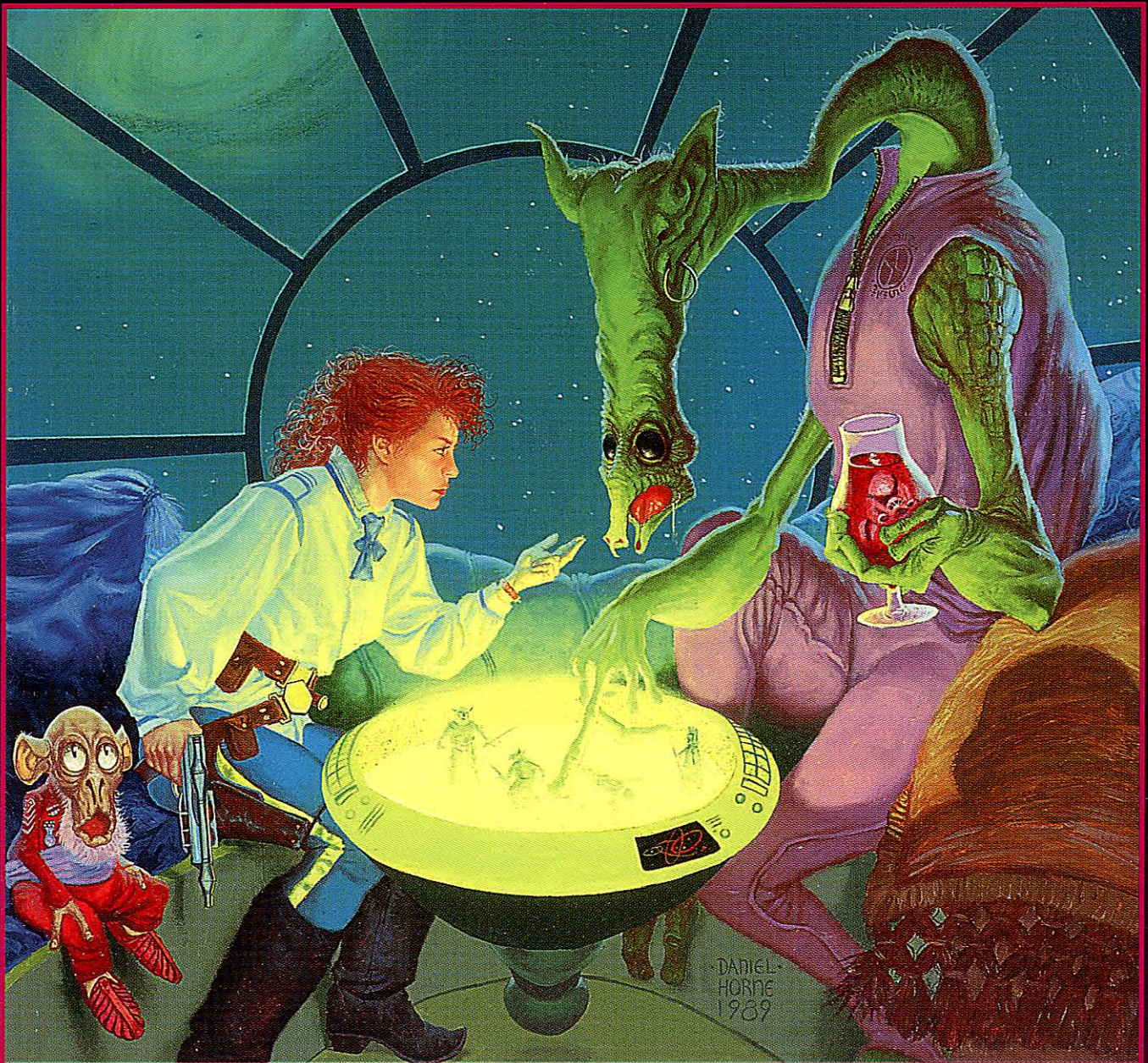


# STAR WARS®

## • CLASSIC • ADVENTURES

VOLUME THREE





# STAR WARS®

## CLASSIC ADVENTURES

### VOLUME THREE



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RR 3 Box 2345

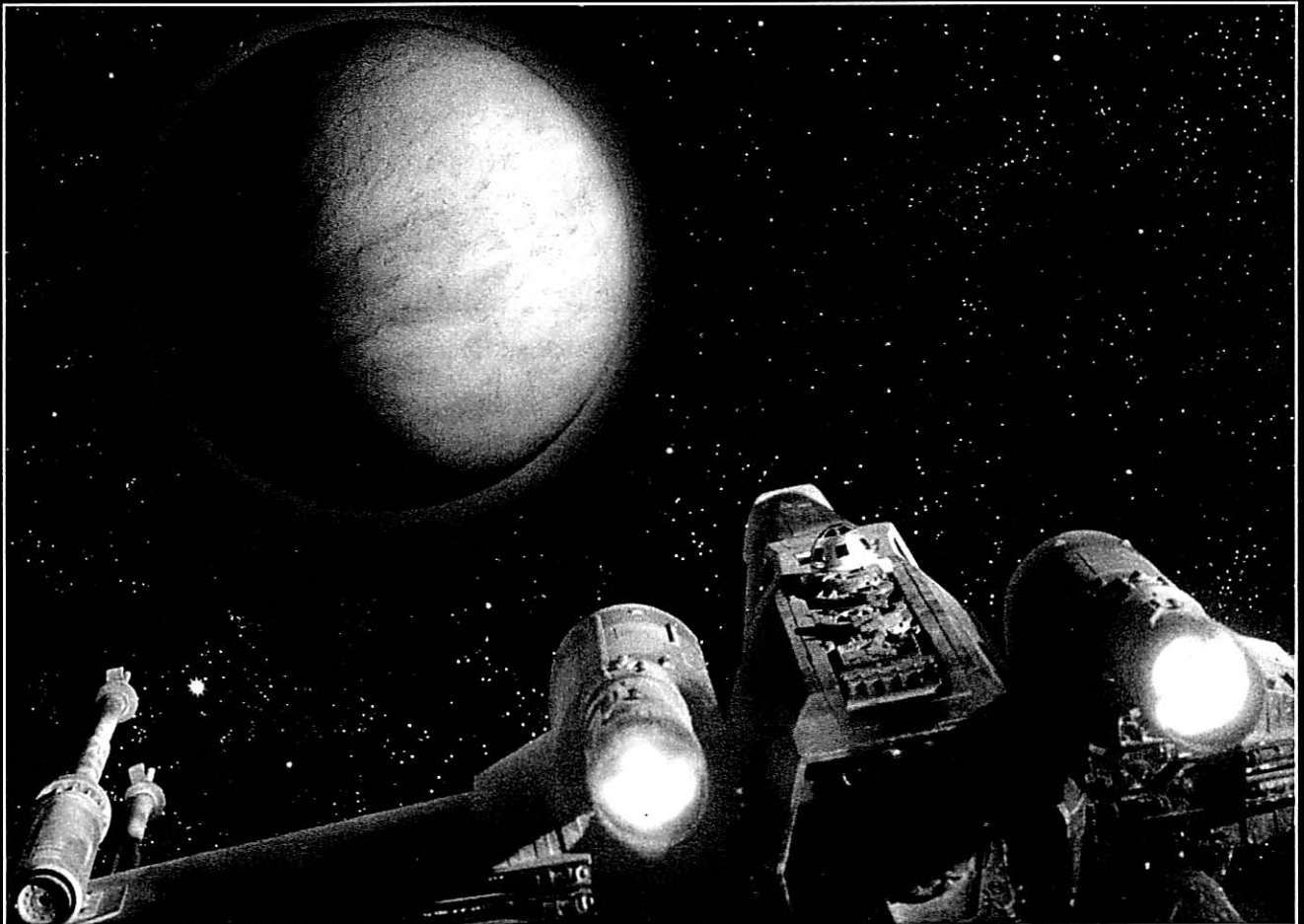
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# Introduction

*Classic Adventures: Volume Three* is a compilation of three previously published *Star Wars* role-playing adventures — *Riders of the Maelstrom*, *Death in the Undercity* and *Tatooine Manhunt*. Each of these three adventures is set in the classic *Star Wars* time period, between *Star Wars: A New Hope* and *The Empire Strikes Back*. The Empire is still the dominant force in the galaxy and the Rebellion is still floundering despite the Alliance's victory at the Battle of Yavin.

In *Riders of the Maelstrom*, Rebel agents fleeing Imperial stormtroopers board the luxury liner *Kuari Princess*. The Rebels' simple getaway plan leads to much more trouble than they bargained for: the Moffs from several nearby sectors are deeply involved in some sort of top-secret conference aboard the *Princess*. The team of Rebels must get to the bottom of the Imperials' deadly schemes while battling ruthless pirates in a dangerous sector of space known as "The Maelstrom."

In *Death in the Undercity*, a team of Rebels is sent to Calamari to investigate a series of bizarre accidents that have plagued the Mon Cals' mining operations — operations that are crucial to the construction of the MC80 cruisers that form the backbone of the Rebel fleet!

But these are no ordinary accidents. All signs point to deliberate sabotage, and the embittered Quarren are quick to accuse the surface-dwelling Mon Calamari — and the Rebel Alliance — of the destructive acts. While the Rebels race to uncover the truth and stop the sabotage, the entire planet teeters on the brink of civil war!

In *Tatooine Manhunt*, a group of Rebels must travel to Tatooine in search of a presumed-dead hero of the Old Republic, Adar Tallon. There the Rebels must pit their skills against remorseless, relentless bounty hunters from all over the galaxy. These hunters also seek Tallon, under orders from the Empire to capture him alive ... and kill anyone who gets in their way!

## Using These Adventures

Each adventure in this volume is a stand-alone game, designed to be long enough to fill three to five hours of play. These adventures are intended to be excellent "jump on" adventures for novice players and gamemasters, though they can be used to spice up an ongoing campaign if desired.

The material in *Classic Adventures: Volume Three* has been completely revised to conform with *Star Wars: The Roleplaying Game, Second Edition*. Character backgrounds have been expanded and supplementary information has been added to widen the scope of these adventures.

In addition, these adventures are intended for use with player groups affiliated with the Rebel Alliance; independent groups (such as smugglers) can be used in these adventures, but will require some additional work by the gamemaster to integrate them smoothly.

### Difficulty Number Scale

Task	Difficulty Range
Very Easy	3-5
Easy	6-10
Moderate	11-15
Difficult	16-20
Very Difficult	21-30
Heroic	31+

## Difficulty Numbers and Game Balance

As gamemaster, it is your job to modify these adventures to suit the abilities of your players' characters. The "Difficulty Numbers Scale" presented here lets you adjust the adventure according to the level of skill of the player characters.

Each adventure in this book is designed for four to six beginning characters. If you are playing with fewer than four characters, it is recommended that all difficulty numbers be scaled down.



# Riders of the Maelstrom

## Adventure Background

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

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

Recently, notorious Corellian gambler and privateer Rodin Higron "won" the mining colony from its previous owner in a crooked game of sabacc. As did the Riders, Higron soon recognized the Maelstrom as an ideal hunting ground and established his own band of buccaneers. However, Higron has been more discriminating than the Riders in the selection of targets. An open supporter of the Rebel Alliance, Higron and his men concentrate on Imperial merchant and military craft. On the other hand, the Riders raid anything that moves through the Maelstrom if they think they have the advantage in combat.

## Recent Events

Until Higron began his operations, it had not been worth the Empire's effort to send a Star Destroyer or two into the energy cloud to clear out the pirates. Now, with two groups of pirates

operating in the area, the losses inflicted upon Imperial shipping passing through the region have become intolerable to the Moffs in charge of the sectors adjacent to the Maelstrom. These Moffs have also been distressed by rumors indicating that some of the pirates in the Maelstrom are cooperating with the Rebel Alliance.

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

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

## Adventure Synopsis

As the adventure opens, the player characters are on the jungle planet Aris, fleeing from an army of stormtroopers. While running for their lives, the heroes board a passenger barge and soon find themselves deposited aboard the *Kuari Princess*. Subsequently, the Rebels, with the aid of "Dagger," discover and investigate the secret



meeting between the two Moffs.

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

## Episode One: Escape From Aris

### Summary

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

### Start the Adventure

The Rebels are being chased by 20 stormtroopers across a residential platform. Everyone is on foot, and the combat begins at medium range. Because of the limited space on the platform, the Rebels will never be able to extend the range past "long," no matter how fast they run.

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

### Stormtrooper Tactics

The 20 stormtroopers are divided into two groups of 10. Only two stormtroopers fire at each of the Rebels each round. Each of the stormtroopers firing while running suffers a -1D penalty to his *blaster* skill. Wounded stormtroopers are automatically out of the chase.

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

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

**Imperial Stormtroopers.** All stats 2D except: *Dexterity* 3D, *blaster* 4D, *grenade* 4D+2. Move: 10. Blaster rifle (5D), stormtrooper armor\* (+1D en-

### Tackling

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

ergy, +2D physical, -1D *Dexterity* and related skills).

\* For complete information, see page 157 of *Star Wars: Second Edition*.

### At the End of Their Rope

In whichever direction the Rebels flee, after three more rounds of action, they come to the end of the platform. Read aloud:

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

Once the Rebels reach the railing, they notice a smaller platform, eight meters below and about 30 meters away. The only obvious way to escape is to grab the dangling vines and swing across to the platform. While the vines and smaller platform are shown in one specific location on the chase map, you should relocate them along the perimeter of the platform so the Rebels flee toward the smaller platform no matter which direction they run.

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

The pursuing stormtroopers do not try to duplicate the Rebels' stunt. They rush to the

### The Planet Aris

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

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

There is no intelligent, native lifeform on Aris, but the world is teeming with non-sentient creatures. Some of these creatures remain close to the planet's surface and are rarely seen by the tree-dwelling colonists.

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

railing and fire at the heroes swinging across to the next platform (remember, two stormtroopers fire at each of the player characters).

### The Lifter Platform

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

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

Once the Rebels reach one of the lifters and attempt to engage its engines, they quickly notice that the lifter isn't going anywhere and that the first group of stormtroopers is emerging from the stairwell. Enough stormtroopers make their way up to the platform so that each Rebel

can be attacked by three troopers. The body of the lifter provides the Rebels with enough cover to increase the difficulty of the stormtroopers' shots by five; and if the Rebels choose to return fire, they put up such a good fight that the stormtroopers won't advance on them. Instead, the troopers exit the stairwell in small groups and exchange fire with the Rebels. As each trooper is wounded or killed, another emerges from the stairwell to take his place (for all practical purposes, the number of stormtroopers coming up the stairs is unlimited).

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

Once the Rebels know what is wrong with the lifter, they can try to fix it. Show the "Lifter Control Panel" diagram (see page 37) to any players attempting repairs. The flashing indicator lights mean that electric current is reaching them — the battery and generator are working fine — and the problem must rest in the circuits leading to the pulsor. Ripping out the wires that lead to the flashing lights and rerouting them to the servo-pulsor solves the problem.

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

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

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

If the player characters stop the lifter at the first of these platforms, an elevator door five meters away from the lifter bay opens just as the lifter comes to a halt, revealing 50 stormtroopers that were sent to this platform to cut off the Rebels' escape. If the heroes immediately voice their intention to power up the lifter and continue upward, they escape to the next level be-





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for the troopers have a chance to fire. In the unlikely event that the Rebels decide to stick around on this level, the stormtroopers divide into groups of five and combine fire on the Rebels. Continue to add more and more stormtroopers to the firefight, until the players get a bad feeling about sticking around any longer.

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

Approaching the third level, the Rebels notice yet another problem: the blaster bolt that just struck the lifter knocked out the power control—the lifter will not stop! Approximately 15 meters above this last accessible level, a huge tree branch

stretches out over the lifter bay. The Rebels' only chance at safety is to jump out of the lifter as it passes the third level; if they fail, they are crushed when the lifter strikes the branch (7D damage). Jumping out of the lifter is an Easy *climbing/jumping* roll. Anyone failing the roll can be pulled out of the lifter (by one of his companions that makes a Moderate *Dexterity* roll) before it strikes the branch.

### Cargo Level

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

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

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

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

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

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

### In the Trees

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

The trees are 50 meters away. The chase begins at medium range (35 meters) if the Rebels ignore the elevator and run directly for the trees, at short range (15 meters) if the heroes go to the elevator and flee for the trees as soon as they notice the elevator coming up, and at short range (5 meters or less) if the heroes wait for the elevator to open or if they trade shots with the stormtroopers. Again, divide the stormtroopers into two groups and make a single movement roll for each group during the chase. Because of the confined quarters on the platform, the Rebels can only run five meters per speed action.

Forty meters into the chase, the Rebels are in the area of the platform dominated by a huge power generator. Powerful electric sparks arc through the air between a series of transductor towers located in the generator field. When the heroes reach the field, display the "Power Generator Field" diagram from page 40 and ask each of the players to draw a line indicating his route through the field. Each Rebel can move through three squares each round.

At the end of each round, after everyone has moved and fired, roll 2D twice and take a look at the generator field map in the pullout section. An

electrical spark arcs between the two towers corresponding to the numbers you just rolled. Draw a line between these points; if the line crosses a square occupied by a hero, he must make a Moderate *Dexterity* roll to avoid being struck by the arcing spark (4D damage).

After crossing the generator field, the Rebels reach the trees. Switch to the "Tree Connection Diagram" (on page 40) for the rest of this chase. The stormtroopers try to climb after the fleeing heroes.

Movement in the trees is cut down to two and a half meters "walking," and five meters "running" per action. Anyone that "runs" in the trees must make an Easy *climbing/jumping* roll or fall. If a Rebel fails this roll, he has the opportunity to make an Easy *lifting* roll to catch himself before falling to the planet's surface; describe to the hero how he or she dangles precariously 80 meters above the ground.

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

### Stormtrooper Tactics

The troopers who climb into the trees fire at the Rebels while running toward them. If close enough to their quarry, the troopers engage the Rebels in hand-to-hand combat and try to push them out of the trees to their deaths. Attempting to push someone out of the trees calls for an opposed *Strength* roll. If the character doing the pushing wins, his opponent falls out of the tree (heroes pushed out of the trees can make a Moderate *lifting* roll to catch themselves). The troopers on the cargo platform continue to fire at the climbing Rebels (these are medium range shots, add +1D to the difficulty number because of the cover afforded by the trees).

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

### The Sky Swoopers

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

Two of the Sky Swoopers attack the Rebels while the rest of the Swoopers concentrate on clearing out the surrounding foliage in an attempt to isolate their quarry. Three rounds after the Sky Swoopers begin their attack, one of the pilots firing at the trees gets lucky and brings an entire tree crashing down — the tree in which most of the Rebels are climbing. As it falls, it brings down all of the other trees that contain heroes as well. The crashing, 250-meter tall trees



kill the pursuing stormtroopers. Ask each player to make a *climbing/jumping* roll — behind a screen so that they can't see the results. Record each player's roll.

■ **Imperial Sky Swooper**

**Craft:** Nen-Carvon R-444 Imperial Sky Swooper

**Type:** Repulsor/Para-Wing Glider

**Scale:** Speeder

**Length:** 4 meters

**Skill:** Repulsorlift operation

**Crew:** 1

**Cargo Capacity:** 2 kilograms

**Cover:** 1/4

**Altitude Range:** 100 meters-10 km

**Cost:** 400 credits (new)

**Maneuverability:** 4D

**Move:** 28; 80 kmh

**Body Strength:** 1D

**Weapons:**

**Light blaster cannon**

*Fire Arc:* Forward

*Crew:* 1 (pilot)

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:*

*Damage:* 2D

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

**Cut-Away To Sky Swooper**

Read Aloud:

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

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

*Fade to ...*

**EXTERIOR: DEEP FOREST, A FEW MINUTES LATER.**

**After The Crash**

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

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

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

greater is completely unharmed by the falling trees.

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

**So far so good; but looking out from the platform you spot a whole new set of troubles. From your current vantage point, you can see the colony spaceport. All of the landing bays, including the one that contains the spacecraft in which you arrived, have been sealed off by the Imperials. They have retracted all stairways and bridges leading to these platforms.**

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

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

**Cut-Away**

Read aloud:

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

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

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

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

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

*Cut to ...*

**INTERIOR: THE BARGE.**

**Getting Off Aris**

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

A staircase going from the observation platform leads down to a service catwalk. The catwalk connects to a ramp leading to the mainte-



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nance bay of the barge's platform. The route is positioned in such a way that the Rebels can easily move all the way to the barge's platform without being observed. Once on the platform, the Rebels have two choices: they can wait for a group of Anomid passengers to arrive and attempt to capture or *con* or *bargain* away the creatures' robes, masks, and ticket-chips in order to board the barge; or they can try to take out the two stormtroopers and force their way into the barge.

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

### Capturing The Anomids

Just after the Rebels arrive in the maintenance bay an appropriate number of Anomids arrives on the platform (one for each Rebel). With a successful Easy *con* roll, the heroes can lure the Anomids into the maintenance bay and out of

view of the stormtroopers. ("Psst, come here!") They can then try to knock the creatures unconscious and take their robes, ticket-chips, and masks, or they can try to *con* or *bargain* the Anomids into willingly helping.

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

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

### Battle With The Stormtroopers

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



### Anomids

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

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

The Anomids are well enough known that the Rebels are aware of all this information. (For more information on Anomids, see pages 14-16 of *Galaxy Guide 12: Aliens—Enemies and Allies*.)

**Average Anomid.** *Dexterity 1D, Knowledge 1D+2, Mechanical 1D, Perception 1D, Strength 1D, Technical 2D+1.* Move: 10.

### Aboard The Barge

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

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

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

### The Stormtrooper Steps Inside

The stormtrooper enters the barge and begins checking the passengers' ticket-chips with a small scanner, one-by-one, questioning each of the passengers about their heights, weights, dates of birth, and other personal information encoded on the chips. The trooper inexorably works his way to a Rebel. Just after the trooper begins checking ticket-chips, one of the Anomids sitting next to the Rebels strikes up a conversation,

loudly bleeping and chirping.

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

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

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

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

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

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

### If The Rebels Are Captured

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

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

## Episode Two: On The Kuari Princess

### Summary

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

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



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### Boarding The Ship

Read aloud:

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

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

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

If the Rebels did not acquire the Anomids' ticket-chips in episode one, they are in a jam. They can concoct a cover story and trick the hostess (a Moderate *con* roll); they can try to

sneak past the hostess and simply board the ship without getting a stateroom (a Difficult *sneak* roll — the security men are watching the passengers board); or they can simply muscle their way past the hostess and out of the bay.

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

**Hostess.** All stats 2D. Move: 10. Datapad (with seating charts and booking arrangements).

**Ship Security.** All stats 2D except: *Dexterity* 2D+2, *blaster* 3D+2, *Perception* 3D+1, *command* 4D, *search* 4D, *Strength* 3D. Move: 10. Blaster pistol(4D, usually set on stun).

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

### Information For Touring Rebels

When they board the *Princess*, the heroes are asked if they would like to check any weapons



## The Kuari Princess

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

The 840-member crew of the *Kuari Princess* includes 500 droids. Most of the crewmen are stewards and engineers. There are also recreation directors, band members, and wallball pros. The crew takes its orders from the captain, Stenn Glidrick, ex-Imperial Navy pilot, and his 10 staff officers.

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

### ■ The Kuari Princess

**Craft:** Mon Calamari MC80 Star Cruiser  
**Type:** Luxury Liner  
**Scale:** Capital  
**Length:** 500 meters  
**Skill:** Capital ship piloting: Mon Cal cruiser  
**Crew:** 840  
**Crew Skill:** Astrogation 6D+1, capital ship gunnery 4D+1, capital ship piloting 6D+2, capital ship shields 4D, sensors 5D  
**Passengers:** 3,500  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 year  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x9  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 50/2D  
*Search:* 100/3D  
*Focus:* 3/3D  
**Weapons:**  
**10 Turbolaser Batteries** (fire separately)  
*Fire Arc:* Turret  
*Crew:* 1 to 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:*  
*Damage:* 3D

they might be carrying. If the Rebels decide not to check their concealed weapons, they must continue to conceal the weapons from the ship's personnel.

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

- A background entry about the *Kuari Princess* (see the sidebar, "The *Kuari Princess*" above).
- A list of the *Princess*' ports of call for the current voyage — Endoraan, Marmoth, Aris, Vykos, and Mantooine — none of these worlds have any special meaning for the Rebels in this adventure.
- A complete set of deck plans to help the passengers navigate the *Princess*' corridors. Show the players the maps on pages 37–39.
- A magno-lock stateroom key.
- Instructions on how to evacuate the ship in case of an emergency.
- An invitation for all technically inclined passengers to visit the engineering deck and inspect the ship's drives.

- A message inviting all of the passengers to attend the special gala ball, being held this evening on the Lido Deck.

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

### Event One: Meeting DM/C3

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

DM/C3 recognizes the player characters as Rebels. Even if they still wear the Anomid vocalizer masks, DM/C3 has EM analyzers which penetrate their disguises. It is merely coincidence that he has run into the Rebels. Dagger does not attempt to reveal himself or communicate with the Rebels until later (see "Dagger's First Message" on page 21). After the heroes answer his query, he moves on.

## Encounters and Events

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

Some passengers are described in the deck descriptions, and below are a few generic passengers whom you can have the Rebels bump into anywhere aboard the ship. Pick and choose those with whom you are most comfortable, or create your own; examples of just about all of the character templates found in the rulebook can be found wandering around the decks of the *Princess*. Remember any passengers with whom the heroes become friendly: they might be able to provide information or services later in the adventure.

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

## Generic Passengers

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

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

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

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

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

**5. The Petty Crook:** These parasites can be found on any liner. Vasp is a crook of this type

and a master at sizing up victims and taking an amount which the victim feels is not worth squabbling over.

**Vasp.** All stats 2D except: *Dexterity 3D, pick pocket 4D+1, Perception 4D, hide 5D, sneak 5D*. Move: 10. Hold-out blaster (3D).

