears as a silvery white ball bisected by a narrow green stripe.

Samples of the flora and fauna were collected and taken to the Emperor's private and public gardens and may be available for study at the Imperial Zoological Gardens on Kailor V. The most likely hypothesis concerning the anomalous equatorial belt of rainforest is that geothermal sources provide the energy needed to sustain life.

Najarka is located in an outlying system in the Rayter sector. Aside from planet Najarka, the system seems devoid of life. It is considered too isolated to be of use for industrial development or settlement. ■

speak in deep, measured tones.

"I understand that you were promised some rest and recreation time while you were here on the Donn, but we have just received a top priority assignment for you.

"As you know, we have recently begun employing Shashay Space Singers as astrogators on many of our couriers, reconnaissance craft, and freighters. Their skills have greatly enhanced our efficiency.

"In addition to our use of the Space Singers, we are currently negotiating with the Shashay regarding the establishment of a base on their homeworld. Due to the extreme security measures taken by the Shashay to conceal the coordinates of their world, we believe that this base would be totally secure. It is important that our negotiations are not compromised in any way. We desperately need this base.

"However, an unforeseen difficulty has arisen, and the Nestmothers of the Shashay have asked for our assistance.

"One of their cultural heroes, a performer named Crying Dawn Singer, has been kidnapped. We have been asked to rescue him.

"We have reason to believe that these kidnapers are not simply criminals, but are, in fact, Imperial operatives. Through a special arrangement, we were allowed to place a field agent into the entourage of Crying Dawn Singer—someone who could travel the galaxy quickly and freely. Although we are sure that our agent has not been identified, we believe that his proximity to Crying Dawn Singer has been deduced.

"Our only clue to the location of Crying Dawn Singer is that our agent was outfitted with a homing transponder. The Force has been with us, for despite the statistical improbability of

such a discovery, one of our probe droids received signals from that particular transponder while orbiting the planet Najarka.

"To help you identify the agent, there are established code phrases. If you say, 'Wheels go round and round,' the appropriate response is 'Gears without a sound.' This agent is also important to our cause, for Alliance Intell has informed us that he is aware of the location of this base. If he breaks under Imperial interrogation, this base will be lost."

"Your orders are to leave immediately for Najarka, find our operative, assuming he is still alive and present, and rescue Crying Dawn Singer. Even if the agent is dead, it may be possible to deduce what has happened to Crying Dawn Singer. Crying Dawn Singer must be returned to the Shashay alive and unharmed.

"This data plaque contains a hologram of Crying Dawn Singer and his entourage.

"Until you complete your mission, Captain Kollene and his ship are at your disposal.

"May the Force be with you."

The other hologram on the plaque shows Crying Dawn Singer's entourage. There are eight figures in the holo:

- A protocol droid, silver with red detailing.
- A very fat, bald Human wearing a skin-tight metallic gold bodysuit.
- Two Humans armed with blaster pistols and flashy green and blue matching suits.
- Two Ithorians wearing white robes and heavy green make-up.
- An albino Wookiee wearing a red vest.
- In the center of this group stands Crying Dawn Singer, the Shashay. He resembles a 1.5 meter tall



# THE ABDUCTION ADVENTURE SCRIPT

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

**Gamemaster (as Maytoc Kollene, captain of the spacetug *Worthless Fool*):** *We're approaching the daylight side of the planet. Watch for starrise.*

**1st Rebel:** We're out of the shadow. Scanning for other ships.

**GM:** *The planet's surface spreads out beneath you. Directly below is a narrow band of dark green vegetation. To either side of the vegetation are unending glaciers extending to the horizon ...*

**2nd Rebel:** You know, I heard something about Najarka once. I wish I could remember what it was.

**3rd Rebel:** Be quiet and keep an eye on the power consumption.

**GM (as Maytoc):** *Dropping down into the atmosphere.*

**4th Rebel:** The sensors are picking up a large concentration of metal.

**5th Rebel:** I've got that, too. The duracomp scan says that there's non-natural alloys present.

**1st Rebel:** Move in closer.

**Maytoc:** *Right.*

**GM:** *The ship swings into the atmosphere.*

**4th Rebel:** I'm getting more definition. It's — it's an Imperial base!

**6th Rebel:** What!

**3rd Rebel:** Are you sure?

**4th Rebel:** Yeah, nothing else has that stupid honeycomb shape.

**1st Rebel:** Full-sphere scan. Everybody

get to a gun. Maytoc, prepare to —

**5th Rebel:** Wait — the radiation signature's way too small. It's not using any power.

**6th Rebel:** There's no transmissions coming from it either; no activity at all.

**2nd Rebel:** I remember now. A pirate in a bar told me that there was an Imperial base on Najarka.

**3rd Rebel:** Tell us something we don't already know.

**2nd Rebel:** Well ... they abandoned it.

**6th Rebel:** They did? Why?

**2nd Rebel:** It was too dangerous.

**6th Rebel:** How did the pirate know this?

**2nd Rebel:** He wanted to use the place as a secret base.

**6th Rebel:** Did he?

**2nd Rebel:** Don't know. Nobody ever heard from him after that.

**5th Rebel:** Whew. Do we really want to land?

**4th Rebel:** He's right. If something scared away an entire base ...

**GM:** *The homing transceiver, set on maximum range, begins to beep.*

**5th Rebel:** The transponder is still on the planet. The Rebel agent could still be here.

**1st Rebel:** What's the location?

**5th Rebel:** Straight ahead. Near the abandoned base.

**1st Rebel:** We're going in.

**3rd Rebel:** Great. Into the jaws of death to rescue someone we can't even recognize.

## Shashay

Shashay are descended from avians, with thick, colorful plumage and vestigial wings. As they evolved into an intelligent species, they came to rely less on flight, and now their wings are useful only for gliding. Their "wing feathers" are retractable from elbow to wrist.

Shashay are known for their grace and elegance of movement, and their fiery tempers. Most Shashay are content to remain on their homeworld, living among their Nestclans. However, a few have taken to the star lanes as traders, seeking adventure and excitement.

For many years, the ships of the Shashay traveled the trade routes of the Old Republic and the Empire without notice, exploring nearby systems, gathering small quantities of natural resources, and surreptitiously trading with smaller and less established settlements. Their status changed about a decade ago, when one of their scout ships was crippled and forced to land on Kashyyyk. While the Wookiee inhabitants of Kashyyyk were more than willing to voluntarily assist the Shashay in the repair of her craft, she insisted on repaying them. The method of payment was an evening of song.

In her first performance in Imperial space, their representative enthralled the Wookiees (a people not generally known for their appreciation of art). Since that time, the Shashay have been in great demand as performers throughout the Empire.

The Shashay have also proven themselves to be excellent astrogators, and are often called "Space Singers." Their avian brains easily made the transition from the three-dimensional patterns of terrestrial flight to the intricacies of hyperspace.

As the Empire's New Order supplanted the harmony of the Old Republic, the Shashay became more reclusive. The location of Crytal Nest, the Shashay



### Crying Dawn Singer — the most famous of the Shashay Singers.

homeworld, is a closely guarded secret. The coordinates of the Shashay homeworld are never recorded into the memory bank of a nav computer but instead are entered manually, from memory, by a Shashay astrogator.

Very few members of the species are allowed off the home planet for fear that its location will be revealed. The Shashay have such a strong community identity that a captured Shashay astrogator will die rather than disclose the coordinates of Crytal Nest. This willingness to die has protected the planet's secret location for many years.

A few months ago, the Alliance decided to seek the aid of the avians. At first, the Shashay politely resisted the advances of the Alliance, but as the atrocities of Palpatine continue to grow in scope, the Shashay have become more receptive. However, the Nestmothers of the Shashay must still be convinced that the Alliance will defeat the Empire. The rescue of Crying Dawn Singer will be instrumental in proving the Alliance's good faith and resourcefulness.

### ■ Shashay

**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 2D/4D  
**MECHANICAL** 2D+2/5D  
**PERCEPTION** 1D/3D  
**STRENGTH** 1D/2D  
**TECHNICAL** 1D/3D

**Special Abilities:**

*Beak:* Does STR+1D damage

*Feet talons:* Do STR+2D damage

*Gliding:* Shashay can glide for limited distances, roughly 10 meters for every 5 meters of vertical fall. If a Shashay wishes to go farther, he must make a Moderate *stamina* roll; for every three points by which the Shashay beats the difficulty number, he may glide another three meters that turn. Characters who fail the *stamina* roll are considered stunned (as per combat)

from the exertion, as are characters who glide more than 25 meters. Stun results are in effect until the Shashay rests for 10 minutes.

*Natural Astrogation.* Time to use: one round. Shashay gain an extra +2D when making *astrogation* skill rolls, thanks to their special grasp of three-dimensional space.

*Singing:* Shashay have incredibly intricate vocal cords that allow them to sing musical compositions of unbelievable beauty and complexity.

**Story Factors:**

*Loyalty:* A Shashay is fiercely loyal to others of its species, and will die rather than reveal the location of its home world.

*Language:* Shashay cannot speak Basic, though they can understand it.

**Move:** 5/8 (walking), gliding (see above)

**Size:** 1.3–1.6 meters tall



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parakeet. His feathers are pure white, but he has a red splash across his chest, and a red crest at the top of his head.

Read aloud:

**The Shashay, of course, is Crying Dawn Singer. He is a popular entertainer throughout the sector, and his vocal abilities are remarkable. Unfortunately, the vocal cords of the Shashay are such that they are unable to speak Basic.**

**The droid, named 6T-L, is Crying Dawn Singer's translator droid.**

**The fat Human is Fezzter, and acts as Crying Dawn Singer's road agent and personal manager.**

**The two Humans are Crying Dawn Singer's personal guards. They may not look like much, but they know what they're doing.**

**The Ithorians, Guerglenar and Drov, are backup singers.**

**The Wookiee is Katykam. He is Crying Dawn Singer's stage manager.**

### The Directional Transceiver

The directional transceiver given to the Rebels is used to track the homing transponder assigned to the missing Rebel operative. It is a datapad with two data readout screens. When activated, one of the LED readouts displays an arrow which points towards the location of the specific homing transponder. The other readout provides the approximate distance to the transponder (in kilometers or meters). The maximum range for the transceiver is 500 kilometers.

## Beginning the Adventure

Upon hearing the orders, Maytoc Kollene prepares the ship for lift-off. Almost before the Rebels realize it, they are in hyperspace.

The journey to Najarka aboard the *Worthless Fool* lasts six hours. If the Rebels decide to research their new assignment, then show them the relevant data screens for the topics they wish to investigate (they will probably want to see the screens "Shashay" and "Najarka").

## Starting on Najarka

The following information is provided to the gamemaster to complete the data provided on the data readout for the players:

There are only two environs on Najarka, the largest of which are the huge glaciers which dominate all but a small portion of the planet's surface. The glaciers support no life, but produce storms which generate hurricane force winds (over 500 kilometers per hour) and metal piercing hail. Icequakes constantly rend the surface (anyone caught in a quake could suffer up to 12D starfighter scale damage, as huge sheets of ice crumble in upon themselves, grinding ships and characters under scores of meters of ice). Landing on the glaciers is inadvisable because of the violent winds and unstable surface.

The smaller environ is the "green belt" of Najarka. The "green belt" is a band of rainforest, approximately 300 kilometers wide and encircles the planet's equator. Within this range, trees

grow up to two kilometers tall, and the diversity of life is truly unusual for such a small environment. On the edges of the rainforest, the frozen material of the ice caps rises hundreds of meters above the trees. The rainforest receives most of its moisture from melting snow and ice, and makes the first 20 kilometers of the "green belt" a saturated, swampy mess. Occasionally, icequakes will send tons of ice falling from the walls into the forest below. An everpresent bank of clouds lines the cliff walls.

Imperial scientists haven't been able to determine why the "green belt" exists, but it is often attributed to unusual geothermic activity, which not only heats the area, but prevents the glaciers from flooding or sliding over the forest area.

There is an abandoned Imperial complex on Najarka. Originally for scientific research (primarily involving bioengineering projects), the base has lain dormant for several years, although it now figures prominently into the Farools' plans for Crying Dawn Singer.

## First View of the Complex

As the characters steadily close on the base, the directional transceiver will indicate that they should head straight for the base. The transponder is obviously somewhere within the complex.

From the air, the Rebels can barely see the abandoned base, which was built just below the treetops and now appears to be overgrown. The design is old — it has the typical hexagonal shape, but the landing pads are separated from the main garrison, as are the many outbuildings, which are all linked by exposed walkways.

## Landing

From the air, the Rebels can see four landing pads. The edges of the pads are overgrown with vegetation, but there is plenty of room to land the *Worthless Fool* in the center of any of the pads. One of the pads (labelled "B" on Gamemaster Map "Imperial Complex, Najarka" on page 72) shows signs of recent use.

Whenever the Rebels refer to the directional transceiver, it will point towards the biological research center. Compare their position on Gamemaster Map "Imperial Complex, Najarka" on page 72 with the position of the center to determine distance and direction.

When the Rebels leave the ship, Maytoc Kollene remains on board; he will never leave the ship.

## The Imperial Complex

The walkways within the complex are four-meter wide allacrete bridges supported by large tree limbs. They are set four to five meters below treetop level. There are no railings at the sides, but if someone falls, they will not fall far before landing

on a branch strong enough to support their weight (one to six meters, 3D damage). The walkways are in good repair (only a few cracks and holes mar the surface) but all of the walkways, except for those leading to the biological research center (see highlighted pathway on Gamemaster Map "Imperial Complex, Najarka" on page 72) are littered with fallen tree limbs and leaves. The Rebels may decide to investigate the Imperial garrison (main building) or the biological research center.

## Stepping Into the Forest

When the Rebels leave the landing pad, read aloud:

**The rainforest of Najarka is replete with life. The trees, vines, and flowers are full and lush. The air is filled with insects, from infinitesimal gnats to beetles as large as Jawas. Brightly colored birds soar above your heads. Other birds flit through the trees at your sides and through the branches below you. Your ears are assaulted with the calls and cries of thousands of creatures.**

**The only native creatures which show any interest in you are several groups of small primates with long white fur and black markings. The creatures are arboreal, scampering through the tree limbs using their hands and feet and trailing a long, flowing tail behind them. Their white fur and black markings make them look like small, comical stormtroopers. They follow you closely, filling the air with their loud, trilling call.**

## The Kichicolia

The creatures, the kichicolia, were catalogued by the Imperial Zoological Agency during the Empire's original occupation of Najarka. They are half meter tall primates with prehensile fingers and toes, and long thick fur. Individuals are normally white with black markings around their joints, mouths and eyes. The most striking feature is the tail, which is covered with long white fur and trails behind the creatures like a banner. The call of the kichicolia is a very loud, trilling squawk.

Because of their appearance and humorous behavior, several breeding pairs were transported to the Emperor's personal gardens, where they immediately had their vocal cords removed so that their vocalizations would not annoy the Emperor's guests.

### ■ Kichicolia

Type: Forest simian  
DEXTERITY 4D  
Dodge 6D  
PERCEPTION 3D  
Hide 4D, sneak 4D+1  
STRENGTH 1D  
Climbing/jumping 3D  
Special Abilities:



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**Teeth:** Do STR+1D  
**Move:** 12  
**Size:** 0.2–0.5 meters tall

**Capsule:** Kichicolia are half meter tall primates with prehensile fingers and toes, and long thick fur. Individuals are normally white with black markings around their joints, mouths, and eyes. The most striking feature is the tail, which is covered with long white fur and trails behind the creature like a banner. The call of the kichicolia is a loud squawk.

Kichicolia live in small packs, and are harmless herbivores. They may attack if cornered, but are more likely to retreat if threatened.

### The Tree Viper Attack

The walk from the landing pad to platform one (see map) should take less than five minutes. The kichicolia follow the Rebels as they walk, squawking loudly, but not otherwise disturbing them.

Platform one is one of six platforms on the outer perimeter of the complex. The six platforms are all hexagons, ten meters to a side, with several walkways leading from them.

As the Rebels approach platform one, the kichicolia disappear into the trees and stop squawking. Read aloud:

**There is silence. You realize suddenly that the calls of the birds, the buzz of the insects, and the cries of the mammals have disappeared. The air is eerily still.**

The Rebels should be given a few moments to worry. If they do nothing, then nothing happens.

If they look along the trees bordering the platform, they will see many eyes and faces of the kichicolia, who are watching them intently.

The moment the Rebels begin to move again, the tree vipers will attack. Read aloud:

**You hear a rustle in the trees. It seems as if some of the limbs have gained mobility, and then you see their flying forms: the tree vipers, coiled on the tree limbs, have launched themselves at you, baring their fangs, dripping venom.**

Three tree vipers will attack during the first round, with four additional ones leaping out of the trees during subsequent rounds.

### ■ Tree Viper

**Type:** Tree serpent  
**DEXTERITY** 2D  
**PERCEPTION** 2D  
**STRENGTH** 3D  
 Brawling 4D, climbing/jumping 4D+2

#### Special Abilities:

**Fangs:** Do STR damage (plus venom).

**Constriction:** Do STR+1D damage each round (subtract 2D from victim's *Dexterity* until he or she makes a successful opposed *Strength* roll to break free).

**Venom:** Characters bitten by a viper must make a Moderate *stamina* roll to avoid paralysis. Paralyzed characters will cease breathing in 10 rounds and suffer irreversible brain damage in the next 8 minutes unless the venom is countered by the general antitoxin present in standard medpacs.

**Move:** 11  
**Size:** 2.5–3 meters long

**Capsule:** Tree vipers are large snakes with green and brown mottled skins. They hunt in small groups

of two to six, and are accustomed to bringing down prey much larger than themselves with their venom. This makes them bold and fearless predators.

If any of the Rebels are badly wounded, the group can return to the *Worthless Fool* to recuperate, then attempt the journey again. The second time the Rebels cross platform one, the tree vipers will have traveled to another area and there will be no attack.

## The Imperial Garrison

After the Rebels cross platform one, there will be about a five-minute walk to the main garrison. The Rebels will not necessarily approach this building as the directional transceiver indicates that they should head to the biological research center.

The main garrison building has eight levels, the lower level measuring 150 meters on a side. It has been pulled down into the forest so that the upper level now lies only about forty meters above the walkway, with the lower levels hidden by the thick foliage of the area.

If the Rebels attempt to cross over to the building using the walkway, then they must make three *Easy climbing/jumping* rolls. Failure on this roll results in a short fall, doing 1D damage.

Once the Rebels are next to the building, they will see that the four lower levels are completely closed off by the dense foliage, and will have to cut away the tree limbs. Large branches and vines protrude from the outer walls of the fifth and sixth levels. The two uppermost levels have not yet been seriously harmed by the forest.

The only door is on ground level. The characters may want to cut through the walls (a *Strength* of 3D) or windows (a *Strength* of 1D+2).

There is no power inside the main garrison. Some light will enter through the opening that the Rebels create, but otherwise, the only light within the structure will come from glow rods or other sources of illumination brought in by the Rebels.

Within the building, all of the rooms are empty, although some are covered by vines that secrete acid (2D damage) if touched. Within each room, all furniture has been removed, so there are deep scratches in the floors, while all computer terminals and fixtures have been removed, so there are exposed wires everywhere.

## The Biological Research Center

The directional transceiver leads the Rebels to the biological research center.

When the Rebels reach the biological research center, read aloud:

**Before you is a low, white building sitting on a large allacrete platform similar to others you have seen here, but this one is much larger. The**

**building cannot be seen from the air because the trees have obscured it from above. The trees have grown in close, their branches covering the building and the narrow walkway that surrounds it, and many vines have anchored themselves into the building's walls.**

**The main entrance is clear. Vines which should have grown across the doorway end at its edges.**

If the Rebels study the vines around the doorway (making a *Very Easy Perception* total), they will realize that the vines have been cut recently with a vibroblade.

The Rebels may walk around the building: the vegetation extends into the walkway and will reduce movement speed to about three meters per round, since the Rebels will have to bend or cut branches in order to pass by them. Upon reaching the opposite side of the center, the Rebels will find that the walkway extending beyond the center is also covered with vines and limbs and seems impassable.

The main entrance of the biological research center has "Imperial Biological Research Center, Najarka" carved in large, imposing letters above the doorway. The automatic door is made of thick, clear transparisteel. There is no power going into the building, so the automatic door will not open. If the Rebels circle the building they will find that this is the only door; give each character one chance to make a *Difficult Perception* total. If the check is successful, the Rebel will spot one of the many hidden windows, and find an alternate means of entry (assuming they can force their way through the window).

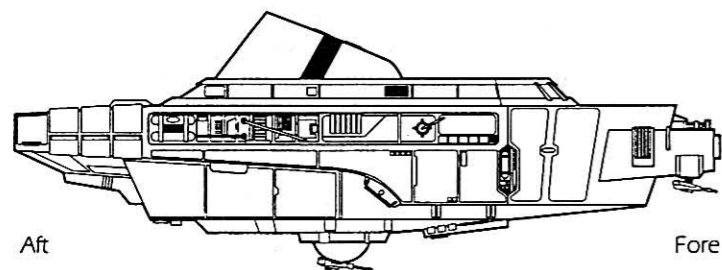
### Getting into the Building

There are several different ways to open the door. If the Rebels have access to a portable generator or other power source (a droid could be used), then it would take an *Easy Technical* (in the case of a generator) or *droid repair* (in the case of a droid) roll to prepare the power source (failure will drain the power source). Once power is restored, a *Moderate security* roll is necessary to open the door. Failure fuses the door's circuits and precludes any subsequent attempts using this method.

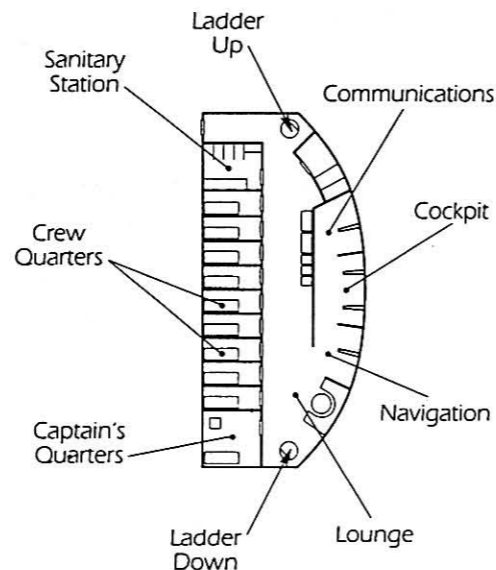
Characters may try to simply pry the doors open using brute force. This will require a *Very Difficult Strength* roll; characters can combine on this roll, but no more than two individuals can work together in the space. A pry bar of at least a meter in length (or similar tool) adds a +5 modifier to the total and allows up to four Rebels to combine their *Strengths* (keep in mind that the object chosen to be used as a pry bar will most likely be irreparably twisted during use).

If the Rebels try to blow the door up, it will take

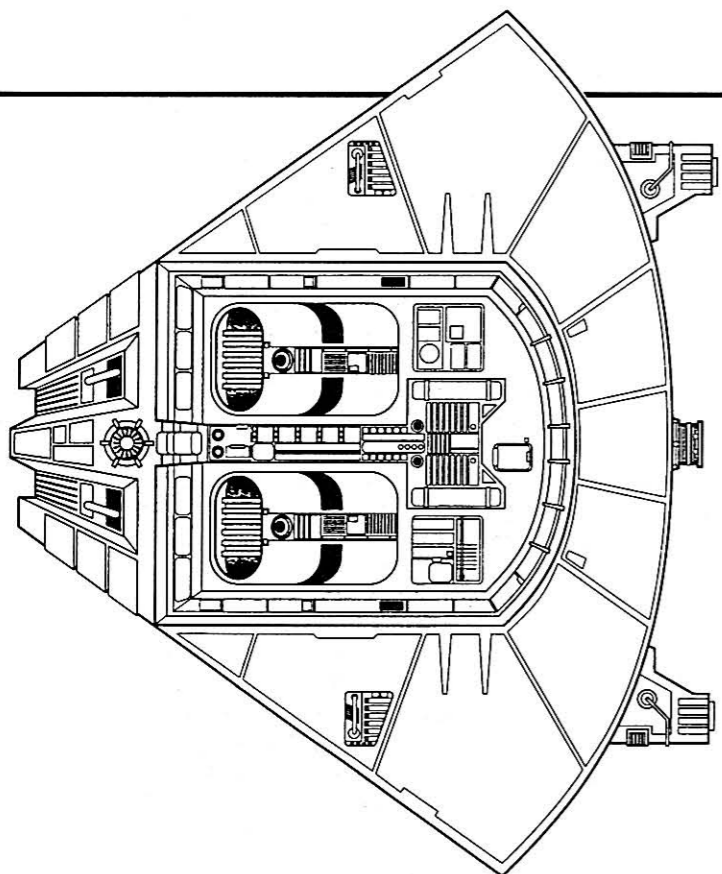
**GAMEMASTER DIAGRAM  
The Worthless Fool**



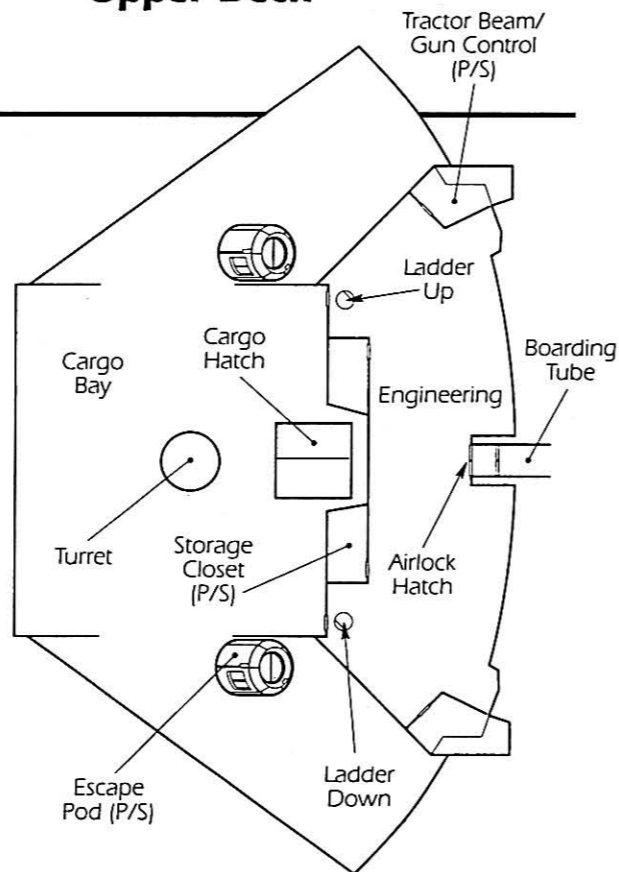
**Side View**



**Upper Deck**



**Top View**



**Lower Deck**

The *Worthless Fool* is a *Cuirilla-Rayl Xylines*-Class Spacetug (called a CRX-Tug by spacers). Before it entered the Alliance Fleet, it had been significantly modified by the pirate Yearo Seville.

**The Upper Deck**

The upper deck has the cockpit and the crew quarters.

The cockpit has three separate, partitioned sections. The center is for the pilot and co-pilot. The communications and sensor arrays can be tied into the pilot's compartment.

To the left of the pilot's compartment is the communications center. To the right is the navigational sensor array.

The area aft of the cockpit contains all of the crew's personal facilities. There are enough berths for 19 people.

There are two stair rungs leading down to the lower deck.

**The Lower Deck**

The lower deck contains the tractor beam controls, the assault tube, the escape pods and the cargo hold.

The tractor beam controls are cramped compartments just inside the tractor beam pylons. The com-

partments are connected to the generators by sub-deck crawlways.

There are two small storage areas to hold all emergency gear and space operations suits.

The powered assault tube must be entered through the airlock. The airlock controls are adjacent to the tube.

The cargo hold and lift are in the rear. The escape pods can be accessed by going through the cargo hold.

**Maintenance Crawlways**

Maintenance crawlways wind through the ship in such complex patterns that only someone intimately familiar with the ship, such as Maytoc Kollene, could hope to navigate them successfully. Maytoc will hide within these tunnels whenever the ship is searched.

**Armament**

When arming the *Worthless Fool*, Seville installed lasers on each of the tractor beam pylons, as well as a ball turret laser cannon.

The Hansen FeatherTouch tractor beam units are capable of amazingly fine operation: they can gently pull a small bird out of the air without harming it, or rip a small freighter to shreds. The beam units are mounted in rotating pylons which can be placed in thousands of different configurations.

**Worthless Fool**

- Craft:** VR-10 *Cuirilla-Rayl Xylines*-Class Spacetug
- Type:** Modified Spacetug
- Scale:** Starfighter
- Length:** 42 meters
- Skill:** Space transports: spacetug
- Crew:** 4, gunners: 3, skeleton: 1/+5
- Crew Skill:** space transports: spacetug 3D, starship gunnery 2D
- Passengers:** 18
- Cargo Capacity:** 125 metric tons
- Consumables:** 2 weeks
- Cost:** 15,000
- Hyperdrive Multiplier:** x2
- Hyperdrive Backup:** x9
- Nav Computer:** Yes
- Maneuverability:** 1D
- Space:** 2
- Atmosphere:** 225; 650 kmh
- Hull:** 3D
- Shields:** 2D
- Sensors:**
  - Passive:* 12/0D
  - Scan:* 30/1D
  - Search:* 50/3D
  - Focus:* 2/4D
- Weapons:**
  - 2 Laser Cannons**
    - Fire Arc:* Turret
    - Crew:* 1
    - Skill:* Starship gunnery
    - Fire Control:* 2D
    - Space Range:* 1-3/12/25
    - Atmosphere Range:* 100-300/1.2/2.5 km
    - Damage:* 2D
  - 1 Heavy Laser Cannon**
    - Fire Arc:* Front

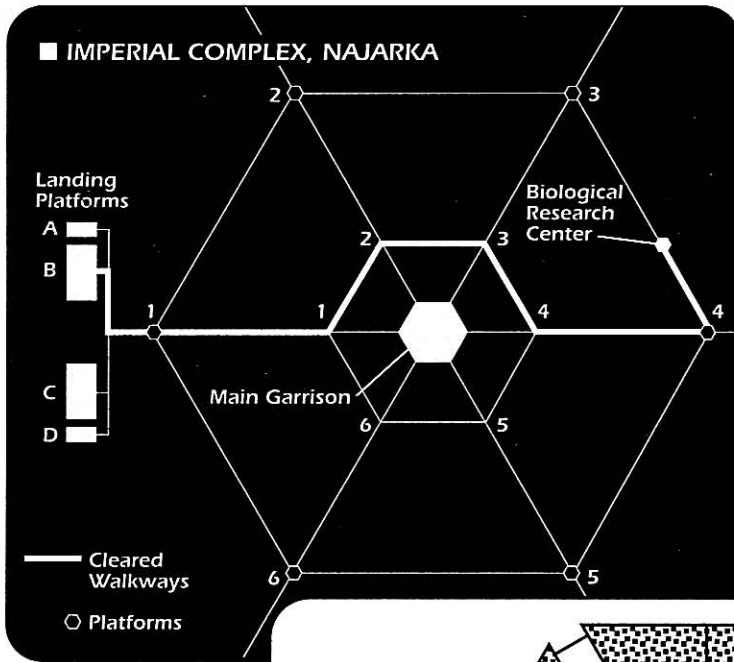
- Crew:* 1
- Skill:* Starship gunnery
- Fire Control:* 2D
- Space Range:* 1-2/10/20
- Atmosphere Range:* 100-200/1/2 km
- Damage:* 5D
- 2 Tractor Beam Projectors**
  - Fire Arc:* 1 front, 1 back
  - Crew:* 1
  - Skill:* Starship gunnery
  - Fire Control:* 3D
  - Space Range:* 1-5/15/30
  - Atmosphere Range:* 100-500/1.5/3 km
  - Damage:* 5D

**Capsule:** The *Worthless Fool* came into the hands of the Rebel Alliance when it was purchased by a young procurement officer. Yearo Seville claimed that the ship had originally been used in the Imperial shipyards and its memory had valuable information. The officer paid an exorbitant sum for the ship and delivered it to Rayter Sector Fleet Supervisor Dwin Wisheel.

Wisheel learned that the ship's main computer memory had been fused. "There is nothing in the ship's memory," Wisheel told the officer. "It's worthless, and so are you. You're a worthless fool."

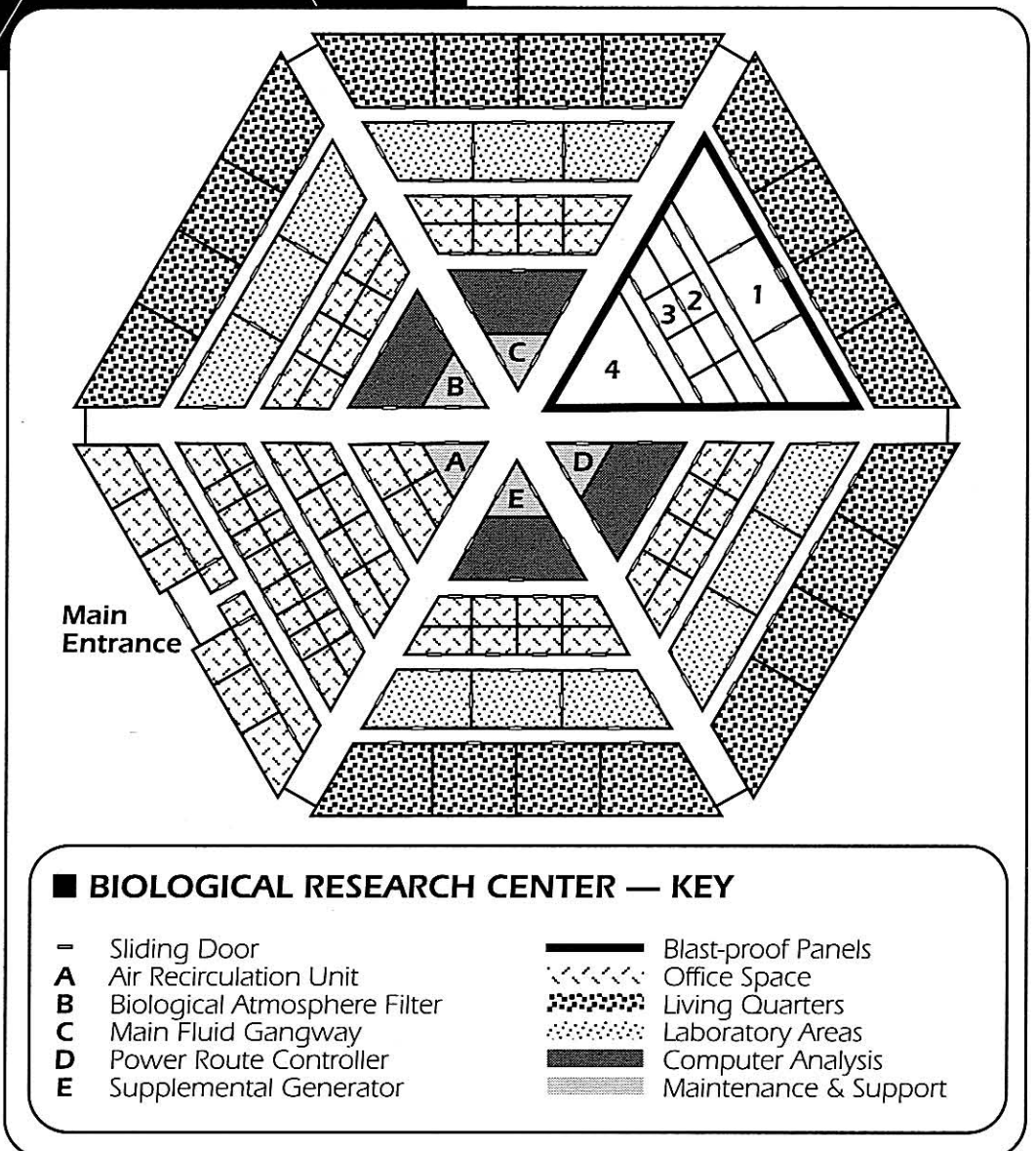
After a few days, the name "worthless fool" began to appear on all work orders concerning the ship. Eventually, the ship was permanently registered as the *Worthless Fool*.

Maytoc Kollene appeared at the supposedly secure entrance to the base only a few days after the arrival of the *Worthless Fool*. After out-maneuvering two of the base's finest pilots, Kollene was given his choice of command; he took the *Worthless Fool*. No one was surprised by his choice because the ship had already been converted for use by a one-legged pilot.



**GAMEMASTER DIAGRAM  
Imperial Complex, Najarka**

**GAMEMASTER DIAGRAM  
Biological Research Center**





a Moderate *demolition* skill roll for success, provided the Rebels have access to at least five cubes of detonite. Three or four cubes will require a Very Difficult *demolition* roll, and with less, it will not be possible.

Characters might also choose to blast through the doors with their blasters. Treat the doors' *Strength* as 5D. The door isn't passable for human-sized, or wheeled or tracked droids until it receives the equivalent of a *mortal wound*. Small and agile characters, like Ewoks, will be able to pass through the door once it takes the equivalent of an *incapacitated* result.

The hidden windows, once located, will be much easier to blast or break through (*Strength* 2D).

### The Reception Area

The room beyond the main entrance door is the reception area. It is dark and empty. Marks on the floor indicate that it once contained a large, heavy desk. There are many short, loose wires coming up out of the floor from where the desk had been.

A Rebel who makes an Easy *Perception* roll will realize that there is no dust on the floors and that the air is fresh.

### Bad News

After the Rebels enter the biological research center, they receive a call from Maytoc over the comlink. Read aloud:

**Maytoc calls you over the comlink. "The subspace radio on the ship picked up a message from the sector's subspace transmission network — someone took over their signal. It's pretty bad news," he says. "The kidnapers have identified themselves. They say they're part of the Rebellion."**

At this point, if the Rebels have with them an R2 unit or some other droid equipped with a hologram projector, then Maytoc can transmit the first transmission to them. If not, they can view it when they return to the ship. See "The First Transmission."

Any Rebel who makes a Difficult *sensors* roll will realize that the static at the end of Seville's message was artificially induced and that both Seville's message and the Imperial message are part of the same transmission.

## Inside the Biological Research Center

The only light inside the center filters in through the hidden windows located at the ends of the larger halls. None of the automatic doors within the building work, but they can all be opened manually. All furniture and equipment has been removed from the building. The floors



Allen Nunis

are covered with scuff marks, and many of the walls still have mounting brackets where various pieces of equipment were attached.

The halls are three meters wide, with four meter high arched ceilings. An extensive system of utilitarian lighting units indicates that the complex was brightly lit when it was in use.

### Finding the Rebel Agent

The Rebels must use the directional transceiver to determine the exact location of the Rebel agent (see the map on page 72, "Biological Research Center").

The rooms in the innermost ring were used by the maintenance and support staff, and contain the ventilation, power and plumbing control interfaces. Much of this equipment remains. If the Rebels search the power supplemental generator (room E), they will find a recently installed, remotely activated supplemental generator.

The remaining rooms in the southwest triangle of the center were offices for the Imperial administrative staff. They are completely empty.

In the other triangles, the rooms in the outermost ring were the staff living quarters. Each small cubicle contains two small lockers. All the cubicles and lockers are empty. The second ring held the research labs and still contain metal lab benches. The third ring was occupied by the science offices; these rooms are empty. The rooms in the fourth ring were the computer analysis stations. These rooms contained most of the center's electronic equipment. The marks on the floors in these rooms are deep to the point of being gouges, and the walls are covered with loose hanging wires.

### The Northeast Triangle

The northeast triangle of the building is an exception to the previous descriptions. The rooms in this triangle have been modified by COMPNOR's Interrogation Branch (a division of Imperial Intelligence). The inner triangle, except for a single entrance in the outer hallway, has been sealed with blastproof two-meter thick ceramic panels (*Strength* of 9D).

These rooms are equipped with various combinations of shackles, chains, force shield containment units, and atmosphere modification systems, which the ISB agents use, along with their Interrogation droids and Gamorrean inquisitors, to withdraw information from suspected traitors.

If the Rebels follow the transceiver directly, they will find that it indicates the transponder is straight through one of the ceramic panels (in room 4).

**Room One.** This room contains the bodies of Crying Dawn Singer's two human guards. These bodies lie on one of the lab benches, both having been dispatched by a single laser blast to the head.

**Room Two.** In this room is the body of the obese, bald human. The body is hanging upside down, its ankles chained to the ceiling. It is

wearing the same metallic gold bodysuit that was pictured in the hologram accompanying the Rebels' orders. There are no apparent wounds on the body, but the face is bloated and twisted in a grotesque grimace of agony.

**Room Three.** This room is almost filled by a portable compression/desiccation chamber. The chamber is a large (1.75 meters), white cube constructed of super-stressed plastics. There is a small window in one side. Normally the chamber is used to process large quantities of organic material into food concentrates. It pressurizes the material, then cools it, and removes all moisture. The chamber can also be used to preserve specimens of game animals for use as trophies. By looking through the small window, the Rebels can see the bodies of the two Ithorians. Their skins have turned a greenish grey. On each side of their necks, their long tongues hang, lifeless, from their mouths.

**Room Four.** In this room is the body of the albino Wookiee and the red and silver valet droid. The Wookiee's body is suspended from the ceiling, its limbs secured by a specially constructed frame. The unclothed body is shaved in various places; each shaved patch is marked with cuts

### The First Transmission

Read aloud:

*The hologram begins with a close-up of the face of a human male. His skin is very pale. His chin is pointed and thrust out. His left cheek is marked by nine precisely cut parallel scars. His narrow eyes are close set and dark. He smiles a crooked smile, then speaks.*

"This is Yearo Seville, leader of the Rebel Alliance in Rayter Sector; I've got a message for the Shashay."

*The holo pulls out, revealing Seville's elegantly tailored clothing, his richly carved walking stick, and his gold-plated BlasTech blaster, which is pointed at Crying Dawn Singer. Crying Dawn Singer is being held by two other pale-skinned, richly dressed and heavily armed humans, both with cheeks scarred like Seville's. The floor and the walls behind them are covered with pelts of the rarest galactic species, many of them sentient.*

"That's right, we've got him, and if you want him back, you've got to pay our price."

Cut to a close-up of Seville, who has stopped smiling.

"The Rebellion is grossly undermanned and underfunded. If we don't get help soon, we're going under. Our soldiers are deserting and joining the Imperial Army and Navy. Our bases are losing local support. We can't even make our payments to the underworld figures and crime bosses who have been supplying us with equipment. We need money."

*The holo cuts to a medium shot of Seville. He points*

*towards the holorecorder. He is yelling.*

"You out there, you Shashay and all your mindless alien friends, you've got money, and we want it."

The holo pans along Seville's arm, following the line of the blaster to Crying Dawn Singer. Seville fires, stunning the captive Shashay. The two pale humans let the unconscious Crying Dawn Singer fall to the floor.

"Here are the Rebellion's demands: first, a payment of 10 billion Imperial Credits, followed by a donation of equipment valued at that same amount. Second, we want you to support a Rebel Alliance base —"

Cut to a close-up of Seville. He is sneering.

"— on your precious homeworld."

The holo cuts to a close-up of Crying Dawn Singer, lying, unconscious, on the fur pelt of a young Wookiee. Seville speaks again, gleefully.

"You've got twenty standard hours to reach us through the NewsNets or we'll start plucking the little feathered —"

The holo cuts off abruptly in a flurry of static. The static is shortly replaced by a caption, written in standard Imperial type:

"Transmission intercepted. Imperial Broadcast and Communications Agents tracing signal."

*This caption remains for sixty seconds, then disappears.*

and punctures. Rebels who make an *Easy technology* roll realize that these marks were made by an Imperial Interrogation droid.

The droid is on the floor in the northern corner of the room. There is a large dent in its chest, and its finish is dulled and covered with many scratches. The droid is inoperative, but not severely damaged. The directional transceiver indicates that the homing transponder is installed within the droid — the droid is the agent!

### Power

At this point, shortly after the Rebels have found the droid, the generators in the building are triggered by the Star Destroyer *Impending Doom*, which is now orbiting the planet. The Rebels won't know the cause of the change, but will notice that every light in the room comes on, and the air processors begin to work. The change should be startling. Read aloud:

**BOOM! The quiet of the building is broken. Searingly bright lights flash on, forcing you to squint. The air processors start with a thunderous rumble and your body quivers, jolted by the noise and the feel of the icy-cold air on your flesh.**

Contact with the *Worthless Fool* is now impossible. Maytoc detected the ship just as it came into orbit, and cannot safely warn the Rebels without the Imperials learning of their presence. Maytoc has gone into hiding on board the ship because he has detected a recon ship that has been dispatched to the base. If the Rebels try to call on the comlink, they will get no response.

If the Rebels decide to fix the droid, go to "Repairing the droid." If they decide to leave the research center, go to Chapter Two, "Leaving Najarka."

### Repairing the Droid

The Rebels can repair the droid whenever they feel they have the opportunity. However, until it is repaired, they must carry it.

Without a droid repair kit, it will take a Very Difficult *droid repair* roll to repair the droid. A droid repair kit (there is one on the *Worthless Fool*) reduces the difficulty level to Moderate.

If the Rebels attempt to repair the droid at the center, remember that they are only allowed to make one roll for success after the first fifteen minutes of work (refer to the *Star Wars: The Roleplaying Game, Second Edition* rulebook for details). If that roll is a failure, the Rebels must work for twenty-four hours before they can roll again.

When the Rebels are successful at repairing the droid, read "The Droid Awakens."

### The Droid Awakens

When the droid is activated, its memory will playback events just prior to its deactivation. Read aloud:

**The droid's vocabulator squawks for a moment, then the droid says, very politely, "I am KL-6TLF7V/T, Valet and Translator droid, may I take your coat? Would you care for a drink?"**

**The droid pauses. "No, wait —"**

**The droid squawks again. "Don't do that, please! Master, you must run."**

**The droid pauses again and looks at each of you. The sounds of a gun battle issue from it, complete with the screams of several alien tongues, and the crisp voice of a human barking out orders. The droid moves awkwardly, its motor circuits replaying the scene in synchronization with its voice module.**

**The human's voice is the last one heard, saying, calmly, "Don't kill 'em yet. They've got a lot of singing to do before they die."**

**The droid stops, and lowers its head. "My master has been kidnapped," it says sadly.**

If the Rebels have heard Yearo Seville's sub-space transmission, they will recognize his voice as the one in the droid's voice-loop.

For 6T-L's stats, see the "Character Templates" section in the back of this book. The droid's personality is submissive, yet also abrasive, as the droid is constantly looking for opportunities to make itself useful. The droid will attempt to speak as much as possible, whether it has anything to say or not. It will also, very often, refer to Crying Dawn Singer, and compare the Rebels unfavorably to him, saying things like "Your



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clothes fit you quite well. My master, however, has such lovely plumage that it is not necessary for him to resort to artificial beautifications.”