## Specific Passengers

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

### Montacca

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

**Montacca.** All stats 2D except: *blaster 4D, brawling parry 3D, melee combat 3D, melee parry 3D, Knowledge 1D, Perception 1D, Strength 4D+1, brawling 5D+1, Technical 2D+2, demolitions 3D*. Move: 12. Berserker rage (+2D brawling damage, see pages 137-8 of *Star Wars, Second Edition*, and page 124 of *Gamemaster Handbook*), climbing claws (+2D to *climbing*). Character Points: 5. Blaster pistol (4D), large pouch, datapad, 100 Credits.

### Lina Adonais

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

**Lina Adonais.** *Perception 5D, Knowledge 1D+2, Strength 1D+1, Mechanical 1D, Technical 1D*. Move: 10. Character points: 2. Hold-out blaster (3D).

### Marshall Vatoki

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

**Marshall Vatoki.** All stats 2D except: *blaster 3D, command 6D+2, bureaucracy 5D, planetary systems 4D+2.* Move: 10. Character Points: 4. Blaste pistol (4D), comlink, datapad.

### Lido Deck

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

**2. Pool.** The ammonium/mercury suspension in the water gives a swimmer a pleasant tingling sensation and a strange, euphoric feeling of buoyancy. Most races need sealed suits, available for only three credits an hour, to avoid poisoning. At any given time, about 40 passengers are using the pool. Runners bring drinks from Xerrol's to the loungers and frolickers at poolside. The prices of the drinks are doubled for pool service, and the runners expect a tip.

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

**Droid Lifeguard.** All stats 1D except: *Dexterity 1D+2, Perception 2D, Strength 3D+1, swimming 7D, Knowledge 3D, first aid 6D.* Waterproofed. Move: 10 (walking)/15 (swimming)

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

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

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

**5. Ballroom.** The Grand Ballroom is empty until the ball is held later in the evening (see below). The ballroom features a huge Mayuril dance floor, bars, two balconies that overlook the dance floor, the latest in beta-wave mixers and HE (holo-environment) overlays, and a stage large enough to seat the *Princess'* 35-piece orchestra.

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

**7. Xerrol's Place.** Xerrol's Place is the *Princess'* glamorous nightclub patronized by the passengers as *the* place to drink and to get to know each other. The entertainment at Xerrol's is provided by the Graf-Spanners, a multi-piece glizband composed of six Bith musicians dressed in ornate, sequined "formal wear."

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

A patron of Xerrol's can pick up a few rumors by discreetly spreading some credits around. Buying a patron the drink of his choice entitles a Rebel to a *Moderate streetwise* roll. If the roll succeeds, roll 1D and read the players the corresponding rumor from the "Rumor Table" on page 16.

### Announcement

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

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

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

*Action:* One of the heroes is approached by Loswilla, the local vamp (see *Interaction*, below). A large, unpleasant-looking alien has his eyes on Loswilla. He and his buddies try to drag her away from the Rebel. If the heroes attempt to stop him, a brawl erupts.

**"Smitten" alien.** All stats 2D except: *brawling parry 3D+1, Strength 3D, brawling 4D.* Move: 10.

**Thugs.** All stats 2D except: *brawling parry 3D, Strength 3D.* Move: 10.

The unpleasant alien and his companions are



### Xerrol's Place Rumor Table

#### Roll Rumor

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

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

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

**Loswilla.** All stats 2D except: *Perception* 4D, *persuasion* 5D. Move: 10. Character Points: 3.

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

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

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

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

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

### Credicruise Decks

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

### Bazaar Deck

**1. Estuan Theater.** Named for the renowned Dactrurian actor, Anorad Estuan, the Estuan Theater is equipped for both live and holo perfor-



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mances. The theater seats 900, each seat with D-baffling to eliminate all extraneous noise from the audience.

**2. Port Shopping Arcade.** The port shopping arcade specializes in apparel, with eight shops catering to different styles, species, and price ranges. At the stern of the arcade, N'vadin sells humanoid formal attire. N'Vadin's prices range

from 50 to 200 credits per outfit. The droids who oversee the shop are all capable of performing custom alterations.

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

### The Imperial Forces Aboard the Princess

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

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

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

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

**4. Open Market.** The Open Market is a bazaar, consisting of stands, bins, tents, and booths, operated by alien merchants from all over the galaxy. One can find almost anything for sale here. All of the equipment listed in the rulebook or in *The Star Wars Sourcebook* and not found in any of the other shops (glowsticks, comlinks, medpacs, etc.) is available here, as long as it fits on board. The Rebels can make a *streetwise* roll to locate an illegal item available for purchase. The difficulty of this roll depends upon the item (Easy for a bottle of Corellian Double-brandy, Very Difficult for a heavy repeating blaster). The skilled merchants drive a hard bargain (*bargain* skills ranging from 5D to 10D). Prices start at 50 percent above list price. Some of the merchants sleep in their tents, and all store their inventory in large safecubes built into the deck.

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

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

**6. Kuari Souvenirs.** Some of the items on display include: a crystal mood-vase (40 credits), a pair of mounted bantha horns (800 credits), and holo-chits of the *Kuari Princess* and her ports of call. A prim old lady named Vern runs the gift shop.

**7. Weapons Shop.** The two lizard-like aliens who run this shop giggle greedily throughout transactions. The shop specializes in space-skeet blasters (damage 2D+2; short range 3-50, medium range 51-200, long range 201-300), selling for 500 credits. There are a few high powered military items for sale "under the counter" at 150 percent of their normal price.

Anyone attempting to buy any of the illegal items must make a Moderate *streetwise* roll to convince the shop owners that they will not turn them into the ship's authorities for selling proscribed goods. If convinced, the weapons shop sells "souvenir" thermal detonators with their implosion pins removed. The pins are sold as separate souvenir items. An Easy *demolitions* roll returns the detonators to working order.

*Suspense:* Two stormtroopers, members of Moff Vanko's personal bodyguard, enter the weapons shop (see "The Imperials Aboard the *Princess*" on page 17). If he makes an Easy *Perception* roll, one of the troopers recognizes the heroes as the Rebel fugitives from Aris. If the Rebels take any sort of measures to avoid being seen, increase the difficulty of the trooper's roll to Moderate.

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

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

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

**Nurse Calfta Bongi.** *Dexterity* 2D+1, *Perception* 2D, *Knowledge* 1D+1, *alien species* 4D+1, *Strength* 2D, *Mechanical* 2D+2, *Technical* 1D+2, *first aid* 4D+1. Move: 10. Character Points: 5. Medpac.

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

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

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

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



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

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

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

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

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

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

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

**21. Emergency Bridge.** Every important in-

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

## Recreation Deck

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

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

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

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

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

If the heroes do slaf, two other people are also slaffing. Simulate the run as follows: Each turn, each of the slaffers rolls his or her *repulsorlift operation* dice as many times as they wish and records the results. After the slaffers roll their *repulsorlift operation* skill. Each slaffer *must* make an *Easy repulsorlift operation* skill roll to stay on the track. Add three to the difficulty number of this skill roll for each additional skill roll. Each turn, the slaffers have an opportunity to steer



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their sleds through a port. Steering through a port requires a Moderate *repulsorlift operation* roll (modified by speed). If any of the slaffers blows any of the *repulsorlift operation* rolls during the race, he or she falls and takes a wound. The race is over for each of the slaffers as soon as they pass through a total of 10 ports.

A burly Iotran participating in the race is quite serious about his slaffing. If any of the Rebels pull out in front of him (i.e. rolls more on the *repulsorlift operation* roll), he begins jolting his slaf sled up against the hero's, trying to dump the Rebel out of the race.

**Iotran Slaffer.** *Dexterity 3D, Knowledge 1D+2, Mechanical 1D+2, repulsorlift operation 4D, Perception 2D, Strength 2D+2, Technical 1D.* Move: 10. Character Points: 6.

**Slaf Competitor.** All stats 2D except: *repulsorlift operation 2D+2.*

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

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

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

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

**Master.** All stats 1D except: *Dexterity 2D, Strength 4D+1, Knowledge 2D+2.* Move: 10. Character Points: 7

**Bald Alien.** All stats 1D except: *Dexterity 3D, Perception 5D.* Move: 10. Character Points: 4.

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

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

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

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

**8. Space Skeets.** Each skeet booth has an independent environmental membrane, minia-

ture turbolasers (1D damage), and a comlink with the droid-controlled skeet-release. Skeet can be released with one to three axes of trajectory.

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

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

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

**12. Ship's Infirmary.** Doctor Mowadan, an Ithorian, runs the infirmary with a gentle, caring hand. There are 20 beds and six examining rooms — the majority of the infirmary is dedicated to the vast array of equipment needed to treat all of the possible types of passenger lifeforms. Three MD4 droids (medicine 5D, surgery 7D), aided by a host of support droids, serve the infirmary.

**Doctor Mowadan.** *Dexterity 3D, dodge 4D, brawling parry 4D, Perception 3D+1, command 4D+1, Knowledge 3D+2, alien species 5D, cultures 5D, value 5D+2, Strength 3D, Mechanical 2D+1, Technical 2D+2, droid programming 4D, droid repair 4D, first aid 5D+2, (A) medicine 7D.* Move: 10. Character Points: 4. Medpac, datapad, comlink.

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

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

**Aquatic-looking aliens.** All stats 2D except: *Dexterity 3D, wallball 3D+2.* Move: 10. Character Points: 3.

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

## Engineering Deck

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

## Shipboard Viewvids

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

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

## Event Two: Dagger's First Message

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

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

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

**The message is signed, "Dagger."**

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

## Event Three: What Are They Doing Here?

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

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

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

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



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

### Event Four: Strange Goings On

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

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

### The Ball

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

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

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

## Episode Three: Down To Engineering

### Summary

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

Hopelessly outnumbered, the Rebels are eventually captured and brought before the Moff's for interrogation. During the interrogation, however,

the Riders attack the *Princess*, inadvertently giving the Rebels an opportunity to escape.

### Getting There

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

If attacked, one of the stormtroopers immediately radios for help. If the call is successful, 30 additional stormtroopers arrive. Begin "The Chase," on page 25.

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

### Moving Around

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

### Engineering Deck Descriptions

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

work in the area, hanging on the wall next to the port-side entrance to the chamber.

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

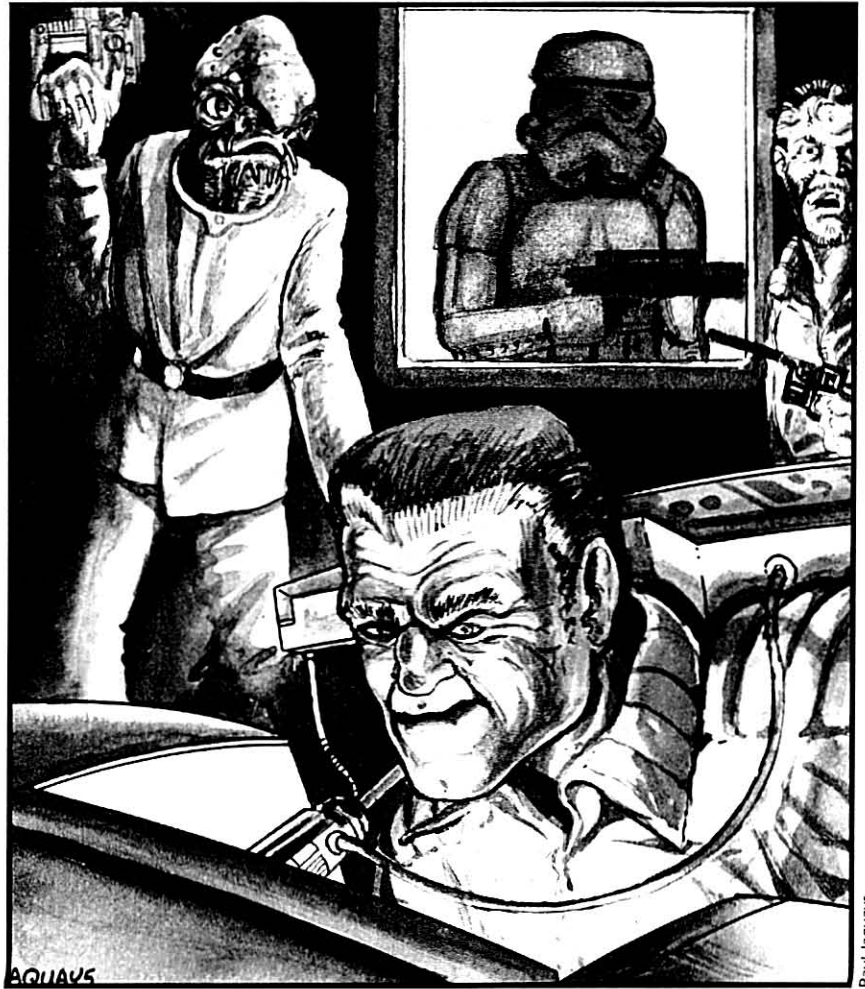
**3. Crew Stowage.** This is a securely locked room (Difficult *security* roll to open) in which the crew's valuables are stored. Because of a tacit agreement with the crew of the *Princess*, the Imperials have not touched this area. If the Rebels can enter unseen (and seal the room behind them by making a Moderate *security* roll), the Imperials, assuming the Rebels have escaped, break off any chase. The Rebels could hide here until the pirates attack (in Episode Four).

**4. Staff Offices.** Moff Torpin has set up his quarters here. As the Rebels near this chamber, they see five stormtroopers posted outside the door (seven guards if the ball is not going on at this time). The guards are present because both Torpin and Vanko are inside this room when the heroes arrive. If the Rebels blast their way inside, they can get the information from Torpin's computer as outlined in the "Robbing the Databanks" box on page 24. The Moffs surrender when the Rebels defeat their guards, but refuse to answer any questions. See "The Chase" on page 25.

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

The Rebels can easily access the data stored in the engineer's minicomputer, which contains all sorts of technical data about the ship. This data includes the deck plans and information concerning the functions of all the rooms on this level. If the Rebels try to break into Moff Vanko's personal computer (the portable computer on the desk) "Robbing the Databanks" on page 24.

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



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computer. See page 24: "Robbing the Databanks."

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

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

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

**8. Stateroom Monitors.** Life sensors, matter analyzers, and energy receptors monitor the

### Robbing the Databanks

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

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

- Vanko suspects that the pirates have recently begun cooperating with the Rebel Alliance, since the loss of Imperial shipping in and around the Maelstrom has taken a much sharper climb than the loss of general shipping that passes through the sectors.

- Vanko and Torpin are aboard the *Princess* in order to plan an offensive against the pirates in the Maelstrom, without attracting the Emperor's attention.

- The Star Destroyers *Relentless*, *Dauntless*, *Invincible*, and *Triumphant* form the core of a special task force in Vanko's sector.

- A combined total of approximately 3.6 million Imperial troops garrison each of the Moff's sectors, an amount more than twice the average of 1.5 million troops per sector. These sectors must have above average priority in Palpatine's reorganization of the Imperial military.

condition of staterooms and all public areas. The monitors are intended for safety purposes, but Moderate *computer programming/repair* rolls give Rebels information on the condition of any passenger in any stateroom.

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

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

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

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

The room is completely dark. As the heroes

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

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

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



open area in the chamber, or are being chased, the stormtroopers present in the “barracks” spot them.

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

### The Chase

When the Rebels are discovered by stormtroopers, a chase ensues. If the stormtroopers who spot the Rebels successfully radio for help, the arrival of the reinforcements begins the chase. Otherwise, just after the Rebels finish reading the data in one of the portable, Imperial computers (no matter which computer), three stormtroopers suddenly burst in on them and send out a warning that, in one round, brings additional troopers. In all, 30 stormtroopers appear to chase the heroes. The troopers divide themselves up into three groups of 10 and only two stormtroopers from each group will fire at each of the Rebels. All of the troopers have their blasters set to stun (the Moffs want to interrogate any intruders), and the chase begins at medium range. As soon as the chase begins, the stormtroopers send out a signal that automatically seals off the turbolifts to the engineering level. The control for opening and closing any of the accessways to engineering is located in the local environment control room.

### Holding the Moffs Hostage

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

### Blast Doors

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

### Ending The Chase

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

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

### Cut-Away to A Nearby Cruiser

Read aloud:

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

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

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

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

*Cut to ...*

**INTERIOR: KUARI PRINCESS.**

### Obstacles

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

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

**Main Engine Chamber:** When the chase enters this area, the stormtroopers try to back the Rebels against the shield generator. The shield generator is sealed in a pulsefield, which reflects ordinary blaster bolts and diffuses stun bolts. The diffusion lowers the damage by 1D, but increases each stormtrooper’s *blaster* roll by 1D+2.

## Captured!

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

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

When the heroes awaken, Vanko and Torpin begin interrogating them. The Moffs want to know what the Rebels were doing on Aris (they have identified the player characters as the Rebels they had pursued on the planet), how they got aboard the *Kuari Princess*, how much they know about the secret meetings, whether or not the Rebels are working with the local pirates, and where the nearest Rebel base is located.

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

### Cut-Away To The Cruiser

Read aloud:

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

Cut to ...

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

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

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

Fade to ...

INTERIOR: *KUARI PRINCESS.*

## The Pirates Attack

Read the following:

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

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

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

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

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

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

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

## Episode Four: Maelstrom Riders

### Summary

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

### Waking Up In A Nightmare

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

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

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

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

- They can attempt to find out what is going on elsewhere on the ship. The viewvids offer only confusing information, because the pirates shoot out many of the sensors. For a clear picture of the situation, the Rebels must personally go to the other decks.

- They can revive Torpin for use as a hostage. Torpin will prove uncooperative, and try to escape at the earliest opportunity, perhaps when the Rebels are busy fighting pirates.
- They can find one or more of the “friends” that they met earlier, in order to form a resistance group to fight against the pirates. The locations of the Rebels’ friends and how difficult they are to find is up to you.
- They can leave the ship by stealing a shuttle from the hangar bay. However, the pirate fleet intercepts any craft leaving the *Princess*.

**The Pirates Board**

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

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

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

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

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

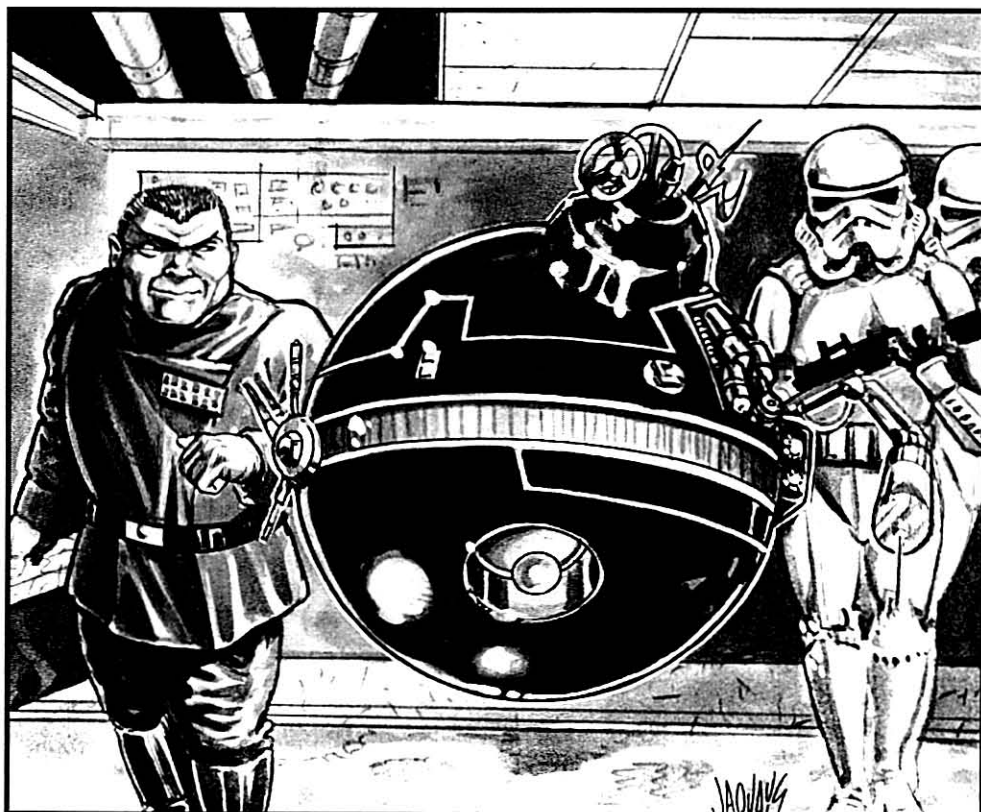
**Phase Five:** The pirates control the entire ship, except for small pockets of resistance. Preparations begin for locking the *Princess* on a collision course with Oasis.

**Movement**

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

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

**Fleeing Passengers:** Trying to escape the pirates, two of the *Princess*’ passengers stumble across the Rebels. One of these passengers should be one of the travelers the Rebels met in episode two. If asked, the characters join and aid the



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heroes, although Marshall Vatoki might take some convincing, preferring to fight on his own if he becomes aware that the player characters are Rebels.

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

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

**Redhand's Assault Team:** The Rebels encounter 30 pirates marching toward the recreation deck, planning to snuff out Vanko's resistance. The pirates are led by Craxtet Redhand, Targrim's second in command

**Craxtet Redhand.** *Dexterity 3D+2, blaster 5D+2, melee combat 4D+2, melee parry 4D+2, Knowledge 2D, Mechanical 3D+2, astrogation 4D, capital ship piloting 6D, Perception 3D, Strength 2D+2, brawling 5D, Technical 3D.* Move: 10. Character Points: 6. Heavy blaster pistol (5D), "Crushgaunt" (melee weapon, 4D+1 damage).

It takes a Difficult *sneak* roll to avoid being seen by these pirates. If the pirates spot the heroes, they give chase. These pirates have their blasters set to kill.

### Event Five: Pirate Attack

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

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

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

**Another pirate says, "Yeah, I hope these passengers are all caught up on their insurance payments!"**

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

the Oasis colony.

If this sight does not prompt the Rebels to investigate, improvise a few more encounters in which they see more mysterious machinery being lugged down to the engineering deck. When the Rebels move down to engineering, pick up the action with "The Engineering Deck" below.

### The Engineering Deck

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

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

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

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

#### Cut-Away To Engineering Deck

If Torpin is not with the Rebels, read:  
 INTERIOR: ENGINEERING DECK, *KUARI PRINCESS*. *Moff Torpin pulls himself out from under the rubble and looks around in horror at his fallen comrades. He then picks up a blaster and stumbles out of the conference room and down the corridor. Fade to ...*  
 INTERIOR: THE HEROES' LOCATION.

### Event Six: The Message

Just after the players finish reading Adventure

Script Two, a nearby viewwid hums to life. The screen glows with a message. Read:

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

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

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

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

**"May the Force be with us — Dagger."**

### The Hangar Bay

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

### Captured

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

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

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

## Episode Five: The Last Chance

### Summary

One group of Rebels heads to the Oasis mining colony to warn Alliance officials of the forthcoming disaster and returns with a fleet of Rebel

spacecraft prepared to blast the *Princess* out of space, if necessary.

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

### Shuttle To Oasis

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

### Battle Inside The Shuttle

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

### Battle Outside The Shuttle

Use the space combat rules from *Star Wars, Second Edition* for the battle outside the shuttle. For dramatic effect, cut back and forth between the interior and exterior battles at tense moments; this will give the final battle a more "cinematic" feel.

### ■ Zebra Starfighter

**Type:** Zebra starfighter

**Scale:** Starfighter

**Length:** 12.3 meters

**Skill:** Starfighter piloting: Zebra

**Crew:** 1

**Crew Skill:** Starfighter piloting 5D, starship gunnery 5D+2

**Cargo Capacity:** 65 kilograms

**Consumables:** 1 day

**Maneuverability:** 2D

**Space:** 7

**Atmosphere:** 350;1,000 kmh

**Hull:** 2D

**Shields:** 1D

**Sensors:**

*Passive:* 15/0D

*Scan:* 25/1D+1

*Search:* 45/2D

*Focus:* 3/2D+2

**Weapons:**

**Two Laser Cannons** (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:* 5D



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### ■ Imperial Shuttle

**Craft:** Sienar Fleet Systems' Imperial Shuttle  
**Type:** *Lambda*-class shuttle  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: *Lambda* shuttle  
**Crew:** 2, 2 can coordinate; gunners: 4; skeleton: 1/+10  
**Passengers:** 10  
**Cargo Capacity:** 80 metric tons  
**Consumables:** 2 months  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 80/2D  
*Focus:* 4/2D+2  
**Weapons:**  
**Three Double Blaster Cannons**  
*Fire Arc:* 2 front, 1 back  
*Crew:* 3  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

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

### Back On The Princess ...

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

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

- If they gain access to the environmental control, the Rebels might fill ship with an anesthetic gas, knocking all of the pirates unconscious. The Rebels can then put on pressure suits and get to



the bridge, unchallenged.

- If they found, or find, any of the ship's blueprints down on the engineering deck, the Rebels might analyze the blueprints, finding a less obvious route to the bridge.
- Or, the Rebels might try to blast their way through the pirates.

### Environmental Control

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

### The Blueprints

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

**Vervikk.** *Dexterity 2D, Perception 1D+1, Strength 2D+1.* Special abilities: claws (STR+1), teeth (STR+1D). Move: 5.

### Fighting Up To The Bridge

This is a tough option. Subject the Rebels to encounters as they travel through the ship as described in episode four, but triple the number of pirates encountered at each stop. Outside the bridge are 15 pirate guards. Try to slow the heroes down as they battle the pirates in the corridors and around the bridge area. Ideally,

### The Maelstrom

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

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

Remember that a Rebel's actions inside the ship affect his actions in the battle outside the ship and vice versa. A pilot dodging one of Torpin's blaster bolts, for instance, would have his or her *piloting* skill reduced by 1D for the round.

you want the Rebels to arrive on the bridge five minutes before the *Princess* is set to collide with the colony.

### The Oasis Colony

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

- Higrone immediately guesses that the Riders are attacking the colony in order to smash his own pirate operation; Higrone's men have squabbled with the Riders in the past.
- The colony houses more than a base; it is now a safe world for Alliance personnel and/or their families. Higrone's men, working with the Rebel organization, "kidnapped" apparently random passengers (in actuality, Alliance agents and sympathizers) traveling on ships passing through the Maelstrom, taking them to the safe world.
- The Alliance officers on the safe world realize the colony can not possibly be evacuated in the time remaining before the impact of the *Princess*.
- Alliance officers scramble all their available X-wings, ordering them to disable the *Princess* at the last possible instant, if it appears that the Rebels aboard the craft cannot divert the liner. Alliance officers are very reluctant to order their pilots to shoot down a craft containing 3,500 passengers, but if the ship is going to crash anyway and there is no other hope for the colony, they will.