If the Rebels ask the droid for information about the kidnapping of Crying Dawn Singer, it will have this to say:

**“I remember little, as I was inactivated quite soon after our abduction. I did recognize one of the assailants as being a reputed space pirate, at least according to the more sensationalistic news transmissions. He was Yearo Seville.”**

If the Rebels transfer the droid’s visual memory to another computer for review (this activity requires an Easy droid programming/repair roll and a computer equipped with a holographic projector), then they will see this:

**The droid views the interior of a large, plushly upholstered limousine. The scene shifts with the motions of the droid’s photoreceptors. The droid looks at Crying Dawn Singer, who is whistling agitatedly, then scans the compartment, which contains: two armed guards, sitting quietly and looking out the windows; two Ithorians, sleeping; and an obese human, eating. The scene jerks slightly as the limousine stops. The droid looks out of the side window and sees the albino Wookiee standing on the steps leading into a large building.**

**The two armed guards exit the limousine. They scan the area, then greet the Wookiee. The human and the Ithorians exit. The droid looks back at Crying Dawn Singer, who is preening.**

**The scene shifts abruptly as the droid exits the limousine. The droid looks around the area, at the guards, and the Wookiee. There is a small flash of light in the shadows at the building’s side.**

**The view becomes a split screen. The droid’s left eye focuses on the flash of light and zooms in on it. The right eye widens its scope, taking in nearly 180 degrees of the scene.**

**The left eye sees a human male. There are scars on his cheek and he is carrying a gold-plated blaster. The right eye sees the Wookiee purposely throw down his pipe.**

**The left eye shows the scarred human speaking into a comlink on his collar. He begins shooting. The right eye shows the two guards falling.**

**You hear the droid’s voice, “No, wait —” The droid turns to Crying Dawn Singer and speaks, “Master, you must run.” There is the sound of a laser bolt firing, and the droid falls on its back. In the sky above there is a large airspeeder with “TGM” written on its aft stabilizers. The scene goes black, and you can hear the sounds of the battle and the voices screaming.**

## The Security Camera

Read aloud:

**INTERIOR: THE TORTURE ROOM.** *The albino Wookiee hangs from the ceiling. The space pirate Yearo Seville is speaking to an Imperial COMPNOR security officer. The angle is tilted vertically, indicating that the droid must be tilted over on its side.*

“Do you want me to take the droid to Laim?”

*The officer responds with cold military efficiency.*

“No, just the bird. Moff Owen wants to pick the droid up personally. His personal Star Destroyer, the *Impending Doom*, is en route. Moff Owen wants his people to be the first to get to the information in the droid’s brain.”

“We’re just going to leave it here?”

“The *Impending Doom* will be here very soon. No one ever comes here anyway.”

*Seville’s form looms larger in the camera’s view as he closes in on the droid. There is a loud CRUNCH! as the pirate kicks the droid.*

“Whatever you say. You’re the pro. I’m just a pirate.”

## Identifying the Rebel Agent

When the Rebels speak the recognition code to the droid (“wheels and cogs go round and round”), then the droid responds (“Gears without a sound”) and will shift into another personality. Because of the demands placed on the droid by its service for the Rebellion, it has developed two distinct personalities: the submissive valet, and the heroic Rebel agent. After the recognition code is given to the droid, it becomes incapable of retaining one personality for any length of time: it will shift constantly from being helpful, submissive and sardonic, to being heroic, selfless, and foolhardy.

After the droid has been given the recognition code, it will begin running around frantically and shouting, “We must go to Laim. We must go to Laim.” After the Rebels calm the droid down, they will be able to access the secret Alliance files in which it has stored the information gathered by its surveillance camera.

This camera recorded the final moments of the kidnapper’s stay on Najarka. Cut to “The Security Camera.”

## Cut to ...

Chapter Two, “Leaving Najarka.”

# Episode Two

## Leaving Najarka

### Summary

The Rebel heroes attempt to flee the planet. They must decide whether or not to bring the droid, and how to transport it if it is not operational. They must defeat or circumvent the squad of Imperial stormtroopers who have been dispatched to retrieve the droid. Finally, they must recapture their ship, leave the planet, and escape from the TIE fighters sent by the orbiting Imperial Star Destroyer *Impending Doom*.

### Moff Owen and the Impending Doom

The *Impending Doom* is orbiting Najarka. Having been informed by the COMPNOR interrogators that 6T-L is the Rebel agent, Moff Owen has come to retrieve it. No one on board the *Impending Doom* is expecting to find Rebels or anyone else on Najarka.

In recent years, no beings except the interrogation teams have set foot on the planet. To ensure this, Imperial Intelligence spreads rumors throughout the sector, keeping the curious away with tales of death and horror.

### The Worthless Fool

Maytoc Kollene and the *Worthless Fool* are safe. The Rebels cannot contact the ship because Maytoc is hiding. All systems on the ship are inactive and Maytoc is keeping track of the stormtroopers who boarded the ship by silently moving through the accessways above their heads. The stormtroopers quickly conclude that no one is aboard, and exit the ship, positioning themselves at the foot of the ship's boarding ramp.

### Leaving the Center

The Rebels' first decision concerns the droid. If they have already activated it, then it can walk, unassisted, to the ship. However, if they have not attempted to activate it (or have failed), then

they must decide whether or not to carry it to the ship. Any Rebel who attempts to carry the droid must make a Moderate *lifting* roll to pick it up, and has all *Dexterity* and *Strength* skill levels reduced by 2D until the droid is dropped. Dropping the droid counts as an action, but the *Dexterity* and *Strength* levels return to normal during the round that the droid is dropped, and the action is not going to cause noticeable damage to the droid.

### The Stormtroopers

Thirty stormtroopers have been dispatched to retrieve the droid. While the Rebels are traveling towards the ship, the stormtroopers are traveling towards the Rebels. The kichicolia are following the stormtroopers, squawking loudly. The similarity between the kichicolia and the stormtroopers is very apparent.

The Rebels meet the stormtroopers at intersection five (see the map, "Imperial Complex, Najarka" on page 72). Read aloud:

**The squawking noise of the black and white primates assaults your ears. They fill the branches, leaping among the trees. You are amazed at their numbers.**

**Suddenly, you see larger forms coming around the corner of the walkway — apparently being cheered on by the small black and white primates — men in black and white armor. Imperial stormtroopers.**

**30 Imperial Stormtroopers.** All stats are 2D except: *Dexterity* 3D, *blaster* 4D, *grenade* 4D+2. Move: 10. Blaster rifle (5D), stormtrooper armor\* (+1D energy, +2 physical, -1D *Dexterity* and related skills).

\*For complete information on stormtrooper armor, see page 157 of *Star Wars: The Roleplaying Game, Second Edition*.

There are a total of 30 stormtroopers, and they will break into groups of three to combine their fire. The length of the battle should depend on how well the Rebels are doing. If they are doing



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well, allow them to defeat as many as twenty of the stormtroopers. If they are doing badly, end the battle sooner. Just before the end of the battle, read aloud:

**The sounds of battle rage, but nature is quiet. The squawking primates have disappeared.**

The battle continues for two more rounds, then it ends with the appearance of a giant Najarkan creature. Read aloud:

**You hear tree limbs breaking — giant limbs — snapping like thunder. The walkway and the trees surrounding you shake. A giant, gaping mouth appears in the trees followed by a thick, vine-like body. In a single swallow, a stormtrooper disappears, and you see the huge red eyes searching as the head swings about, and the creature looks for its next morsel.**

#### ■ Najarkan Wilderbeast

Type: Great snake

DEXTERITY 2D

PERCEPTION 1D

STRENGTH 8D

Special Abilities:

Bite: STR

Armor: Add +2D to Strength to resist damage

Move: 14

Size: Up to 30 meters long

Orneriness: 7D

**Capsule:** The Najarkan wilderbeast is a huge predator of the rainforests. It appears to be over 30 meters long, with a huge mouth over two meter in diameter. It has large, dull red eyes which are low-resolution photoreceptors adapted especially to detect the black and white patterns of its natural prey, the kichicolia.

The wilderbeast ignores other potential prey when kichicolia are about (or stormtroopers, which look enough like the simians to fool the stupid creature). Characters not dressed in white and black are safe from the Wilderbeast's attentions, though they must take care not to be crushed underfoot.

The wilderbeast cannot be driven off while there are stormtroopers still around to be eaten, though it will leave when they are all consumed or have fled. The original Imperial garrison failed because its stormtroopers were eaten by wandering wilderbeasts.

### Regaining the Worthless Fool

After the creature attacks, the Rebels will be left alone. When they arrive at the landing pad, they will find that an Imperial ship has landed next to the *Worthless Fool*.

The Imperial ship seems to pose no great threat. It is obviously a light personnel carrier, a rectangularly shaped ship similar in design to a standard assault shuttle. They are called "gift boxes" by many Rebellion ground troopers, because there is not much on the outside (only four laser cannons), but they carry a full complement of troops. Any Rebel who makes a Moderate *Knowledge* roll will know that this size ship normally carries a complement of forty stormtroopers. The Rebels can then make a rough count of the dead stormtroopers on the walkway and assume that most of the stormtroopers are already out of commission.

The remaining ten stormtroopers are, in fact, all standing out on the landing pad. Two pairs are

patrolling the north and south sides of the pad. The other six are grouped together near the open hatchway of the *Worthless Fool*.

The Imperial ship is facing southeast, so that the two forward laser cannons are pointing towards the pathway that leads to the complex. The landing gear of the ship is fully extended, leaving the hull of the ship two meters above the landing pad. A boarding ramp, facing northwest, drops down from the belly of the ship. Two men in Imperial Naval gunner's uniforms are sitting at the foot of the ramp. There are four other crewmen inside the ship: two gunners, who are manning the forward laser cannons, the pilot, and the co-pilot.

The Rebels have to get to the *Worthless Fool* to escape. To succeed, they will have to defeat all the stormtroopers and the two gunners outside of the ship. It will also benefit them if they can disable the Imperial ship; otherwise, it will follow them off the planet.

When he hears the shooting start, Maytoc will prepare the *Worthless Fool* for lift-off. He will need six rounds (thirty seconds) to get to the pilot's chair, and another six rounds to implement the lift-off sequence. After that time, the Rebels can hear the *Worthless Fool's* repulsorlifts cycling. The ship will be ready for lift-off the moment the Rebels are all abroad.

**10 Imperial Stormtroopers.** All stats are 2D except: *Dexterity* 3D, *blaster* 4D, *grenade* 4D+2. Move: 10. Blaster rifle (5D), stormtrooper armor\* (+1D energy, +2 physical, -1D *Dexterity* and related skills).

\*For complete information on stormtrooper armor, see page 157 of *Star Wars: The Roleplaying Game, Second Edition*.

**2 Imperial Pilots.** All stats are 2D except: *Dexterity* 2D+1, *Knowledge* 1D+1, *Mechanical* 3D, *capital ship gunnery* 4D+1, *capital ship piloting* 5D, *command*: 3D. Blaster pistol (4D), comlink.

**4 Imperial Gunners.** All stats are 1D+1 except: *Dexterity* 2D+2, *blaster* 3D+2, *Mechanical* 3D, *capital ship gunnery* 5D, *capital ship piloting* 3D+1. Blaster pistol (4D), comlink.

## The Imperial Transport

If the Rebels have not disabled the Imperial transport, then it will chase them through the atmosphere. The pilot will not pause to rescue anyone left behind on the pad, so the only crew on the shuttle will be the pilots and the two forward gunners.

### ■ Imperial Transport

**Craft:** Telgorn II lpc  
**Type:** *Gamma*-class Light Personnel Carrier  
**Scale:** Capital (due to power output)

**Length:** 30 meters  
**Skill:** Capital ship piloting: *Gamma*-class assault shuttle  
**Crew:** 2, gunners: 3, skeleton: 1/+10  
**Crew Skill:** Capital ship gunnery 3D+2, capital ship piloting 5D, capital ship shields 4D  
**Passengers:** 40  
**Cargo Capacity:** 1 metric ton  
**Consumables:** 3 days  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x18  
**Nav Computer:** Limited to 3 jumps  
**Maneuverability:** 3D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 5D+2D  
**Shields:** 2D+2  
**Sensors:**

*Passive:* 40/1  
*Scan:* 80/1D+2  
*Search:* 130/2D  
*Focus:* 4/3D

### Weapons:

#### 4 Laser Cannons

*Fire Arc:* 2 front, 2 rear  
*Crew:* Two guns are handled by "gunner 1," two guns are handled by "gunner 2"  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 2D

**Capsule:** The Telgorn II lpc *Gamma*-class personnel shuttle was built using the same hull as Telgorn Corp's *Gamma*-class assault shuttle, but its mission profile (that of supplying planetary forces quickly) required extensive internal modifications.

## TIE Fighter Attack

Once the *Worthless Fool* is beyond the planet's atmosphere, and has defeated the shuttle, the scanners show that the Star Destroyer *Impending Doom* is approaching. The *Impending Doom* sends four TIE fighters out to attack the *Worthless Fool*.

The Rebels must fend off the TIE fighters and make a hyperspace jump as soon as possible to get away from the planet.

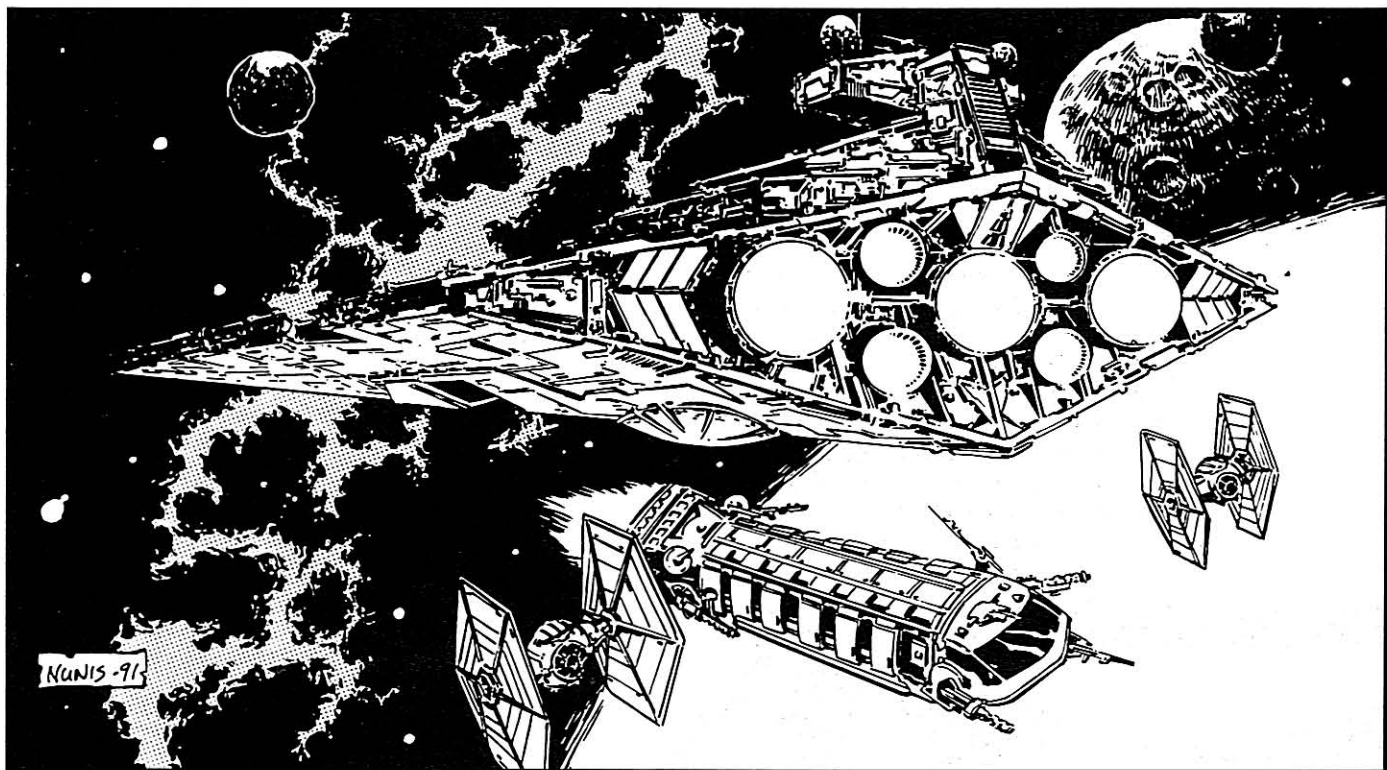
### ■ TIE/In Fighters

**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 5D, starship gunnery 4D+2  
**Cargo Capacity:** 75 kilograms  
**Consumables:** 2 days  
**Cost:** Not available for sale  
**Maneuverability:** 2D  
**Space:** 10  
**Atmosphere:** 415; 1,200 kmh  
**Hull:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D



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**Weapons:**

2 Laser Cannons (fire linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

**Escape**

There are three possible endings for this episode, not including death or Imperial apprehension. In the first, the Rebels escape from Najarka, but leave 6T-L behind — they will probably head back to Berrol's Donn. In the second, the Rebels retrieve the droid but cannot decide where to go next, again sending them back to Berrol's Donn. In the third, the Rebels continue on to the Laim system with 6T-L in tow.

**Ending One — Abject Failure**

The Rebels escape from the Imperials and leave Najarka, but do not take the droid with them. The droid then falls into the hands of the Imperials, giving them information which includes the location of the base on Berrol's Donn.

When the Rebels return to the base on Berrol's Donn (because they really have no other place to go, and if they do, Maytoc will only take them to the Donn anyway), they find that the occupants of the base are frantically preparing to evacuate. Read aloud (very dramatically):

The corridors of the base are filled with scurrying humans, aliens, and droids. Over the intercom system, you hear a familiar droid's voice, "One hour until transport liftoff. Two hours until full evacuation."

When the Rebels ask, they are told, somewhat sourly, that Commander Rondel is in the starfighter hangars. Everyone on the base knows that the characters' failure is responsible for this evacuation. It is a short, uncomfortable walk to the starfighter hangars. Read aloud:

As you walk through the starfighter hangar, you see the mechanics and pilots readying their ships. You pause when you notice one of the X-wing mechanics, a Wookiee, staring at you.

The Wookiee growls — a long, low growl — and slightly bares his teeth. He is beginning to step toward all of you when the human straddling the nose of the X-wing leans and pulls him back by his bandolier.

"Leave'em alone, Tewn," says the human. "Nothing you could do'll be as bad as what Rondel'll do."

The Wookiee growls again, and bares his teeth further, but turns back to the open panel below the fighter's canopy.

Then you hear a sound even more frightening than the Wookiee's growl — Commander Rondel.

"You idiots!" he screams. "That droid you left behind was an agent of the Alliance. It had

the locations of this base in its memory, and the Force knows what else!" He runs towards you. "I should have you — I should shoot you myself. Right now!"

Rondel will rant and rave about the Rebels' ineptitude, and the magnitude of the lost information until they begin to grovel and beg for an opportunity to vindicate themselves. Read aloud:

"I'm going to give you miserable failures a chance to avoid a court-martial for incomprehensible stupidity," Rondel says. "I don't want to give you this assignment, but all the people I can count on are setting up the new base."

Rondel shakes his head. "You saw the transmission from Yearo Seville, didn't you? Well, we traced the feed to a subspace relay in the Laim system. It's an Imperial relay network center — most of the subspace broadcasts in the sector are run through that relay. See what you can find."



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Rondel begins to turn to leave. "Oh, by the way," he says, "a lot of the Shashay believed that transmission. We're losing their support. And all those ships they were navigating — they're holding them hostage. If they surrender those ships to the Imperials, then we've lost."

Commander Rondel walks away, quietly giving orders to the men at his side. The droid's voice comes on the intercom again.

"Imperial Star Destroyers have entered the system. They are presenting their terms for our surrender. Outer defense line is preparing to engage. May the Force be with us all."

The Rebels should return to the *Worthless Fool* and leave for the Laim system. As they leave, they see distance flashes of a battle in space.

## Ending Two — A Brief Break

The Rebels return to Berrol's Donn with the droid. They haven't made any real mistakes, but they just don't know where to go next.

Rondel has the droid taken from them and in a few hours droid techs present them with the information from the droid. This includes all the hidden droid memories (as shown in Episode One), and an added statement by Rondel that they should take the droid and go to the Laim system. They are informed that the Shashay are holding the Rebel ships hostage until Crying Dawn Singer is rescued. The droid will now be in its two-personality mode. The Rebels are then cheerfully escorted back to the *Worthless Fool*. They board the ship and proceed to the Laim system.

## Ending Three — Success

In this ending, the Rebels retrieve the hidden information from the droid (the recording of Seville and the COMPNOR interrogation agent) and decide to go to the Laim system.

Upon arrival in-system, they receive a message from Rondel. Read aloud:

"All Rebellion ships in transit with Shashay navigators have been hijacked by the Shashay. The Shashay leaders have walked away from the negotiating table. They are threatening to go to Moff Owen for help. We're in trouble, and I think you're the only chance we've got. Good luck!"

## Cut to ...

Episode Three, "Laim."

# Episode Three

## Laim

### Summary

As soon as they return to realspace, the Rebels intercept another subspace transmission blaming the Rebellion for the kidnapping. Using the modifications made to the *Worthless Fool*, the Rebels board the broadcast ship responsible for the transmissions and find a data plaque containing the fabricated transmissions. They find a classified memo leading them to the planet Narg, where Crying Dawn Singer is being held.

### Arriving in Laim System

The hyperspace jump to the Laim system takes eight hours on board the *Worthless Fool*. The ship's computer will have no information about the system except for its coordinates. As soon as they drop to realspace, the subspace signal inter-

ceptors in its sensor array detect another transmission. Read "The Second Transmission."

### The Laim System

The Laim system has never been occupied. Its sun is a pale star which can only project a sickly blue light into the darkness of space. There are no planets. The Rebels easily locate the subspace relay station, as well as a Rayter Sector broadcast ship.

### The Subspace Relay Station

The subspace relay station (SRS) is a large, spindle shaped, unmanned, intra-system space station in a slow, distant orbit around the Laim system's star. In addition to broadcasts, the SRS has a collision defense system. This system of

### The Second Transmission

*The holo begins with bright cheerful music. The words, "Special News Bulletin" spin through a holomap of the sector.*

*The holo cuts to a wide shot of a mauve and light grey news set. Two human news anchors are sitting at the anchor desk. "Rayter Sector News Central" is written on the wall behind the desk.*

*The cheerful music dims, and the holo zooms in to a medium close-up of the two anchors. Both are dressed in current Rayter Sector high fashion styles.*

*CUT TO: A close-up of the female anchor. After a few seconds, she begins speaking.*

"This is a special bulletin concerning the disappearance of the great Shashay performer, Crying Dawn Singer."

*A miniature holo of Crying Dawn Singer appears over her shoulder and the main holo camera zooms closer in on her.*

"As we reported earlier, Crying Dawn Singer was abducted just minutes before a command perfor-

mance for Moff Owen at the opening ceremonies for the SecPAC. The parties responsible for his disappearance have now made themselves known."

*CUT TO: Male co-anchor*

"Yearo Seville, the pirate who now lends credibility to his atrocities by calling himself a political rebel, has taken credit for the abduction and is demanding a huge ransom."

*The holo over the male's shoulder shows Seville shooting Crying Dawn Singer.*

"Imperial Broadcast and Communications Agents and members of the Imperial Navy are attempting to locate the hidden base of this vile criminal before any harm can befall Crying Dawn Singer."