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

### Battle In The Sky

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

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

### The Climactic Fight

When the Rebels arrive on the bridge, they see that Targrim is the only being standing. Strewn about are the bridge complement, stormtroopers, pirates, and the smashed remains of a droid (DM/

C3, who was trying to get to the bridge to override the course lock).

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

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

### Gaining Control

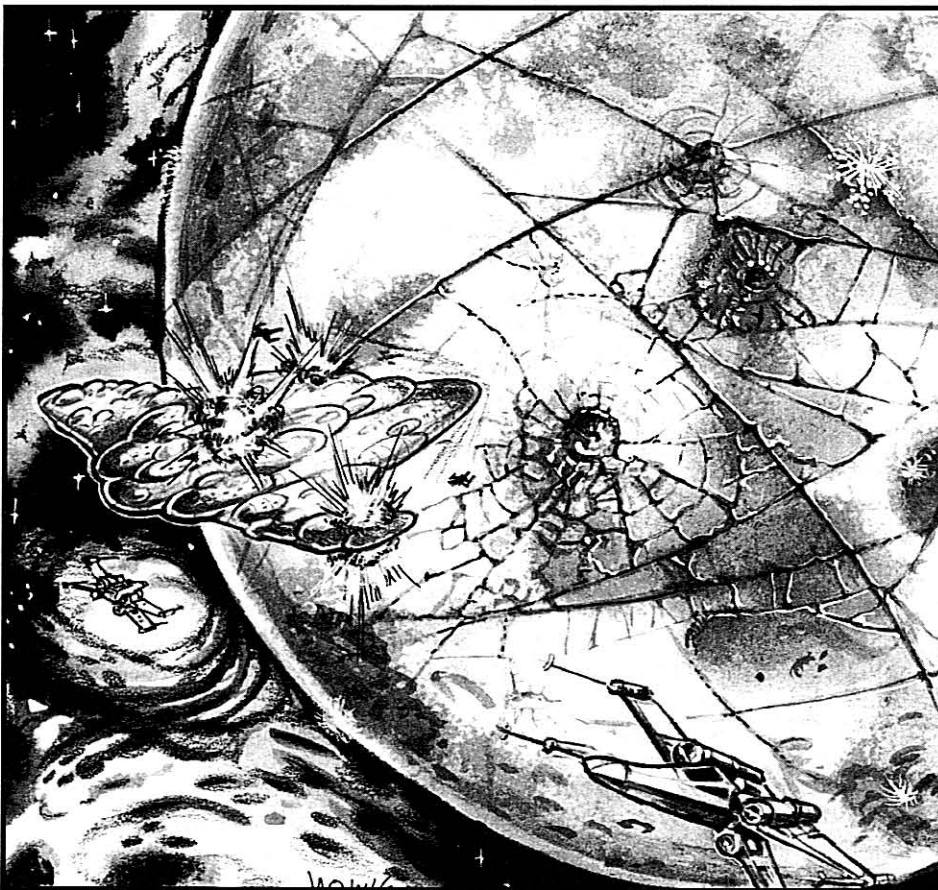
The locking mechanism has a numeric-pad with a five-digit readout. It would take hours to try all the possible combinations. On the next round, however, the wreckage of DM/C3 suddenly hums to life. Read the following:

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

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

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

**You wipe the sweat off your brow and begin to type in your final guess; you're getting awfully close to the planet ... 5 ... 3. If this**



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

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

### Emergency Evacuation

If the Rebels cannot, or choose not to, solve the code, they can throw a switch (assuming they think of this option) on the console of the bridge to begin the evacuation procedure aboard the ship (instructions for emergency situations were given to the passengers in their boarding packets). If the procedure is initiated, all of the passengers have regained consciousness and can evacuate the ship in eight rounds.

### Outside The Ship

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

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

### Aftermath

After the Rebels gain control of the *Princess* and send it on its way, they can take a shuttle down to Oasis base. Of course, the Imperials now know of the base's location (Vanko can guess where the X-wings came from), but the base survived and there is plenty of time to move. If the Rebels think to capture the Moffs, so much the better for the Alliance.

### Cut-away To Escaping Pirate Fleet

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

EXTERIOR: THE RIDERS' FLEET SUSPENDED IN SPACE.

Cut to ...

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

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

Fade to closing credits.

### Debriefing

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

1. What were the names of the two Moffs aboard the *Princess*? (Answer: Torpin and Vanko.)
2. How many Imperial troops were aboard the liner? (Answer: About 100; give them the point if they guess between 80 and 120.)
3. What was the increase in the piracy rate among Imperial ships passing through the Maelstrom? (Answer: 25 percent.)
4. How many Star Destroyers are assigned to Aris Sector task force? (Answer: Four.)
5. Which ships are they? (Answer: *Relentless*, *Dauntless*, *Invincible*, and *Triumphant*; the Rebels need remember only two for the point.)
6. How many Imperial troops are in the sectors overseen by the two Moffs? (Answer: 3.6 million.)



# Riders of the Maelstrom Adventure Scripts

## Adventure Script One

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

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

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

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

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

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

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

**3rd Rebel:** What do you mean?

**5th Rebel:** Well, if you were the Alliance High Command and you had top secret information from a highly placed Rebel spy concerning a clandestine meeting between two Imperial Moffs, who would you send to investigate?

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

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

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

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

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

## Adventure Script Two

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

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

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

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

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

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

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

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

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

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

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

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

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

# Riders of the Maelstrom Gamemaster Characters

## Moff Vanko

**Type:** Imperial Moff  
**DEXTERITY** 3D  
 Blaster 3D+2, dodge 6D,  
 melee parry 4D  
**KNOWLEDGE** 4D  
 Bureaucracy 6D  
**MECHANICAL** 3D+2  
**PERCEPTION** 3D+1  
 Command 8D  
**STRENGTH** 2D  
**TECHNICAL** 2D  
 Security 7D  
**Character Points:** 8  
**Move:** 10



**Equipment:** Hold-out blaster (3D+1), comlink, Imperial uniform

**Capsule:** Moff Vanko is an aging Imperial official with deep gray eyes and lightly silvered hair. Vanko has been in Imperial service all of his adult life, and many believe he was once a personal friend of Emperor Palpatine. (It is equally possible that this is just a rumor that Vanko uses to keep political opponents in line.) Vanko is a typical Imperial commander, ruthless and brooding.

Vanko feels that his service to the Empire would be of more value if he was stationed closer to the Core Worlds — particularly his native Coruscant — but he takes his responsibilities quite seriously. His earliest missions as a raw recruit were marked by success, and Vanko quickly gained a reputation as an officer who could “get the job done.”

Despite his obvious competence, however, it is believed that Vanko inadvertently offended the Emperor or one of his aides; his subsequent posting to the Outer Rim Territories was intended to be punitive. Nonetheless, Vanko is serious about his job and will brook no interference when completing whatever task is at hand.

## Moff Torpin

**Type:** Imperial Moff  
**DEXTERITY** 3D  
 Blaster 3D+2, dodge 6D,  
 melee parry 4D  
**KNOWLEDGE** 4D  
 Bureaucracy 7D  
**MECHANICAL** 3D+2  
**PERCEPTION** 3D+1  
 Command 6D, con 7D  
**STRENGTH** 2D  
**TECHNICAL** 2D  
 Security 7D  
**Character Points:** 8  
**Move:** 10



**Equipment:** Hold-out blaster (3D+1), comlink, Imperial uniform

**Capsule:** Moff Torpin is a short, stout Imperial official with closely cropped dark hair, and thin, evil-looking eyes. Torpin worked himself up through the Imperial bureaucratic ranks in nearly record time, but unlike most Moffs, has never served in the Imperial military. Moff Torpin is cold, cunning and selfish. He is more clever than Vanko but does not command a fraction of the respect accorded to Vanko.

Torpin lacks the vigor and fearlessness of most Imperial officials. Physically unimpressive, Torpin's strong suit is cunning. He rose to the upper ranks of Imperial government through a series of clever schemes and manipulations. Despite his cleverness, however, he is still assigned to what is essentially a backwater posting. His constant attempts to curry favor among those who can further his career are actually more of a hindrance than a help; his constant pleas for more troops, better equipment and higher-priority assignments have become something of an irritant in the Imperial hierarchy.

Torpin's constant directives to his military commanders are often flawed strategically, and consequently do not work. This has had the effect of damaging not only his own career but the reputations of the officers unfortunate enough to serve under him. It is believed that several of his key officers are planning some sort of coup attempt to remove Torpin from power, though the exact nature of the conspiracy has not become apparent; indeed, the entire “plot” against him may be nothing more than Torpin's rampant paranoia.

**Big Jak Targrim****Type:** Pirate Leader**DEXTERITY** 3D+2Blaster 6D, brawling parry 7D,  
dodge 6D, melee combat 7D,  
thrown weapons 4D**KNOWLEDGE** 2D

Streetwise 6D

**MECHANICAL** 3D+2Astrogation 5D,  
capital ship piloting 6D**PERCEPTION** 3D

Command 7D

**STRENGTH** 2D+2

Brawling 7D, lifting 7D, stamina 7D

**TECHNICAL** 3D**Character Points:** 11**Move:** 10**Equipment:** Heavy blaster pistol (5D), magna bolos (entangle target on Difficult melee combat roll), lue-sang (STR+2, disarms opponent on Difficult *melee combat* roll), five Morturian energy discs (5D damage, uses *thrown weapons* skill).**Capsule:** Huge and hulking, Big Jak Targrim has four arms and a scarred face Targrim is the leader of the Riders of the Maelstrom. He is strong, silent, fearsome, and a master of exotic weaponry. He inspires such a high degree of loyalty in his men, that all would much rather die than fail him.

It is rumored that he has stolen genetic material from the galaxy's most evil crime lords and spliced it to his own genetic structure. The veracity of this rumor has never been determined; however, his erratic behavior (including his tendency to refer to himself in the third person) has led many to believe that this rumor has some truth. His personality switches back and forth in moments of stress, though whether or not this eccentricity is the result of genetic manipulation or more-traditional mental instability is not known.



Paul Jaquays

**Typical "Rider of the Maelstrom"****Type:** Pirate**DEXTERITY** 3D+2

Blaster 4D+2,

melee combat 4D+2

**KNOWLEDGE** 2D**MECHANICAL** 3D+2

Astrogation 4D,

capital ship gunnery 4D+2,

capital ship piloting 4D+1

**PERCEPTION** 3D**STRENGTH** 2D+2

Brawling 3D

**TECHNICAL** 3D**Character Points:** Varies, typically 1-3**Move:** 10**Equipment:** Blaster pistol (4D),  
knife (STR+1D)**Capsule:** The Riders tend to be humans or near-humans, often dressed in tattered clothing that look as if they were expensive garments. The hundreds of pirates that make up Targrim's band come from the lowest rung on the galactic societal ladder. They are mean, ruthless criminals who have joined Big Jak for the excitement, the money, and the reckless freedom of interstellar piracy.

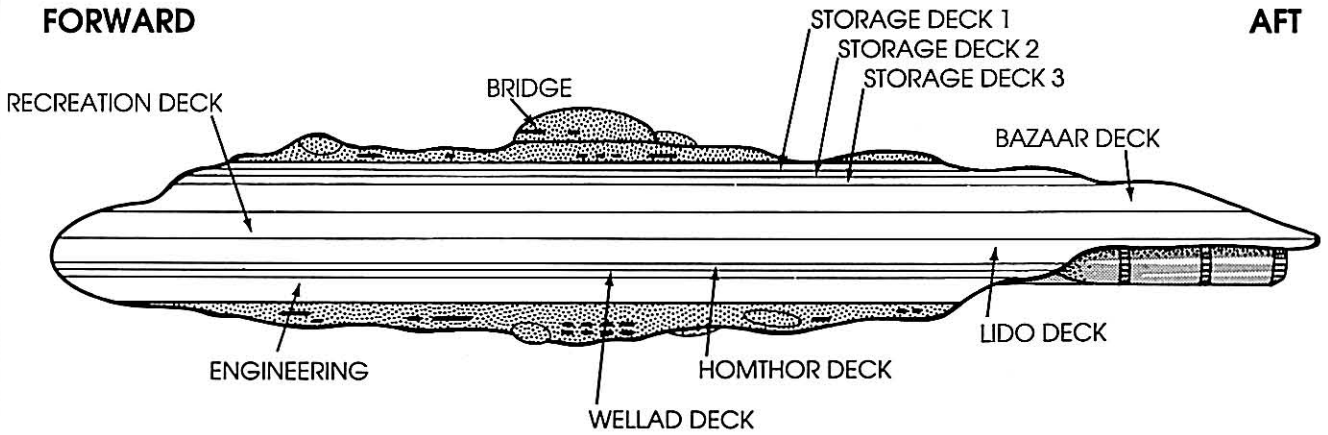
The Riders' force consists of dozens of ships (Corvette-sized and smaller) and hundreds of pirate crewmen. The numbers of men and ships constantly grow larger, as Targrim finds new recruits among the rabble which settles to the bottom of the gravity well of galactic society.



Paul Jaquays

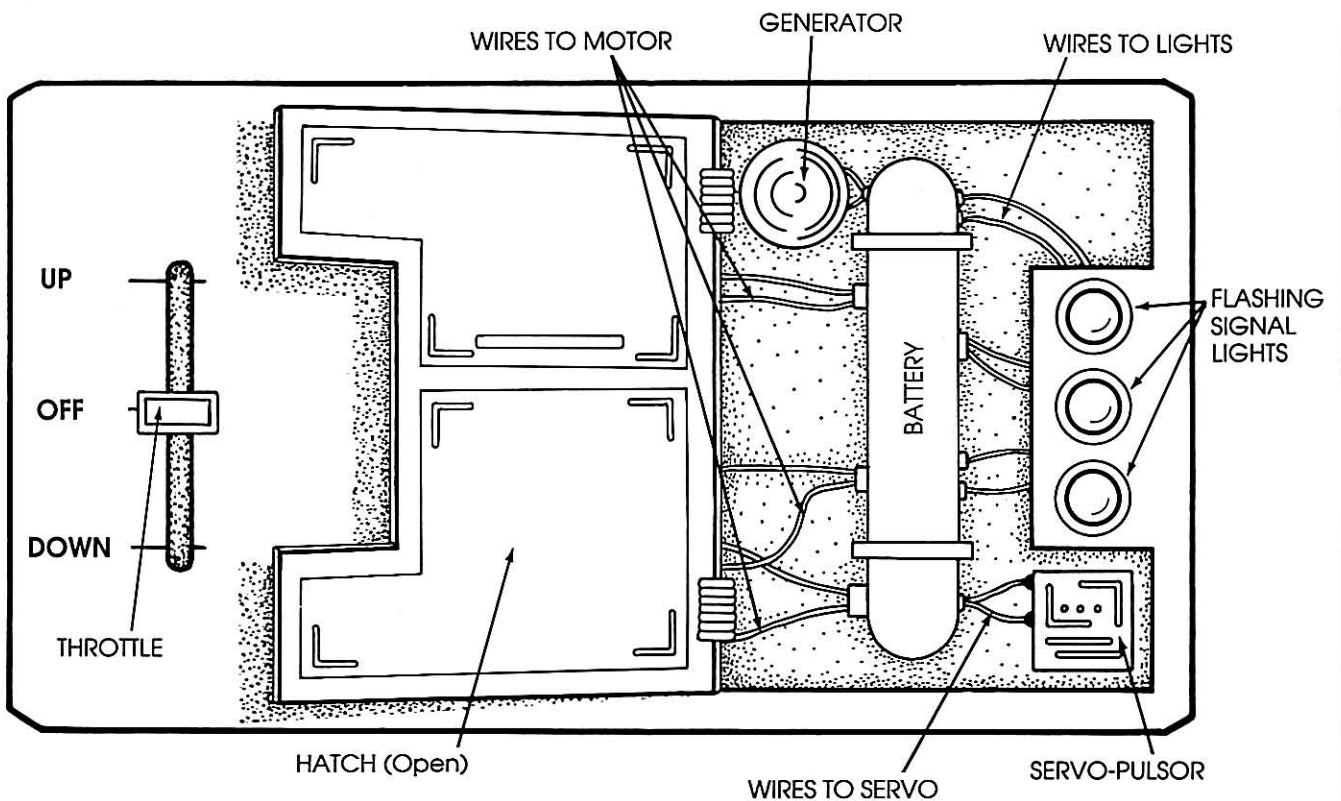


### The Kuari Princess



Rosaria Baldari

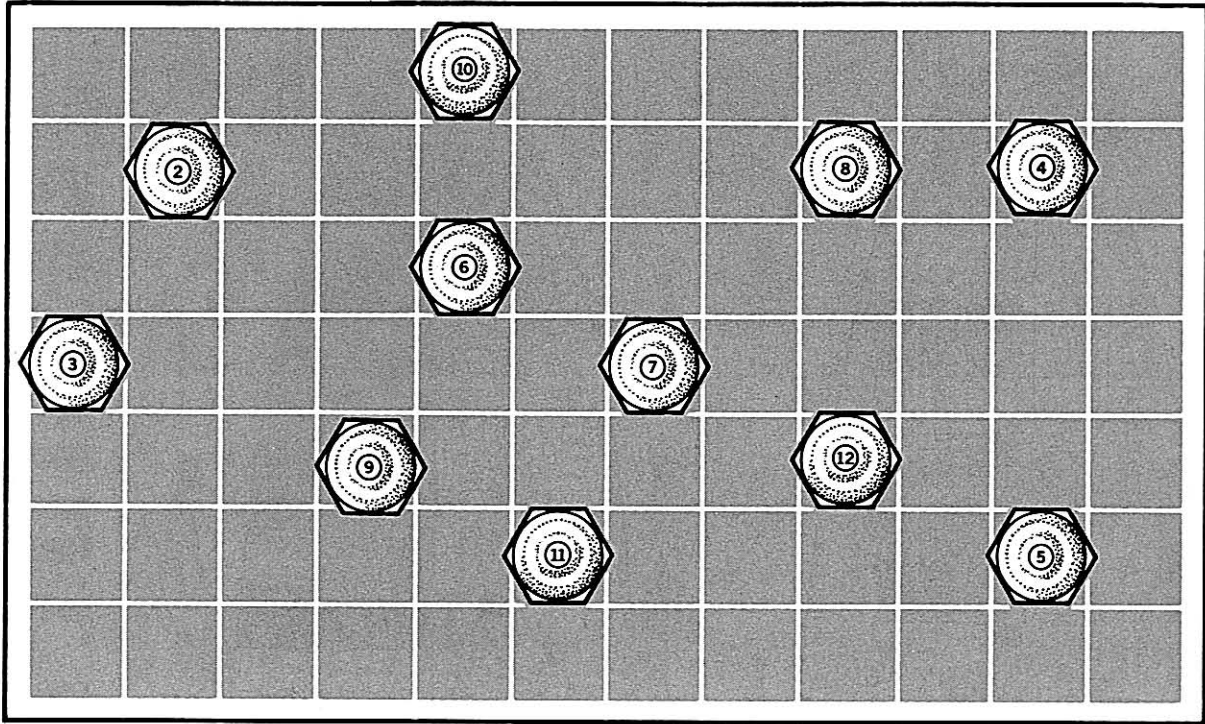
### Lifter Control Panel



Rosaria J. Baldari

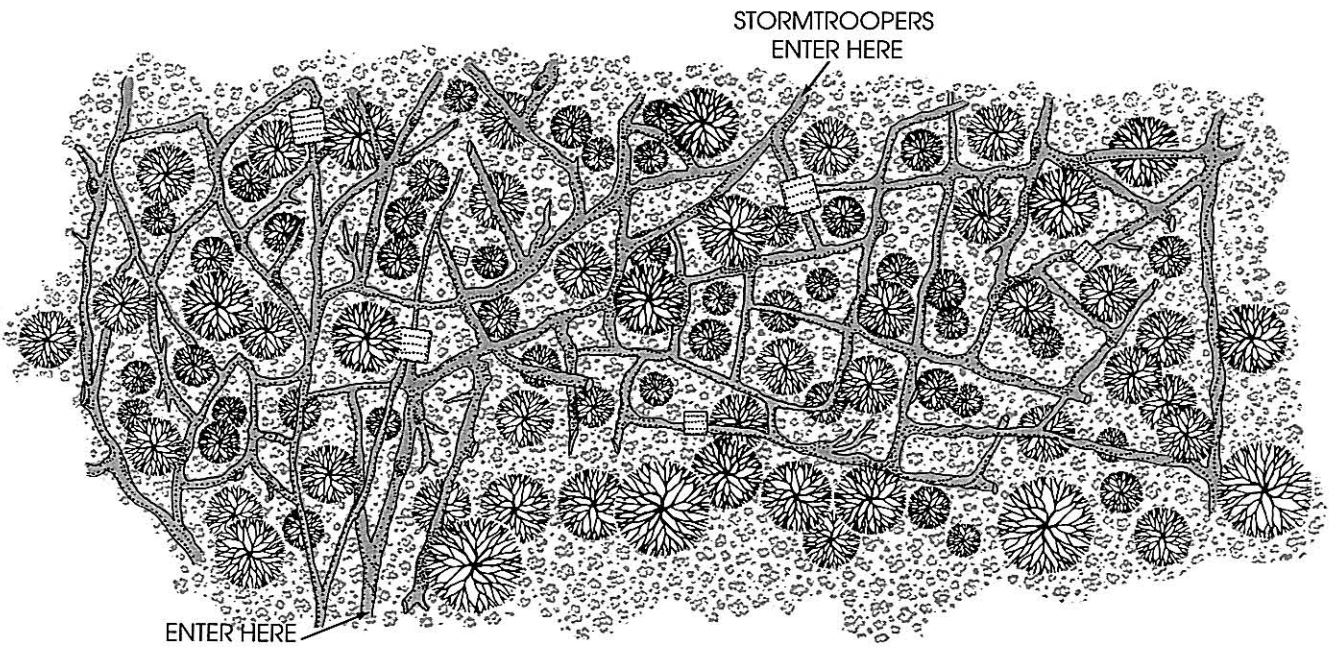


### Generator field



Rosaria J. Baldari

### Tree Connection Diagram



Rosaria J. Baldari



# Death In The Undercity

## Adventure Background

The ocean world of Calamari is home to two sentient species. The dominant species, the Mon Calamari, have long been firm members of the Rebel Alliance, providing many of the Alliance's most powerful starships. The Mon Calamari are an idealistic people who have seen that they must take a stand against the Empire.

Unfortunately, the same cannot be said about the other sentient species native to Calamari, the Quarren. Less idealistic than their sad-eyed neighbors and embittered by what they consider to be contempt and discrimination from the Mon Cal, the Quarren want little or nothing to do with Rebellion or Empire.

However, having once risen up against the Empire (see *The Star Wars Sourcebook*), the Quarren recognize that there is little chance of remaining neutral in the conflict and even less chance that the Empire will be merciful toward them in the end. Therefore, the Quarren find themselves reluctant members of the Alliance.

The most important contribution to the war effort by the Quarren takes place at Morjanssik, a floating city almost totally populated by Quarren. Morjanssik is a mining town, known for the processing of ores brought up from the great subterranean trench which runs along the ocean floor almost a kilometer below the city. These ores form an important component in the construction of the mighty Mon Calamari Cruisers, the core of the Rebel Fleet.

Ore extraction has been down for the past few months, and recently there have been several dangerous and suspicious accidents in the city and in the mines below. The Calamarian Council, the central governing body of the planet, is split along racial lines on the issue and thus politically paralyzed.

The council is equally divided between Mon Calamari and Quarren. The Mon Cal Council members suspect Imperial activity in Morjanssik, but the Council, quick to defend the competence

and loyalty of their people, deny the allegations. This leaves the Council deadlocked and the people of Calamari helpless to remedy their problem.

Enter the heroes ...

## Morjanssik City

Morjanssik City is the Quarrens' attempt to live on their own, without the help of their Calamari cousins. Built over 20 standard years ago, the city is old enough to have most of the original bugs worked out. To its inhabitants, it has become a home, not just a social experiment. However, it still has some of the planners' original idealism — existing in uneasy combination with the more rowdy elements of a mining boom town.

## Geography

Morjanssik City is located in the southern hemisphere of the planet Calamari, roughly 200 kilometers from the nearest appreciable landmass. It is situated directly over a kilometer-deep trench running down the middle of the southern ocean. The trench is a rich source of farium, a heavy metal used in starship hull construction.

## Weather

Morjanssik is in the southern temperate zone of Calamari. Average winter temperature is 15° Celsius (60° Fahrenheit). It rains one day out of every four, and violent winter storms are not uncommon, occurring about one per month.

Average summer temperature is 20° Celsius (70° Fahrenheit). It rains about one day out of six; summer storms are less frequent than winter storms but, when they occur, can reach hurricane proportions.

## Population

Morjanssik is populated by approximately 75,000 Quarren and several hundred Mon Calamari. There are virtually no offworlder resi-

dents in the city. Roughly 40 percent of the population lives in the main city dome. The remainder inhabit smaller “satellite” domes scattered around the main dome.

The Quarren population is 53 percent male, and 47 percent female. Median age is 22, quite young (Quarren live to an age of around 79 galactic standard years).

### Government

Morjanssik is governed by a Chief Manager, who is elected every two years, and an Oversight Committee, who are elected every five. Voting is by secret ballot, and all adult Quarren (save those convicted of a major crime), are eligible to vote.

The Chief Manager is directly responsible for virtually all aspects of life in the city. All government offices report to the Chief Executive. Within the city, the Chief Exec’s powers are virtually unlimited — except for the balancing force of the Oversight Committee. The Chief Exec also appoints the city’s representative to the Council of Calamari, the ruling body of the planet Calamari.