*CUT TO: Close-up, female anchor*

"We here at Rayter Sector News Central are deeply concerned, and we hope that Crying Dawn Singer is soon delivered back into the safety of Imperial space."

*PULL BACK: A medium shot of both anchors. The transmission slowly fades.*

### The Rayter Sector Subspace Broadcast Network

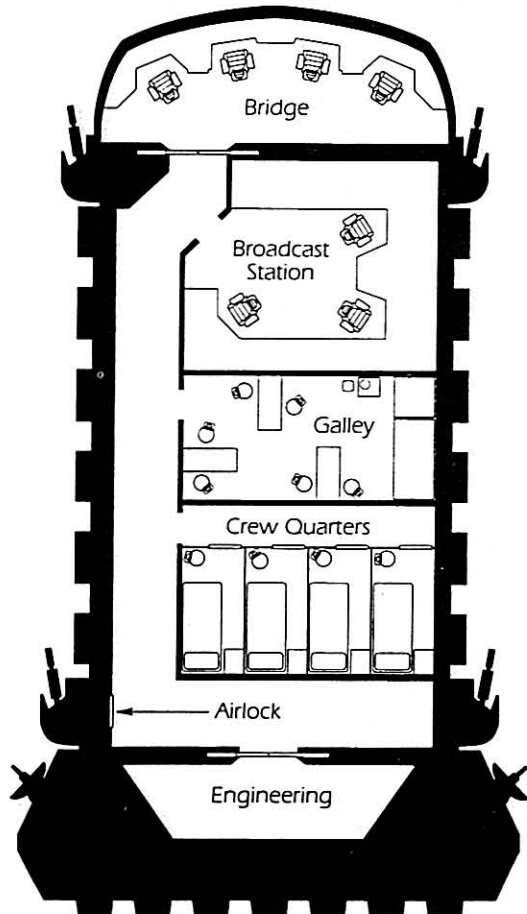
The Rayter Sector High Advisory Council conceived of the Rayter Sector Subspace Broadcast Network (RSSBN) in an attempt to replicate a small part of the Old Republic Holo-Net. Where the Holo-Net used thousands of non-mass transceivers to relay signals through hyperspace, the RSSBN depends on sixty four subspace relay stations (SRS). Subspace transmission is much slower than the Holo-Net, but also significantly cheaper.

The data exchange capabilities of the RSSBN are limited — only six planets and eight of the sixty-four subspace relay stations can originate broadcasts; the rest act as relays. Laim's station can broadcast.

The RSSBN broadcasts official newscasts, sector cultural events, and official proclamations to all citizens of Rayter Sector.

However, individuals and groups not connected with the sector government have learned to use "parasite frequencies" to broadcast unauthorized materials.

### GAMEMASTER DIAGRAM Imperial Broadcast Ship



John Paul Lona

lasers is designed to destroy any orbiting meteors or planetoids which appear likely to collide with the station.

When the broadcast ship sees the *Worthless Fool* approaching, the technicians on board reprogram the defense system to fire at the spacetug. Only three guns can fire at the ship during any given turn.

#### ■ Subspace Relay Station

**Craft:** Subspace Relay Station

**Type:** Intra-System Broadcast Relay Station

**Scale:** Capital ship

**Length:** 100 meters

**Cost:** 50,000

**Maneuverability:** 0D (capable of rotating 360 degrees in four rounds)

**Hull:** 2D

**Shields:** 2D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/1D+2

*Search:* 130/2D

*Focus:* 4/3D

**Weapons:**

**12 Laser Cannons** (automated)

*Fire Arc:* Turret

*Crew:* Automated; use fire control only

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 2D

### The Broadcast Ship

The broadcast ship is feeding the false transmissions directly into the SRS. It has no weapons. The broadcast ship must transfer the transmissions through a physical connection to the subspace relay station. As the Rebels enter the system, the broadcast ship is docked to the relay station.

#### ■ Rayter Sector Broadcast Ship

**Craft:** Merthyog Communications' Il-xC Maintenance/Broadcast Ship

**Type:** Maintenance and broadcast ship

**Scale:** Starfighter

**Length:** 30 meters

**Skill:** Space transports: broadcast ship

**Crew:** 4, skeleton: 2/+10

**Crew Skill:** Space transports: broadcast ship 3D, sensors 4D

**Passengers:** 10 (normally technicians)

**Cargo Capacity:** 10 metric tons

**Consumables:** 2 weeks

**Cost:** 9,000

**Hyperdrive Multiplier:** x4

**Nav Computer:** Limited to 5 jumps

**Maneuverability:** 2D

**Space:** 4D

**Atmosphere:** 280; 800 kmh

**Hull:** 2D

**Shields:** 1D

**Sensors:**

*Passive:* 15/0D

*Scan:* 30/1D

Search: 50/3D

Focus: 2/4D

## Approaching the Broadcast Ship

When the *Worthless Fool* comes within 50,000 kilometers, the station will begin firing. The broadcast ship will remain docked with the SRS for the duration of the battle. Only after the Rebels have destroyed the defense system will the crew of the ship prepare to flee.

### Fleeing Techs

Once the technicians aboard the broadcast ship see that the *Worthless Fool* will defeat the defense system, they will attempt to flee into hyperspace. The ship has four crewmembers and ten technicians.

The *Worthless Fool's* tractor beam projectors are located in the forward pylons. The two projectors may be combined to increase chances of capturing the ship (characters use their *starship gunnery* skill to capture ships).

### Ranges for the tractor beams:

**Short:** 1,000–10,000 meters

**Medium:** 10,001–30,000 meters

**Long:** 30,001–60,000 meters

Once the Rebels have successfully captured the broadcast ship, its crew will attempt to break free. This is an opposed roll: the broadcast ship's sublight speed versus the strengths of the tractor beams.

The tractor beams can draw the broadcast ship toward the *Worthless Fool* at the rate of 5,000 meters per round. When the broadcast ship is within 2,000 meters of the *Worthless Fool*, the crew will make no more attempts to escape the beam and will begin preparing to be boarded.

The resistance the Rebels will face depends upon how badly the ship has been damaged:

- If the Rebels do not damage the ship but still capture it, they will be ambushed by the four Imperial crewmen as soon as they board. See "Ambush."
- If the Rebels' fire lightly damages the ship, the captain hails the *Worthless Fool* and offers to surrender. Instead, the Imperial crewmembers will attack, but the technicians will not fight. See "Ambush."
- If the broadcast ship is heavily damaged, then the hull has been breached, the ship has lost its atmosphere in some compartments and four of the ten technicians are dead. All remaining crew members will attack the Rebels when they board. See "Ambush."

- If the ship is severely damaged, the broadcast ship's sublight engines are destroyed and the resulting explosion opens a large hole in the hull. Instant decompression blows all crew members and technicians into space and no one survives.

## Boarding the Ship

To prepare for deployment of the assault tube, the tractor beam operators must use the beams to maneuver the broadcast ship to within ten meters of the *Worthless Fool*. They must also orient the broadcast ship so that the tube will breach the hull at a location where the Rebels can safely enter the ship. Rebels operating the tractor beams may make a combined *Mechanical* skill roll to determine how successful this maneuver is. Use this chart to determine success:

**Roll is less than or equal to 10:** The broadcast ship approaches the tractor beam pylon at a very high rate of speed. With great force, it slams into the *Worthless Fool*. The *Worthless Fool* spins wildly, and the broadcast ship slowly floats away.

The impact destroys the tractor beam and laser of the Rebel who made the roll. The pylon pierces the hull of the broadcast ship, causing decompression (if it was still pressurized) and showering frozen bits of flesh and bone into space — half of the broadcast ship's surviving crew is killed. The impact also damages the assault tube and it cannot be used. To enter the broadcast ship, the Rebels must now use space suits. Cut to "The Spacewalk."

**Roll is greater than 10, but less than 20:** The broadcast ship hits the tractor beam pylon. One tractor beam and laser are damaged (Difficult *space transports repair* roll to repair). The other beam captures the ship and draws it in.

**Roll is greater than or equal to 20:** The broadcast ship is aligned perfectly.

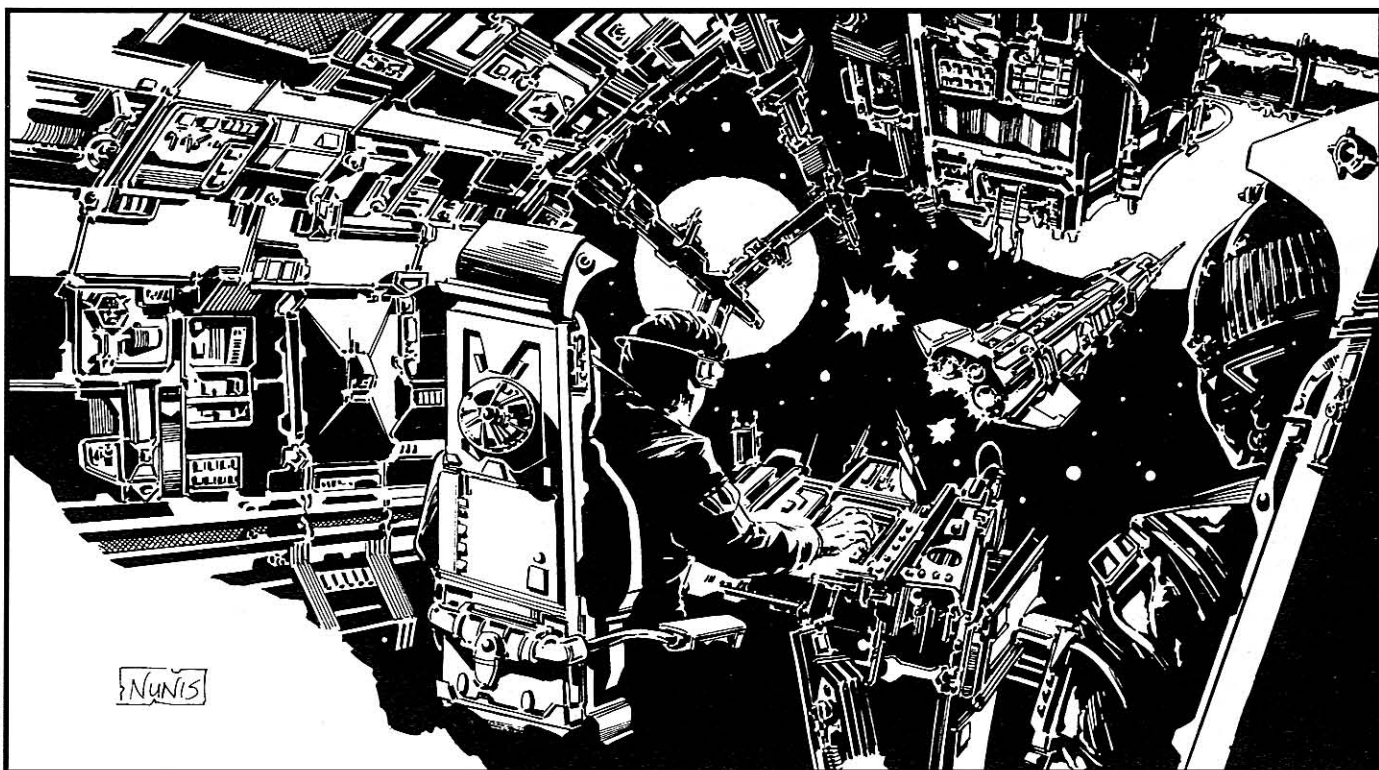
### Deploying the Assault Tube

Once the Rebels are prepared to cross to the other ship, Maytoc will activate the assault tube for them. When activated, the tube extends from the bow of the ship, pierces the hull of the broadcast ship, and then creates a pressurized accessway between the two ships. The Rebels can easily walk across to the broadcast ship.

## Space Suits

If the assault tube is inoperative, or if the broadcast ship is depressurized, then the Rebels will have to use the four space suits in the *Worthless Fool's* emergency supplies.

The space suits resemble standard Alliance starfighter flight suits with gloves and boots. The silver color, chosen to make the suit more visible in space (for rescue purposes), is the only appar-



ent difference. The atmosphere packs are heavy, squared-off backpacks. The suits are designed for humanoid beings.

After the Rebels have activated the suits, the flexible material becomes rigid except at the joints; all *Dexterity* skills are reduced by 1D, but the suits add 1D of armor protection. Rebels wearing space suits will not be able to use their weapons, unless the weapons have been previously modified for use with heavy gloves. Jury-rigged modifications of weapons are possible, involving removal of trigger guards and the addition of trigger extensions. Successful modification requires an *Easy Technical* or appropriate weapons skill roll. Failure on this roll damages the weapon, requiring an *Easy Technical* or appropriate weapons roll and one hour for repair. Rebels firing jury-rigged weapons reduce their *blaster* skill by 1D.

The helmets have voice-activated comlinks so that the Rebels can communicate with the *Worthless Fool* and with each other. The atmosphere packs can keep the Rebels comfortably supplied with oxygen for six hours of vigorous activity.

The *Worthless Fool* has the following equipment:

**Starline cable:** Thin (5mm) cable made from synthetic molecularly linked fibers. It adds +2D to any *lifting* rolls, or has an inherent *lifting* Strength of 4D. Four 200 meter rolls.

**Maghooks:** Ten small, but powerful cylindrical electromagnets which can be sealed to the

end of a piece of cable and then used as grappling hooks. The magnetic force is enabled by a sudden application of force and disabled by twisting a small dial on the upper section of the hook.

**Fusion WeldCut:** Roughly the size and shape of a laser pistol, the welder produces a narrow band of fused plasma which will weld together or cut through starship hulls. Oversized controls make it suitable for use in space suits.

**Communicator mini-droid (CmD):** A droid brain in a small case with an attached keyboard. The device can:

- Interface with other computers and droids (reduce all related *droid programming*, or *computer programming* difficulties by one level).
- Transmit and receive data or holos to and from the *Worthless Fool*.
- Assist in accessing secured doors. Once the CmD is linked into the security system, it acts with a *security* skill of 5D.
- All communication with the CmD must be through comlink or the keyboard because the CmD has no audiomembranes or voice module. It responds to inquiries by displaying information on the text screen, or transmitting data or holo files to other droids or computers. It can produce a very artificial, machine-sounding Basic over the comlink.

### The Spacewalk

If the Rebels have to do a spacewalk, they have two options to cross to the broadcast ship. They can try to “jump” their way over in zero gravity, or they can use the maghooks and starline cable to bridge the distance.

Rebels attempting to jump across must make an *Easy climbing/jumping* roll (if the roll is failed, the character starts to drift out into space in a random direction). At the end of the one round, the Rebels will be coming up on the ship — fast — and have to make an *Easy climbing/jumping* roll to come to rest on the ship without smashing into it at full momentum. If they fail the roll, they suffer 2D damage from the impact.

Rebels with good sense will attempt to use the starline cable and maghooks to cross between the two ships. After the Rebel connects the cable to the maghook (by running the end of the cable through the eyelet in the center of the maghook; the hole seals itself automatically), a *Very Easy grenade* roll is necessary to successfully make contact with the broadcast ship. If the Rebel misses the roll, it takes two rounds to reel the maghook back in and try again.

When the maghook hits the hull of the broadcast ship, it will magnetize and bond itself to the hull. The Rebels can then cross over the gap between the two ships by pulling themselves along the cable. If the Rebels do not secure the cable to the *Worthless Fool*, then they will have to repeat this process to cross back.

### Getting Into The Broadcast Ship

Once the Rebels have crossed to the broadcast ship, they have to get into it. They can attempt to open the airlock. One method would be to comlink to the crew inside and order them to open the airlock (if anyone is alive, the airlock will be opened immediately; the Rebels may still have to contend with an ambush).

The Rebels can also attempt to use the Communicator mini-droid to override the security systems and open the airlock from the outside. The CmD must be interfaced to the ship through the standard communications port located just to the right of the airlock door. The CmD must make a *Moderate security* roll to successfully open the airlock in one round. If it fails the first time, the CmD will ask for fifteen minutes in order to make another attempt (*Easy* difficulty the second time).

The Rebels can cut through the hull using the fusion welder. This process will take fifteen minutes. After the first minute, atmosphere will start leaking from the ship. All of the available air escapes during the first five minutes. At the end of fifteen minutes, there is a hole big enough for the Rebels to climb through. There will be no

atmosphere in the ship, and all of the crewmen will be dead.

### Ambush

The degree of resistance the Rebels face depends upon how badly damaged the ship is. If the Rebels are persuasive enough (“Fighting is certain death,” or at least a *Moderate command* or *con* roll), they will be able to convince the crew to surrender.

**4 Imperial Crewmembers.** All stats are 2D except: *Dexterity 2D+1*, *blaster 3D+1*, *Mechanical 3D*. Blaster pistol (4D), comlink..

The captain has a *space transports 4D+2* and *command 4D*. The co-pilot has *space transports 4D*. The astrogator has *astrogation* at 5D. The engineer has *space transports repair 4D*. All of the crewmen are fiercely loyal to the Empire, but will surrender if facing impossible odds.

The Imperials are wearing grey flight suits. They will attack, but have not been trained for this type of combat. The Imperials don’t have access to space suits, so they will flee if the Rebels open a compartment into space.

If the technicians attack, they will be using clubs improvised from pieces of metal conduit and hand tools.

**10 Technicians.** All stats are 2D except: *Technical 3D*. Comlink, datapad, improvised club (STR+1D+2).

The technicians are wearing light blue coveralls which are unadorned except for a small, dark blue patch reading “Rayter Sector Broadcast Services” over the left breast. They have had no combat training and are attacking out of fear and rage.

If the technicians do not attack, they will hide in their quarters. When the Rebels search the ship, the technicians will surrender quietly.

### What’s Going On

The Imperials do not know what is going on. They were dispatched to Narg and were ordered by Moff Nile Owen’s special assistant Nak Farool to take this crew from TransGalMeg Industries Headquarters on Narg to the Laim SRS.

If the Rebels capture and question the captain, he will remember reading the inadvertently transmitted message from Nak Farool to Moff Nile Owen (see the datascreen “Entry #527”), but the Rebels are going to have to force the information out of him. He will only say that he doesn’t really know what is going on, but Nak Farool and his brother Braig are involved in the kidnapping of Crying Dawn Singer. A *Very Difficult command* roll will be enough to convince the captain to show them the message.



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The technicians will speak freely. They know about the fake holos blaming the Rebellion for the kidnapping of Crying Dawn Singer (in fact, they helped produce them) but they don't know what the purpose is.

### Searching the Ship

There are four areas in the broadcast ship: the bridge, the broadcast station, the dining area, and the crew's cabins (see Gamemaster Diagram "Broadcast Ship" on page 84). Any search of the dining area or the crew's cabins will prove fruitless. However, the bridge and the broadcast station contain useful information.

#### The Bridge

The computer terminal on the bridge will provide access to the ship's official files. A Moderate *computer programming/repair* roll is needed to access the information in these files (two additional Rebels may combine actions with the Rebel operating the computer). If the roll is successful, then the terminal screen presents these options:

- A. Sector Group Communications  
—Entry #527—

(Show the players "Entry #527." This message was not supposed to be transmitted to this ship, but bureaucracies being what they are, it ended up being sent here. The captain read the message, assumed that it was a mix-up, and stored it on the ship's computers.)

- B. Flight Plans
  - Saltract → Narg \*\*\* Stored \*\*\*
  - Narg → Laim \*\*\* Stored \*\*\*
  - Laim → Narg \*\*\* Stored \*\*\*
  - Narg → Bancar \*\*\* Computing \*\*\*

### The Broadcast Station

If the Rebels search the broadcast station on the ship, they will discover a data plaque and recognizes it as one of a type often used to store holographic recordings.

It can be replayed on the broadcast ship or the *Worthless Fool* (no roll is required).

#### The Data Plaque

The plaque contains recordings of four transmissions.

The first recording is of Yearo Seville's demands to the Shashay people (see Episode One). The second is the Rayter Sector news broadcast blaming the kidnapping on Yearo Seville and the Rebel Alliance (see Episode Three).

The third recording, which the Rebels have not yet seen, is of a press conference held by Nak Farool. In this recording, Farool, speaking for Moff Nile Owen, reads this prepared statement:

**It is the decision of Moff Nile Owen that the Imperial forces of Rayter Sector cannot involve themselves in this matter concerning the abduction of Crying Dawn Singer. This is a matter which should be handled by local law enforce-**

#### Entry #527

**Heading:** Operation 45RA.1

**Target:** Rebel Alliance/ Shashay

**From:** Nak Farool; Director of Operation 45RA on the authority of Moff Nile Owen.

**Destination:** Moff Nile Owen, Rayter Sector

**Message:** Greetings, Excellency. Operation 45RA is proceeding as scheduled. Our men have captured Crying Dawn Singer. We have also confirmed that the Rebel Alliance was using the Shashay's valet/translator droid as an intelligence agent.

The mobile broadcast station has been ordered to begin broadcasting the fabricated transmissions, beginning with the ransom demands of the Rebel

Alliance to the Shashay people. It will also broadcast news reports, official and unofficial, which implicate members of the Rebel Alliance in the disappearance of Crying Dawn Singer.

In order to minimize official involvement in this affair, custody of Crying Dawn Singer is being transferred to the Chief Administrator and Planetary Governor of TransGalMeg industries on Narg.

I am preparing the dispatch offering Imperial assistance to the Shashay people in effecting the safe return of their beloved Crying Dawn Singer. I believe that, very soon, any question of their alignment with the Rebel Alliance will be gone, and their system will be under our control.

— Transmission Complete —



ment and by the Shashay people themselves.

These are the final words of His Excellency, Moff Nile Owen.

The fourth recording, which the Rebels have not yet seen, is another newscast. In it, the anchor reports that Crying Dawn Singer has been rescued by an elite force organized by TransGalMeg Industries Security Division. Braig Farool, head of TransGalMeg Industries in Rayter Sector, is shown, standing with his arm around Crying Dawn Singer, saying:

We're proud of what we've done. We think of it as our small service to the Empire. Crying Dawn Singer and I are preparing to meet with the leaders of his people and negotiate the treaty that will forever give them the protection of the Empire ... bringing them under the Emperor's wing, so to speak.

### **Cut to ...**

After the Rebels have returned to the *Worthless Fool*, cut to Episode Four, "Narg."

# Episode Four Narg

## Summary

The Rebels arrive in the city of Grig on Narg. After suffering through the TGM bureaucracy, the Rebels can begin gathering information on Braig Farool and Crying Dawn Singer. They hear rumors that an alien prisoner of the Empire is being held in the TGM Administration Center, despite the fact that the corporate detention block is in Toggeus.

## Approaching Narg

Begin this episode by reading the cutaway to the Rebels. The journey to Narg takes twelve hours. If the Rebels ask for information about Narg, show them the *Narg Data Screen Readout*.

Narg appears as a normal planet with a wide range of environs, from ice caps to equatorial deserts. Beacons indicate two starports, one identified as the "TransGalMeg Industries Corporate Starport," in the city of Toggeus, and one identified as "Narg Starport, Grig."

If the Rebels attempt to obtain clearance to land at the corporate starport, the human coordinator will tell them, "No unauthorized access to the TransGalMeg Corporate Starport is allowed. Please obtain authorization from the TGM Headquarters or use the public starport at Grig."