The Oversight Committee (with five members) has no direct power in the day-to-day running of the town. Instead, it convenes once a week and reviews the actions of the city’s Exec in the previous eight days. If they disagree with one of the Exec’s decisions, the Oversight Committee can ask him to change it. If he refuses, they can call for a vote of confidence: the question is put to the populace, and, if the Exec loses, he is forced to resign and a new election is held.

### Economy

Morjanssik is a mining city. Over 60 percent of the population is involved in mining, processing, or shipping farium. The remainder of the citizens are engaged in support services — food production, vehicle and city maintenance, entertainment, defense and security, and so forth.

### Crime

The majority of the Quarren are law-abiding citizens, working their jobs, paying their taxes, and raising little children, and the only criminal activity they engage in occurs while celebrating a little *too* wildly on payday. However, Morjanssik is a boom town. The miners are well paid for their labor, and, wherever there is excess cash, there is crime.

Morjanssik City has a thriving underworld. It is mostly concerned with providing miners with entertainment unavailable through normal channels: banned holos, high-stakes gambling, black-marketeering, and the like. Profits from these activities are extremely high, and so is public tolerance: though officially condemned, little is

actually done to stop them. As long as the underworld avoids arousing the public’s ire by engaging in more violent, high-profile activities such as extortion, blackmail, and murder, Security is happy to leave them to their own devices.

## Creatures of Morjanssik

The following are game statistics for some of the common water denizens in and around the city of Morjanssik.

### ■ Flailer

**Type:** Underwater predator

**DEXTERITY** 2D+2

**PERCEPTION** 4D

Sneak 4D+1

**STRENGTH** 2D

**Special Abilities:**

**Camouflage:** At ranges of more than 20 meters, the Flailer receives a +2D bonus to *sneak* to remain hidden. If the opponent’s *search* roll succeeds by 1-5 points, the flailer is spotted but is mistaken for an oil slick. If the roll succeeds by 6 or more, the creature is identified.

**Teeth:** 2D damage; stunned or worse result causes cuts (and blood in the water may attract other creatures).

**Move:** 15 (swimming)

**Size:** 2 meters long

**Scale:** Character

**Capsule:** Flailers are round, flat creatures inhabiting the surface layer of the southern Calamari ocean. They are jet black and quite shiny; when still, they can be easily mistaken for oil slicks. The edge of the flailer’s body is ringed with tiny, razor-sharp tooth-like appendages. The flailer rakes its teeth across its victim, and then ingests the resultant blood from the water. On its own, a flailer is not likely to be much of a threat to a human-sized opponent; however, blood spilled in battle is likely to draw much more dangerous creatures to the area ...

### ■ Lampfish

**Type:** Aquatic creature

**DEXTERITY** 3D

**PERCEPTION** 1D

**STRENGTH** 8D-12D\*

Brawling 9D\*

**Special Abilities:**

**Lure:** Lampfish lure their targets closer with their luminescent tongues.

**Move:** 5 (swimming)

**Size:** 10-40 meters

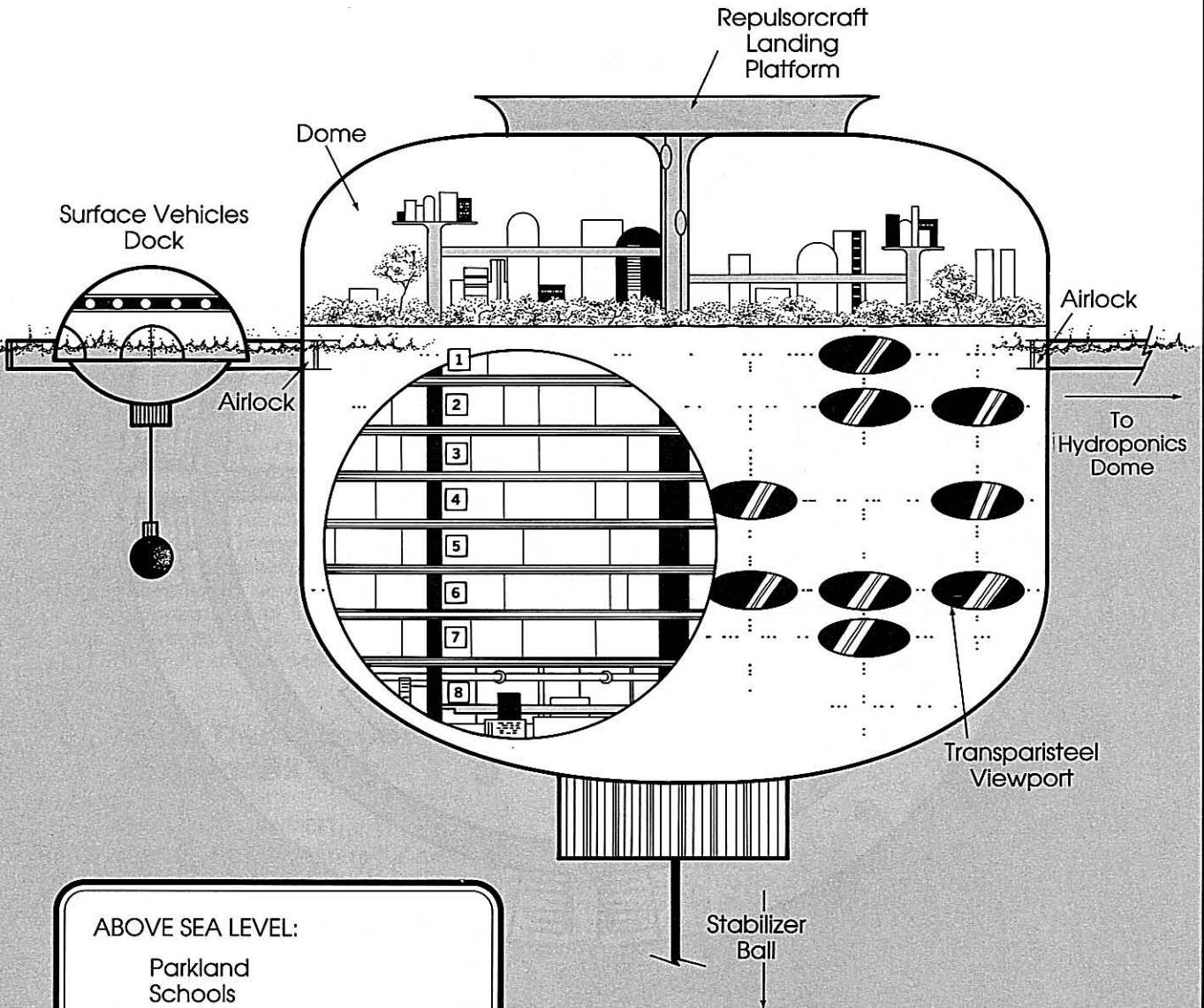
**Scale:** Character

\* Most lampfish possess the minimum stats listed above. However, some lampfish can have the up to the uppermost stats; in these cases, the *brawling* die code is one higher than the *Strength* attribute.

**Capsule:** The lampfish live deep under the ocean surface of Calamari. These bizarre creatures are all mouth: huge head, jagged teeth, beady eyes, and little tiny body. Living in perpetual darkness, the lampfish lure their prey to their doom with their brightly-glowing tongues: their victims, mesmerized by the light, literally swim right into the lampfish’s jaws.

The lampfish is not particularly aggressive by nature — it hunts by swimming lazily around with

# GAMEMASTER DIAGRAM: Morjanssik Main City Dome

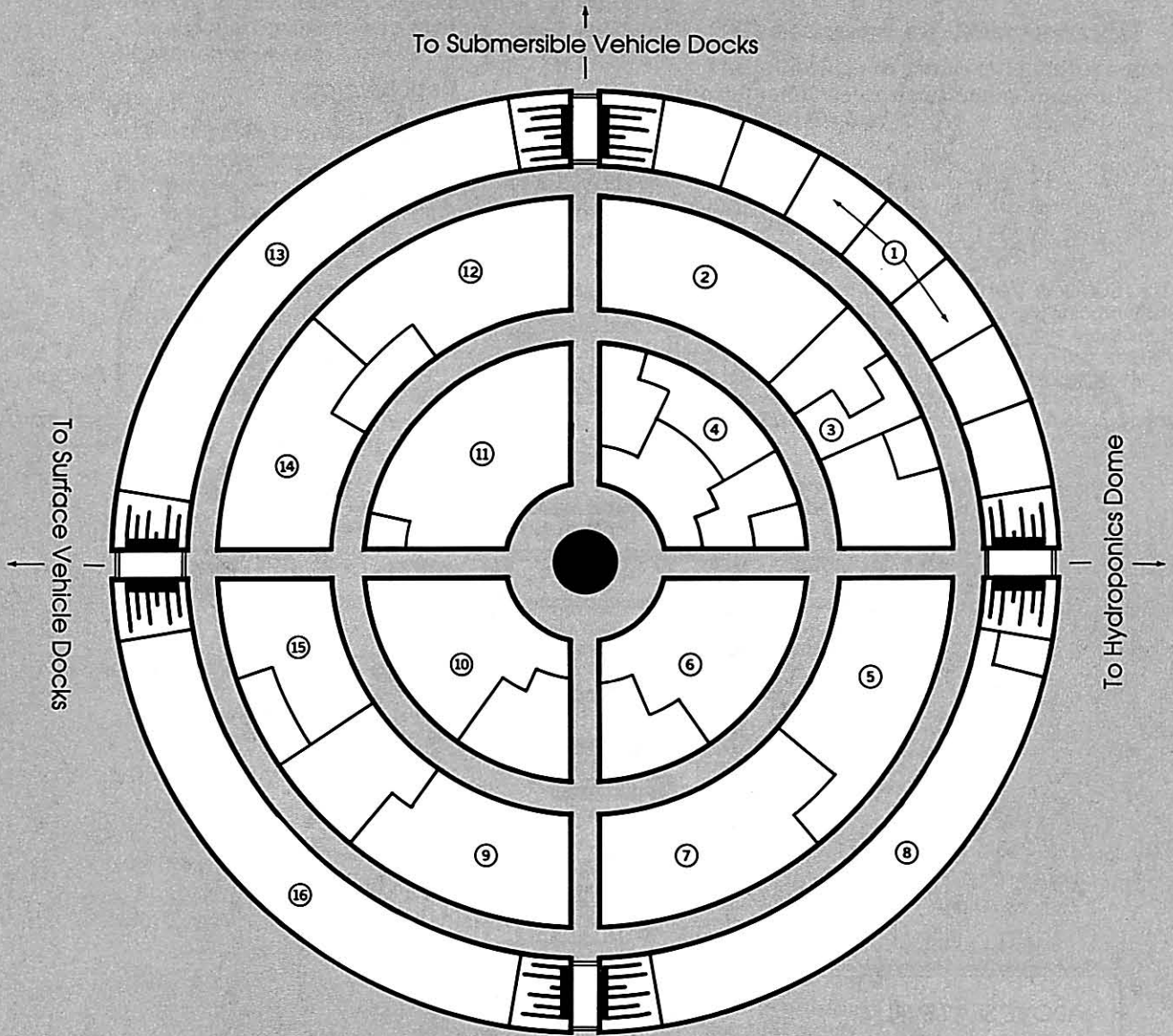


- ABOVE SEA LEVEL:**
- Parkland
  - Schools
  - Museums
  - Hospitals
  - Wealthy Dwellings
- BELOW SEA LEVEL:**
- 1 Administrative Level
  - 2-4 Living Levels
  - 5-7 Manufacturing Levels
  - 8 Maintenance

Cathleen Hunter



**GAMEMASTER MAP:  
Morjanssik Administrative Level (Top View)**



- |                   |                      |
|-------------------|----------------------|
| 1. Executive      | 9. Education         |
| 2. Defense        | 10. Finance          |
| 3. Security       | 11. Labor            |
| 4. Transportation | 12. Health           |
| 5. Sanitation     | 13. Environment      |
| 6. Communications | 14. Maintenance      |
| 7. Commissary     | 15. Arts             |
| 8. Power          | 16. Mining Authority |

Cathleen Hunter

its mouth open. However, the beasts are territorial, and they will fight to drive others of their type off of their hunting grounds. Unfortunately, the short-sighted creatures have been known to mistake lighted bathyspheres for other lampfish ...

■ **Choarn**

**Type:** Ferocious aquatic reptile

**DEXTERITY 3D**

**PERCEPTION 2D+1**

**STRENGTH 2D-6D\***

**Special Abilities:**

*Blood frenzy:* Choarn are drawn by the scent of blood at ranges up to one kilometer; within 20 meters of blood, they go into a frenzy and receive a +1D bonus to attack. When they are in this frenzy, Choarn will attack anything that moves near them, though they may not parry any attacks while in this state.

**Move:** 15-35 (swimming)\*

**Size:** 1-8 meters

**Scale:** Character

\* *Strength* and movement increases with the size of the creature. Most young adult Choarn will have the minimum stats listed; mature adults tend to have the maximum stats listed.

**Capsule:** The Choarn is the scavenger of the Calamari oceans. A blue, eel-like creature with rows upon rows of sharp teeth inside its gaping maw, the fearless Choarn will attack anything that moves. The scent of blood drives Choarn into killing frenzies; blood-crazed packs of the creatures have been known to batter themselves to death against the clear windows of Quarren cities, attempting to get at the tender Quarren morsels within.

The Quarren make halfhearted attempts to keep the Choarn population down around their cities, but, as the Choarn are an important part of the Calamari ecosystem, the Quarren have been unwilling to exterminate them. (Besides, Choarn make good eating.)

**Typical Denizens of  
Morjanssik City**

**The Quarren**

The Quarren have been fighters for much of their recorded history. They fought the terrible creatures which live in the deep reaches of their ocean. They battled each other for wealth, honor, and control of territory. They fought the Mon Calamari until they were all but extinct. No one should take their courage and their (sometimes bull-headed) determination lightly.

The Quarren can descend to depths of up to 200 meters without requiring breathing or pressure apparatus. However, when they descend to 50 meters or deeper, they must return to the surface slowly, to allow their bodies to readjust to the lower surface pressure. When coming up to the surface, they must spend as much time decompressing as they spent at depths below 50 meters.

■ **Typical Quarren**

**Type:** Quarren

**DEXTERITY 2D**

**KNOWLEDGE 1D+2**

Bureaucracy (or streetwise) 2D+1

**MECHANICAL 2D**

Repulsorlift operation 3D

**PERCEPTION 2D+1**

Bargain 2D+2, command 2D+2, con 2D+2

**STRENGTH 2D+1**

Brawling 3D, swimming 4D

**TECHNICAL 1D+2**

**Special Abilities:**

*Aquatic Survival:* At the time of character creation only, characters may place 1D of skill dice in *swimming* and *survival: aquatic* and receive 2D in the skill.

*Aquatic:* Quarren can breathe both air and water and can withstand extreme pressures found in ocean depths.

**Character Points:** Varies, typically 1-3

**Move:** 9

**Equipment:** Datapad, one of the following weapons (club, STR+1D damage; hold-out blaster, 3D damage)

**Capsule:** The average Quarren can be quite pleasant to others of his kind, but tends to be suspicious of outsiders. If a Quarren encounters the Rebels on the streets of Morjanssik, he will stop what he is doing, and stare at them until they go away. This can be quite disconcerting, particularly when the Rebels are in areas crowded with Quarren.

If the Rebels can overcome the Quarrens' suspicions, they will find the aquatic people to be friendlier than many races, but with a deep-seated inferiority complex which makes them quick to take offense at any implied insult to their race.

■ **Quarren Security Officer**

**Type:** Quarren Security

**DEXTERITY 2D**

Blaster 3D, brawling parry 2D+2

**KNOWLEDGE 1D+2**

Bureaucracy 2D+1, streetwise 3D+1

**MECHANICAL 2D**

**PERCEPTION 2D+1**

Search 3D+2

**STRENGTH 2D+1**

Brawling 3D, swimming 4D

**TECHNICAL 1D+2**

Security 3D+1

**Special Abilities:**

*Aquatic Survival:* At the time of character creation only, characters may place 1D of skill dice in *swimming* and *survival: aquatic* and receive 2D in the skill.

*Aquatic:* Quarren can breathe both air and water and can withstand extreme pressures found in ocean depths.

**Character Points:** Varies, typically 1-5

**Move:** 10 (walking), 13 (swimming)

**Equipment:** Helmets with flash visors (+1D physical, head only), blaster pistol (4D), restraining cuffs (requires an opposed roll versus *Strength 6D* to break free), comlink

**Capsule:** The Quarren security forces present on Mon Calamari are noted for cold efficiency, particularly where offworlders are concerned. Any lawbreakers not native to the watery planet are often dealt with harshly, receiving the maximum punishments allowed under Mon Calamari/Quarren law.

### ■ Quarren Thug

**Type:** Quarren Thug  
**DEXTERITY 2D**

Blaster 2D+2, brawling parry 3D+1, dodge 2D+2, melee combat 3D+1, melee parry 2D+1

**KNOWLEDGE 1D+2**

Streetwise 3D

**MECHANICAL 2D**

**PERCEPTION D**

Hide 3D, sneak 3D

**STRENGTH 2D+1**

Brawling 3D+1, swimming 4D

**TECHNICAL 1D+2**

**Special Abilities:**

*Aquatic Survival:* At the time of character creation only, characters may place 1D of skill dice in *swimming* and *survival: aquatic* and receive 2D in the skill.

*Aquatic:* Quarren can breathe both air and water and can withstand extreme pressures found in ocean depths.

**Character Points:** Varies, typically 1-3

**Move:** 9 (walking), 12 (swimming)

**Equipment:** Vibroknife (STR+1D), hold-out blaster (3D+1)

**Capsule:** Quarren “thugs” are not overly common but not totally unheard of, either. Typically, these less-than-savory elements of Quarren society are dressed in garishly-colored clothing and sport tattoos and other ornamentation proudly.

These thugs are coarse, violent and rapacious criminals who would not hesitate to kill — whether there’s a profit in it or not.

### ■ Quarren Urchin

**Type:** Quarren Urchin

**DEXTERITY 2D**

Dodge 3D+2

**KNOWLEDGE 1D+2**

Streetwise 4D

**MECHANICAL 2D**

**PERCEPTION 2D+1**

Bargain 3D+1, con 3D, hide 3D+1, sneak 3D+1

**STRENGTH 2D+1**

Swimming 4D

**TECHNICAL 1D+2**

**Special Abilities:**

*Aquatic Survival:* At the time of character creation only, characters may place 1D of skill dice in *swimming* and *survival: aquatic* and receive 2D in the skill.

*Aquatic:* Quarren can breathe both air and water and can withstand extreme pressures found in ocean depths.

**Character Points:** Varies typically 1-2

**Move:** 10 (walking), 12 (swimming)

**Equipment:** Ragged clothing, often accompanied by some form of pet

**Capsule:** Bold, rude and unafraid of anyone or anything, the Quarren urchin lives on the street and likes it. Often these ignored wanderers know a great deal of information and is willing to reveal this information for a price.

### ■ Quarren Gangster

**Type:** Quarren Gangster

**DEXTERITY 2D**

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

**KNOWLEDGE 1D+2**

bureaucracy 2D+1, streetwise 2D+1

**MECHANICAL 2D**

**PERCEPTION 2D+1**

Search 3D+2

**STRENGTH 2D+1**

Brawling 3D, swimming 4D

**TECHNICAL 1D+2**

Security 3D+1

**Special Abilities:**

*Aquatic Survival:* At the time of character creation only, characters may place 1D of skill dice in *swimming* and *survival: aquatic* and receive 2D in the skill.

*Aquatic:* Quarren can breathe both air and water and can withstand extreme pressures found in ocean depths.

**Character Points:** Varies, typically 1-5

**Move:** 10 (walking), 13 (swimming)

**Equipment:** Hold-out blaster (3D+1), credit voucher (for 5,000 credits)

**Capsule:** These Quarren “fringe operators” generally owe loyalty to an underworld boss ... and a healthy profit margin. Polite, cheerful and friendly, they will offer to sell the unwary illegal entertainment goods — spice, banned holos, and so forth — and will be more than a little astonished and insulted if they are refused. Despite their seedy underworld connections, the low-level operators that can be found in Morjansik City generally do not sell weapons.

## The History Of The Quarren

Though most Outsiders see the Quarren as a dour, unpleasant species, this is not really an accurate representation of the species. To each other, the Quarren are as caring, friendly, and open as any other species — possibly more so than many. It is only when dealing with Outsiders that the Quarren appear to be hostile. Racially, there are very good reasons for this hostility. And that they have managed to overcome their xenophobia to the extent that they have is quite an impressive feat.

### The Long War

Millennia ago, long before Calamari had been visited by anyone from another planet, the world was occupied by two species — the Mon Calamari and the Quarren. The Mon Cals were coastal-dwellers, living on both land and sea with equal ease. The Quarren were deepwater beings, rising to the surface only occasionally, and only with great difficulty.

Because they lived in two worlds — air and water — the Mon Calamari were able to take the best of both worlds and make it their own. They had fish and algae from the sea; they had fire and wood from the land. They developed writing and manufacturing. They charted the stars; they mapped the ocean floors of their planet. They created for themselves a vibrant, healthy culture.

The Quarren, however, were not so lucky. Living deep in the recesses of their planet’s oceans, they were unable to harness fire. They were unable to build anything save the most primitive and simple tools. They had no paper, no ink, no writing. Their culture was unable to advance, they remained savages while their cousins acquired “civilization.”



Though the Mon Cals mostly ignored the Quarren — even then, they were pacifists who felt no need of conquest — the Quarren were unable to ignore the Mon Calamari. From their ocean homeland, they saw the Mon Cals' development — ships, of fine workmanship (often mistaken for magical), sank in their territory. Mon Cals, clad in armor, dove into the deepest parts of the ocean, where even the Quarren feared to venture. The Quarren grew to fear the Mon Calamari, then to hate them.

Unlike their sad-eyed cousins, the Quarren were warlike and proud. Unable to tolerate their cousins' success, predicting their doom in the wake of the Mon Cals' growth, they attacked and were repeatedly defeated.

It was almost a kind of mass insanity. Though badly outmatched by the Mon Cals' superior technology and tactics, the Quarren kept on fighting. They *always* lost. Countless thousands — hundreds of thousands — died. And not just Quarren warriors either: all Quarren, young and old, joined in the fight.

The Quarren fought their brothers until they were all but extinct. The Mon Cals were unable to reason with them, unable to stop their assaults. For the Quarrens' own protection, the Cals began imprisoning captured Quarren warriors in floating prison ships.

The fighting continued for weary decade after decade, even the women and children Quarren joining in the combat and being imprisoned, until there were few free Quarren left. And eventually, there were none.

### The Time Of Separation

After the war ended, the Mon Calamari found themselves with over 1,000,000 Quarren prisoners on their hands. They didn't want them, yet they feared to let them free; though the Mon Calamari had won almost all the battles, they had suffered tremendous casualties in the war and they were loath to free the Quarren to start the fighting up again. As the only alternative they could see to unending war or genocide, in perhaps the greatest social experiment their planet has ever seen, the Mon Calamari decided to civilize the Quarren.

The first step was hard — cruel, almost — but necessary. The Quarren young were separated from their parents and moved to education centers inland. There, often at gunpoint, Mon Calamari teachers taught the Quarren youth literacy, science, mathematics, philosophy, and the other foundations of civilization. They taught them how to build. They taught them medicine. They even taught them how to make war. The Mon Calamari made no attempt to break the youths of their hatred; they made no attempt to

foster the Mon Cals' philosophy of peace on them. They just taught the young Quarren everything they knew.

Ten years later, the young Quarren were reunited with their parents and all were set free.

### The Great Power Struggle

The Mon Calamari's strategy was ruthless, but brilliant. As they expected, the young Quarren found that they had nothing in common with their elders. The older Quarren were set on a course of self-destruction for the entire species; the younger Quarren had — despite themselves — learned that they did not need to hate the Mon Calamari for being better than they: the Mon Calamari had given them the tools to be as good as they were. They had learned to respect the sad-eyed beings who had had the chance — and the excuse — to exterminate their enemies, and, instead, had taught them.

The elders saw the younger Quarren as brainwashed monsters; the younger saw the elders as hopeless savages. The conflict was inevitable: so was the outcome.

Within fifteen years, the young Quarren, armed with the knowledge of the Mon Calamari, had defeated their elders and assumed control of the Quarren civilization. Within twenty, they had opened relations with the Mon Calamari, trading their labor for the Mon Cals' technology. Within thirty years, the two species had amalgamated.

Though they never completely shed their deep-set inferiority complex toward their neighbors, for centuries, the Quarren and Mon Calamari have lived in — albeit sometimes uneasy — peace.

The events since the coming of the Empire and the revolt of Calamari are recounted elsewhere (see *The Star Wars Sourcebook*).

### The Quarren Today

Though by law, both species are equal, and a Quarren has the same rights and privileges as a Mon Calamari, in the Quarrens' minds, the Mon Calamari have always dominated life on the planet. The Mon Cals were the first to be civilized, the first to have a viable culture, and the Quarren have never quite caught up emotionally.

The Mon Calamari provide the planet's scientists, spacefarers, doctors, and other professional beings; the Quarren provide its laborers. This is not due to discrimination on the part of the Cals or incapacity on the part of the Quarren: simply, the Quarren have never seen themselves as suited toward intellectual pursuits, and feel insecure about competing with the Mon Calamari in these areas. For a species as proud as the Quarren, this rankles deeply. And that the Mon Calamari are quite apologetic about it only serves to annoy them more.

The Quarren are the sea farmers and miners of the planet Calamari; the Mon Cals the professionals, the starfarers, the administrators. The planet is heavily socialized, and all adults earn roughly the same amount for their labor, keeping the wealth equally spread between the two species.

Most of the floating cities on Calamari are fully integrated, with roughly sixty percent Mon Calamari and forty percent Quarren inhabitants. The Quarren maintain most of their dwellings and places of business in the lower levels of the cities, the Calamari the upper levels.

## Adventure Synopsis

The Rebel Alliance prefers not to interfere in the internal problems of a planet, but the recent events on Calamari are seriously jeopardizing the shipbuilding schedule. Hence, the Alliance has decided to send a group of operatives to Morjanssik, ostensibly to study Quarren mining techniques, but their real mission is to root out and destroy Imperial saboteurs — without letting the Quarren know what they are up to.