If the Rebels insist on landing at the corporate starport, the coordinator will argue with them for several minutes, then another voice will break into the communications. Read aloud:

**A deep voice resounds from the ship's speakers. "This is Captain Williar Barrog of the Imperial Cruiser *Kana's Steel*." A large Imperial ship appears on your scanners, slowly sliding over the planet's horizon. The voice continues, "We are securing the corporate starport for official sector operations. Report to the starport on Grig immediately. Your cooperation is expected." The cruiser is now fully in view. It is almost half the size of a Star Destroyer.**

**"*Kana's Steel* has come to Narg to prepare the starport for the arrival of the Imperial Star**

**Destroyer, *Impending Doom*, and Moff Nile Owen."**

If the characters cooperate with the controllers and head directly to Grig, the news that Moff Owen and the *Impending Doom* are coming will be the talk of the starport. Apparently the Moff's arrival has been publicly announced, but no one knows why he is coming to Narg. Of course, the true reason is that he is coming to arrest Braig Farool and rescue Crying Dawn Singer.

## Narg Starport, Grig

Clearance to land at Grig is easily obtained. A scratchy droid voice says, "Landing Bay 17. Stay for registration." There is no other traffic arriving

### Cut-Away to the Imperial Star Destroyer *Impending Doom*

Read aloud:

INTERIOR: MOFF OWEN'S QUARTERS.

*Moff Owen is seated. Admiral Sahreel stands beside him. Nak Farool kneels on the floor. The holo of Nak Farool telling the press that Moff Owen will not rescue Crying Dawn Singer is projected into the center of the room. Moff Owen slowly stands and circles behind Farool.*

"First, I arrive at Najarka and find that someone is stealing the droid. Then I receive this from my agents on Narg. You have betrayed me."

*Farool slowly raises his head, but dares not to turn and look at the enraged Moff.*

"But, your Excellency, it is all part of the plan."

*Owen pulls his blaster sidearm.*

"The plan did not include vilifying me. Admiral, have the subspace relay station destroyed."

*Sahreel makes a curt salute and makes a motion as if to head for the door. After a second he halts, sensing that the Moff has something more for him. He slowly nods at the Moff.*

"Yes, your Excellency."

*The Moff issues one other order.*

"And have this place cleaned up."

*Owen shoots Farool.*

at or departing from the planet. The entire complex was once white, but the stains of the dark coal smoke have streaked it black and grey.

After the Rebels disembark, they are met by a starport official. Maytoc will not leave the ship. If the Rebels attempt to call him out for registration, he will not respond. If they bring anyone onto the ship, Maytoc will be hiding in the accessways.

The official is an average sized human with pallid skin and dark, close-cropped hair. He is wearing a set of white coveralls, clean except for the light dusting of coal soot on the shoulders. The coveralls have a dark green TGM logo over the left breast. Written underneath the logo is, "Grig Starport Logistics & Support." The official is carrying a hand-held registration computer with a dermatoglyphic ID plate. He speaks to the Rebels with very little enthusiasm (read in a slightly rushed monotone):

**"Welcome to Grig Starport, Narg. We hope your stay on our planet is pleasant. While you are here perhaps you would like to avail yourself of some of the many cultural and historical events."**

The official pauses. He reaches into one of his pockets and pulls out a plastic chit with writing on it. He begins reading from it.

**"If you need information on these events, I**

**suggest that you visit the Narg Cultural Information Center located within the starport concourse."**

The official points in the general direction of the pad's exit, then continues.

**"While we pride ourselves on our hospitality, I must inform you that all visitors must concede to a full and thorough identity check. Individuals who refuse such an ID check will be jailed immediately. Individuals who are identified as wanted criminals, either by Imperial, sector or planetary governments, will be jailed or executed according to the wishes of the issuer of the warrant. Individuals who cannot be immediately identified will be allowed to go about their business, but they will not be allowed to leave the planet until such time as a positive identification can be made."**

The official extends the computer towards one of the Rebels.

**"Under whose name will the craft be registered?"**

The official proceeds until all the Rebels have stated their names and placed a thumb (or similar appendage) on the dermatoglyphic plate. Wookiees will not be happy about this process (see the sidebar, "Dermatoglyphic Identification"). The official will say as little as possible and

### Dermatoglyphic Identification

Jaso Corporation's Right ID dermatoglyphic identification plate is considered to be one of the finest physical identification systems in the galaxy. While the dermatoglyphic system lacks the precise level of discrimination found in retinal scan devices, it has an advantage in that it can be used to access more comprehensive databases because more identification codes are stored in dermatoglyphic form than in any other form.

Nearly all known criminals, slaves, politicians and bureaucrats, and employees of many Imperially chartered corporations (including Jaso) have dermatoglyphic identification codes stored in their files. In addition, the attachment of a micro-holoscan unit allows the *Right ID* to identify individuals who are not present, using dermatoglyph prints left behind on virtually all surfaces.

There are limitations to the dermatoglyphic system. It cannot distinguish between beings with identical genetic material (such as clones), and its usefulness can be negated by selective scarring or artificial limbs. Also, cytoplasmic biopsy or chitinous accretion analysis must be used on species who do not develop dermatoglyphic patterns.

Special care needs to be taken when collecting dermatoglyphic identification data from members of the Wookiee race. Throughout their history, the Wookiees have been used as slave labor, and have often been identified through dermatoglyphs (since many of the owners and supervisors could not distinguish between individuals). Instead of taking these readings from the thumbs or fingers of the Wookiees, appendages which were often scarred or missing on the slaves, the readings were taken from the patterns present on the Wookiee's nose.

The result of this is a large database containing information on the identity of almost every Wookiee in the galaxy (as most Wookiees have been, at one time, slaves). Given the large amount of available data, there is no valid reason to change the method of identifying Wookiees.

However, the Wookiees see the dermatoglyph as a constant reminder of past and present mistreatment of their species — something that encourages others to treat them like cattle instead of people. As a result, a Wookiee who is asked to place his nose to a dermatoglyphic ID plate is likely to become *very* agitated.

## Narg

**Information Source:** The Alliance Media Monitoring Project

**Type:** Terrestrial

**Temperature:** Temperate

**Atmosphere:** Type I (breathable)

**Hydrosphere:** Moderate

**Gravity:** Standard

**Terrain:** Mountains, forest, plains

**Length of Day:** 21 standard hours

**Length of Year:** 431 local days

**Sapient Species:** Humans (N)

**Starport:** Standard class

**Population:** 250 million

**Planet Function:** Natural resources

**Government:** Corporate Owned (TransGalMeg Industries, Inc.)

**Tech Level:** Feudal/Space

**Major Exports:** Mid- and high-technology

**Major Imports:** Metals, Minerals

**World Summary:** Narg is a low-tech world which was quickly industrialized by the Empire in order to strip it of its natural resources as quickly and efficiently as possible. The planet was discovered by the Imperial Survey Corps less than five Standard years ago. At that time, the Rayter Sector Resource Analysis Committee decided that the inhabitants of the planet, humans living in an agrarian society, were not advanced enough to deserve equal status with the other populations of the sector. As a result, the committee recommended that Narg be annexed into the sector as a provisional protectorate, under the aegis of

TransGalMeg Industries, Inc. In exchange for its sponsorship of the people of Narg, and the monetary and administrative expenditure connected with that sponsorship, TransGalMeg was given full executive powers over the planet's resources for the ten year period of protectorship. TransGalMeg is determined to take as much from the planet as they can before their sponsorship is concluded.

The heavy industry, fueled by locally available coal, is centralized within the planet's four major cities, located in the northern temperate zone. Most inhabitants have been unwillingly relocated, usually due to the appropriation of their farm lands by TGM. The people do not understand the technology that surrounds them. They follow the routines created by the demands and benefits of technology, but, when under stress, they are more likely to run into traffic than board the hoverbus, or to quench a fire with water than with a halogen cylinder.

Since the natives of Narg have only recently been exposed to aliens (and very few at that, because TransGalMeg prefers to employ only humans), they are xenophobic. The land not under direct TGM control still has a rural farm-based economy, powered by humans and animals. Most of the rural residents, primarily farmers, eschew technology and try to pretend that the cities do not exist, despite the constant reminders.



will not make eye contact with any of the Rebels. The ship will be registered in the name of the first Rebel to submit to the ID process. The dermatoglyph information will be sent through the planetary police files (where there should be no information on the Rebels) and then through the Rayter Sector Law Enforcement Information Network (RaSLEIN — if the Rebels are known criminals, RaSLEIN will be able to identify them). It will take one local day for the Rebels to be positively identified, so they probably shouldn't wait for official permission to leave.

The official will ask if there is anyone left on board the ship. If the Rebels say no, he will believe them. If the Rebels say yes, he will order them to retrieve whoever else is on board. After a few minutes of fruitless searching for Maytoc, the official will become bored and flatly state to the Rebels, "There is no one on board the ship." When the

official has finished, he turns abruptly and leaves, ignoring the Rebels if they ask questions.

### The Starport Concourse

The walk to the starport concourse is brief and uneventful. During the walk, the Rebels encounter no other travelers. They will notice that everything seems to be covered with a light layer of soot, and that everything has the TGM logo plastered on it. After the Rebels reach the concourse, read aloud:

**The concourse is dusty and dimly lit. No other beings are in sight. In front of you, wide glass doors lead to the streets — vehicles of widely varying sizes and types speed past. To your right is a snack bar advertising "Native Cuisine" and "TGM Protein Fruit Concentrate Refresher," but the layer of black dust on the**



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counter shows that customers are rare. Next to the snack bar, the Sector Travel Guild departure board flashes slowly. It lists no departures.

To your left, you see lights, and life, in a booth marked "Narg Cultural Information Center," and a small store, the "Narg Starport Souvenir Shop."

### Narg Cultural Information Center

The information center is staffed by a young human female wearing a white TGM jumpsuit. She is completely separated from visitors by a carbon glass partition which is slightly imperfect and distorts her appearance, making her look like a fish. All voice communication is conducted through a speaker system mounted at mouth level on the partition.

The attendant will try to be helpful. When she is asked a question, she will consult her com-

puter. The computer search will take about five minutes. After the search is complete, the attendant will say, "I'm sorry, but I don't have any information on that."

Her problem is that the speaker on her side of the partition does not work. TransGalMeg refuses to replace it and will not allow her to admit that it is broken. She does the best she can by reading body motions and watching lip movement, but finds that she never has any idea what question she is being asked. The best she can do is to pretend to enter information into the computer, then announce, "I'm sorry, but I don't have any information on that."

However, if the Rebels deduce the nature of her problem and repair the damaged speaker (an *Easy Technical* roll is required for success), then she will be able to tell them where to find TGM Chief Administrator Braig Farool — the TGM Administration Center. She will give them quick directions (cut to "On The Street"). If there are any aliens among the Rebels, she will politely tell them that aliens are not appreciated on Narg. She can arrange for a comfortable repulsor-limousine to carry the Rebels (including any aliens) to the TGM Administration Center at a cost of 50 credits.

### The Souvenir Shop

Most of the goods for sale in the shop are personal articles with the TransGalMeg Industries logo imprinted on them. The sales clerk, Sodilayno Smath, is a small, dark-skinned human male wearing a dirty white jumpsuit. The "TGM" logo has been torn off. He has a heavy knife hidden in his boot, and a double barreled black powder pistol hidden behind the counter.

Smath is loud and rude. He doesn't make his money here selling toothbrushes; he makes it by buying and selling information and black market goods. The Rebels will have to make *Very Easy streetwise* rolls to perceive his true purpose. If the Rebels identify themselves as being from off-planet, Smath starts to peddle his wares to them. Read aloud:

**The clerk glares at you. "Don't see many people from off planet," he says. He points at himself. "I can tell ya where to have a good time 'ere. It ain't easy in this place." He pauses, then continues, "I can tell ya more than that, too, if ya need to know."**

The clerk will want a lot of money for his information. One thousand credits would be his normal price (or fifteen hundred credits worth of merchandise). The Rebels can *bargain* with him (see the *Star Wars: The Roleplaying Game, Second Edition* rulebook) to lower the price, or roleplay it out (he will especially be swayed by the offer of any blaster weapon).

This is the information that Smath will provide when he has been adequately paid:

**“Some thugs, pirates I think, brought an alien in a coupla’ days ago. Perrsta and his guys come down to meet ’em. They prob’ly put it up in the Admin, up near the top.”**

If the Rebels ask, Smath will offer this additional information (however, if he has a reason to feel that he wasn’t well paid for the first information, he will try to get more money out of the Rebels):

- Perrsta is the captain of corporate security in Grig. His office is in the administration center (the “Admin”).
- The directions to the “Admin” (the administration center) are “out the door, straight ahead on Central ’bout ten ’kay.”

## On the Street

After the Rebels leave the starport concourse, they will see two of the main streets of Grig: Starport St., and Central Ave. The Rebels’ directions indicate that the administration center is about ten kilometers down on Central Avenue. Read aloud:

**You stand on the sidewalk amid a pulsing crowd of pedestrian traffic, mostly human, with only a few humanoid droids mixed in. A busy four lane street extends to your left and right, and an even busier eight lane street begins at your feet and stretches forward towards the center of the city.**

**The traffic is a motley assortment of landspeeders, low-ceiling airspeeders, and coal-fueled land vehicles. The coal smoke coalesces into a cloud just above the tops of the buildings. Out here, on the edge of the city, the buildings are mostly low, no higher than the five meter high walls of the starport, but, further in, you can see the heights of the buildings growing, until they begin to disappear into the black cloud.**

Despite its chaotic appearance, there is order to the traffic. Most of it travels at least one and a half meters above the street level. The only vehicles that are traveling on the surface of the road are either coal powered vehicles of Narg manufacture or carts pulled by teams of large heavysset lizards. Neither of these travel at high rates of speeds and can be easily avoided.

If the Rebels notice the actions of the natives (this requires a Very Easy *Perception* roll), then they can safely cross the street. If none of the Rebels notice, then all who are taller than one and a half meters must make Difficult *Dexterity*

rolls in order to safely cross. Failure means that the Rebels are grazed by a passing vehicle, taking 2D damage.

## The Street

The ten-kilometer walk from the starport to the administration center will take about one hour (even at a rush, simply due to the incredible crowds on the sidewalks). Most of the people in the crowd of pedestrians will ignore the Rebels. The street is lined with small businesses and office space, all of which are look similar.

## The Grig Police

If the Rebels are openly displaying weapons, they are approached by a pair of Grig policemen after crossing Starport Street and heading along the crowded sidewalk of Central Avenue.

Most Grig policemen were recruited from the rudimentary police forces that existed in the villages of the planet prior to its occupation. The duties of those primitive forces were simple and few — they arrested persons accused of crimes, beat them with clubs (if necessary), then chained them to a fence to await their trial before the local magistrate. The duties of the new Grig police department are even fewer, because most unlawful activities now come under the jurisdiction of the TGM corporate guards.

The major responsibility of the Grig police department is to ensure that the natives remain peaceful. One of their duties in this regard is to confiscate all weapons. Usually this only involves taking knives or axes from farmers who have entered the city, but when the Rebels appear, it means taking their blasters from them.

The policemen who approach the Rebels are older, slightly greying, and out of shape. They are wearing grey uniforms and riot helmets. They have been issued small blasters, but have not been trained to use them; they prefer to use their hard wooden clubs.

If the Rebels have hidden their weapons, have both the policemen make a Difficult *search* roll to determine if they notice. If both policemen fail, then they pass by the Rebels. If the weapons are visible, or if one of the policemen notices something suspicious, they will approach the Rebels. One of them says:

**“Ah ... yes, I’m sure you know that it is — uh — illegal to carry any sort of — uh — weapon in the city of Grig?”**

The Rebels should respond with their explanation. The policeman does not want to have to arrest them, because he wants to avoid any disturbances. If the Rebels have trouble coming



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up with a story, he will help them (something like, “Yes, of course, you were heading directly for the police station to have those weapons impounded,” or “These are theatrical props, yes, they don’t work at all, do they?”).

However, if the Rebels are belligerent, or condescending, or refuse to play along, the two policemen will have to attempt to subdue them and take their weapons. The policemen will use their clubs until the Rebels begin using their blasters, at which point the policemen will switch to their blasters in the next round. During this encounter, the pedestrians will ignore the Rebels and the policemen and flow around them on the sidewalk. If the encounter turns into a gunfight, though, the pedestrians near the Rebels will panic. Some of them will run into the street, disrupting traffic and causing several vehicular accidents (no serious injuries, but lots of squealing vehicles, crunches of metal and small fires).

**2 Grig Policemen.** All stats are 2D except: *brawling parry 4D, melee combat 4D, Mechanical 1D, Strength 3D, brawling 4D, Technical 1D.* Move 10. Sporting blaster (3D+1), club (STR+1D), comlink.

### Droid Motivation Techniques

After an additional hour of fighting their way through the crowds on the smoke blackened sidewalk of Central Avenue, the Rebels are approached by a protocol droid. Read aloud:

**A silver, humanoid droid pushes its way through the swirling crowd of pedestrians and**

**falls to its knees in front of you.**

“Please,” it says. “I beg of you, take me away from this horrible place. You would not believe what he asks me to do.”

A big, burly human wearing the coarse clothes of a farmer jogs up behind the droid. “Why there you are, you metal mulk,” he says, putting one hand on the droid’s shoulder. “You’ll pay for running away from me.” The farmer takes out a leather whip and begins whipping the droid.

The droid stands, his metal skin unaffected by the stinging leather. “Do you see?” he asks you. “You see what he expects? You must release me from this.” The droid holds up a leather harness. “He wants to bind me in this, then hitch me up to a cart. He wants me to pull a cart like a common farm animal. Imagine, I speak 800,000 languages and he wants me to pull a cartload of animal waste. You must help me.”

The droid whispers, “Purchase me from him. He does not know my true worth. You could make a large profit.”

Rebels who make a Very Easy *value* roll will realize that this is a third-degree droid worth, taking into account that it is used and somewhat battered, around 1,500 credits. The farmer will take as little as 500 credits, but is a shrewd bargainer and will try for more. More important to him than credits, though, would be weapons — the offer of a heavy blaster pistol, or a blaster rifle would close the deal instantly.



The farmer is not as dumb as he wants to seem, and, while bargaining, he will begin discussing the merits of the motivators, lingua-programming and plated servomotors installed in the silver droid.

Once the deal is closed (the farmer will only take credits or equipment right there), the farmer will disappear into the crowd as quickly as he can. The droid will be thrilled with its new master, saying "Thank you, gracious master," and "Is there anything I could possibly get for you?" and so on. But, after about ten minutes, the Rebels will look around themselves and see nothing but human pedestrians, and the anarchic traffic on the streets. The droid will be gone.

If the Rebels think about the incident for a few minutes, then they should realize that they have been thoroughly conned by a shrewd local and a disreputable piece of machinery. If the Rebels are lucky, they may see the farmer pulling the same con on some other off-worlders before they leave.

**Biull Sangtwo, Farmer.** All stats are 2D except: *blaster 2D, streetwise 3D, value: Narg 3D, bargain 4D, con 3D, Strength 3D*. Move 10. Character Points: 1. Hold-out blaster (hidden in sleeve, 3D+1).

**RT-56/X.** All stats are 1D except: *languages 2D, streetwise 4D, Perception 3D, bargain 5D, sneak 4D, Strength 2D*. Move 9. Character points: 1.

RT-56 is similar in appearance to a typical protocol droid, although his once-bright silver finish is now tarnished. His situation on Narg has forced him to ally with Sangtwo and become an electronic scam man, a role for which he is aptly suited.

## The Free Access Grill

About midway between the starport and the administration center, the Rebels will come across a fairly unusual business (at least for this planet).

*The Free Access Grill* is like any number of other bars and restaurants that the Rebels have passed as they walked along the crowded streets, except that this bar has a large, hand-written sign in the window stating, "We serve *ALIENS*. Only place on planet serving non-humans." If the Rebels enter the Grill, read aloud:

**Inside, the Free Access Grill is brightly lit. It's also fairly clean — cleaner than anything else that you have seen on the planet. A few of the customers are humans, obviously from off-planet, but most are non-human. When the doors slide shut behind you, the noise of the street is silenced. The sound system in the grill**

**is playing an old Twi'lek folk song.**

**The bartender is standing behind the bar, washing drinking glasses. He looks human — hairless, well muscled, fully two meters tall — but he has a second set of arms that extend from his sides, with which he is wiping the counter. He smiles and greets you as you enter. "Welcome, I am Tikiman. What can I do for you?"**

The patrons of the grill, and Tikiman, the bartender, will be very friendly with the Rebels. They are excited to see someone from off planet. Most of the patrons are trapped on Narg due to emigration laws, delays in the completion of their criminal background checks, or by the simple fact that ships don't carry passengers off planet very often. None of them are happy to be on Narg.

The patrons will ask questions of the Rebels, such as:

**"Do you know what happened on Sarranket?"**

**"What about Alderaan?"**

**"I heard that something weird happened near Yavin. What was it?"**

**"Who won the Galactic Del Soli tournament?"**

The patrons will offer information to the Rebels. They know that an alien was brought to the planet, and heard that he is some friend of Braig Farool's, so he's probably in the administration center. Word that Moff Owen is coming to Narg is the talk of the bar, and many patrons are openly speculating about his mission, with ideas ranging from the plausible but inaccurate ("He's here to inspect the TGM plants."), to almost accurate ("I think Braig Farool may be in a lot trouble."), to the wildly improbably ("Maybe they're going to build a top secret weapons research facility in the mountains."). If the Rebels ask about Moff Owen, one of the patrons will offer the information that Braig Farool has a brother who works for the Moff.

If the Rebels think that they might need help, this is the only place where they could gain allies. Tikiman will not leave the grill, but one or two of the others might, in exchange for a ride off-planet.

If the Rebels state that they are going to the administration center, Tikiman will offer them a ride. Read aloud:

**Tikiman smiles. "I can get you a ride to the Admin." With his two left hands, he points to the back of the grill. Through the haze of smoke they will be able to see a small human male who has his head down on a table. "If you can wake Barry up, he'll take you in the produce truck."**

Barry will not easily wake up. He is young and pale, wearing dark pants and a vest that is several



sizes too large. Once the Rebels awaken him, he will not make any coherent sounds until they make it clear what he is to do. Even then he will only say, "Okay, come on," and motion for them to follow him as he walks into the kitchen and out through the back door.

In the alleyway behind the grill is a very old repulsorlift platform, attached in makeshift fashion to a large four-wheeled cycle. The platform has wooden sides built up on it to allow it to be used as a trailer. Read aloud:

**"You'll have to ride in the trailer," says Barry, pointing. "And cover yourselves up with the tarps." He rubs his eyes, sleepily. "And, if you don't mind, I'm gonna take the long way. It's safer."**

The Rebels can choose to walk the rest of the way, or they can accept the offered ride. Either way, they will arrive safely at the entrance to the administration center in about twenty minutes. The ride will not save any time, but it will be peaceful and uneventful, and allows the Rebels a chance to rest.

### Patrons of the Free Access Grill

Below are guidelines on some of the more interesting individuals in the Free Access Grill. These guidelines can be used to flesh out encounters and interaction with these characters.

#### ■ Daf Spearmaster

Type: Whiphid

#### DEXTERITY 2D+1

Brawling parry 3D+1, melee combat 4D+2, melee parry 4D, running 4D

#### KNOWLEDGE 1D+2

Survival 3D

#### MECHANICAL 1D

Beast riding 2D+1

#### PERCEPTION 3D

Search 4D

#### STRENGTH 3D

Brawling 4D

#### TECHNICAL 1D

#### Special Abilities:

*Claws:* Do STR+1D damage.

**Character Points:** 3

**Move:** 10

**Size:** 2.2 meters

**Equipment:** Spear (STR+1d+1), heavy knife (STR+1D).

**Capsule:** Daf is a large semi-humanoid whose body is covered with beautiful, flowing, golden fur, and whose head is topped by a long, ugly face with two protruding eyes and two long, yellowed tusks. He carries a long, broadheaded spear. Daf can understand Basic, but he cannot speak it.

Daf came to Narg as part of a mercenary cadre hired to assist in training the local security forces. When the mercenaries arrived on the planet, TransGalMeg insisted that all aliens within their ranks be released from service.

Despite the fact that Daf retains all of the ferocity his species is known for, he is not likely to help the Rebels. While spending many nights in the bar talking to Lin Konpost, the Bith, Daf has become despondent. He knows that Narg is bad, and fears that the rest of the galaxy is worse.

■ **Dr. Lin Konpost**

Type: Bith  
**DEXTERITY 1D**  
**KNOWLEDGE 2D**  
 Bureaucracy 3D, (A) geo-structural engineering 4D  
**MECHANICAL 2D+2**  
 Repulsorlift operation 4D  
**PERCEPTION 2D+2**  
**STRENGTH 1D**  
**TECHNICAL 2D+2**  
 Computer programming/repair 4D+2

**Special Abilities:**

*Vision:* Have a penalty of -1D for any visual-based action more than 20 meters away, and cannot see more than 40 meters under any circumstances, but have +1D to *Perception* skills involving objects less than 30 centimeters away.

*Scent:* Have +1D to all *Perception* skills when pertaining to actions and people within three meters.

*Manual Dexterity:* Have +1D to the performance of fine motor skills.

**Character Points: 4**

**Move: 6**

**Size: 1.6 meters**

**Capsule:** Lin has a large head and black, lidless eyes. Her mouth and nose are hidden by folds of skin. In her despair at being on Narg, she has allowed a thin layer of coal soot to collect on the pale skin of her hairless scalp. Since Biths do not sleep, she spends all day and night in the bar, sipping a green drink through a straw.

Lin usually wears a fraying black tunic over a pair of trousers which were once white, but are now light grey.

When Lin runs out of money, she goes to the TGM deep mining station and computes stress analyses for the tectonic manipulation excavators (making her the only alien on Narg directly em-

ployed by the corporation). After she receives her pay, she returns to the Free Access Grill to drink. She drinks until her money runs out again, and she is forced to return to TGM. Lin will not explain how she came to Narg, other than to say that it involved a complicated computer malfunction.

Lin is very unhappy about being trapped on Narg and hopes to be able to drink enough to become numb. Her speech will be slightly slurred, and she will tend to dwell on the basic hopelessness of life.

"It is hopeless to even consider happiness. All life is pain and suffering."

■ **To-yel**

Type: Gotal  
**DEXTERITY 1D+2**  
 Blaster 2D+2, wood carving 3D+1  
**KNOWLEDGE 1D**  
**MECHANICAL 1D**  
**PERCEPTION 5D**  
 Bargain 6D, gambling 6D, sneak 6D  
**STRENGTH 2D+1**  
**TECHNICAL 1D**

**Special Abilities:**

*Energy Sensitivity:* Gotal receive a +1D to their *search* skill when hunting targets that are within one urban kilometer. See page 48 of *Galaxy Guide 4: Alien Races, Second Edition*.

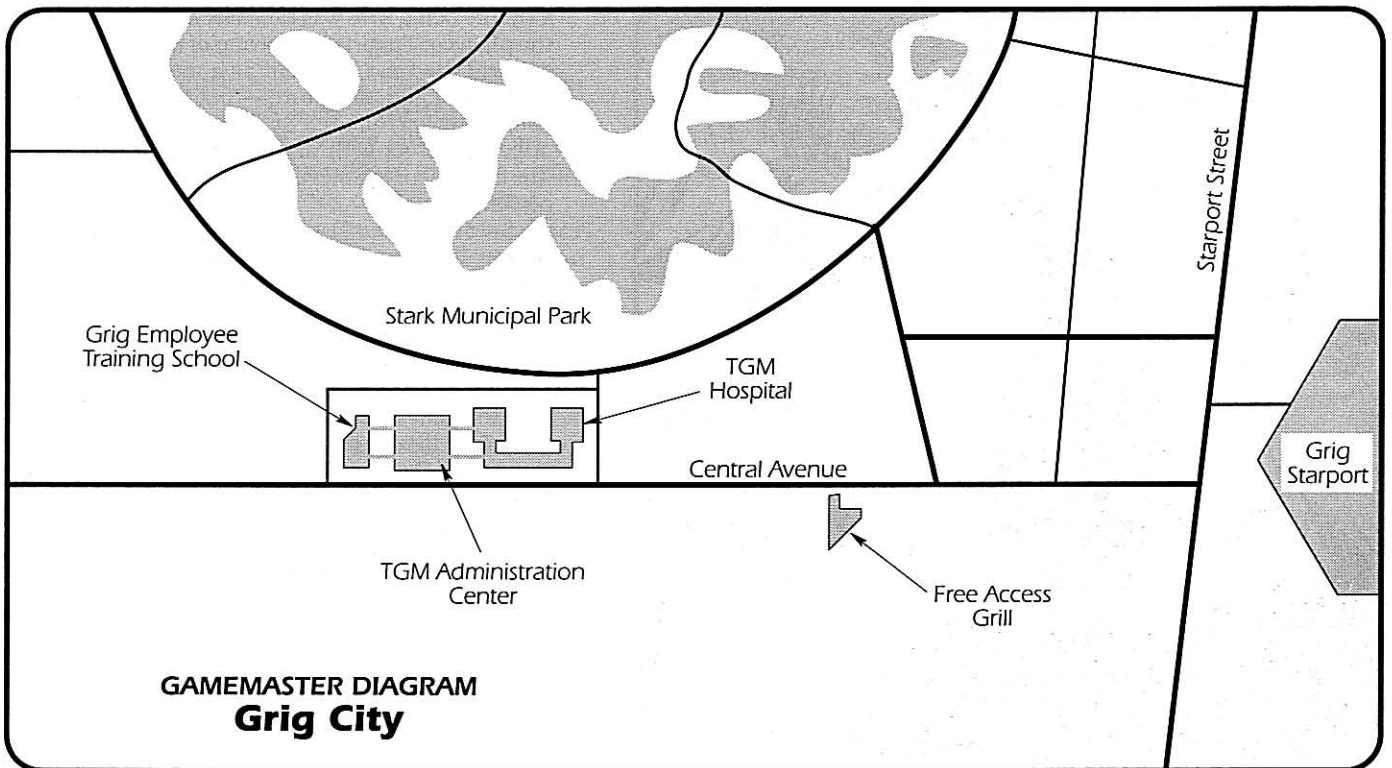
*Mood Detection:* The Gotal makes a Moderate *Perception* roll, and gains a bonus to all *Perception* skills when making opposed rolls for the rest of the encounter. See page 48 of *Galaxy Guide 4: Alien Races, Second Edition*.

*Fast Initiative:* +1D to initiative against non-Gotal opponents. See page 48 of *Galaxy Guide 4: Alien Races, Second Edition*.

**Character Points: 3**

**Move: 11**

**Size: 1.6 meters tall**



**Capsule:** To-yel is a tall, cheerful humanoid, covered with thick gray fur, and wearing only a gray kilt. He somehow manages to look friendly, despite his flat, almost nonexistent nose, his heavy brow ridges, and the two fleshy cones that protrude several centimeters from the top of his head.

To-yel is cheerful and friendly looking because he is the only one in the bar who is happier here than he was where he came from. The two cones on the top of his head allow To-yel to detect electromagnetic radiation and other forms of energy. When most Gotals are young, they learn to block out much of this information and note only what is useful. However, To-yel has difficulties sorting through the signals and feels as though he is constantly being bombarded with unwanted information.

To To-yel, then, Narg is a paradise, in that it has less electromagnetic noise than any other planet he has been on. He finds it quiet and peaceful.

To-yel seldom talks. He spends most of his time sitting at one of the tables carving figurines out of blocks of wood. When he does talk, he has few

words, and those words are spoken in a dull monotone.

■ **Seendar**

**Type:** Togorian

**DEXTERITY 3D**

Blaster 4D, melee combat 4D

**KNOWLEDGE 1D**

**MECHANICAL 1D**

Beast riding 2D+2

**PERCEPTION 2D**

**STRENGTH 3D**

Brawling 4D

**TECHNICAL 2D**

**Special Abilities:**

*Claws:* Do *Strength* +1D damage in combat.

*Teeth:* Do *Strength* +2D damage in combat.

**Character Points:** 4

**Move:** 13

**Size:** 3 meters

**Equipment:** Heavy blaster pistol (5D), scimitar (STR+1D+2)

**Capsule:** The natives of Narg are probably more disturbed by Seendar's appearance than by that of any other alien on the planet. To seasoned star-travelers, this black-furred, humanoid cat is no one unusual, but his size — three meters tall — and thick, muscular upper body terrify the Nargans.

Seendar wears tight leather pants, a thick leather belt, blaster and bandolier, from which hangs a large, curved scimitar. While personal weapons are illegal in the city, the local police are afraid to enforce this with Seendar.

Even if Seendar was unarmed, the sharp claws and teeth would make him a formidable opponent. He is constantly aware of everything. His yellow eyes seldom blink, and his ears constantly twitch, following the sounds in the bar.

In truth, Seendar is much like the Nargans. He is a simple being who was taken from his life roaming the plains of Togoria by a group of mercenaries. He enjoyed the time he spent as a mercenary — the excitement and adventure — but he found himself constantly surrounded by technology he couldn't understand. As with his Whiphid companion, he was cast out of the mercenary band with his arrival on Narg.

Seendar is hungry for action. He is not blood-thirsty, but bored and understimulated. He is willing to help the Rebels, but first the Rebels must gain his trust. Seendar understands Basic, but he cannot speak it.

The Rebels will be able to gain Seendar's trust by treating him as an equal, understanding that he is an intelligent being, and making a real attempt to overcome the barriers of communication. It would also help if they would buy him a large meal of raw meat.

**Cut to ...**

Episode Five, "Into the Bird Cage."



Allen Numis

# Episode Five Into the Bird Cage

## Summary

The Rebels arrive at the entrance to the administration center. The Rebels have to avoid or defeat the corporate guards in order to reach Braig Farool's office.

Once the Rebels reach Farool, he uses Crying Dawn Singer as a hostage and threatens to kill him. The Rebels must stop Farool without allowing him to kill Crying Dawn Singer.

After the Rebels rescue Crying Dawn Singer from Farool, they realize that they are trapped in Farool's office and must find a way to escape.

## The Administration Center

The Administration Center is a one hundred meter cube, and almost thirty stories tall. It is the largest building in Grig. The only visible windows are in the upper stories.

Read aloud:

**The main entrance of the administration center is a large stone arch at the top of a wide flight of stone stairs. A steady stream of workers, all wearing TGM coveralls in various forms and colors, flow in and out of the building.**

**On either side of the administration center are the TGM Hospital, and the Grig Employee Training School. These buildings are also large, but shorter, narrower, and dirtier than the administration center. They are connected to the administration center by five meter long, enclosed walkways.**

The main entrance is a constant bustle of activity. To the east and west of the administration center are service alleyways. There are two entrances to the administration center in each of these alleyways.

To the west, the first entrance is a door labelled, "TGM Hygienic Support Services Collection Center," located near the front of the building. The second entrance is a large cargo loading dock.

Workers in grey TGM jumpsuits are unloading

computer and data storage equipment. The west loading dock is not being used, but four TGM workers are sitting on the edge of it and will watch the Rebels suspiciously if they come near.

To the east is a plain door with the label "TGM Maintenance Services." Further back, the east loading dock is occupied by a wide truck with very large wheels.

The north wall of the administration center faces a lush park filled with native trees and thick yellow grass. There are no people enjoying the park, although some are rushing through it. The north wall seems more like a giant advertisement than part of a building because it features the large "TGM" logo, along with the slogan, "The corporation that makes your life better," and a twenty-meter-tall representation of the face of a smiling, female human.

## The Hospital and the Training School

The Rebels may also be interested in the hospital or school, since these buildings provide access to the administration center through the

### Cut-Away to the Impending Doom

Begin this episode by reading this cut-away to the Rebels. Read aloud:

INTERIOR: MOFF OWEN'S QUARTERS ABOARD THE IMPERIAL STAR DESTROYER *IMPENDING DOOM*. *Moff Owen sits in a large chair covered with rare furs. A small computer panel next to his left arm lights up, and a holo appears before the Imperial officer. The voice quickly reports.*

"Your Excellency, we have arrived at Narg."

*A few seconds later, Admiral Sahreel enters the room, anxiously waiting for orders. Owen shifts in his chair, adjusting the furred cloak around his neck.*

"Prepare my shuttle. Our first priority is to locate Crying Dawn Singer. I must be the one who returns him to the Shashay. Then I will execute Braig Farool."

*The admiral turns, with a rushed, "Yes, your Excellency."*

*Cut to:*

"THE ADMINISTRATION CENTER"

connecting walkways on levels five, fifteen, and twenty-five.

The TGM hospital has a small, plain entrance on its south face, and a large loading dock on the north. The loading dock is heavily guarded by six blue-suited, Imperial security forces from ISCA (Imperial Substance Control Authority). This hospital is a major storehouse in the sector for medicines, and therefore requires heavy security.

**ISCA Security Officers.** All stats are 2D except: *Dexterity 3D, blaster 4D, command 3D.* Move: 10. Blaster carbine (5D).

### Inside the Hospital

The front entrance of the hospital is guarded by a young nurse. The hospital is exclusively for the use of TGM employees, and only those who are deathly ill or mortally wounded are admitted. The nurse uses a two-way video system to screen everyone who attempts to enter the main entrance of the hospital. Anyone who is not in dire need of medical attention is not admitted.

If the Rebels succeed in entering the hospital, they will find that it is much like any other Imperial hospital. Everything is either white or silver, the corridors are long and brightly lit, and everyone ignores you unless you are about to die. Once inside the hospital, the Rebels will be able to easily find an entrance to one of the walkways and enter the administration center.

### The Training School

The Grig Employee Training School has simple doors on both the north and south sides of the building. The school has 25 class rooms on each level, but most are empty (there is only a 1 in 6 chance that any classroom is occupied; occupied classrooms will contain twenty to fifty Nargan students who are observing holo-training tapes). The Rebels will not be challenged when they enter the school and will not be disturbed as they walk through its halls, but when they get to one of the walkways to the administration center, they will find guards checking identification cards to make sure there are no unauthorized visitors (use standard corporate guards appearing later in this chapter).

### The Administration Center — Inside the Lobby

If the Rebels choose to enter through the front entrance of the administration center, read aloud:

**Inside the building, you see a pedestrian version of the chaos on the street. Five corporate guards, in black coveralls and black visored blast helmets, both with silver TGM logos, stare at you.**

**A hidden loudspeaker drones continuously, "Welcome to the TransGalMeg Industries, Incorporated Administration Center."**

The lobby is decorated with wood and stones native to Narg. As the Rebels enter the lobby, they will be constantly jostled by TGM workers rushing past them. There are no signs or symbols of any kind, other than the TGM logo which appears in apparently random places on the walls.

### Other Entrances

The Rebels may also try to enter through the side entrances to the administration center. The two side doors are secured by electronic locks. The Rebels will have to make a *Moderate security* roll to open either door. When the door opens, the Rebels see a narrow, dimly lit hallway containing a line of closed plastic containers. These containers are full of the building's trash and used maintenance materials. At the other end of the hallway is an unlocked door which opens into the lobby. There is also a small side corridor which leads to the stairways.

The Rebels can easily go through the loading docks as long as they don't challenge the workers, who are disinterested in whatever may be going on.

### Finding Farool

Once the Rebels enter the building, they will have to find out where Farool's office is located. They can ask for information from the Greeting droid, from one of the workers, or from the corporate guards.

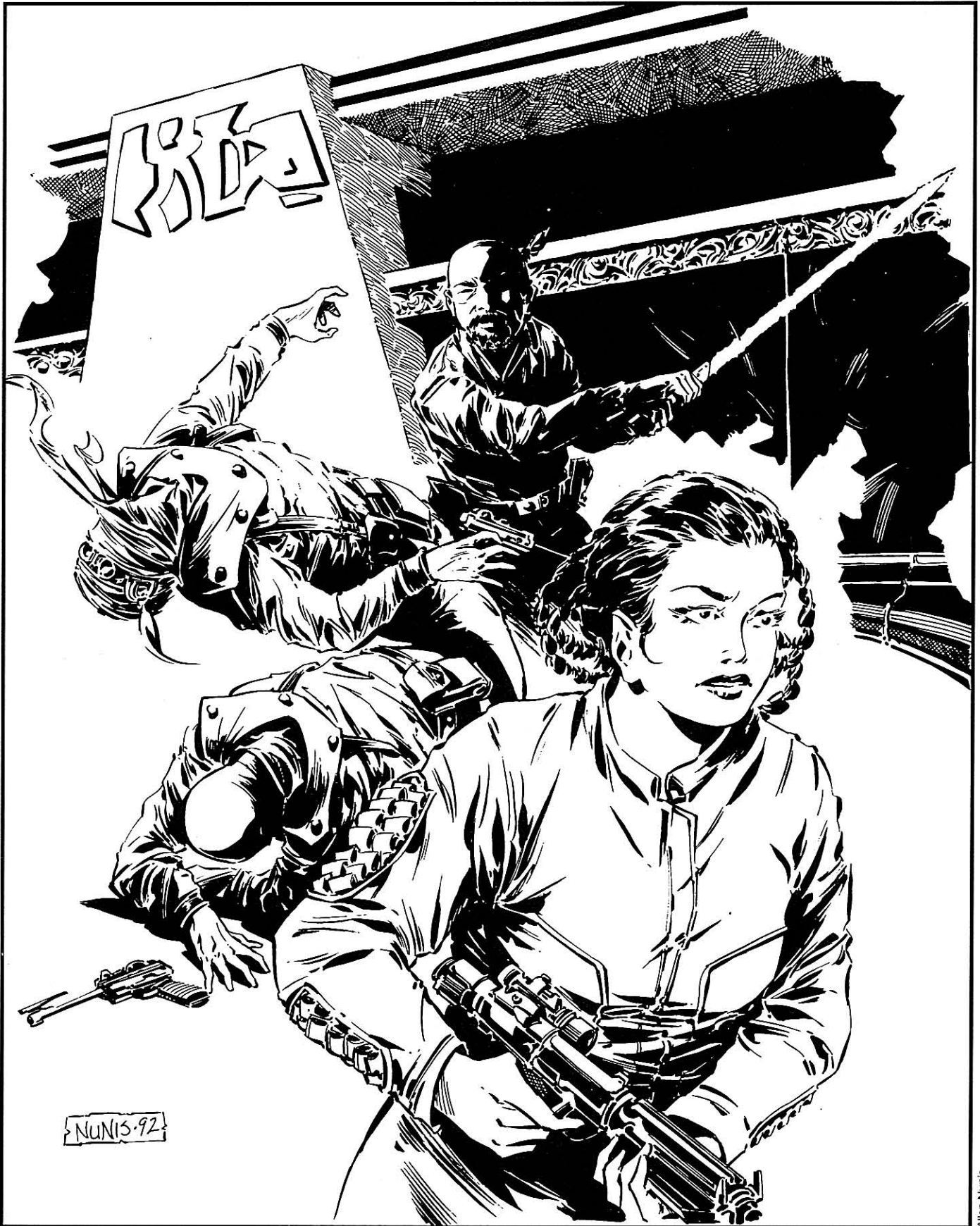
### Asking the Droid

If the Rebels are in the lobby, they can go to the reception desk and ask the greeting droid for assistance. The reception desk is an octagon which encloses the droid. Read aloud:

**"Greetings," says the droid as it rolls towards you. It tilts its head to one side, trying to emphasize the smile molded into its features. "I am glad to be of service to you for TransGalMeg Industries, Incorporated. What might you need?"**

The Rebels can ask whatever questions they like. The droid will attempt to be helpful, but its major function is to tell people whether or not they are in the correct building and tell them which level and room to go to. If the Rebels ask where Braig Farool's office is, the droid will say:

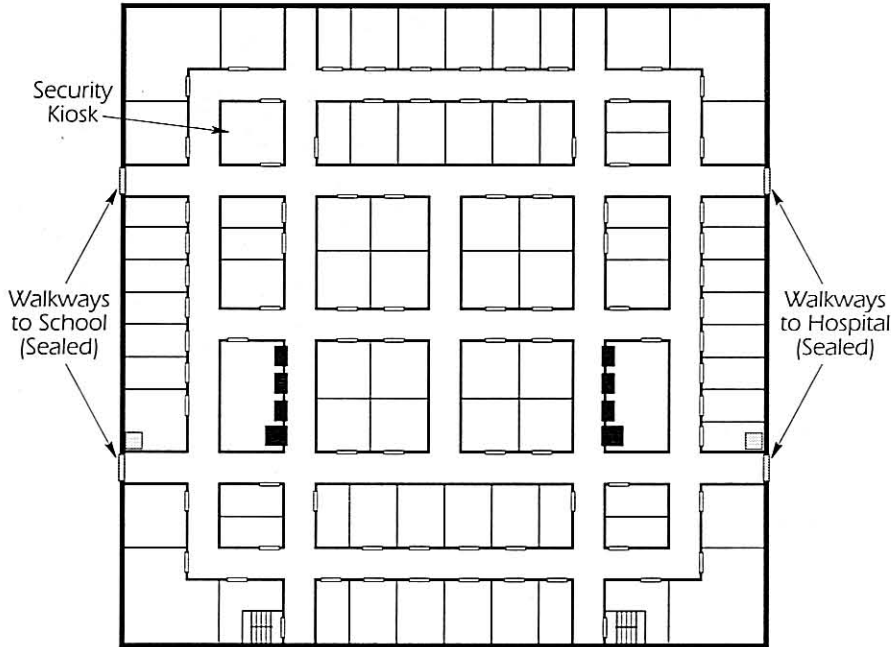
**"Do you have an appointment? You must have an appointment in order to see Administrator Farool."**



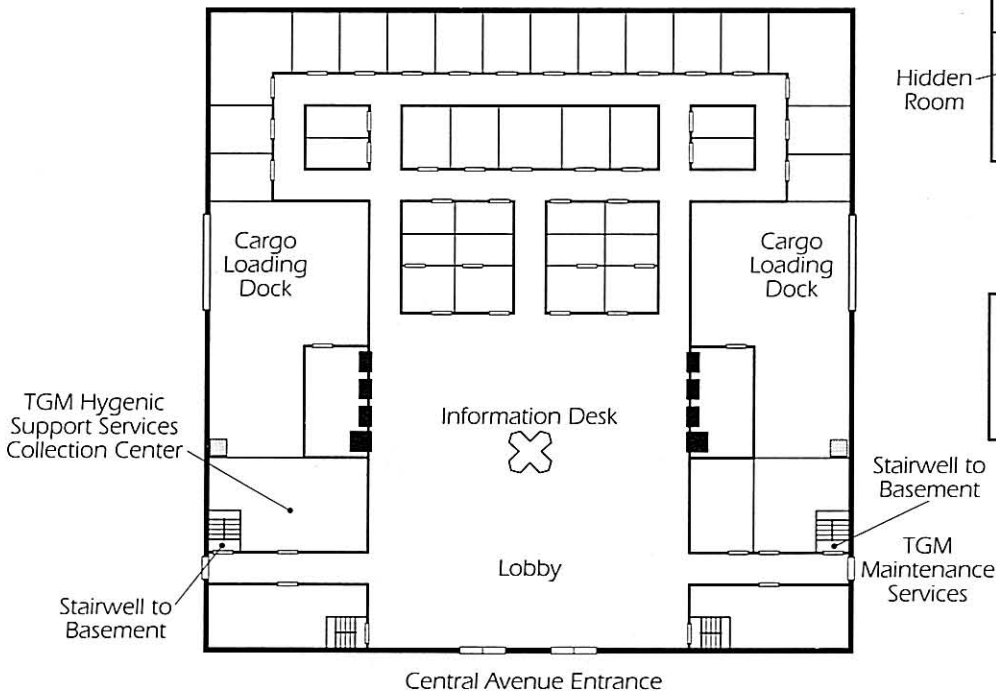
Allen Nunis

### GAMEMASTER DIAGRAM Administration Center

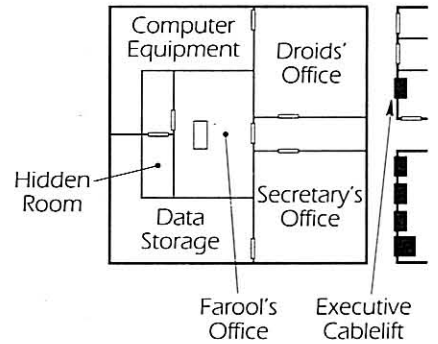
#### Typical Floor Plan



#### Ground Floor Plan



#### 28th Level Partial Floor Plan Farool's Office



Key	
□	Air Circulation Duct
■	Cablelifts

John Paul Lona



This is no great obstacle for the Rebels, because it is not programmed to distinguish between truth and fiction. A Very Easy *con* roll is all that is needed to fool the droid. If the roll is successful, the droid will say:

**“Oh, of course. Administrator Farool has offices on the top floor. That would be level twenty-eight. Thank you for allowing me to be of service to you.”**

If the *con* roll is unsuccessful, the droid will say:

**“I am sorry, but I must suggest that you speak to a member of our security staff.”**

### Asking a Worker

The Rebels can attempt to question one of the workers in the lobby or in the hallways (if they have bypassed the lobby).