From the first, the Rebels face the silent opposition of Imperial agents from the dreaded Destabilization branch of Imperial Intelligence. They have infiltrated the city surgically disguised as Mon Calamari. Their primary mission is to disrupt starship production any way they can, and if possible, disrupt the Calamari Council.

The Imperials make numerous attempts on the lives of the Rebel contingent. When these fail, they decide to turn the Quarren against the Rebels by framing them for the murder of the Chief Manager of the city. This lands the Rebels in prison and puts their mission (and their lives!) in serious jeopardy. The Rebels must stop the Imperials before they complete their final act of sabotage — the utter destruction of the mines!

## The Main Gamemaster Characters

Game statistics for these characters can be found on pages 83–85.

**Kalbrac:** Ranking Alliance operative in the city, this Mon Calamari officer is the Rebels' main contact in Morjanssik. Kal (as he is known by friends) is cool-headed and even-tempered. He has a sharp mind and an excellent grasp of the politics of the city to which he has been assigned. He meets the Rebels upon their arrival in the city in Episode One and will be a useful resource throughout the adventure.

**Kelmut Wolg:** Assistant Manager of Morjanssik, this ambitious Quarren effectively runs the city. The Rebels meet the Assistant Manager in Episode One, and his influence is felt throughout the adventure.

Wolg is a fanatic isolationist who believes that the Quarren should take no part in the struggle between the Alliance and the Empire. He is in league with the Imperial saboteurs and has been led to believe that their actions can sway the Calamari Council toward dissolving their pact with the Rebel Alliance.

Kelmut Wolg has also been promised that, if the Council withdraws from the Alliance, the Empire will allow Calamari its independence. Predictably, the terms of this arrangement seem to have changed somewhat since the Imperials arrived.

**Moren Chonk:** The Chief Manager of Morjanssik, Chonk is a Quarren bureaucrat who resents interference by the Alliance in his operation. He is somewhat of a figurehead, leaving most of the actual management to his advisor, Kelmut Wolg. Chonk is first encountered in Episode One. The Rebels are framed for his murder in Episode Four.

**Walif Merv:** A Quarren ne'er-do-well hired by the Imperials to lure the Rebels into a dangerous section of the city, in Episode Two, where they are ambushed by local thugs. Merv becomes an important ally to the Rebels in Episodes Four and Five.

## Episode One: Arrival

### Summary

As the adventure begins, the Rebels are aboard an automated Mon Calamari shuttle that is bringing them from an orbital station to Morjanssik.

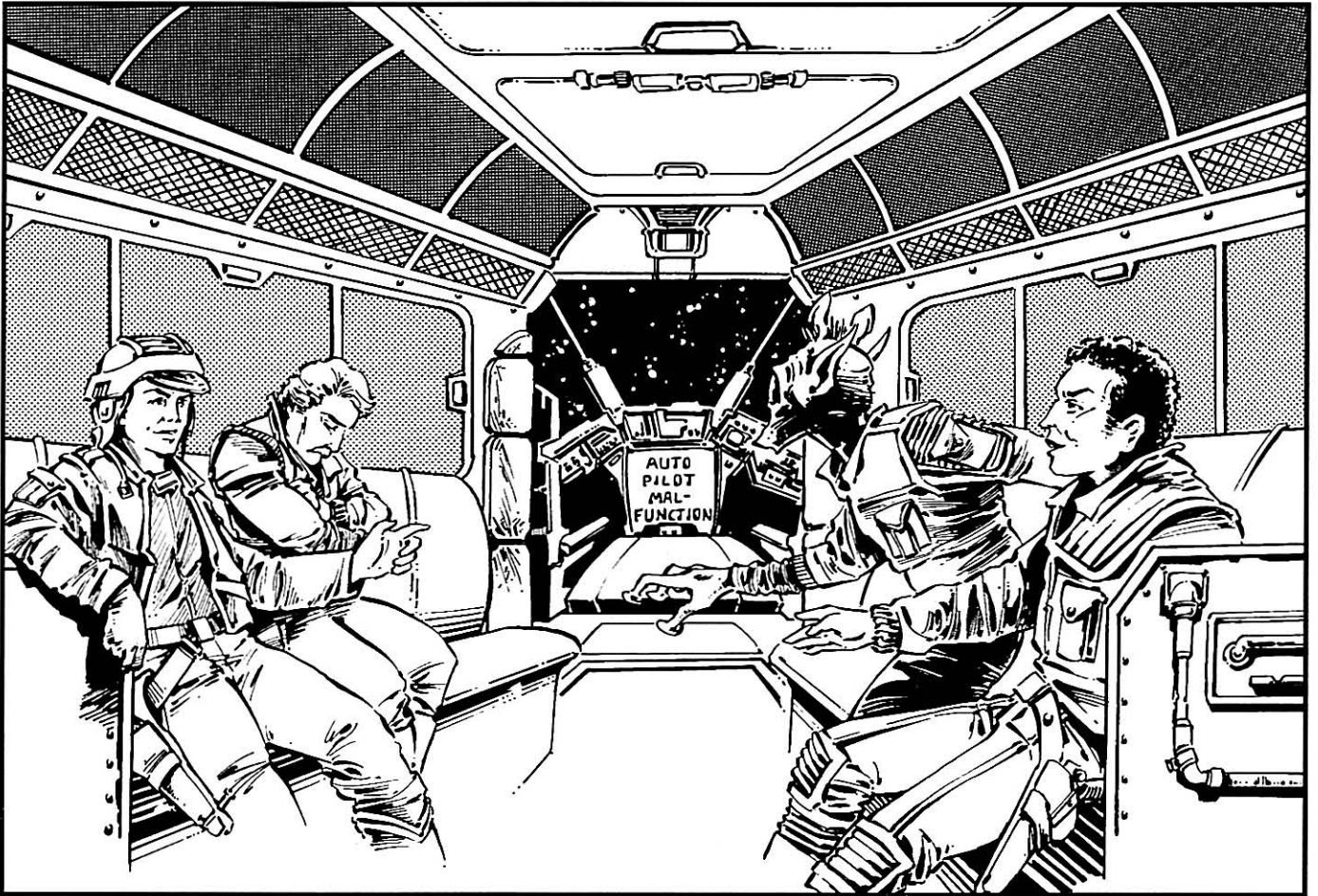
During final approach, the city's traffic computer assumes control of the shuttle to bring it in for a landing, but Imperial infiltrators have tampered with the program, causing the shuttle to accelerate to maximum speed — right at the city. The Rebels must gain control of the shuttle and bring it in for a landing under manual control if they are to avert disaster.

In the city, they meet Kalbrac, a Mon Calamari who is their contact in Morjanssik. After a debriefing, he brings them to a pivotal meeting with Moren Chonk, the City Manager, and Kelmut Wolg, his assistant. The Rebels must win the Manager's favor if they hope to have his full cooperation in their investigation.

Read the following aloud just before beginning the adventure:

**The starships provided by the Mon Calamari are the core of the Alliance Fleet. Since the people of Mon Calamari joined the fight against the Empire, a steady stream of the massive battle-cruisers has come from the watery planet.**

**Two sentient species are native to Calamari, the idealistic Mon Calamari, among the staunch-**



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est supporters of the Alliance, and the pragmatic Quarren, reluctant Rebels at best. Although the Mon Calamari design and build the unique starships, it is the Quarren who mine the rare ores used in their construction.

Quarren ore extraction has been down for some time, and recently there have been several dangerous and suspicious accidents that have slowed production even further. These slowdowns have jeopardized the Calamari ship-building schedule, threatening to delay the buildup of the Rebel Fleet.

Now, as a small shuttle makes its way from one of the many transit stations orbiting Calamari to Morjanssik, a primary center for Quarren ore operation, the handful of Rebels aboard prepare themselves to fight an invisible enemy among uncomfortable allies who bitterly resent their intrusion. The Rebels must succeed, or the Rebel Fleet will suffer a setback that could well mean the difference between victory and defeat ...

### Start The Adventure

Hand out copies of the adventure script on page 82 and assign each player a part. The parts

are labelled as "1st" through "6th" Rebel. Assign multiple parts if you have fewer than six players. Begin by reading the narrative introduction provided in the "Read Aloud" section below and then follow with the adventure script. This will get the characters right into the action.

### Out Of Control

As the adventure opens, the Rebels are in a lot of trouble. The automated traffic control system has been tampered with by Imperial infiltrators, locking their shuttle into a collision course with the main dome of the Quarren city. Read:

Wisps of white slide past as you hurtle through the grey sky. Below, the sea stretches out across the face of the planet, broken only by the occasional reef. As your craft plummets earthward, the Quarren city leaps into view in your monitors.

The great shadow of the massive underwater structure reveals its position in silhouette. Only the top level rises above the froth of the wind-swept sea. The engines grind as the shuttle bucks and lurches into a gut-wrenching spin directly toward the main dome of the city.



If the Rebels contact Traffic Control, the dispatcher will tell them that his instruments show them on course and at the proper speed; "please hold while I check backup systems." In about ten seconds, he'll return, confirming that there is some kind of malfunction in his instruments: their craft is going way too quickly, and is on a collision course with the city. He does not understand what is wrong with his equipment; some of his panic filters through his tightly-controlled voice.

The dispatcher tells the Rebels that he will try to "pin down the glitch," but, from his voice, it is obvious that there is very little that can be done in the limited time available. He'll tell them that there is an emergency shut-down system for the shuttle; however, this will cause it to plummet directly into the water — at this high velocity, this could quite possibly be fatal to everyone aboard.

There is an escape pod aboard the shuttle; unfortunately, in atmosphere at this high speed, using the pod is quite dangerous. It would probably collide with the shuttle's wing the moment it ejected. (If the Rebels eject from the shuttle, see "The Escape Pod," on page 51.)

Further cheering the Rebels, the dispatcher tells them that he will initiate shut-down when the shuttle is within fifteen seconds of impact, whether they are still aboard or not. The Rebels have got at most two minutes to deal with the problem from their end; after that, the controller will put the ship into the water. He simply cannot risk the shuttle hitting the city.

There is only one clear way to avoid disaster. The player characters will have to take manual control of the shuttle, and they will have to do it quickly.

### Taking Control

Switching over to manual is not as easy as it sounds, as the shuttle is a pilotless drone operated by remote control. During launch and descent, the shuttle is controlled from the orbital station. At a preset altitude, control is surrendered to the city's traffic computer for final approach and landing. There are no instruments onboard the ship for manual control.

However, it's not *quite* impossible. First, the player characters will have to bypass the automated control system and in so doing free themselves of the sabotaged signal coming from the traffic control center. This can be done with a Moderate *computer programming/repair* roll. When they bypass the automated control system, the Rebels also bypass the emergency shut-down controls: the shuttle can no longer be disabled from Morjanssik. This means that if the Rebels fail to gain control, *they* will have to shut

down the shuttle to ensure that it does not collide with the city.

Once the automated control system is bypassed, manual control must be established. This requires jury-rigging a primitive control interface (a Moderate *computer programming/repair* roll).

Failing to bypass the autopilot or rig a control mechanism is not necessarily disastrous. There is enough time (barely) for a second attempt at either of these tasks. This second attempt will be rushed, making it a Difficult task. If the Rebels fail twice at either task, however, they will not have enough time for a third attempt.

If the Rebels did not succeed in two attempts at the first task, fifteen seconds before impact with the city, the shuttle's repulsor engines cut out and the vehicle slams into the water; see "Splashdown." If they succeeded at the first but failed at the second, they will have to shut down the shuttle (and go to "Splashdown"); if they do not, it will crash into the city, killing the Rebels and a good deal of the city's population.

As the Rebels struggle for control, make sure that they are aware of the time pressure they are under. Describe the whirling vista out the main viewport and the tossing and turning of the shuttle, and have them make a few *Dexterity* rolls to avoid being bounced around like tenpins.

### Bringing Her In

Even if the characters manage to establish control of the shuttle, they are not yet out of danger. Read:

**You punch the code again, and again there is no reaction. Checking the tangled web of wiring hanging from the autopilot, you try pulling one of the leads to the central processor.**

**That does the trick. This time, the code brings up the makeshift control array on the main screen. But elation turns to desperation as you glance out the viewport and spot the plasteel dome rushing up at you. You're in a flat spin; you've got just seconds to pull out.**

Pulling out of the flat spin requires some fancy piloting. Whoever mans the controls must make a Difficult *piloting* roll because of the tricky controls and the complexity of the maneuver required. If successful, the pilot wrestles the shuttle up and out of the spin and can come in for a safe landing.

Failing that, the pilot can attempt an Easy *piloting* roll to avoid the dome and come in for a (relatively) soft crash-landing on the water: everyone in the shuttle must roll against the crash's damage code of 3D. The shuttle's hull is intact and the boat does not sink; the Rebels will be rescued in a few moments.

If the pilot fails both rolls, the shuttle crashes into the dome and everyone aboard is killed.

### Splashdown

Splashdown occurs if the shuttle's emergency shut-down is engaged. The ship slams into the water at full speed. Everyone inside is hit with 3D+2 damage. The shuttle's main hatch ruptures, and the cabin rapidly begins to fill with water.

In four rounds, the shuttle sinks to the bottom of the ocean. It's a good idea for the Rebels to get out before then. It takes a Moderate *swimming* roll to escape the cabin; a Rebel can drag out an injured or unconscious comrade by making a Difficult *swimming* roll. The Rebels can keep trying to make these rolls until the shuttle sinks.

Once free of the shuttle, the Rebels need only tread water until their Quarren rescuers arrive. Go to "Rescue."

### The Escape Pod

The shuttle escape pod is an egg-shaped, heavily-padded vehicle, seating eight human-sized passengers. It is designed for atmospheric re-entry and water landing. Passengers enter the pod and strap themselves firmly into their seats, someone presses the "eject" button, and explosive charges blow the pod clear of the shuttle.

Despite Traffic Control's misgivings, the pod clears the shuttle's wings with little mishap other than a loud "whang!" and a nauseating end over end roll. The pod tumbles through the air, slams into the water, plunging deep beneath the ocean's surface, then rising up to bob gently on the waves. Anyone strapped in takes 1D+2 damage; anyone who was not strapped in takes 4D+1 damage.

The pod maintains its structural integrity; it will float without mishap until the Rebels are rescued.

### Rescue

Five minutes after impact, an Emergency Services repulsorcraft ambulance zooms to the crash site. Six Quarren rescue workers plunge into the water, affix lift cables to the Rebels, and pull them into the ambulance. Three minutes later, they are receiving first-class medical attention in the Morjanssik City Hospital.

### Welcoming Committee

When the Rebels reach the city (one way or the other) they will be met by a Mon Cal accompanied by an escort of two Quarren security officers. Read:

**Inside, the city is forbidding. Dimly-lit and uncomfortably damp, this place gives you more of a chill than the near-freezing temperature**

can account for.

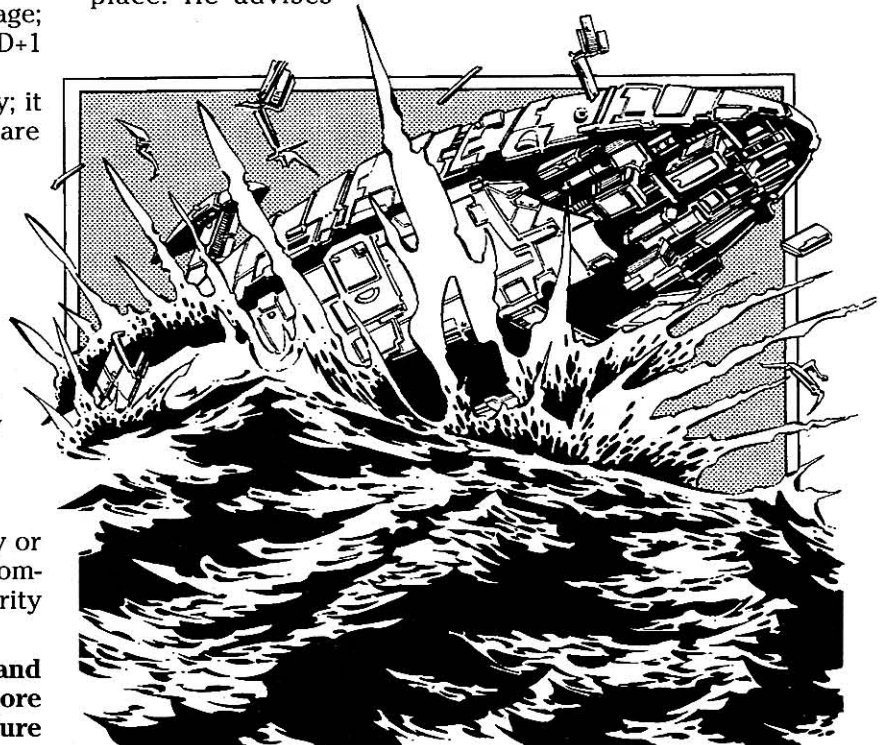
**Disembarking, you see three figures headed your way across the bay: a grey-robed Mon Calamari wearing the ornate talismans that signify rank among his people, flanked by two stern-looking Quarren in the grey-green uniforms of the local security contingent.**

The Mon Calamari is Kalbrac, the highest-ranking representative of the Alliance in the city. Though he is a dedicated supporter of the Rebellion, he is well into middle-age and has chosen to take an administrative role planetside where he feels he will be most effective.

Kalbrac is soft-spoken and personable. He will introduce himself with considerable eloquence, greeting the Rebel delegation as "brothers in the struggle against tyranny" and expressing his "distress and concern" over their near-fatal mishap. Throughout this interchange, the Quarren seem uneasy and glare at the Rebels with obvious suspicion.

Having dispensed with formalities, Kalbrac dismisses the guard and leads the Rebels to his quarters, where they can discuss their mission and the situation in Morjanssik in more comfortable surroundings.

If the player characters express a desire to investigate the malfunction in Traffic Control, Kalbrac tries to dissuade them, explaining in hushed tones that the Quarren are suspicious of them and would not take well to a group of supposed "mining experts" interfering in the official investigation he has been assured is taking place. He advises



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that they bide a while and wait for the results of the Quarren investigation.

### Traffic Control

If the player characters insist on investigating the malfunction themselves, Kalbrac reluctantly agrees to take them to Traffic Control Central. There, they are met by a security detachment in the process of questioning the technicians present.

The officer conducting the investigation questions the Rebels thoroughly before allowing them access to the control room. Leading them to a small conference room, he takes their statement regarding the incident in the shuttle.

Once the Rebels have been questioned, they will be allowed into the control room, accompanied by two security guards. All around them, technicians and guards are scrutinizing the traffic control computer. Dozens of panels are open, and their guts are spilled out in a tangle of wires and circuit boards.

An Easy *search* roll, made at +12 Difficulty because of the saboteurs' *sneak* roll, reveals the only evidence the Imperials left of their passage. The Rebels happen upon a file tape from one of the security cameras monitoring the control center. It is in the process of being erased, but they catch a brief glimpse of a Mon Calamari, back to the camera, kneeling in front of an open panel!

When the technicians check the panel shown on the tape, they find the sabotaged circuitry right away. Unfortunately, they did not see the Mon Cal's face, and there is no additional evidence to support what the Rebels saw quite clearly on the now-blank tape, so all they have is a puzzling clue that they will be hard put to get the suspicious Quarren to believe.

When the Rebels are satisfied that they have done all they can, Kalbrac takes them to his quarters, commenting that they are not acting like mining experts, which will only make the Quarren more nervous about their presence.

### Debriefing

Kalbrac's quarters are not spacious, but they are quite cozy, especially in contrast with the rest of the city. The humidity and temperature are more reasonable, for one thing. His furnishings are elegant, fitting form to function without the usual aesthetic sacrifice.

The Mon Cal will indicate a low, soft couch and offer the player characters some refreshments. He has obtained some Corellian brandy that "should be to their liking." Kalbrac is a gracious host who will go to great lengths to see that his guests are comfortable.

When his guests are settled, Kalbrac will get down to business. First off, unless they have

already been questioned (see "Traffic Control"), he explains that he promised the guard he would take custody of them and take down the details of their "unconventional landing."

Having discharged his official duty for the city, Kalbrac turns to more pressing matters. He knows what the Rebels' real mission is and was the one who informed the Chief Manager of their visit. He informs them that the Manager will want to see them shortly, so they had best have their facts straight.

The Mon Cal expresses the concern of his people over the slowdown but warns the Rebels that the Quarren are reluctant to acknowledge that there is a problem, as doing so implies that there is some impropriety. Read:

**"The Mon Calamari and the Quarren enjoy a tenuous coexistence that would be shattered if either side began to harbor doubts about the other.**

**"Unfortunately, it is just such doubts that have made it impossible for the Council, composed of equal numbers of Mon Calamari and Quarren, to isolate and neutralize the problems with the mining operation.**

**"Since Council intercession in the workings of Morjanssik would be viewed as an accusation of incompetence or worse against the Quarren, we have been forced to make this a covert operation. Your mission affects not only the mining operation, but the stability of the planet of Calamari itself**

**"You are not on this planet with the permission of the Calamari Council. You are here at the behest of the leaders of the Mon Calamari people, to investigate the Quarren people. If this is found out, it could lead to a break in the Council — and, not inconceivably, to civil war. You must tread softly, my friends."**

What follows is a discussion of how the Rebels intend to proceed. Use Kalbrac as a kind of moderator to keep the conversation moving, and when the necessary ground has been covered, to end it.

Kalbrac knows the information outlined in the "Adventure Background" section of this adventure. He can provide the characters with whatever information they require, such as the accident reports, which are incomplete and inconclusive.

If asked about the Chief Manager, Kalbrac will tell them that Moren Chonk is a typical bureaucrat, more concerned with his position than the faithful execution of his duties.

On the other hand, his assistant, Kelmur Wolg, is efficient and dependable, but poses a potential threat to the Rebel mission as he is known to object to Quarren involvement in the Alliance and distrusts those not of his people, especially Rebels.



## ACCIDENT REPORTS

*General clearance- Search: S-Tag*

*— Search Complete —*

*See Also 032944, 035762, 040756 & 042372*

*(RESTRICTED — clearance B)*

*Hard copy follows:*

**038145:** Level 12, Sector B

A fire apparently originating in one of the processors spread through the central shaft. It was extinguished with the help of seven service droids called in from other levels to fight the blaze.

Two workers were lost to smoke inhalation and another six were taken to the infirmary (*see med file M-03-21*). Damages are estimated at 15,000 creds (*see damage report D-03-57*). Operation can continue, but new equipment will be required to replace what was lost (*see requisition order Q-03-1648*).

**Security:** Several workers have reported that the processor that malfunctioned was recently serviced and seemed to be in perfect order (*see investigation file S-03-38 RESTRICTED*).

**041339:** Level 15, Sector G

Twenty Q-4 Borer droids malfunctioned, creating a serious structural instability in tunnels A, C, D & F. Vibrations caused by tunnelling equipment triggered the collapse of tunnels C & D.

Four workers were killed and another three injured (*see med file M-04-12*). Damages are estimated at over 20,000 creds (*see damage report D-04-05*). In light of the risk presented by the affected area, I recommend that operations on level fifteen be halted until sector G can be sealed off.

**Security:** Technicians on site report that the coordinated pattern of the borers indicates a control malfunction rather than a problem with the droids themselves. This may indicate tampering (*see investigation file S-04-12 RESTRICTED*).

**047582:** Level 10, Sector D

An environmental control unit malfunctioned, releasing a toxic gas that was not detected until the shift change.

Five workers were killed and another ten incapacitated. All of the workers in the affected shift had to be treated, and the med-techs have expressed concern over the possibility of later effects (*see med file M-04-37*). The environmental unit will have to be replaced (*see requisition order Q-04-1005*).

**Security:** The med techs who treated the affected workers have reported that they are doubtful that the toxic gas generated by the malfunctioning environmental control unit could have been produced by random chance (*see investigation file S-04-18 RESTRICTED*).



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When the player characters have discussed their situation and seem to have a good idea as to how they will present themselves to the Management, move on to the next scene.

### The Management

Shortly after the debriefing, Kalbrac receives a message from the Chief Manager, who would like to have the “pleasure of their company” for the evening repast. When the player characters are ready, the Mon Cal takes them to the Manager’s quarters. Read:

**You are led to the main dome by your new friend. As you near the administrative sector, the passages become wider and more comfortable.**

**When at last you reach the Chief Manager’s suite, you are escorted into a large office lavishly decorated with what passes for opulence in this dreary place.**

**At the head of a large oval table is a hulking Quarren draped with his robes of office, calmly gulping down some kind of bubbling purple beverage while attempting to appear cultured and elegant.**

**Standing behind him is a tall Quarren as narrow as the other is wide. A dour fellow, his expression evinces obvious contempt. Whether it is for his porcine companion or your contingent, it is hard to tell.**

Moren Chonk, the Chief Manager of the city, greets the Rebels nervously. He introduces his

assistant, Kelmur Wolg, who repeats the greeting with barely-veiled dislike. In turn, Kalbrac introduces each of the Rebels to the Chief Manager, as Wolg watches the proceedings with a jaundiced eye.

### Breaking Bread

When the introductions have been made, everyone is seated and functionaries bring in the evening meal. Apparently, Chonk has gone to great lengths to make an impression on his Rebel guests.

By Quarren standards, the food put before the Rebels is a lavish feast. Unfortunately, a Quarren’s palate is somewhat different from a human’s, so their idea of a delicacy may not be quite to the Rebels’ taste.

Platter after platter are laid before the Rebels, each one loaded with another of the peculiar morsels. Most of what the Quarren eat is provided by the bounty of the vast Calamarian sea.

It is Quarren custom to eat with their hands, and the Manager does so with a vengeance, using his tentacles to help push in the food. Chonk digs in with a ravenous appetite, shovelling in handful after handful in a grotesque gastronomic display, voicing his approval in between bites.

His assistant eats very little, preferring to study the Rebels in silence as he sips his drink. Kalbrac takes a fork from a pocket in his robes and selects a few dishes with which he is familiar, complementing the host several times on the quality of the meal.

How the Rebels react to this situation will help set the tone for the rest of the meeting. If they refuse to eat anything, Chonk will take that as a personal affront and will become stiff and formal, but if they brave the feast and offer gracious thanks, Chonk will be quite pleased and more comfortable with his outworlder guests.