All of the workers will indicate that they are too busy to be bothered. A Moderate *command* roll is needed to stop a worker. The worker, an overweight male in red coveralls carrying a large computer terminal, will not have much patience with the Rebels. “What do you want?” he will say. He will listen to the Rebels for no more than two minutes because the terminal he is carrying is very heavy and he wants to get to the cablelifts. If the Rebels ask about Farool, the worker will say, “Level twenty-eight,” then walk away, muttering, “Waste my time. What a bunch of ...” No other workers can be stopped.

If a Rebel chooses to pull a weapon and threaten one of the workers, then a Very Easy *command* roll will be sufficient to cause the worker to stop. However, this will force the corporate guards into action. They will approach the Rebels with their weapons drawn. Go to “The Corporate Guards.”

### The Corporate Guards

If the Rebels are wearing their weapons when they encounter the corporate guards (or if the guards are responding to an employee’s distress call), all five of the guards will draw their blasters. If the Rebels appear to be unarmed, the guards will stand straight and tall and try to look as frightening as possible without drawing their weapons. One of the guards will speak in a deep voice:

**“What are you doing here?”**

The corporate guards will not give out information about Farool until the Rebels come up with a good explanation about themselves. The guards will only believe stories that appeal to their romantic ideals about the military or security (such as the Rebels’ claiming to be from TGM

Internal Security or even Imperial Intelligence). If the Rebels take this tack, they will need an Easy *con* roll to fool the guards. If the guards do believe the Rebels’ story, then they will tell them that Farool is on level twenty-eight. If the Rebels cannot *con* the guards, then the guards will call the security center and request that a full security squad be sent down to arrest the Rebels. The Rebels have eight rounds until the full security squad (twenty corporate guards) reaches the lobby. (Use this time limit to keep pressure on the Rebels.) If the Rebels shoot, or run, the corporate guards will shoot (go to “Panic in the Lobby”). If they do nothing, the guards will wait for the security squad.

When the security squad arrives, they will bring restraints and attempt to arrest the Rebels. Captured Rebels will be taken to Jonnas Perrsta’s office on the twentieth level. If the Rebels are captured, go to “Captured.”

### ■ TransGalMeg Industries Corporate

#### Guards

**DEXTERITY 2D**

Blaster 2D+1, brawling parry 4D

**KNOWLEDGE 2D**

**MECHANICAL 1D**

**PERCEPTION 2D**

**STRENGTH 3D**

Brawling 4D

**TECHNICAL 1D**

Move: 10

**Equipment:** Blaster pistol (4D)

### Panic in the Lobby

When the shooting starts, every worker in the lobby will start to run out of the building. Progress through the crowd is made at walking speed (5 meters per round, and only one movement action is allowed per round, due to the density of the crowd). In addition, due to the crowd, all firing actions are increased in difficulty by +5. After eight rounds, all movement returns to normal, because the lobby is now clear of people; unfortunately, the entire squad of 20 guards arrives through the left front cablelift.

### TGM Corporate Security

Security in the administration center is lax, compared to what is found in Imperial government buildings or corporate offices on other planets. This is because TGM has never had any difficulties with the natives of Narg.

The general apathy of the population has been misinterpreted by off-planet TGM executives as support, so TGM primarily employs natives for Corporate security. The native security people are undertrained, since the apparent need for security is minimal, but they are enthusiastic. They shoot often, and with little cause, but not very well. However, they are strong and experienced in brawling.

## Going Up

If the Rebels have set off the alarms, these encounters will not happen.

When the Rebels enter one of the cablelifts, its vocoder asks them, "What level, please?" and then begins moving. When the cablelift reaches the seventh level, the doors open and two corporate guards enter. The guards stare at the Rebels as the lift rises. When the lift reaches the tenth level, one of the guards says:

**"Do you have the appropriate clearance to be on this level? Can I see your ID badges?"**

The Rebels have to think fast. They can try to con or shoot these guards.

If the Rebels are using the stairs, these corporate guards will enter the stairwell on the tenth level and confront the Rebels just as they are passing the door.

## State of Emergency

If the Rebels has set off alarms through their actions, when the cablelift reaches the fifteenth level, it will stop, and its doors will open. This is because corporate security is securing the building in an effort to capture the Rebels. They have deactivated the cablelifts and sealed all exits on the ground level.

After the lift stops, the Rebels will hear this announcement over the speaker (this can also be heard over speakers in the stairwells):

**"Attention all TransGalMeg Industries employees. The administration center is in a state of emergency. Terrorists have occupied the building. Corporate guards are currently securing the building and have blocked all exits. If you are currently on the ground level, corporate guards will check your IDs and allow you to exit. If you are not on the ground level, remain on your present level and proceed to the nearest security kiosk. Repeat — Remain on your present level. Do not use the emergency stairways."**

The Rebels should take this information as a clue. If they want to continue going up, they should take the stairways.

## Further Up — The Stairways

The Rebels will exit the cablelift into a two meter wide hallway. If the Rebels turn to the south and start moving, they will pass the doors marked "Emergency Stairways" (see the map, "Administration Center: Typical Level" on page 48).

On their way to the stairs, they will be encountered by a petite female with long black hair, wearing a yellow TGM coverall. She will say:

**"Hello, my name is Bonnie, and I'm a member of the TransGalMeg Personnel Satisfaction**

**Division. I'll be glad to assist you."**

If the Rebels say anything about the stairs, she will respond:

**"But you don't want to go to the stairways. The announcement clearly said that we were not to use the stairways. Instead, let me guide you to the security kiosk on this level."**

## Up the Stairs

Once the Rebels reach the hinged doors marked "Emergency Stairways," they will find an illuminated warning sign flashing, "Stairways Inaccessible" above the electronically controlled handle. The door will not open. A Moderate *security* roll will deactivate the lock and open the door.

When the Rebels enter the stairwell, they will be able to climb up to the twenty-seventh level (each door is clearly marked with its level number). While the Rebels climb, corporate guards will enter the stairwells, ascend or descend a flight, then exit. The guards do not encounter the Rebels, but they should come close enough to make the Rebels worry.

At level twenty-seven, the stairs end, and the Rebels must exit the stairwell to find a way to level twenty-eight. See "Chaos Breaks Loose."

## Further Up — The Hard Way

If the Rebels feel that the announcement is a trick to lure them into the stairways, they may decide to try another route.

One alternative would be to re-wire the cablelift to bypass the emergency cut-off system. This will take five minutes and require a Very Difficult *security* roll. One round before the Rebels can test to see if they are successful, five corporate guards appear and begin firing. If the Rebels are successful in re-wiring the cablelift, the doors will slide shut while the guards are firing. If the Rebels are unsuccessful, the doors remain wide open, and the corporate guards continue to fire.

The Rebels can also try to climb the cables up the shaft (40 meters) to the twenty-seventh level. To get to the cables, the Rebels must push a panel out of the ceiling of the cablelift. They can then assist each other in climbing out onto the top of the cablelift.

There are three thick metal cables supporting the cablelift. The cables are dirty and slightly oxidized, providing a rough surface, ideal for climbing.

The Rebels have to make an Easy *climbing/jumping* roll every round to move three meters. For each additional level of success, the Rebels can move another three meters (for example, a character rolls a total of 14, a Moderate total, so he can climb six meters; if he rolled a 17, a

Difficult total, he would be able to climb nine meters).

The level number is painted on the inside of all the doors on the cablelift shafts. When the Rebels reach the top of the shaft, they will find that they are at level 28, and require a Difficult *Strength* total to pry the doors open (a total of three characters may combine on this total). If they look around (Very Easy *Perception* total), they will see that the doors to level 27 seems slightly askew, and probably would be easier to pry open (an Easy *Strength* total to pry open). If they enter on this level, go to "Chaos Breaks Loose."

### Captured

If the Rebels allow themselves to be captured, then their visible weapons will be confiscated, and they will be searched for hidden weapons. After the Rebels have been searched, ten of the corporate guards (including the squad leader) will escort them to the twentieth level office of the chief of security. None of the guards will speak to the Rebels, except to tell them which direction to go. They will be bound with primitive iron shackles and chains. They will be led to a office labelled, "Jonnas Perrsta, Chief of Security." Read aloud:

**The office and desk are panelled in a dark wood. Behind the desk sits a short man with long blond hair, wearing a pale yellow coverall. He is tapping the desk with a metal stylus.**

**He speaks. "Unit One stay. The rest of you can leave." All but five of the corporate guards leave. The blond man scratches his chin with the stylus. "You're here for Farool," he says.**

Perrsta wants to get rid of Farool, whom he thinks is completely insane, and hopes that the Rebels are here to do it for him. He does not know who the Rebels are, but he has his suspicions. Since the plot to kidnap Crying Dawn Singer began, he has been expecting an investigation by TGM Internal Security or some branch of Imperial Intelligence. He would be greatly relieved if the Rebels claimed to be from one of these (or another similar agency). If the Rebels do claim that they have come to investigate or question Farool, Perrsta will offer his assistance to them in exchange for immunity from punishment for his part in the plot. Perrsta will take the Rebels to level twenty-seven, then allow them to enter the executive cablelift and ascend to level twenty-eight. Go to "Level Twenty-Eight."

### Level Twenty-Seven

Upon entering this level, alarms will go off once again, with loudspeakers announcing "All units report to the 27th level." If Perrsta is with the Rebels, the alarms won't go off, but Perrsta



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will receive a comlink message. "Mr. Perrsta, Moff Owen has announced that he is coming to retrieve Crying Dawn Singer." At this time, Perrsta (*Dexterity 2D, blaster 4D, Strength 2D, blaster pistol 4D*) will try to stop the Rebels. On the 27th floor, which is home for several of the most important TGM officials on the planet, there is an executive cablelift that goes to the 28th level. Level 27 is occupied by the offices and apartments of the nine planetary vice-presidents of TGM. The center section of the level is a lounge area, with a small pond stocked with fish, several trees, and a large number of birds.

There will be no corporate guards on this level when the Rebels first enter it, but three of the vice presidents (all humans) will be lounging around the pond. They are overweight, spoiled, lazy and fairly drunk. They won't fight, but it will be hard for the Rebels to get a straight answer out of

### Chaos Breaks Loose

After the Rebels reach level 27 or 28, read this cut-away. Read aloud:

**TOGGEUS, ON THE FAR SIDE OF NARG.** *Moff Owen and Admiral Sahreel are uncomfortably seated in minimalist chrome chairs inside a lushly carpeted and dimly lit room in the TransGalMeg Industries Conference Center. A young Naval lieutenant walks briskly into the room. He salutes.*

"Admiral, we have located the Shashay. He is in custody in the administration center in Grig, but we have noticed some activity and believe that they may be attempting to move him."

*Admiral Sahreel defers to Moff Owen for the final decision.*

"Excellency, what do you wish?"

*Moff Owen considers for a moment.*

"Retrieve the alien. We must return him to the Shashay, or we will suffer greatly."

*The admiral turns to the lieutenant.*

"Inform Perrsta that he must not allow the alien to be removed from the administration center. Put the ready crew on a sled with a full load of stormtroopers and drop them on the administration center. They must bring back the Shashay — unharmed."

*Lieutenant, saluting, "Yes, sir!"*

*Cut to:*

"LEVEL TWENTY-SEVEN"

them. After a while, they will tell the Rebels where the executive cablelift is.

If the building has been placed on alert due to the Rebels' actions, when the Rebels approach the executive cablelift, the doors to the three

normal cablelifts on the east wall open, and twenty corporate guards will spill out into the lounging area. The corporate guards begin shooting immediately. The executives, oblivious to what is going on, will wander through this battle without getting harmed, providing comic relief.

The executive cablelift is secured with an electronic lock. The Rebels will have to bypass this lock while the corporate guards are shooting at them. It will take at least three rounds to bypass the lock; have the Rebel performing the task make a Very Difficult *security* roll. If the Rebel fails, allow a second roll, with a Moderate difficulty level, after an additional minute. You can also allow a third roll after a third minute, at the Very Easy level.

If the Rebel cannot bypass the lock after three tries, then, miraculously, the lock releases, and the doors to the lift open by themselves.

As a special note for this scene — the combat should be fast and furious, but not too deadly for the Rebels. Laser blasts should be exploding everywhere around them, but the gamemaster should make sure not to cripple the party — the Rebels should be given a lot of leeway when it comes to using furniture as cover and other creative things to plausibly explain why they are able to hold a score of guards at bay. The goal here is for the Rebels to succeed in escaping to the twenty-eighth floor with as much dramatic tension as possible.

### Level Twenty-Eight

After the Rebels enter the executive cablelift, the doors will close, and it will begin to rise.



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When the doors open again, the Rebels are on level twenty-eight. Read aloud:

Level twenty-eight is lushly decorated in a modern, yet conservative, Imperial style. The wall hangings are imported from systems throughout the galaxy. The floors are tiled with stones imported from Beta Olikark, located on the tip of the opposite arm of the galaxy. The ceilings are high, and the gold and silver chandeliers emit a diffused kaylon light. An exquisitely decorated Galinolo Subservient Mark VII Attendant droid approaches you, its features formed as a likeness of the Kyolorian snake-god and its skin covered by a thin layer of iridescent scales. "The master will meet you," says the droid.

### Braig Farool

The droid leads the Rebels through the halls, then opens a door and motions them into Braig Farool's office. Read aloud:

The door closes behind you and seems to disappear. The room is decorated with delicate marbled patterns, swirling about on a black background. Peripheral hologram generators make the walls appear three dimensional, as if they have no surface and the room stretches out into eternity. The ceiling suffuses out a cold light, augmented slightly by the natural light of the Narg sun, which shines through a skylight in the ceiling. In the center of the room is a large desk, made of the most expensive metals and plastics, and equipped with state of the art electronics. A small holo of a human challe dancer spins gracefully on one corner of the desk. Behind the desk sits Braig Farool.

Braig Farool is a slightly fat, balding man with no eyebrows. He is wearing a fashionable, upholstered, red smoking jacket, over an ivory colored malashet shirt, black pants and red slippers. Read aloud:

Braig Farool is sweating. His bald head shines; the creases in his face flood. But his eyes are hard and steady as they scan each of you.

"Am I correct in assuming that you are here concerning Crying Dawn Singer? I am sure you must be, as there is no other reason to come to this planet."

Allow the Rebels to respond. No matter what they say, Farool believes that they are here to rescue Crying Dawn Singer. He continues, speaking frantically:

"Who are you? Imperial? ISB? Ubiqtorate? Are you from the Rebellion? Are you Seville's men? Does it matter?"

"No, I guess it doesn't. Because, regardless of who you are, I have a proposal for you." He

stands. "I have discredited the Rebel Alliance. I have discredited Yearo Seville. And I have now discredited the sector's Imperial government. The major powers in Rayter Sector have lost all of their popular support."

Farool walks around the desk. "I stand poised to take advantage of the situation. I can garner the support of the populace. I can bring the Shashay into Rayter Sector. And then I can become the Moff. Moff Braig Farool, Ruler of Rayter Sector." He laughs joyously. "The Emperor will reward me dearly for bringing the gifts of the Shashay into his arms." Farool stretches out his arms and looks out through the skylight, into the grey sky. He yells victoriously, "I will exhilarate in the total grace of the Emperor's thankfulness."

Farool pauses again, and sweeps his hands across the room, including you. He smiles. "I can make you a part of this. You can join in the flow of history. Assist me, and I will bless you with some small token, say, this lovely planet."

Braig Farool has gone mad. He knows that his brother has been executed, and he knows that Moff Owen will have him executed soon. He is about to try to force the Rebels to take him off the planet. Read aloud:

Braig Farool reaches under his desk and pulls out a BlasTech A280 blaster rifle — one of the most powerful in the galaxy. "You will rescue me and Crying Dawn Singer from this planet, destroy Moff Owen and the *Impending Doom* and escort us to the Shashay homeworld, where we will negotiate the treaty which makes the Shashay the servants of the Emperor and myself the ruler of the Ettarue arm of the galaxy."

He smiles, then says to himself, "I even foresee the Emperor naming me as his heir."

"Do you agree to my demands?" he says, as he awkwardly aims the rifle. "Or do I have to shoot you? Or him?"

Farool reaches for the wall behind him, and the hologram projectors make it seem that he is reaching a million kilometers into black space. You realize now that each wall holds a holomap of the galaxy.

Farool triggers a hidden switch and the holomap disappears, revealing a small zoo in a hidden room. Along its walls, small animals, imported from many different systems, rest in primitive cages. The true centerpiece of the room is the large iron cage suspended from the ceiling. Crying Dawn Singer sits on a perch within that cage. When he sees the characters, he begins to whistle loudly, and screech, and thrash his wings against the bars. If 6T-L is present he will begin translating for his former master (Crying Dawn

Singer is demanding to be released, and is ordering the characters to kill Farool).

Farool will not change his mind about his plans. He is sure that the Emperor will reward him. He is deluded and sees Crying Dawn Singer and the Rebels as his path to unmitigated success. All attempts to negotiate will be unsuccessful. Even if the Rebels agree to his demands, he will not trust them, and will become even more agitated, eventually firing at them. A Very Difficult *bargain* roll will be needed to convince Farool to put down the rifle.

### Crying Dawn Singer

This will be the first time that the Rebels see Crying Dawn Singer in person. As they saw in the holo, he is covered with white plumage, except for the splash of red on his chest, and his red crest. He is relatively short and has a large hooked beak and very round red eyes. His toes end in sharp, polished claws.

If 6T-L is still with the Rebels, it will run to Crying Dawn Singer's side. Crying Dawn Singer will continue to screech and thrash until he is released. It will take a Very Easy *security* roll to unlock the primitive lock securing the cage.

If available, 6T-L will explain the situation to Crying Dawn Singer, and he will be prepared to follow the Rebels. If the droid isn't available, the Rebels will have to explain themselves as best as they can (Crying Dawn Singer does understand Basic). Crying Dawn Singer will be predisposed to trust the people who have released him.

If Farool is still alive, Crying Dawn Singer will cease screeching but will continue to whistle

loudly, whistling orders to the Rebels. The Rebels will not know this unless 6T-L is available to translate, but Crying Dawn Singer is demanding that Farool be shot. If no one shoots Farool, Crying Dawn Singer will grab for a blaster and attempt to do it himself. If the Rebels tell Crying Dawn Singer that they have decided to take Farool with them as a prisoner, Crying Dawn Singer will cease in his efforts to shoot Farool. Otherwise, Crying Dawn Singer will not stop until Farool is dead. Once Farool is dead (or if he is dead upon Crying Dawn Singer's release) Crying Dawn Singer will perform a joyous dance and sing brightly.

### Trapped in Farool's Office

When the Rebels try to leave Farool's office, they will find that they are trapped in the center section, because the hallways surrounding it are now full of corporate guards (a total of about fifty guards should have entered the floor by now). They must look for another exit.

The Rebels' only alternative means of escape will be the skylight above the desk (if no one remembers the skylight, and no one thinks to look around the office carefully, have Crying Dawn Singer suggest the skylight).

Climbing out through the skylight is a simple process. The Rebels can shoot out the transparent plastic panel (or remove it with an easy *Technical* roll), then boost one another up onto the roof (Easy *climbing/jumping* rolls are necessary).

### Cut to ...

Episode Six, "Escape."

# Episode Six

## Escape

### Summary

Trapped on the roof of the administration center, the Rebels see Imperial stormtroopers arriving on the ground and entering the building.

As the Rebels escape the building, corporate guards arrive in airspeeders. None of the speeders are armed, so the corporate guards have to shoot hand weapons through the windows. The Rebels see the *Worthless Fool* cruising toward them for a rescue, as they must climb into the ship's hold through a cargo net, all the while avoiding laser bolts and collisions with other vehicles.

### The Roof

The Rebels emerge from the skylight onto the roof of the administration center. The surface of the rooftop is flat, made of a black-stained, slightly slippery plastic. There are two large (about two meters high) atmosphere recirculation units to the north and south, and seven stone cubes (about two meters on a side), which contain the workings for the cablelifts (six for the cablelifts that run through the entire building and one for the executive cablelift). The entire rooftop is edged by a half meter high safety wall.

To the south of the administration center, Central Avenue is full of activity. Perrsta has been informed by Moff Owen that he is not to allow the Rebels to escape, and thus all of the corporate guards are mulling about. Refer to Episode Five for a complete description of the area immediately around the administration center.

The roof of the training school is about fifteen meters below the roof of the administration center.

The roof of the hospital is five meters below the roof of the administration center. There is an airspeeder ambulance parked on the roof of the hospital.

The Rebels have only a short amount of time to explore the roof. After a few rounds, read aloud:

**You hear a rushing wind above your heads and look up. The belly of an Imperial drop-sled glows red as friction peels off the ablative coating. The roar of the wind grows louder as the drop-sled approaches the surface.**

**The sled drops below the roof of the administration center, on the north side, towards the park. The superheated air slightly singes your clothing, skin and hair.**

**You hear the roar of the massive braking engines. Litter from the streets and leaves from the trees swirl up in the vortex of exhaust gases.**

When the Rebels look over the north edge of the building, they will see that the ship is disgorging a battalion of stormtroopers. When the Rebels look over the southern edge of the building, they will find that the corporate guards have disappeared.

### Getting Off the Roof

The Rebels have four choices now. One, they can find a way down through the building, and attempt to defeat or avoid the stormtroopers. Two, they can call Maytoc and tell him to fly the *Worthless Fool* to the administration center roof and pick them up. Three, they can leap across the alley, steal the air ambulance, and then fly to the *Worthless Fool*. Finally, they may try to climb down through the air circulation ducts and outsmart the corporate guards and stormtroopers.

From now on, Crying Dawn Singer follows and agrees with the Rebels' decisions. He wants to escape, and assumes that the Rebels are professionals. He will not endanger himself for the sake of any of the Rebels, and will seize any opportunity to reach safety.