This is easier said than done. Although nothing put before them is actually poisonous to humans, some of it is quite unpleasant. Anyone who tries to eat his fill of the Quarren banquet must make a Moderate *alien species* roll to know what to eat. If he fails, he must make an Easy *Strength* roll to avoid having to make a hasty retreat.

### An Uneasy Alliance

Neither Chonk nor his assistant are aware of the Rebels' true purpose in the city, which would undoubtedly make them even more antagonistic. They have been led to believe that the Rebels have come to study their mining techniques, a cover story provided to them by Kalbrac before their arrival.

At this stage of the game, the Rebels' goal is to earn the trust and cooperation of the Management, reassuring Chonk that their visit poses no threat to his people, so that they can carry out their real mission unhindered by the local bureaucracy.

This is a tricky situation. Chonk feels that the economy of his people will be compromised if he allows the player characters to examine his operation. This is far from the case, as only Calamari has the materials necessary for the construction of Mon Cal ships, and it would be inexpedient to bring in the rather specialized personnel that would be required to replace the Quarren.

Chonk is aware of these facts, but needs to be reassured. When this is done, he will brighten and become animated and friendly, promising to do all he can to facilitate their mission and make their visit as comfortable and productive as possible. In fact, he will arrange a tour of the mines the very next morning.

### The Traitor

The Assistant Manager does not trust the Rebels. He makes his almost pathological hatred of outworlders patently obvious, responding to any questions with little more than a hostile grunt.

Wolg will become quite angry if he feels that the Alliance thinks the Quarren are to blame for the slowdown at the mines. He will launch into a tirade, blaming the unreasonable demands of uncaring outworlders for the accidents that have claimed the lives of dozens of his people. Read:

**"How dare you suggest that the Quarren are**

**to blame for your problems?"**

**"For generations we have worked the mines without serious incident. But with the new schedule forced on us by your outworlder Alliance, we are pushed to our limits and dozens have died to provide you with the ore you need for your precious warships.**

**"If anyone is to blame for whatever slowdown you seem to be experiencing, it is your own uncaring demands on a people who want no part of your Rebellion!"**

If this happens, Chonk will try to settle his assistant, but Wolg will stalk out of the room in a huff. The Manager will be quite embarrassed and will offer apologies for the "passions of his younger counterpart."

The real reason for the Assistant Manager's tension is that he is indirectly responsible for these accidents and has begun to regret his decision to ally himself with the Empire, but he sees no way out for himself or for his people.

### Good Night

After the interview, Kalbrac leads the Rebels to their quarters and promises to pick them up for their tour the following morning. He suggests they stay put for the night as the Quarren are "uncomfortable with outworlders," but tells them that the Manager has given them general clearance for the city proper.

## Episode Two: A Night On The Town

### Summary

Left to their own devices, the Rebels are free to do as they please for the evening. They have been cautioned against wandering about the city unescorted, but they meet Walif Merv, a native who offers to take them to an establishment where they can mingle freely with the locals. If the player characters go to the bar, they will be accosted by a group of Quarren thugs hired by the disguised Imperial infiltrators to do them in.

### Into The Night

Shortly after Kalbrac leaves, the Rebels are visited by Walif Merv, a scrawny, somewhat disreputable-looking Quarren. Despite his appearance, he is very polite, and seems eager to please. Read:

**"Honored guests, I have the privilege of seeing to your needs this night. If there is anything you require, it is my duty and my distinct pleasure to see that your every desire is fulfilled."**

He has, in fact, been charged by the management with the task of seeing to whatever needs



### Morjanssik

Quarren cities are built underwater, with only the topmost level projecting above sea level. Transparent materials are a primary element of Quarren architecture, so that the oceanic people are forever surrounded by the great sea that gave them birth.

To human eyes, the atmosphere is bleak and depressing, as the grey, windswept sea whips coldly around and occasionally over the city and the Rebels. Watching the sea churn about them is unsettling for those to whom such sights are not commonplace.

Inside, the city is cool and damp, with humidity hovering around the 100% mark. The walls and ceilings are painted subtly contrasting shades of grey, and the lighting, adjusted to the more sensitive levels of its Quarren inhabitants, seems unnaturally dim to the Rebel visitors.

The Quarren themselves seem much more cheerful than the Rebels expected; however, their laughter and good-natured chatter invariably dies down into sullen silence whenever the Rebels near them.

See page pages 41–48 for more details.

the Rebel contingent may have.

Walif has also been bribed by the Imperials to lure the Rebels into the city and away from the heavily-guarded administrative sector so that they will be more vulnerable to the ambush that awaits them.

After he has seen to whatever requests the Rebels might have, Walif will lower his voice, and address them in a hushed, conspiratorial tone. Read:

**“There is another service that I could perform, though I am not so charged by the Management.”**

He will pause to see if the Rebels seem interested. If not, he will shrug and leave them to their rest, but if they are at least willing to hear him out, he will continue. Read:

**“Forgive my presumption, but it seems to me that you are somewhat uncomfortable in the these sterile surroundings.**

**“I must admit, gracious masters, that I also find the administrative sector most oppressive.**

**“There is a place, not far from here, where you could relax and enjoy the true hospitality of the Quarren in the setting that we prefer.**

**“I would be honored if you would permit me to escort you there, and I would be willing to do so for a small fee, a mere pittance; much less than I usually charge.”**

What Walif offers is to lead them to an establishment called “The Long Drink,” where they will be able to mingle with the locals and learn something more of the city and its people. If the player characters accept and tip Walif reasonably well, he will escort them to the bar.

In the unlikely event that the Rebels refuse his offer, go directly to Episode Three. The Rebels will not be attacked, but they will not learn anything from the locals either.

If the player characters decide to explore on their own, see the section at the end of this book for more details on Morjanssik and her people.

### The Road To Ruin

The Long Drink is not in the administrative sector, but is not far from it. It is in its own dome, a few hundred meters from the surface transport docking facilities shown in the map of the city. Access to the Long Drink is via foottube, repulsorcraft or boat. Walif takes the Rebels on foot; it is about a 15 minute walk.

### The Long Drink

An unusual structure, the Long Drink is a free-floating construct connected to the city by a foottube/outrigger. Another outrigger also serves as a dock for patrons arriving by watercraft.

Anchored by a massive stabilizer shaft that hangs beneath the floating bubble that is the bar, the Long Drink is constructed mostly of transparent materials. This creates an interesting, and sometimes beautiful effect as the waves crash against the walls of the bar and wash over its clear structure.

Inside the main dome, there are two levels, with the bar on the first and four platforms bearing tables at which food is served as well as drink. Beneath, the sea is visible right through the floor, making the bar like some huge glass-bottomed boat.

The bar itself is the usual dive, but the glasses are (relatively) clean, and it stocks real Corellian brandy (at roughly five times its normal cost). The Quarrens’ native drink, called “Vlizz-kick,” is fermented from seaweed — and tastes like it.

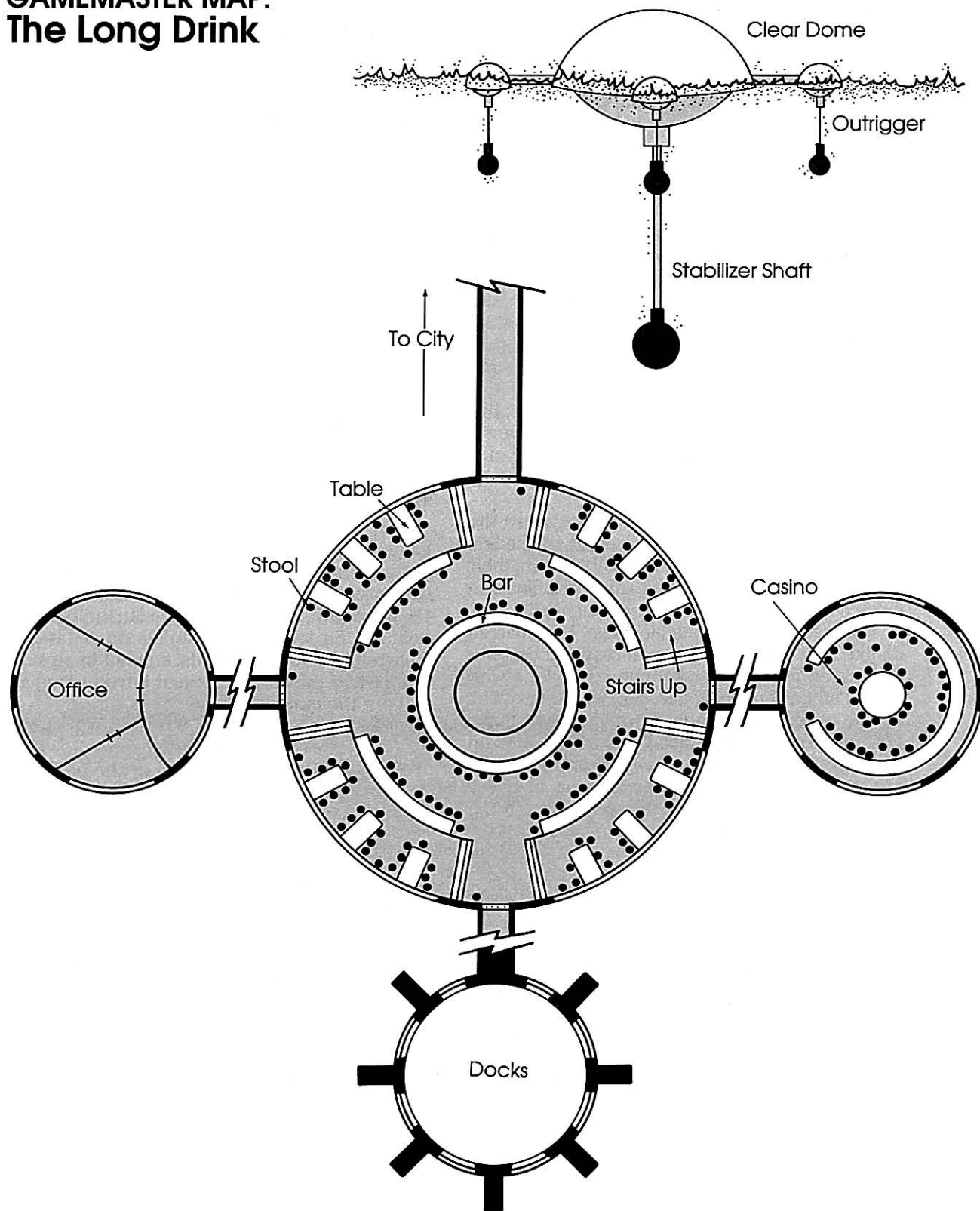
There are two other outriggers besides the main entrance and the docks. These terminate in bubbles smaller than the main dome, but of similar design. The first is the casino room, where the miners gamble away huge sums of money every day, and the second is the office, where the manager counts his take.

See the map of the Long Drink on page 57.

### The Barkeep

Kruluk, the barman, is a talkative, good-natured sort and he knows of the Rebels’ visit (their cover story, that is). Though he is in favor of

### GAMEMASTER MAP: The Long Drink



Richard Hawran/Cathleen Hunter

Quarren involvement in the Alliance, he knows that most of his customers are not and are very apprehensive (at best) about any exchange of technology that might threaten their city's fragile economy. Morjanssik lives or dies with the mines, and everybody is well aware of it.

Kruluk doesn't want any trouble; he runs a quiet bar, and his customers pay good money to him to keep it that way. If any fighting breaks out, Kruluk will join the side who didn't throw the first punch. He and his clientele prefer not to involve the city security officers in local altercations, unless they clearly can't handle the problem themselves — rowdies are usually roughed-up a bit and then tossed into the ocean.

Kruluk knows just a smattering of Basic. When flustered, he will lapse into the Quarren language, speaking *very loudly* to make sure that the Rebels understand him.

### The Patronage

Most of the patrons are Quarren miners, but there are a few technicians and management personnel as well, though these stay in their own groups, well apart from the more boisterous laborers.

At first, the natives are clearly hostile to the Rebels, but as the evening progresses, the Rebels can get to know them and possibly earn their trust. There are several ways to make the Quarren more comfortable.

The first is to speak their language. The Quarren dislike speaking Basic and will respond better if addressed in their own tongue, as anyone who makes an *Easy alien species* roll would surmise.

The other ways are fairly obvious and have nothing to do with species. Many of the Quarren dissenters have never actually met a Rebel and are reacting mostly out of xenophobia. In a very real sense, the Rebels are ambassadors of the Alliance. If the Quarren take a liking to the player characters, they may revise their opinions about the Rebellion.

So how to make the miners like them? The methods employed to make friends in bars vary little from culture to culture. Buying a round of drinks for the house is a good start and expressing admiration for Quarren mining techniques is a sure-fire winner.

During this process, the Rebels will probably be drawn into a technical discussion about mining that threatens to blow their cover. A Moderate *con* roll will be required to bluff their way out of this situation (the Rebels get a +1D to the appropriate skill or attribute because of their extensive briefing on mining techniques). Failing this roll makes the Quarren suspicious of them, increasing the Difficulty of any *con*, *command*, or other interaction-type rolls by one difficulty level.

### What The Quarren Know

Assuming the Rebels get the Quarren to talk, they will learn that they are unsettled by the accidents in the mines. Many believe that there is some outworlder influence behind these incidents. They don't know who or why, but a few will express dissatisfaction with their involvement with the Rebellion. This is an opportunity for the Rebels to tell them what the Rebellion is all about and gain some support among the Quarren.

In regard to Morjanssik's management, the majority think that Chonk is a "weak-bellied bureaucrat" who is more interested in maintaining good relations with the Mon Calamari than seeing to the needs of his own people. They are more supportive of Kelmur Wolg, who they view as a true patriot with the best interests of the Quarren in mind.

### Games Of Chance

Like miners of many species, these Quarren are willing to wager their modest earnings on games of chance in hopes of increasing their take-home pay. There are several games going on in the bar, and the Rebels can join in if they want. The games being played are mostly simple dice games, but the miners are willing to learn new games if the Rebels prefer card games.

Gambling is a good way to loosen up miners as they are more comfortable, and therefore more talkative, while they are engaged in their favorite pastime. So long as the Rebels don't take the Quarren for too many creds, an hour or so at the table will serve as an excellent introduction and will put the miners at ease.

### Free For All

After the Rebels have been at the bar for an hour or so, a group of eight Quarren punks strut into the bar from the tube leading to the docks. They seem to be known to the patrons, because a hush falls over the bar. Only the rhythmic slapping of the waves against the outside of the bar disturbs the sudden silence that heralds their approach.

They wear long black coats of the same slick material worn by the miners, draped with chains and adorned with strange symbols like obscure caste markings of some kind.

These unsavory fellows are a Quarren gang that have been hired by a local thug working for the Imperial agents to pick a fight with the Rebels.

They swagger up to the player characters with mischief in their eyes and confront them with arrogant disdain, speaking a heavily-accented Basic that sounds guttural and unpleasant. Read:

**"Welcome to Morjanssik! Sorry we could not greet you sooner, but we were busy looking for the hairy filth that are murdering our kinsmen**



in the mines.

"You wouldn't happen to know where we could find the outworlder scum that foul our waters with their stench, would you?"

No matter what the Rebels say or do, the punks will take it badly, twisting their words and mocking them cruelly. If they try to leave, the eight Quarren will surround one or more of them, pushing and shoving them heavily.

In short, they will do whatever is necessary to start a fight. They would prefer to have the Rebels throw the first punch, as it will go better for them with the authorities if they lose but will not hesitate to open the battle themselves if there is no other way.

The fight starts out as a standard barroom brawl, but as the combatants close, the punks will pull clublike weapons from their coats and will fight with clearly lethal intent.

**Quarren punks.** *Dexterity 2D, blaster 2D+2, brawling parry 3D+1, dodge 2D+2, melee combat 3D, melee parry 2D+1, Knowledge 1D+2, Mechanical 2D, Perception 2D+1, Strength 2D+1, brawling 3D+1, Technical 1D+2.* Move: 10. Special abilities: aquatic (can breathe both air and water and can withstand extreme pressures found in ocean depths). Character Points: 3. Club (STR+1D), blaster pistol 4D.

If the Rebels have made friends with the locals, the barkeep and four of the patrons will join in and help them subdue the punks; otherwise, the

Rebels are on their own.

**Quarren locals.** *Dexterity 2D, Knowledge 1D+2, Mechanical 2D, Perception 2D+1, Strength 2D+1, Technical 1D+2.* Move: 10. Special abilities: aquatic (can breathe both air and water and can withstand extreme pressures found in ocean depths). Character Points: 3. Club (STR+1D).

If the fight seems to be going against the punks, they will pull blasters and start shooting up the bar. If the barkeep didn't get involved earlier, this will spur him into action.

One of the punks points his weapon at the floor and blows a hole in the deck. Water shoots up through the breach, spraying the bar and its inhabitants. The gusher slowly fills the main dome, making things more difficult for anyone who doesn't happen to be Quarren. Add 5 to the difficulty of all *dodge* and movement actions as long as the non-Quarren Rebels are fighting in the water.

By the time the battle is over, damage control mechanisms will have sealed the breach, and the water will be pumped out in a matter of minutes.

### Just Following Orders ...

When the fight is over, if the Rebels question the thugs, the low-life scum will refuse to answer unless threatened in some way. If interrogated properly, they will claim that they were paid by someone named Logor (another Quarren) to try and kill them. They don't know why and don't



care. Logor was sitting at the bar earlier; he must have slipped out in the confusion.

Just at that time, the Rebels hear a repulsorcraft engine starting out at the docks.

### The Docks

When the Rebels arrive at the docks, they can see foam trails leading off toward three vehicles streaking away from the Long Drink, circling around the main dome of the city.

If they decide to pursue the escaping thugs, the Rebels will need to "requisition" one or more craft. There are nine vehicles moored to the docks. Four are cargo craft, unsuitable for anything requiring even minimal speed. That leaves five possibilities.

The available craft are listed below, along with their statistics and descriptions. Give a general description of each. Successful *Technology* rolls will give the Rebels more detailed information, but they have limited time to consider their options.

Borrowing the two craft is not a problem. *Security* rolls are unnecessary as the vehicles docked here are ready to go. The Quarren know that it would be difficult to go very far with a stolen repulsorcraft without being picked up by the authorities, so they make few precautions against such theft.

**Skimmers.** Speeder, maneuverability 2D, move 105; 300 kmh, body strength 1D.

These vehicles are common transportation in Morjanssik. They are used to get from one dome to another. The pilot sits in a contoured seat near the front of the craft, and any passengers on the low-slung bench behind him.

One of these is loaded with mining gear, including four blast packs that can be set for any delay required. These can be used as grenades, doing damage equivalent to thermal detonators. Add 5 to the Difficulty number when throwing a grenade at a moving speeder.

**Modified Void-Spider TX-3.** Speeder, maneuverability 3D+1, move 105; 300 kmh, body strength 1D+1.

These are ocean-going versions of the Bespin Void-Spider TX-3, fitted with specialized stabilizers and safety gear required for use on water.

**Modified Swoop.** Speeder, maneuverability 3D, move 175; 500 kmh, body strength 1D. Weapons: laser cannon (fire control 2D, 3-50/100/200, damage 3D).

Obviously a custom job, this swoop has been modified for use on the water. It has lost some speed and maneuverability because of the drag created by the extra stabilizers, but it is still superior to anything else on the docks. Its owner has also had a laser cannon mounted in its superstructure. It is well-concealed, but the extra con-

trols on the control grips are a dead giveaway to anyone using the bike.

### The Chase

When the Rebels have made their choice, they speed off after the thugs and the chase is on. The Quarren have a 1000-meter lead, but this can be quickly closed, as Logor's armored Skimmer is not very fast.

**Modified Skimmer.** Speeder, maneuverability 2D, move 70; 200 kmh, body strength 2D. Weapons: laser cannon (fire control 2D, 3-50/100/200, damage 3D).

This skimmer has been retrofitted with light blast armor. It sacrifices some speed, but is considerably more durable. A laser cannon is mounted on a rear-firing bracket and is fired from a gunnery position in the back seat.

**Modified Void-Spider TX-3.** Speeder, maneuverability 3D+1, move 105; 300 kmh, body strength 1D+1. Weapons: laser cannon (fire control 2D, 3-50/100/200, damage 3D).

These speeders are like those described above, but are armed with forward-firing laser cannons salvaged from Aratech 74-Z military bikes.

**Quarren thugs.** *Dexterity 2D, blaster 3D, dodge 3D, vehicle blasters 3D, Knowledge 1D+2, Mechanical 2D, repulsorlift operation 3D, Perception 2D+1, Strength 2D+1, Technical 1D+2.* Move: 10. Special abilities: aquatic (can breathe both air and water and can withstand extreme pressures found in ocean depths). Character Points: 3. Blaster pistol (4D).

One of the four Quarren thugs is Logor. He has a few additional skills: *blaster 4D* and *repulsorlift operation 4D*.

At first, Logor and his men will simply try to escape by outdistancing the Rebel craft. When it becomes obvious that this is unlikely, the two outriders will turn and engage their pursuers.

If any Rebels get past the speeders, the skimmer will head into the maze of domes, stacks and antenna surrounding the main dome of the city. There, Logor will start a series of maneuver actions in increasingly difficult terrain in an attempt to shake his pursuers. Failing any of these rolls will result in a collision with part of the city.

If any of the repulsorcraft are disabled, the occupants can simply swim to safety given time, but they are out of the battle for the duration. If the Skimmer gets away, Logor will catch the first shuttle off-planet and will escape unless the Rebels alert the authorities within the hour.

### Q & A

If he is caught, Logor will give the Rebels a sick smile and ask why he is being harassed. Without his guards to back him up, he is an abject coward,



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and will buckle under even the most perfunctory interrogation.

He claims that he doesn't know who hired him. It was "just some Fishhead flashing a lot of creds." "Fishhead" is Quarren slang for a Mon Calamarian.

When the authorities arrive, Kalbrac is with them, and Walif Merv is nowhere to be seen. The guard take Logor and his gang into custody and thoroughly question the Rebels about what happened, especially if anyone was killed. If anyone did die in the battle, it takes a Moderate *con* or *command* roll to avoid being held overnight. If the Rebels befriended the locals in the bar, they will back up their story, making the Difficulty of the *con* or *command* roll Easy.

In any event, the Rebels will be released either that night or the next morning. In addition, they will receive a stern lecture on the use of violence: Morjanssik is a civilized settlement and such actions are *not* appreciated.

## Episode Three: Going Under

### Summary

The next morning, Kalbrac takes the Rebels on a tour of Morjanssik's extensive underwater mining operation. On the way to the mine staging area, a narcotic gas introduced into the air supply by the Imperial saboteurs drives the Quarren aboard into an intoxicated frenzy, trapping the Rebels thousands of feet underwater in a bathy-

sphere full of crazed miners.

Upon arrival at the mining sight, the Rebels are greeted with another unpleasant surprise when they are arrested for the murder of the Chief Manager and are taken to the brig to await trial ...

### All Aboard

Early the next morning, Kalbrac retrieves the Rebels from their quarters to take them on a tour of the mining operation, beginning at the mine staging area, an underwater base from where the miners travel down to the mining complex itself.

On the way, he tells them that nothing more has been uncovered about the attack in the bar the night before, but Kelmut Wolg has initiated a full-scale investigation.

Kalbrac is nervous about what the investigation will reveal. The problem is the implication of the Mon Calamari. The Quarren members of the Council don't want a war against the Mon Calamari any more than the Mon Cals do; they have told the Morjanssik security people to tread very softly on this — *any* public exposure could lead to disaster, and they'd much rather have the villain escape than find themselves at war. The entire episode has been hushed-up; under the circumstances, there's not much chance that Security will find anything useful.

Kalbrac takes the Rebels to the deep diving docks on the lowest level of the city. Along their route are several repulsorlift shafts that serve as high-speed elevators and a transport tube ser-



viced by automated shuttle cars. Given the Rebels' recent experiences with automated vehicles on Calamari, these latter may make them a bit nervous, but nothing untoward occurs (yet).

At last they arrive at the deep diving docks, where they start the last leg of their journey to the mines aboard a bathysphere. There are many craft of this kind here, of several different models, intended for a variety of purposes: passenger shuttle, cargo transports, and the like.

Kalbrac takes them aboard one of the shuttles. The craft looks something like a giant green egg laying on its side, bobbing gently in the water.

Inside, the sphere is more comfortable than might be expected. Two rows of eight seats each face the front of the sphere, which is entirely transparent. This panorama is broken only by a single screen that shows the view from behind, providing a 360-degree display.

To the aft is the engine room, the entrance to the pilot's dome up top, and two supply closets. The entire passenger compartment is utilitarian, but clean and comfortable. Not at all what one might expect from mining equipment.

Once inside, the Rebels are joined by nine Quarren: an eight-man mining crew and Thulwuk Thur, the crew's foreman. Thur introduces himself, and tells the Rebels that he has been directed to take them with him and his crew on their shift and to answer any questions the Rebels might have.

While awaiting the "go-code," the Rebels have a chance to get acquainted with the foreman. Thur is more friendly than his fellows, as his skill at his craft gives him enough insight to know that Rebel cooperation poses no threat to his position or those of his co-workers.

After several minutes, the pilot gets the all-clear. Read:

**From deep inside the craft, a thrumming signals the ignition of the primary engines. The shuttle's doors close and there is a loud hiss as the cabin is pressurized. The bathysphere lumbers from its berth, and, when it reaches the center of the bay, slowly sinks beneath the water and straight through the submerged exit into the ocean. The thrusters cut in immediately, and you glide through the water like a fish, on a spiral course that takes you ever-downward.**

During the trip, the Rebels will be able to talk with Thur and his crew. If the Rebels ask Thur about the accidents, he will glower and tell them that he isn't sure what they mean. It takes a Moderate *bargain* roll to get him to loosen up enough to talk about them.

Like his co-workers, Thur thinks that the accidents are suspicious, but unlike most, he sees

that the Rebels have no percentage in crippling the mining operation. Thur has heard some bizarre rumors about Mon Calamari involvement, but he sees even less reason for them to sabotage the mines than he does for the Alliance. Besides which, he knows that base acts such as sabotage are just not tolerated in the Mon Cals' philosophy. He does tell the Rebels, however, that if the Mon Cals *were* behind the sabotage, it would mean war.

### Strange Behavior

Let the Rebels converse with the miners for ten minutes or so of game time. During this time, the bathysphere continues its downward spiral and they are approximately halfway through their journey to the trench.

At this point, have all the player characters make Difficult *Perception* rolls. Success indicates that the character notices that the Quarren have begun to act strangely. They are talking louder than necessary, and their speech is somewhat slurred. Some of the miners seem distracted and clumsy.

### Diagnosis

If one or more Rebels notice the odd behavior of the Quarren, they may wish to examine the miners to attempt to determine what is causing it. Unfortunately, the miners will not readily subject themselves to such intimate scrutiny by outworlders and will become abusive if asked. Even Thur has become less than friendly. It will take some fast-talking to convince them that the examination is in their best interest.

A *command* roll would do the trick, but the Quarren are naturally contrary, particularly where outworlders are concerned, and it takes a Very Difficult roll to get these semi-intoxicated Quarren to follow the Rebels' orders. More subtle means, such as *con* rolls, would be much more effective: the Quarren are disoriented and thus gullible; *conning* them is only Moderate in difficulty.

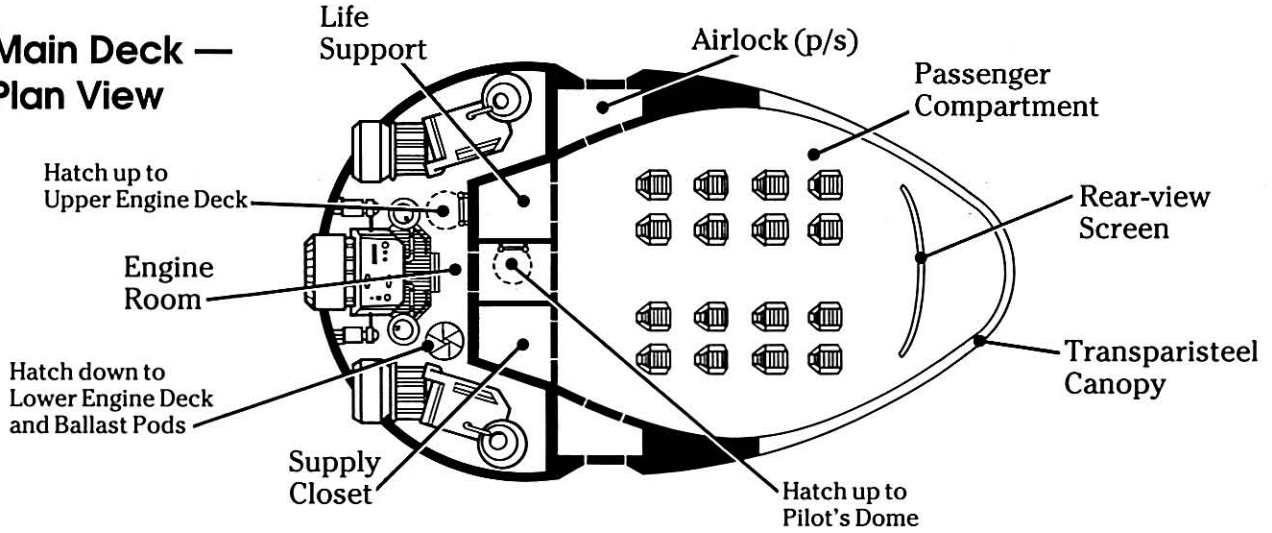
If the player characters do manage to talk the Quarren into allowing them to examine them, a Difficult *first aid* roll reveals that the Quarren have been subjected to some kind of subtle poison gas with narcotic side-effects, resulting in gradual intoxication as the poisons enter the bloodstream. Though human characters are unaffected, the Quarren are dying.

### Treatment

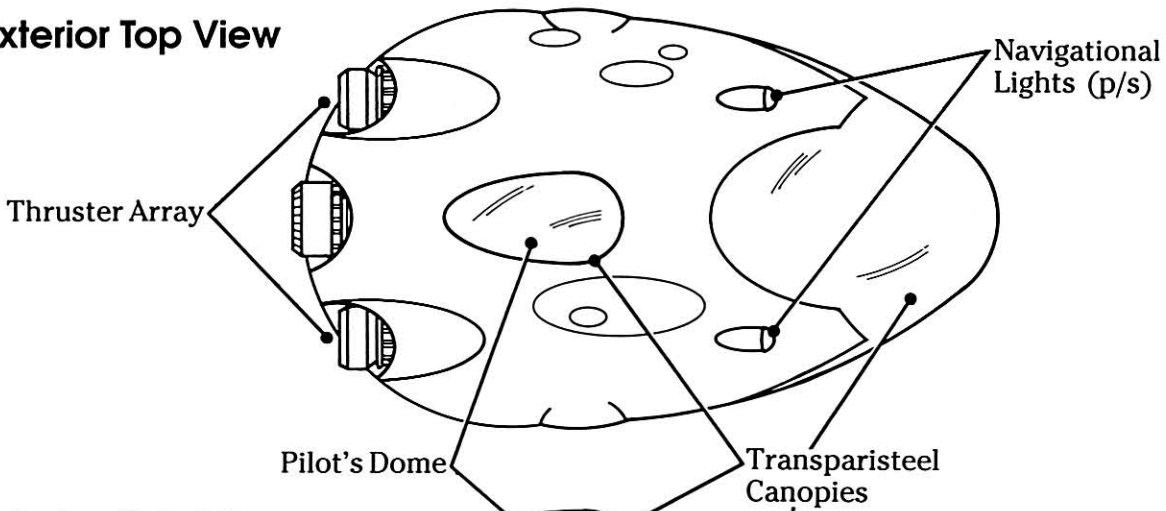
Neutralizing the effects of the gas requires an antitoxin that the player characters have neither the skills, the facilities nor the time to produce in the sphere. However, medpacs may be employed as a stopgap measure, though it will require one

### GAMEMASTER DIAGRAM: Kulv-Bockar Transport Bathysphere/Personnel

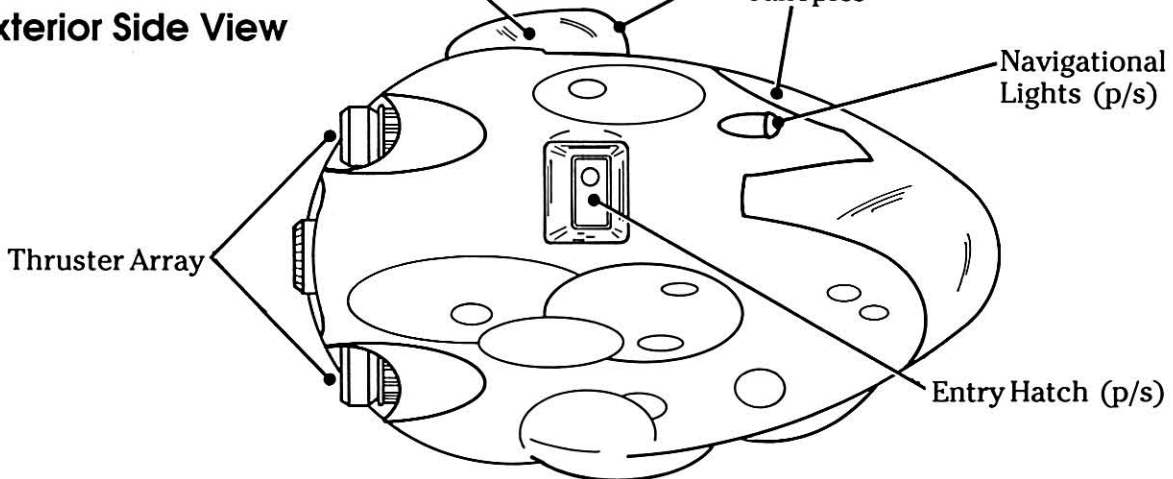
#### Main Deck — Plan View

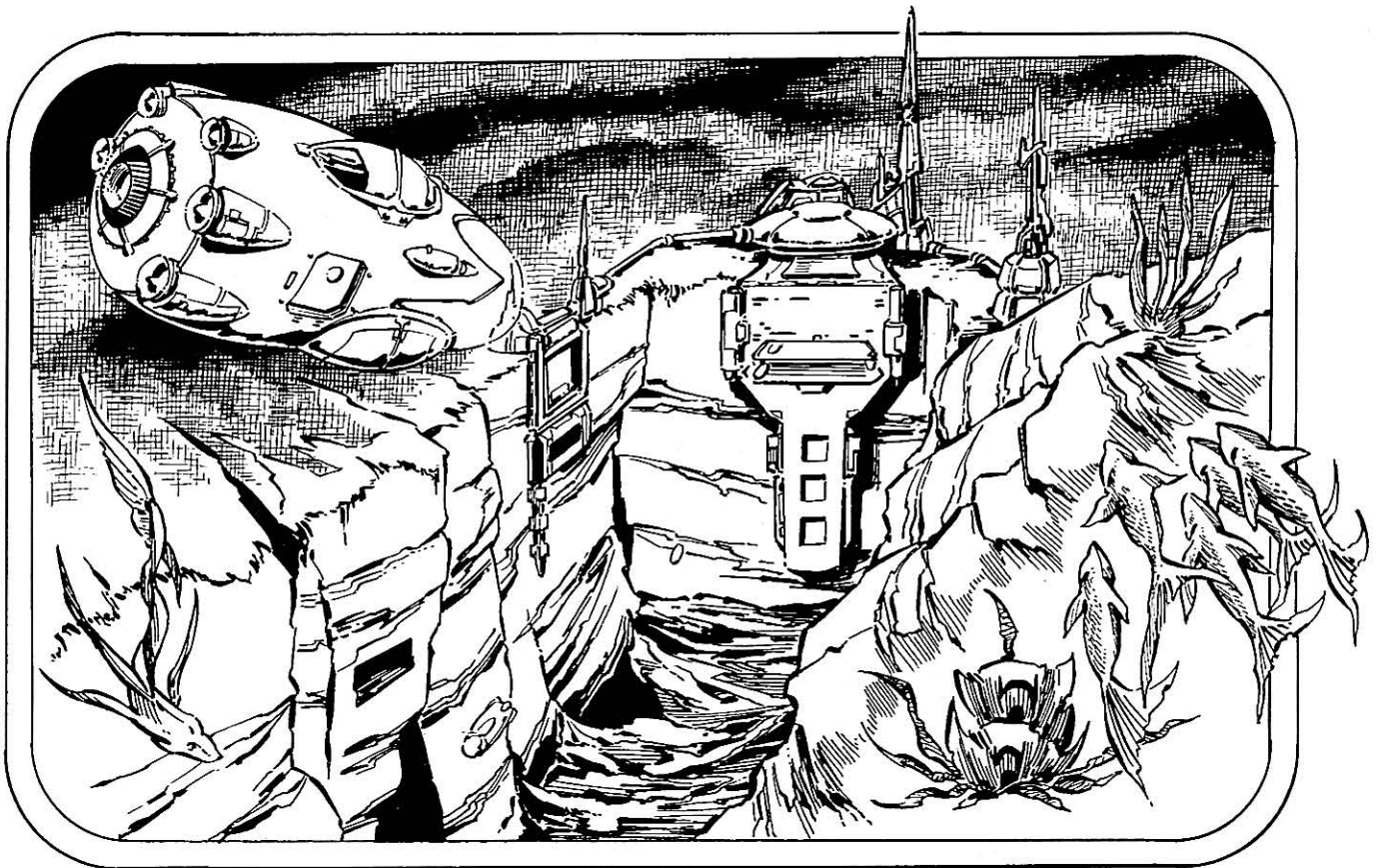


#### Exterior Top View



#### Exterior Side View





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medpac and a Moderate *first aid* roll for each patient. The drugs administered by the medpac to fight the toxins in the gas will render the patient unconscious for at least an hour. Each treatment takes two minutes to administer.

The miners will agree to treatment only if the Rebels explain clearly what is going on. As they are getting progressively more and more confused, this is quite difficult. To agree to treatment, a miner must make a *Perception* roll against a Difficulty equal to 25 minus the Rebels' *bargain* roll (that is, if the Rebel's *bargain* roll was 19, the miner must pass a *Perception* roll of a Difficulty of 6—25-19=6). If the roll fails, the miner mistakenly believes that the Rebels are trying to kill him; he must be forcibly restrained to be treated. The miners' *Perception* is 2D+1.

Obviously, the number of Quarren that can be treated is limited by the medpacs available. There are only two in the first aid kit on board, plus whatever the player characters happened to bring with them.

There are also four environment suits on the ship. The rebreathers in these suits can be used to filter out most of the gas. This will not neutralize the existing symptoms, but will keep those wearing them from getting worse. Convincing miners to don environment suits takes the same *bargain/Perception* rolls described on the previous page.

### Needle In A Haystack

Obviously, once they have determined that there is a poison gas in the bathysphere, the Rebels will want to find and disconnect the source of that gas. Unfortunately, the ship is loaded with places where a small gas cannister could be hidden: if they do not specify where they are looking, a Rebel must succeed at a Very Difficult *search* roll to find it.

In fact, the gas is being injected directly into the air in the ship's life support system. If the Rebels specify that they are examining the ship's life support, they can find the device with a Difficult *search* roll or a Moderate *Technical* roll.

### Booby Trap

The source of the gas is a small device concealed in the atmosphere plant of the life support system. It was placed there by one of the Imperial saboteurs, along with a nasty surprise.

If the Rebels try to remove the device, give the character making the attempt a Moderate *Technical* roll: if he or she is successful, he discovers that the device is booby-trapped. If the Rebel specifically states that he is checking for traps, the *Technical* roll to spot it is Easy.

The trap is a small, almost trivial quantity of explosive. It would be almost harmless—were it not for its proximity to the highly-flammable



pressurized gas tanks in the atmosphere plant. If the detonator were to go off in its current position, the explosion could rupture the tanks, igniting the gas within, and that explosion could well blow a hole in hull of the bathysphere, crushing everyone within it in an instant.

If they're smart, the Rebels can render the device pretty much harmless: if they move the gas tanks before attempting to disarm the device, even if it goes off, it won't do much harm (except possibly to the person disarming it).

Moving the gas tanks requires no rolls: it's merely a matter of turning a couple of stop-cocks and lugging them to the other side of the ship. However, disconnecting the booby-trap requires a *Difficult Technical* or a *Difficult* security roll. Failure at this roll indicates that the device goes active and is about to detonate.

### Oops ...

Attempting to bypass the trap and failing or taking off the poison cannister without having found the trap will initiate the detonation sequence. A tiny red light will start to blink, flashing faster and faster. At this point, the player characters will have one last chance to disarm the detonator before it goes off. Pulling the correct plug requires a *Very Difficult Technical* roll and will stop the sequence at the very last moment. Read:

**There is a tiny red light on the black body of the detonator. As you work feverishly, you see the little light out of the corner of your eye. It starts to blink, faster and faster, until the flashing becomes an insistent flickering. Suddenly, the flickering stops and the light goes out, just as you complete the bypass, disarming the trap at the last possible moment.**

If all attempts have failed, the detonator goes off. If the gas tanks have been moved to the other side of the vessel, it does trivial damage to the ship (*Easy Technical* roll to repair), and 2D+1 damage to the disarming character. If the gas tanks have not been moved, however ...

### Oops Cubed

If the pressurized gas tanks have not been moved, the fireball fills the small capsule. The Rebel making the disarming attempt takes 6D damage; characters in the main body of the shuttle take 5D damage; characters in other parts of the shuttle (engineering, the supply closet or the cockpit) take 4D damage.

Fortunately, the hull is stronger than anticipated, and does not rupture. There is massive structural damage, however, and the craft will move erratically as it continues on its course.

In addition, the main ballast controls have



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been damaged by the explosion; the shuttle cannot return back to the surface without extensive repairs, which cannot be made from inside the shuttle. The Rebels will have to continue down to the mines.

### Bad To Worse

A few short minutes after the first symptoms appear, the effects of the gas become more pronounced, and the Quarren miners begin acting very strangely. They start talking and laughing loudly — too loudly — as if drunk, shifting from Basic to their own language and back again. Kalbrac looks sleepy and disoriented and starts talking to himself.

The bathysphere begins to move erratically, speeding up and slowing down with no apparent purpose, and the walls and portholes creak alarmingly, as the sphere reacts to the stress of the unusually quick descent.

One of the Quarren picks this moment to begin an anti-outworlder tirade, blaming Mon Calamari and all non-Quarren for the Quarrens' trouble. He accuses the Rebels of being there to steal the Quarrens' mining secrets, so that the Mon Calamari and the outworlders can mine the oceans themselves, driving the Quarren into poverty. The Quarren making this speech slurs his words and slips the occasional word or two in Quarren.

The other Quarren agree and attack the Rebels with drunken, murderous intent, arming themselves with various tools to use as bludgeons.

### Gamemaster Tip

Gamemasters who want to make their players' lives really complicated can run the previous two encounters simultaneously.

The Rebels discover that the Quarren have been poisoned. Several of the Rebels begin treatment of the Quarren, while others search for the source of the gas. They find it, and begin the careful job of disassembling the detonator. Just then, the Quarren start going crazy, and hand-to-hand combat breaks out. The Rebels finally get the Quarren subdued, and are dragging the gas tanks across the vessel, when the ship's pilot stumbles into the main chamber waving his blaster ...

There are a lot of potential problems and some fairly neat roleplaying opportunities in this section. Keep the tension high; keep the players moving.

Note that any Quarren treated by medpac or environment suit (or injured in the explosion) will not be involved in the fight, and Kalbrac is too groggy to realize what is going on, let alone get involved on either side.

**Quarren miners.** *Dexterity 2D, Knowledge 1D+2, Mechanical 2D, Perception 2D+1, Strength 2D+1, Technical 1D+2.* Move: 10. Special abilities: aquatic (can breathe both air and water and can withstand extreme pressures found in ocean depths). Character Points: 2. Club (STR+1D).

The Rebels and Quarren are effectively limited to melee weapons — nobody in his right mind would want to fire a blaster in a pressurized bathysphere almost a mile under water. Therefore, the Rebels should be especially disconcerted when the pilot of the bathysphere stumbles out of the cockpit waving a blaster around.

**Quarren pilot.** *Dexterity 2D, blaster 3D, dodge 3D, Knowledge 1D+2, Mechanical 2D, Perception 2D+1, Strength 2D+1, Technical 1D+2.* Move: 10. Special abilities: aquatic (can breathe both air and water and can withstand extreme pressures found in ocean depths). Character Points: 1. Blaster pistol (4D).

To survive, the Rebels must knock out all of the Quarren, and, more importantly, disarm the pilot before he fires. If anyone fires a blaster in the capsule and misses the target, roll the blaster's damage against the sphere's hull code of 4D. If the blasters' damage roll is higher, the ship implodes, with the obvious effects.

If the Rebels overpower the crazed miners,

they can take over the vessel and bring it to dock at the staging area with little difficulty.

### Out Of The Frying Pan ...

Upon arrival at the staging area, the Rebels are greeted by more than the expected dignitaries and technicians from the mine. Read:

**Gliding down to the ocean floor, you bring the sphere in for a graceful landing on one of the many platforms arrayed about the staging area, just above the great trench itself. During the landing, you notice an unusual amount of activity on the docks.**

**When you disembark, you find yourselves in the midst of a huge crowd. A full unit of eight security guards holds back the mob as another makes its way toward you.**

If the Rebels try to escape at this point, the guard captain shouts a warning. If this warning is ignored, his troops open fire with weapons on stun. If the Rebels retreat to inside the bathysphere, the guards will combine their fire to burn a hole in one of the ship's portholes, making escape in the vessel impossible. Any attempt to flee will be seen by many as proof of the guilt.

If the Rebels do not run, the guards will approach, weapons drawn, and the captain will address them in a stern and commanding voice. Read:

**"Shortly after your departure this morning, a routine inspection revealed the body of Moren Chonk, Chief Manager of Morjanssik, concealed in your quarters.**

**"By the authority of Kelmur Wolg, Acting Manager, you are hereby under arrest for attempted murder.**

**"You are fortunate that Chonk is not yet dead, or we might not be able to restrain the mob, even if we were willing to. Consider this arrest protective custody."**

With that, the Quarren guard surrounds the Rebels, searches them, and takes them away. (This search is cursory, and will not reveal concealed weapons or unobtrusive armaments such as lightsabers.)

The prisoners are led through the mob. It is slow going, as the angry Quarren shove forward, attempting to get their hands on the Rebels. A riot seems imminent, and the cry goes up for "justice" and "death to the outworlders." The guards will not answer any questions, but will muscle the Rebels out of the hanger area and into a shuttle car.

The captain will assure them that the Quarren are "not barbarians" and that they will receive a fair hearing "in due course," but the clenched teeth and look of raw hatred which accompany these words may be less than reassuring.

Any attempt to escape at this juncture would be ill-advised, for they are in the company of at least eight armed and alert guards at all times, all of whom seem a little trigger-happy at the moment. If they do so, go to "Escaping," in the next episode.

After a short ride down a transport tube, the Rebels are brought to what must be the brig and are led to a cell and locked in. The captain sets two guards outside the cell door and leaves them to ponder their fate.

## Episode Four: The Accused

### Summary

The Rebels are in big trouble. They have been accused of attempted murder by the Quarren and are awaiting trial in the brig. The city's highest official is unconscious and near death, and his assistant doesn't believe their story one bit.

To make matters worse, the Imperial spies decide to frame them for a double murder during an escape attempt, knowing that it will drive the Quarren lynch mob over the edge. Fortunately, the Rebels have unexpected allies among the Quarren who come to their aid in the nick of time.

### Imprisoned

The Rebels are being held in the brig, in the mine's staging area, more than a mile underwater. Their cell is little more than a square room ten meters across.

There is a long bench against one wall, two bunk beds against another and a sink and lavatory on the wall between. There is no fourth wall, but sturdy bars provide an effective barrier.

Two Quarren security guards keep watch on the prisoners. They are wearing comlinks, are armed with blaster carbines and carry light blaster pistols as sidearms.

**Quarren security guards.** *Dexterity 2D, blaster 3D, brawling parry 2D+2, dodge 3D, Knowledge 1D+2, Mechanical 2D, Perception 2D+1, Strength 2D+1, brawling 3D, Technical 1D+2.* Move: 10. Special abilities: aquatic (can breathe both air and water and can withstand extreme pressures found in ocean depths). Character points 3. Blaster carbine (4D+2), comlink.

The pair of security guards are very wary of the Rebels, and one will keep an eye on them at all times. It is possible to talk in low tones without being overheard, but the guards will discourage this kind of activity. It is difficult to *con* the guards in any way; if the Rebels cause any trouble, they'll call for another two guards backup before taking any action.

The Rebels have several minutes to discuss

their dilemma. Let them converse for a while before you move on. This is also an ideal time for them to hide any weapons still in their possession, if they think to do so.

### Interrogation

Shortly after the Rebels arrive, they are visited by Vuhlg Worrik, who heads the mining operation. He is in the company of the Guard Captain and four Guards wearing light armor and toting blaster rifles.

The cell is opened, and the captain searches the prisoners more thoroughly. He does not search the cell, however, so anything concealed anywhere other than on their person is not found.

**Armored guards.** *Dexterity 2D, blaster 3D, brawling parry 2D+2, dodge 3D, Knowledge 1D+2, Mechanical 2D, Perception 2D+1, Strength 2D+1, brawling 3D, Technical 1D+2.* Move: 10. Special abilities: aquatic (can breathe both air and water and can withstand extreme pressures found in ocean depths). Character Points: 3. Blaster rifle (5D), blaster pistol (4D), blast armor (+1D physical, +1 energy, -1D to *Dexterity* and related skills).

**Guard captain.** *Dexterity 2D, blaster 4D, brawling parry 3D, dodge 4D, Knowledge 1D+2, streetwise 3D+1, Mechanical 2D, Perception 2D+1, command 3D+1, search 3D, Strength 2D+1, brawling 3D+1, Technical 1D+2, security 3D+1.* Move: 10. Special abilities: aquatic (can breathe both air and water and can withstand extreme pressures found in ocean depths). Character Points: 5. Heavy blaster pistol (5D), comlink.

The enraged Quarren miners believe the Rebels are responsible for the attack on Chonk, and that they set up the accidents that have been plaguing them as part of some "blasted outworlder plot." Many are openly calling for retribution.

Not knowing exactly what is going on, Worrik had the Rebels thrown in the brig until everything is straightened out, as much for their protection as to keep them from escaping. Read:

**"I was prepared to receive you this morning but had no idea that it would be under these circumstances.**

**"It was my understanding that you were a delegation from the Alliance sent to study our mining techniques. I don't know who you really are or why you are here — Chonk was the only one who knew, and look what happened to him.**

**"You may be innocent, and you may be Imperial spies. Though you are technically in my jurisdiction, I can detain you, but I cannot prosecute.**

**"Unless you can provide me with indisputable proof of your innocence, I will have to turn you over to the Acting Manager, who will try your case himself."**





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Remembering Wolg's pathological hatred of outworlders, the Rebels may be less than comforted by this news.

Worrik will listen to their story and then ask whatever questions are necessary to clarify his understanding of the pivotal events of the last two days. Some of the key questions he might ask are:

- Where were you last night, what did you do, and were there any witnesses?
- Who do you think tried to kill Moren Chonk and why did they do it?
- What happened in the sphere?
- Who do you think sabotaged the sphere and why did they do it?

It is unlikely that the player characters will be able to provide "indisputable evidence." The best they can hope for is to put their guilt in question. When the interrogation is at an end, Worrik will thank them and leave their cell. When they are safely locked away again, he will tell them that though he is unsure what is going on, it is his duty to turn them over to Kelmur Wolg. He assures them that he will relate everything they told him and will try to get them an objective hearing.

### Visiting Hours

Several hours will pass before anything of significance occurs. This is one of the points where the Rebels might try an escape. This is possible, especially if they have concealed a weapon in their cell.

If they allow this time to pass, they will be visited by Kalbrac. As the gas in the sphere was intended for Quarren, it was not as toxic for Mon Calamari, so he recovered quickly. He seems to be in good shape.