### Through the Air Recirculation Ducts

There are several available routes back into the building: the skylight, which is a dead end; the cablelift shafts (characters can break into the

shaft tubes by prying off an access hatch in the roof); through the air recirculation ducts, which seems to be the safest route.

Rebels who make an *Easy search* roll while examining one of the air recirculation units on the roof find a one meter square shaft covered by a metal grid. The shaft goes straight down for three meters then connects with a horizontal shaft.

The metal grid can be removed on a *Very Easy Strength* roll. Everyone in the party, except Crying Dawn Singer, must make an *Easy climbing/jumping* roll to safely descend to the bottom of the shaft (failure results in a twisted ankle — the Rebel can walk, but cannot run). Crying Dawn Singer's vestigial aerodynamics allow him to make the leap without suffering any damage. When they enter the recirculation ducts, the Rebels will feel a constant rush of air blowing past them.

Once at the bottom of the vertical shaft, they are in a shaft running to the east and west. After about 20 meters, they find a huge vertical shaft running straight down into the darkness. There is a ladder of metal rungs bolted into one side. The vertical shaft and the ladder extend all the way down through the building, ending in the third sub-basement. At every even numbered level, the shaft intersects with two shafts similar to the one the Rebels used to enter it.

At the third sub-basement, the shaft ends in a rough, grit covered floor. A narrow access door in one wall of the shaft can easily be opened and allows the Rebels to exit into the sub-basement.

By the time the Rebels reach the third sub-basement, the stormtrooper squad dispatched to search has decided that the building is secure and has returned to the lobby.

To leave the sub-basement, the Rebels must use the stairways, since the cablelifts don't extend all the way down to the sub-basements. The entrance to the stairwell is directly across the hall. The lobby is three levels up (and, unknown to the characters, has sixty stormtroopers in it). However, at the top of the second flight of stairs, the Rebels will pass by a door marked "Trash Disposal Containers."

Through this door is a narrow, dimly lit hallway, a stairwell and another door. Outside the door is another hallway, and along one wall is a line of closed, plastic containers full of trash.

The door at the end of the hallway opens out into the alleyway on the side of the building (the door labeled "TGM Hygienic Support Services Collection Center"; see Episode Five, "Into the Bird Cage" for more information). The Rebels can then go out into the street.

## The Street

The corporate guards didn't disappear up into the building. They went to commandeer airspeeders to launch an air attack on the Rebels. By the time the Rebels reach Central Avenue, the excitement has passed, and activity — and traffic — is back to normal. The Rebels will have two minutes to collect themselves, then the corporate guards will arrive in airspeeders and begin shooting at them.

If the Rebels used Barry from the Free Access Grill, just before the corporate guards arrive, Barry will rush up to them in an airspeeder. He will jump out of the speeder and yell to the Rebels, "Get in and go!", then disappear.

The speeder has a move of 350; 1,000 kmh, a body strength of 3D and a maneuverability of 1D.

If the Rebels didn't visit the Free Access Grill, then they will have to fight off the corporate guards until Maytoc can bring the *Worthless Fool* in and pick them up off the street.

## Calling Maytoc For Help

The Rebels can also choose to call Maytoc on the comlink and ask him to fly over and pick them up off the roof. Maytoc will arrive twelve rounds after the Rebels call. Two rounds after the call, the corporate guards will arrive in their airspeeders and begin shooting.

## Stealing the Air Ambulance

If the Rebels don't call Maytoc, or if they find that the onslaught of corporate guards is too great, they can leap across the alley to the hospital and steal the air ambulance.

A Rebel who attempts to jump from the roof of the administration center to the roof of the hospital must make a *climbing/jumping* roll, then consult the following table. It is probable that one character will attempt this, with the intent of bringing the ambulance up to the roof of the administration center to rescue the rest of the group.

**Final Total is 21 or greater:** The Rebel leaps across and lands gracefully on the hospital rooftop, absorbs the shock of the leap with an acrobatic roll, and ends up standing.

**Final Total is 16–20:** The Rebel lands on the hospital rooftop, but cannot absorb the shock and sprains an ankle. The pain does not impair walking, but operating the foot pedals on the air ambulance proves to be difficult, and the Rebel can only control it long enough to get it across the alley to the administration center. The Rebel will also be unable to run until healed by a medpac.





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**Final Total is 11–15:** The Rebel barely travels the distance between the two buildings and winds up clinging desperately to the edge of the building, in danger of plummeting to the ground below. A Moderate *climbing/jumping* roll is necessary for the Rebel to climb up onto the roof. For each round that the Rebel hangs from the rooftop, the character must make an Easy *Strength* total, or lose his grip and fall to the ground. Additionally, any arriving enemy forces will find the Rebel a very appealing target.

**Final Total is 10 or less:** The Rebel fails and lands, roughly, on the top of one of the crosswalks, three meters below the rooftop. The Rebel takes 3D damage, and must make a Difficult *climbing/jumping* total to get to the rooftop.

#### The Air Ambulance

The air ambulance is a heavy airspeeder ca-

pable of carrying all of the Rebels. There is space for three humans in the cockpit; the rest of the group must stay in the large back compartment.

The back compartment of the air ambulance contains a floating shock-cot and various computerized medical monitors. There are two inactive MicroMed droids for emergency surgery (any injured characters can be healed by the droids, who have a *first aid* skill of 5D). The back of the ambulance has two hinged doors that open outwards.

#### ■ Air Ambulance

**Craft:** TGM Transport Airspeeder  
**Type:** Customized Transport Airspeeder  
**Scale:** Speeder  
**Length:** 6.4 meters  
**Skill:** Repulsorlift operation: airspeeder  
**Crew:** 2  
**Crew Skill:** Repulsorlift operation: airspeeder, first aid  
**Passengers:** 1 (in cockpit), plus up to 10 in rear (designed for two patients)  
**Cargo Capacity:** 1 metric ton  
**Cover:** Full  
**Altitude Range:** Ground level–200 meters  
**Cost:** 15,000  
**Maneuverability:** 2D  
**Move:** 125; 360 kmh  
**Body Strength:** 3D+2

### Fending Off the Corporate Guards

The corporate guards will arrive in twelve airspeeders. Their airspeeders are not armed, so they are hanging out the side windows and firing with their sidearm blasters. There will be two corporate guards firing per airspeeder, and one additional corporate guard piloting.

#### ■ Commandeered Airspeeders

**Craft:** Tycom Airfoil Airspeeders  
**Type:** Airspeeder  
**Scale:** Speeder  
**Length:** 6 meters  
**Skill:** Repulsorlift operation: airspeeder  
**Crew:** 1  
**Crew Skill:** Repulsorlift operation: airspeeder  
**Passengers:** 3 (currently carrying two corporate guard passengers)  
**Cargo Capacity:** 30 kilograms  
**Cover:** Full  
**Altitude Range:** Ground level–250 meters  
**Cost:** 15,000 (new), 6,000 (used)  
**Maneuverability:** 3D  
**Move:** 140; 400 kmh  
**Body Strength:** 1D

### Boarding the Worthless Fool

If the Rebels hailed Maytoc Kollene, the *Worthless Fool* will arrive at the administration center twelve rounds after being summoned. If the characters have left the building, he will need another twelve rounds to figure out where they went (he'll follow the trail of smoke, airspeeder wrecks and such). If the Rebels have taken to the air

ducts, he'll fly away from the building. In any event, if he can't find them immediately, he'll try to hail them on comlinks and arrange for a new meeting spot.

When he does show up, he will have a cargo net hanging from the belly of the ship, and four TIE fighters on his tail. If the Rebels are on the ground or on the roof, Maytoc will rush towards them, brake the ship abruptly, then hover. He will yell, "Grab the net," over the ship's external speakers, then move after two rounds. Rebels who don't move fast get left behind, but Maytoc will make a second pass to collect anyone who was missed.

If the Rebels are in the airspeeder, Maytoc will match speeds with them. A Rebel who attempts to jump from the airspeeder to the net must make a *Moderate climbing/jumping* roll. Any Rebel who fails this roll slips and falls, and must make a *Dexterity* roll. All Rebels who slip while making the transfer catch themselves on something (one of the swinging rear doors; an antenna; an appendage of one of their companions), but the lower the roll, the more likely the Rebel will catch something that is flimsy and will break within a round or two.

Crying Dawn Singer will be first up the net and into the cargo hold. No skill roll is necessary for Crying Dawn Singer because his avian physique allows him to make the transfer safely. He will take over the pilot's chair, and allow Maytoc to control the ventral laser cannon from the cockpit.

Once the Rebels are swinging from the cargo

net, it will take a *Moderate climbing/jumping* roll to climb into the cargo hold unassisted. If a Rebel is already in the cargo hold and can assist the others, the difficulty drops to *Easy*.

If a climbing Rebel fails his roll, but has rolled a total of 3 or higher, the Rebel slides down to the bottom of the net, but grabs hold at the last second, and can attempt more rolls to climb to the top of the net.

During the course of the climb, the corporate guards are still firing. Reinforcements have arrived in more airspeeders, so the Rebels will see a swarm of airspeeders behind them. However, there will only be a few airspeeders and TIE fighters within firing range during each round simply because all of the other pursuit vehicles are getting in each others' way.

### All Aboard

Crying Dawn Singer will wait for the Rebels to climb into the cargo hold. However, if the Rebels are not in the cargo bay within six rounds after Crying Dawn Singer begins piloting, he will resort to a desperate measure to get the Rebels into the ship. He will set the gravity generators in the ship to nullify all effects of planetary gravity, making every being and object within the ship weightless, then he will whip the ship around in a half roll, ending with the *Worthless Fool* bottom up, and the remaining Rebels standing on the outer hull of the ship. Crying Dawn Singer will then hover, and the Rebels will be able to enter the



### Cut-Away to the Bridge of the Impending Doom

Read aloud:

INTERIOR: THE BRIDGE OF THE *IMPENDING DOOM*. Executive Captain Marok is receiving instructions from Moff Owen on the planet's surface. Owen is communicating through a small hologram, but his rage over the recent turn of events is clearly evident.

"Take their ship. I cannot allow them to escape with the Shashay. Do not harm the creature—I don't care if a dozen pilots die, but I want the singer captured unharmed."

"Yes, your Excellency."

The holo of Owen disappears, and Marok turns to a subordinate.

"Send out Yellow Squadron."

Cut to:

"TIE FIGHTERS"

cargo hold. When he is told that the Rebels are inside, Crying Dawn Singer will close the cargo hold door.

To survive this roll, each Rebel on the cargo net must make an Easy *Dexterity* total not to lose their grip on the net and fall. Everyone inside the ship, however (excluding Crying Dawn Singer), must make a Moderate *Dexterity* total to hold on and not go slamming into a bulkhead (or other large object) and suffer 3D damage.

Once the Rebels are all inside, Crying Dawn Singer will increase the power flow to the *Worthless Fool's* sub-light engines and speed away from the airspeeders and into orbit.

### In Orbit

Once the *Worthless Fool* exits the atmosphere, Crying Dawn Singer will leave the pilot's chair and, with Maytoc's assistance, begin calculating the jump to hyperspace.

The Rebels must pilot the ship, and battle the approaching TIE fighters. Read the following cut-away to the Rebels.

### TIE Fighters

Once the *Worthless Fool* has left the atmosphere, and Crying Dawn Singer and Maytoc have begun preparing for the hyperspace jump, read aloud:

**Near the edge of Narg's horizon, you see an approaching Imperial Star Destroyer. Small flecks of light emerge from its sides, slowly resolving themselves into twelve speeding TIE fighters.**

The TIE fighters will close in on the *Worthless Fool* in four rounds.

### ■ 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 5D, starship gunnery 4D+2

**Cargo Capacity:** 75 kilograms

**Consumables:** 2 days

**Cost:** Not available for sale

**Maneuverability:** 2D

**Space:** 10

**Atmosphere:** 415; 1,200 kmh

**Hull:** 2D

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 60/2D

*Focus:* 3/3D

**Weapons:**

**2 Laser Cannons** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

The TIE fighter pilots will make active efforts to only damage and disable the *Fool* without risking injury to Crying Dawn Singer. This will work to the player's benefit, as they shouldn't have any compunctions about eliminating the TIE fighters. The *Impending Doom*, while it should always remain a menacing presence, will not be within firing distance before the *Worthless Fool* jumps to hyperspace.

### The Wrap-Up

Once the Rebels have made the jump to hyperspace, they can relax; they are finally safe.

If they have rescued Crying Dawn Singer, then they can return to the Alliance as heroes. They will be among the ones chosen to journey to the Shashay homeworld and observe the ceremonies and ratification of the treaty between the Alliance and the Shashay.

If the Rebels also manage to bring with them proof that Moff Owen was involved in the plot, then they are greeted with even more enthusiasm.

However, if the Rebels do not rescue Crying Dawn Singer, then Moff Owen attempts to force the Shashay to reveal location of their homeworld. Crying Dawn Singer is killed in the subsequent "persuasion efforts," and the Shashay break off all relations with the Rebel Alliance, with the Alliance within Rayter Sector fracturing into dozens of autonomous groups. For all intents and purposes, the Rebellion within Rayter Sector has been lost.

If the Rebels rescued Crying Dawn Singer, award them six skill points. Also, any Shashay they meet in their further adventures will treat them with great respect and will even help the Rebels if they are in danger. If Crying Dawn Singer is not rescued, the Rebels only get two skill points, and Rebel Command will not look too favorably upon them in the future.

If the Rebels and Maytoc seemed to work well as a team, Maytoc may request that they be given semi-permanent duty aboard the *Fool*, giving the Rebels a mobile "home base" for their adventures.

Moff Nile Owen will also learn of the identity of the Rebels, and he can be used as a continuing nemesis to constantly badger the characters. In future adventures, Owen should be shrewd, cunning and dangerous. Braig Farool, if he survives, should also have escaped from the administration center (he took advantage of the chaos), and is now a fugitive from Imperial justice in addition to being certifiably crazy. He may become a continuing adversary, as he might take up the role of a trader out in some unexplored systems, or he may hire bounty hunters to track down the Rebels and take revenge.

# THE ABDUCTION CHARACTER TEMPLATES

## Maytoc Kollene

**Type:** Tramp Freighter Captain

**DEXTERITY 2D+2**

**KNOWLEDGE 3D+1**

Alien species 4D+2, planetary systems 5D, value 5D+2

**MECHANICAL 3D**

Astrogation 4D, starship gunnery 4D+1, space transports 5D, space transports: VR-10 *Cuirilla-Rayl Xyline*s-Class spacetug 5D+2

**PERCEPTION 3D+2**

**STRENGTH 2D**

**TECHNICAL 3D+1**

Space transport repair 6D

**Force Points:** 1

**Character Points:** 6

**Move:** 6

**Equipment:** Various tools, comlink

**Capsule:** Maytoc is a middle-aged, rather grizzled Human male. He is short, with closely cropped grey hair, and is missing his left leg. He normally wears an oil-stained engineer's coverall with the left leg sewn shut.

Little is known about Maytoc's background. It is apparent that he served on the *Worthless Fool* before it was acquired by the Rebellion because there were extensive modifications made to the ship to accommodate a one-legged person. Many people believe that he once worked closely with the pirate Yearo Seville, during the *Worthless Fool's* days as a boarding vessel.

Mayto has very little to say about the loss of his leg, although it is rumored that someone in the sector Imperial government was responsible, and that his involvement in the Rebellion is an attempt to avenge himself.

Maytoc is a taciturn, inward-looking man. While he is a skilled pilot, his real pleasure in life is tinkering with his engines and shipboard systems, so he spends much of his time playing mechanic.

"You guys are supposed to be the heroes. I'm gonna go fix the power flux mods so that we can get out of here when you're done bein' heroic."



## Sixtee-EL (KL-6T-LF7V/T)

**Type:** Valet/Translator Droid

**DEXTERITY 2D**

**KNOWLEDGE 2D**

Alien species 8D, cultures 8D, languages 10D, planetary systems 6D

**MECHANICAL 1D**

**PERCEPTION 2D**

**STRENGTH 1D**

**TECHNICAL 1D**

**Equipped With:**

- Two legs, two arms, two video sensors
- Broad-band antenna receiver
- Vocabulator speech/sound system capable of providing an extraordinary wide range of sounds
- Hidden security camera
- Hidden homing transponder
- TranLangII Communication module (can access nearly three million languages)

**Move:** 8

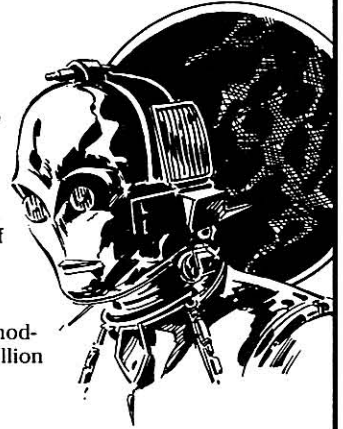
**Size:** 1.6 meters tall

**Cost:** 2,500

**Capsule:** Sixtee-El is a humanoid droid, silver-plated with red detailing. Its servomotors are programmed to provide graceful movements.

Sixtee-El was originally programmed with a very proper and subservient valet personality. However, its experiences as a Rebel agent have caused a secondary personality, that of the Heroic Rebel, to develop. This secondary personality often asserts itself during times of stress.

"You are quite right, Master. Your Doxxen tea is two degrees too warm. I shall take it out into the blinding snowstorm to allow it to cool."



# THE ABDUCTION CHARACTER TEMPLATES

## Crying Dawn Singer

**Type:** Shashay Singer

**DEXTERITY 3D**

**KNOWLEDGE 4D**

Alien species 5D, artist: song 9D, cultures 5D

**MECHANICAL 5D**

Astrogation 6D, space transports 7D, starship gunnery 6D

**PERCEPTION 2D**

Sneak 4D

**STRENGTH 2D**

**TECHNICAL 2D**

**Special Abilities:**

*Beak:* Does STR+1D damage.

*Feet talons:* Do STR+2D damage.

*Gliding:* Shashay can glide for limited distances, roughly 10 meters for every 5 meters of vertical fall.

*Natural Astrogation.* Time to use: one round. Shashay gain an extra +2D when making *astrogation* skill rolls.

*Singing:* Shashay have incredibly intricate vocal cords that allow them to sing musical compositions of unbelievable beauty and complexity.

**Character Points:** 7

**Move:** 7/11 (walking), gliding

**Capsule:** Crying Dawn Singer resembles a thin bird with a thick, hooked beak. His plumage is white, with a red splash of color across his chest and a red crest at the top of his head. His eyes also are red. The claws on his toes are normally painted with a bright red polish. His mannerisms are very bird-like, with many small, quick motions that never seem to cease.

Even among the Shashay, Crying Dawn Singer is considered a talented singer. The Nestmothers of Crytal Nest allowed him to leave the homeworld to perform, because the currency he would be able to send back to his world would be beneficial to the entire species. Since Crying Dawn Singer did not enjoy the regimented life on Crytal Nest, he eagerly accepted.

Crying Dawn Singer has great talent, and he knows it. He has a very large ego, and has become accustomed to the many comforts and enmities which come to a star of his stature.



## Yearo Seville

**Type:** Pirate

**DEXTERITY 3D+2**

Blaster 7D, dodge 6D, melee combat 5D

**KNOWLEDGE 2D**

Cultures 4D, intimidation 5D+2, planetary systems 7D+2, streetwise 7D+2

**MECHANICAL 3D+2**

Astrogation 6D, space transports 5D+1, starship gunnery 4D+2, starship shields 5D

**PERCEPTION 3D**

Bargain 5D+1, con 8D+2, gambling 6D+2, hide 5D, search 5D+2, sneak 5D

**STRENGTH 2D+2**

Brawling 5D+1, climbing/jumping 3D+1

**TECHNICAL 3D**

Demolition 4D, space transports repair 5D+2

**Force Points:** 1

**Dark Side Points:** 2

**Character Points:** 9

**Move:** 10

**Equipment:** Blaster pistol (4D), *Seville's Star* (modified space yacht), comlink, drommanarg snuff pouch, datapad, cloak

**Capsule:** Yearo Seville is a Human of menacing countenance. He is of average height and build, with dark hair and nine parallel scars on his left cheek. He carries a gold-plated blaster and is known to dress in expensive, outlandish attire.

Seville's life of crime started at a very tender age. He joined up with a gang of smugglers and by his fifteenth birthday he had killed his hundredth man. His cold-hearted cunning and greed led him to found his own pirate gang; by now Seville is famous throughout Rayter sector as the most bloodthirsty and dangerous criminal in this sector of space.

Self-serving and dangerous, Seville takes great effort to cultivate an air of menace. He constantly manipulates his underlings, creating a constant sense of paranoia amongst his own henchmen.



# THE ABDUCTION CHARACTER TEMPLATES

## Braig Farool

**Type:** Corporate Administrator

**DEXTERITY 2D**

Blaster 2D+1

**KNOWLEDGE 3D**

Business 5D+2, bureaucracy 5D, cultures 4D, planetary systems 3D+2

**MECHANICAL 1D+2**

**PERCEPTION 2D**

Command 4D+1

**STRENGTH 1D+2**

**TECHNICAL 2D**

**Character Points:** 6

**Move:** 9

**Equipment:** BlasTech A280 Rifle (5D+2)

**Capsule:** Braig Farool is slightly overweight, a sign of many years of easy living. He is balding, but his vanity causes him to carefully trim what little hair he still has. He dresses quite fashionably in clothing made of expensive fabrics.

Farool has worked for TransGalMeg for many years. When he was assigned the position of TGM Planetary Administrator of Narg, he realized that his climb to the top of the TGM power structure had ended. To gain more power (which he desperately wanted), he would have to go outside of the corporation.

His younger brother, Nak Farool, provided the information that allowed Braig to devise this plan, which he hopes will lead to a personal appointment to the sector government from the Emperor.

At one time, Farool was an evenhanded leader and astute businessman. However, his delusions of grandeur have imbued in him an overwhelming sense of self-importance. The galaxy exists only to please Braig Farool.



## Moff Nile Owen

**Type:** Imperial Moff

**DEXTERITY 3D**

Blaster 4D, dodge 5D

**KNOWLEDGE 4D**

Bureaucracy 7D, cultures 6D, intimidation 6D, law enforcement 5D, planetary systems 6D

**MECHANICAL 1D**

**PERCEPTION 2D**

Command 7D, investigation 5D+2

**STRENGTH 2D**

**TECHNICAL 1D**

**Force Points:** 1

**Dark Side Points:** 1

**Character Points:** 8

**Move:** 10

**Equipment:** Comlink, datapad, rank cylinder code key, blaster pistol (4D)

**Capsule:** Moff Nile Owen is a very thin, middle-aged Human. He dresses in a standard uniform, but he is fond of furred cloaks. He has a wolfish smile, and his eyes seem to burn with an insatiable hunger. His mere presence seems threatening to most people.

A talented player of the Imperial game, Owen has both served with distinction, and made the right sort of friends. His career began with distinguished service aboard several older *Victory*-class Star Destroyers, and he has steadily received advancement, to the position he holds now, as Moff of the Rayter sector. While he is proud of his accomplishments, he hopes to be promoted to another, more important, sector.

Owen is totally dedicated to the Empire, and everything he does is with an eye toward the advancement of Palpatine's ideals (and his own career). He will not tolerate insubordination or incompetence, and keeps very firm control over his sector. He is quick to anger and uncompromising. He readily acknowledges that he will execute or otherwise "take care" of anyone who threatens his power or personal image. "Learn what you can from him. Take what is left, and execute him. Send his family an expense voucher for the procedure."





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## A STAR WARS

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