As soon as he recovered, he asked after his friends and discovered that they were being held. He has done his best in the last hour or so to accumulate as much information as possible, hoping to find something to help them. Read:

**"My friends. It is good to know that you are well, though it saddens me that you have come to this.**

**"I have done what I can for you, but the miners have fixed upon you as the source of all their problems. There have been several attempts to reach you here, presumably to administer the 'instant justice' for which the Quarren are notorious.**

**"I regret that I have little to report. One of the side effects of the gas is temporary amnesia, so it is your word against the miners as to what**

happened in the sphere.

**"Fortunately, my biochemistry differed sufficiently to protect me from anything more serious than a headache and some occasional dizziness.**

**"Tell me what I can do, and I will do it gladly, but hurry: I fear your time grows short."**

Kalbrac will readily share what he has learned, but seems extremely anxious for their continued well-being. If asked why he is so concerned, he will look puzzled, and say:

**"Weren't you told? Moren Chonk has passed beneath. The charge is murder, and Wolg is convinced that he need look no further than this cell to find the killers."**

When talk turns to Chonk, he will express his concern about the continued cooperation of the Quarren with the Rebellion. Read:

**"I do not think you had any reason to kill him, and I do not think you are crazy either.**

**"Someone is trying to frame you, and through you the Alliance. Whoever they are, they are succeeding admirably. Chonk was a fool and an incompetent leader, but he was the Quarrens' Chief Manager and, already, he has been turned into a martyr. If the Quarren come to believe that members of the Alliance are making it a practice to assassinate Quarren leaders, the end of our planet's association with the Alliance is at hand."**

Kalbrac has also learned that when the engineers looked over the bathysphere, they discovered that atmosphere plant was indeed tampered with, corroborating their story.

The toxic substance has no effect on humans, but is hallucinogenic and toxic to the Quarren. This is seen as another indication of the Rebels' guilt: what better way for non-Quarren to murder Quarren? The miners are in critical condition, and those not treated by the player characters during Episode Three may die.

When their discussion is at an end, Kalbrac will ask them if there is anything they need. If it is within reason, he will do it, including helping them escape, so long as it does not involve violence.

If they need nothing further, he will bid the Force be with them and scurry off to continue his desperate search for a peaceful resolution to their situation.

### **Framed**

Another hour passes uneventfully after Kalbrac's departure. Suddenly, one of the guards gives a choking scream and falls to the ground. The other guard follows. Smoke drifts up from the twin blaster wounds in the bodies, wounds

made with uncanny precision.

A cloaked figure strides up to the door, prods the bodies with its foot, and then looks up at the Rebels. It pulls back its cloak, revealing the unmistakable features of a Calamari! The Mon Cal grins evilly, hits an alarm, and then tosses a spent blaster in with the Rebels. Read:

**"Talk your way out of this one, Rebel scum!"**

If they act fast and have a weapon on hand, the Rebels may be able to get a shot off. Any shot will be at one difficulty level higher, because of surprise and the cover provided by the cell door. Unless the Rebels get him with their first shot, the assassin is down the hall and out of sight before they get off a second.

**Imperial spy.** *Dexterity 2D+2, blaster 4D, brawling parry 3D, dodge 4D, Knowledge 3D, cultures 3D+1, languages 3D+1, streetwise 3D+1, Mechanical 2D+1, Perception 3D+1, con 4D, hide 4D, sneak 4D, Strength 3D, brawling 3D+2, Technical 3D+2, computer programming/repair 3D+1, demolitions 3D+2, security 3D+2.* Move: 10. Special abilities: moist environments (Mon Calamari receive a +1D to *Dexterity, Perception* and *Strength*); dry environments (when in very dry environments, suffer -1D to *Dexterity, Perception* and *Strength*); aquatic (Mon Calamari can breathe both air and water and can withstand extreme pressures found in ocean depths). Character points: 2. Blaster pistol (4D), truncheon (STR+1D).

As the assassin makes good his escape, Quarren voices can be heard approaching down another corridor. The Rebels have two choices: they can stay where they are and attempt to tell the Quarren what really happened, or they can try to follow the spy. If they try to talk to the guards, go to "Lost Cause," below.

### **After Him!**

If the Rebels choose to escape when the guards are killed, they can do so with relative ease. The guards' bodies are within long reach, and the Rebels can rifle their pockets for the keys to the cell. Once they free themselves, they are in for a harrowing chase as they attempt to catch up with the cloaked figure, while being pursued by a large number of enraged Quarren guards.

Run this chase using the guidelines for escape provided at the start of the episode. In addition to the guards, the Rebels could also encounter an angry mob of 14 Quarren. They are furious about the bathysphere incident, and assuming guilt by association, they blame the player characters for all of the mining accidents. Let the Quarren beat on the Rebels for a few rounds, then have the guard show up to break it up.

**Quarren mob.** *Dexterity 2D, Knowledge 1D+2, Mechanical 2D, Perception 2D+1, Strength 2D+1,*

### Escaping

At several points in this episode, the Rebels may be able to escape. Since they are thousands of feet underwater in an unfamiliar environment full of guards alert to their presence, they won't get far.

If they attempt an escape, use the map of the mine staging area on pages 72 – 73. The locations of the guards are clearly marked. Use your judgement to determine when to bring them into play.

The Rebels' best hope is to find a good place to hide and "dig in." If they do this, give them a couple of close calls as search parties narrowly miss them, but assume their ploy is successful.

Once the hiding gets old, or if the Rebels head directly for the docks to steal a bathysphere and make their way to the surface, they should run into their old friend Walif; see "A Friend in Need."

**Quarren security guards.** *Dexterity 2D, blaster 3D, brawling parry 2D+2, dodge 3D, Knowledge 1D+2, Mechanical 2D, Perception 2D+1, Strength 2D+1, brawling 3D, Technical 1D+2.* Move: 10. Special abilities: aquatic (can breathe both air and water and can withstand extreme pressures found in ocean depths). Character points 3. Blaster carbine (4D+2), comlink.

**Armored guards.** *Dexterity 2D, blaster 3D, brawling parry 2D+2, dodge 3D, Knowledge 1D+2, Mechanical 2D, Perception 2D+1, Strength 2D+1, brawling 3D, Technical 1D+2.* Move: 10. Special abilities: aquatic (can breathe both air and water and can withstand extreme pressures found in ocean depths). Character Points: 3. Blaster rifle (5D), blaster pistol (4D), blast armor (+1D physical, +1 energy, -1D to *Dexterity* and related skills).

**Guard captain.** *Dexterity 2D, blaster 4D, brawling parry 3D, dodge 4D, Knowledge 1D+2, streetwise 3D+1, Mechanical 2D, Perception 2D+1, command 3D+1, search 3D, Strength 2D+1, brawling 3D+1, Technical 1D+2, security 3D+1.* Move: 10. Special abilities: aquatic (can breathe both air and water and can withstand extreme pressures found in ocean depths). Character Points: 5. Heavy blaster pistol (5D), comlink.

*Technical 1D+2.* Move: 10. Special abilities: aquatic (can breathe both air and water and can withstand extreme pressures found in ocean depths).

Club (STR+1D).

### Lost Cause

The approaching Quarren are revealed to be a reinforced squad of 16 security officers. If the Rebels try to reason with them, they are almost surely doomed to failure. The evidence is right in front of them, and any stories about mysterious Mon Cals are discounted as desperate attempts to cloud the issue. It requires a Very Difficult *command* or *con* roll to convince the Quarren of anything.

If the Rebels try to tell the captain of the guard about the Calamari assassin, read:

**"A Mon Cal? Killed the two guards and then gave you a blaster? Insane!**

**"They would never do anything to hurt our relationship with the Alliance. The Mon Cals love their Rebel friends even more than they detest us!**

**"You should have concocted a more convincing lie. You are as foolish as you are vile."**

Disgusted, the guard leaves the prisoners, promising them that justice will not be long in coming. In the distance, they can hear the Quarren lynch mob calling for their blood.

### A Friend In Need

Shortly after the guard captain leaves, or at any other point in this episode when the Rebels find themselves in dire need, facing imminent death at the hands of the guards or a lynch mob, the Rebels hear the unmistakable sounds of a crowd approaching. There are some shouts, a few muffled blows, and the door opens.

Standing there is Walif Merv, the disreputable-looking Quarren who lured them to the bar, in the company of half a dozen of the bar's patrons!

Merv tosses the Rebels some weapons, and hustles them out of the cell, past the unconscious bodies of their guards. Read:

**"The whole city is buzzing with this thing. Everybody's madder than a dry lungfish, saying that you outworlders are tryin' to screw up our lives so you can turn a profit for yourselves.**

**"They all think your Mon Cal story is a load of entrails, something cooked up to spread the guilt. But I know it's true, 'cause it was a Mon Cal who paid me to lure you to the bar that night!**

**"So I thought it over, and I figured that some crazy Mon Cal was trying to throw a spike into this Alliance.**

**"That made me mad.**

**"I may not believe in the Rebellion thing myself, but a deal's a deal! We gave our word to you guys; the Quarren don't break their word—ever!**

**"I tried to tell the powers that be about the**





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Mon Cal who paid me, but I'm a nobody, so nobody believed me.

"I talked it over with some of the guys from the bar, and we decided we'd better bust you out before that bottom-feeding Assistant Manager did something permanent to you."

If the Rebels question Merv about the Mon Cal who paid him, they learn that the Mon Calamari was cloaked and hooded so that Merv couldn't recognize him.

Merv recalled that his employer had a strange, somewhat raspy voice, as if he had a throat injury. He asked around, and learned that there was a group of Mon Cal freelance deepminers who spoke that way, claiming the pressure had affected their lungs.

He has also learned that the deepminers' ship is on the docks, and he offers to take them there. No charge.

## Episode Five: Meltdown

### Summary

Having extricated themselves from the brig, the Rebels are free in a mine full of Quarren who want them dead in the company of a rogue who has provided them with the probable identity of their invisible enemy.

The Rebels and their few Quarren allies set out to confront the deepminers. At first, they face opposition from the Quarren themselves, but at last the Imperial spies are unmasked and the Quarren see their true enemy for who and what they are.

A harrowing chase ensues as the Rebels follow the Imperial agents down into the great trench at the bottom of the sea, to the mines themselves. After a deadly game of cat and mouse, the Rebels must face their foes in a final battle with not only their lives, but the entire mine at stake!

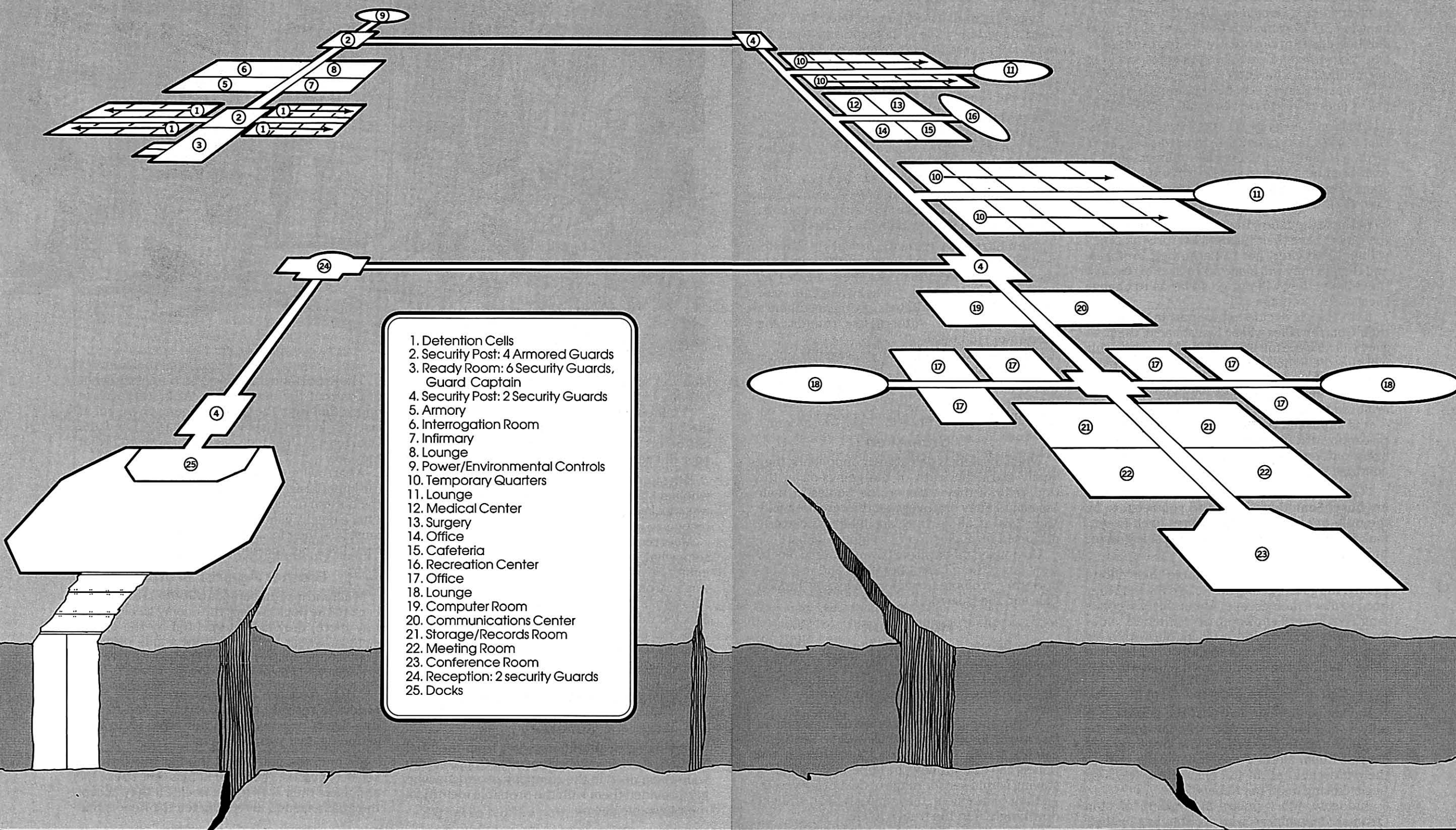
### Brother Against Brother

Walif and his companions will escort the Rebels back to the docks where the enemy awaits. Halfway there, they are intercepted by the guard, eight of whom approach from a side passage, brandishing blaster rifles. The lead figure addresses the Quarren mob. Read:

"Halt! You are all under arrest! We have orders to restrain the outworlders and to subdue you if necessary. Do not force us to take action against you, brothers!"

As one, the patrons of the bar pile into the security guards, giving the Rebels time to escape and make their way to the docks. If they accept the much-needed diversion, tell the Rebels that

### GAMEMASTER PROP: Morjanssik Mine: Staging Area



- 1. Detention Cells
- 2. Security Post: 4 Armored Guards
- 3. Ready Room: 6 Security Guards, Guard Captain
- 4. Security Post: 2 Security Guards
- 5. Armory
- 6. Interrogation Room
- 7. Infirmary
- 8. Lounge
- 9. Power/Environmental Controls
- 10. Temporary Quarters
- 11. Lounge
- 12. Medical Center
- 13. Surgery
- 14. Office
- 15. Cafeteria
- 16. Recreation Center
- 17. Office
- 18. Lounge
- 19. Computer Room
- 20. Communications Center
- 21. Storage/Records Room
- 22. Meeting Room
- 23. Conference Room
- 24. Reception: 2 security Guards
- 25. Docks



they hear shouts and blaster fire behind them as they make a run for the docks.

If the Rebels choose to help their allies against the guard, fight it out.

**Armored guards.** *Dexterity 2D, blaster 3D, brawling parry 2D+2, dodge 3D, Knowledge 1D+2, Mechanical 2D, Perception 2D+1, Strength 2D+1, brawling 3D, Technical 1D+2.* Move: 10. Special abilities: aquatic (can breathe both air and water and can withstand extreme pressures found in ocean depths). Character Points: 3. Blaster rifle (5D), blaster pistol (4D), blast armor (+1D physical, +1 energy, -1D to *Dexterity* and related skills).

**Quarren.** *Dexterity 2D, Knowledge 1D+2, Mechanical 2D, Perception 2D+1, Strength 2D+1, Technical 1D+2.* Move: 10. Special abilities: aquatic (can breathe both air and water and can withstand extreme pressures found in ocean depths). Club (STR+1D).

Because they know that Quarren are involved, the Guard have their blasters set for stun. They will make an effort not to harm their brethren, and though they will make no such effort against the Rebels, they will not go so far as to change their blaster settings.

If the Rebels decide to take part in the battle, their Quarren allies will be just ahead of them, so they will take the full brunt of the first salvo. This will give the Rebels some time to close with the guard. The best tactic available to the Rebels is to force the guard into close combat, where the armored soldiers will be at a disadvantage.

It is important that the player characters not be captured at this point. If that seems to be the likely outcome, have Walif urge the Rebels to continue without them. Read:

**“Get going — we’ll keep these bottom-feeders busy! Something’s up, and you seem to be the only ones who can get things back to normal. Do what you can — civil unrest is bad for business!”**

With that, the miners redouble their efforts against the guard, giving the Rebels the time they need to make their escape. About thirty seconds later, Walif Merv shows up at the Rebels’ sides once more, scuffed and bruised, but with a big grin on his face. “This is the most fun I’ve had since I used to run errands for the underworld!

### The Docks

Having made their way past the guards, it is only a short way to the docks. At the docks, the Rebels are spotted by a guard who fires a warning shot at them, alerting everyone in the area to their presence. All of the Quarren in the area begin closing in on the Rebels.

Suddenly, Merv points at a group of Mon Calamari deepminers, who are standing by their

ship on the other side of the docks. Read:

**“They’re the real enemies! Not these outworlders! It’s the Mon Cals! They’re trying to screw up our mining operations! They are the ones you should arrest!**

**“What are you waiting for?”**

Everyone turns to look at the Mon Cals who stand uncertainly for a moment and then, as some of the assembled Quarren begin moving toward them, pull blasters from beneath their robes and fire a salvo, wounding the security guard and forcing the Rebels to take cover.

**Imperial spies.** *Dexterity 2D+2, blaster 4D, brawling parry 3D, dodge 4D, Knowledge 3D, cultures 3D+1, languages 3D+1, streetwise 3D+1, Mechanical 2D+1, Perception 3D+1, con 4D, hide 4D, sneak 4D, Strength 3D, brawling 3D+2, Technical 3D+2, computer programming/repair 3D+1, demolitions 3D+2, security 3D+2.* Move: 10. Character points: 2. Blaster pistol (4D), truncheon (STR+1D).

The infiltrators were in the process of a strategic withdrawal to the mines, where they intend to put their contingency plan into effect, destroying the mine and all within. These two agents were left behind to stall the Rebels, giving the others a chance to escape. After a few rounds, the deepwater ship takes off.

Once the ship is safely on its way, it is only a matter of time before the agents are overcome and the Rebels give chase. The agents will stall the Rebels as long as they can, but they are outnumbered, outgunned and outclassed.

### Unmasked

When the Rebels defeat their opponents, they finally learn the truth of the goings-on in the Undercity. If they examine the bodies of their assailants, they discover that they are not really Mon Cals at all — they are humans, cleverly disguised through surgery as Mon Calamari!

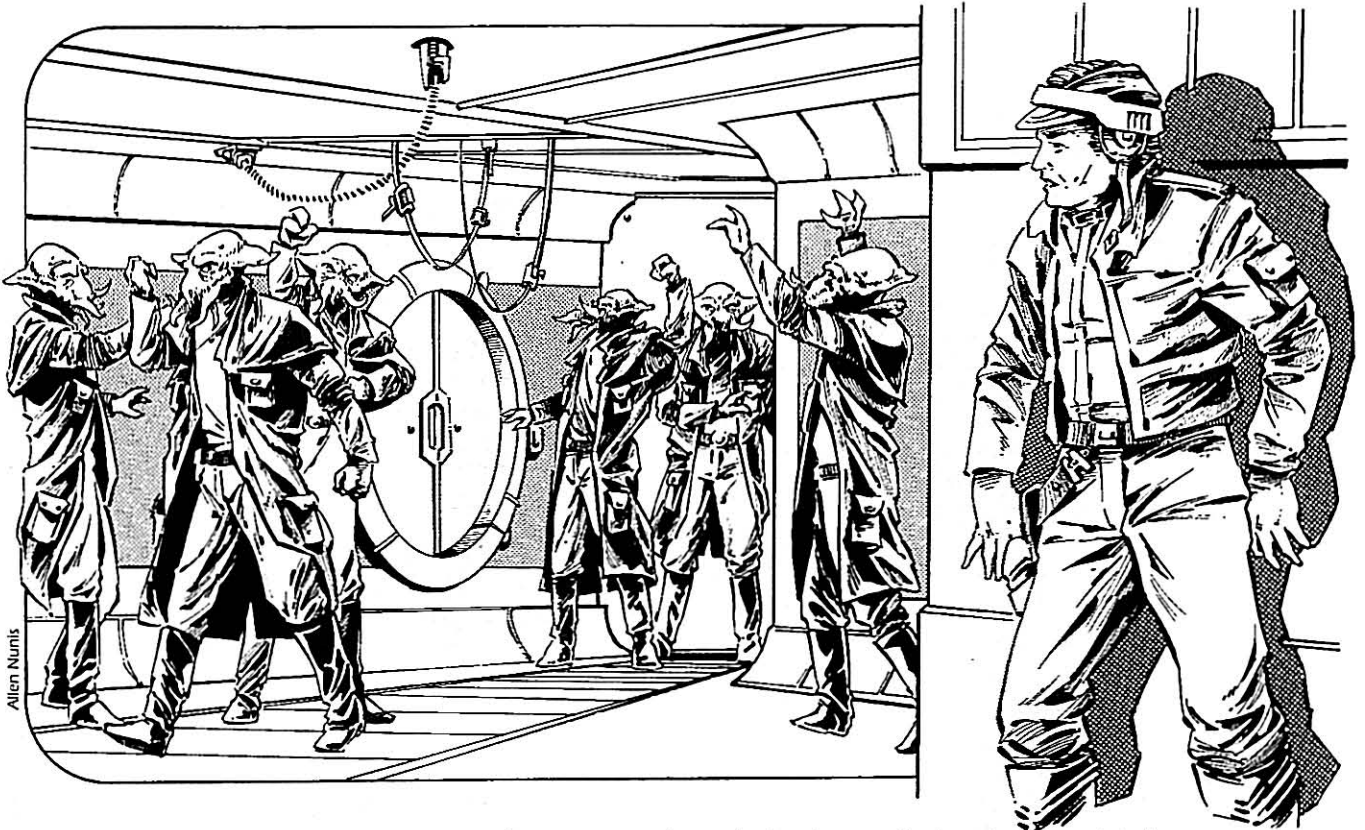
Obviously, this is all part of an Imperial plot to slow down the mining operation, and more importantly, promote species war between the Mon Cals and the Quarren!

### Hot Pursuit

The Rebels commandeer the only other remaining vessel capable of deepwater travel and give chase. The Deepwater craft is a bathysphere similar to the one that took them down to the mine.

As the ship the Imperials are using is just as fast as the Rebels’, the Rebels will be unable to catch up with their quarry. Nonetheless, the Rebels can easily follow the Imperials’ course by staying within sensor range of the fleeing vessel. To their amazement, the Imperials head straight down, right into the trench itself.





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During the journey, the Rebels view the extraordinary flora and fauna living in the trench: goggle-eyed lampfish the size of their bathysphere; huge, fernlike plants that shuffle along the trench wall, waving their fronds at the ship's lights, and so forth. (See the end of this book for more details on the flora and fauna of Calamari.)

In time, the fleeing ship reaches its objective: the entrance to the lowest level of the underwater mine.

### Ambush

The Rebels arrive at the docking area only minutes after the Imperial agents. When they open the ship's door, they are greeted by a withering hail of blaster fire from the two Imperials who have stationed themselves just across the area (see below for their statistics). The bodies of two Quarren miners lie in the center of the room.

This is another delaying tactic, intended to slow the Rebel opposition so that the rest of the team can reach the mine's high-powered boring laser and bring down the mine before the Rebels can stop them.

### Search and Destroy

Once clear of the ambush at the docks, the Rebels begin searching for the now-revealed Imperials. The mine is between shifts, so there are only a few Quarren stationed there — and all those the Rebels encounter are dead.

A quick check reveals that the Imperials have destroyed the mine's communications gear. Since the bathysphere's comlink won't reach the staging area, the Rebels are on their own.

The mine is cold, damp, and dark, and painfully over-pressurized. The Rebels continually run into Imperial ambushes, in which the Imperials trade a few shots with them and retreat

### The Quiet Branch

The infiltrators are Imperial Intelligence Agents from the Destabilization branch. According to official record, the Destabilization branch specializes in "taking the fabric which holds a people, society or government together and unraveling it." (See *The Imperial Sourcebook* for more details.)

The "Calamari Project" was originally intended to pit the Mon Calamari against the Quarren, bringing the Council to deadlock and the two species to civil war. With the arrival of the Rebels, the Agents were forced to abandon their long-term goals in favor of a short-term advantage.

Destabilization Agents are among the most highly trained in the Empire. Often at odds with their own bureaucracy, they are ruthless and more than a little paranoid. It is said that Destab agents are not assigned, they are unleashed ...

further into the mine.

The Rebels may well wonder what the Imperials are up to — there's no way out but back to the ships, and the next shift of Quarren is due in less than an hour. They will soon find out.

### Mine Key

Wherever the text indicates one or more Imperials, use the stats provided below:

**Imperial spy.** *Dexterity 2D+2, blaster 4D, brawling parry 3D, dodge 4D, Knowledge 3D, cultures 3D+1, languages 3D+1, streetwise 3D+1, Mechanical 2D+1, Perception 3D+1, con 4D, hide 4D, sneak 4D, Strength 3D, brawling 3D+2, Technical 3D+2, computer programming/repair 3D+1, demolitions 3D+2, security 3D+2.* Move: 10. Character points: 2. Blaster pistol (4D), truncheon (STR+1D).

**A. Staging Area:** This is the staging area from which the day to day operation of the mine is coordinated. The communications console has been smashed and another dead miner is draped over it, hand on the alarm.

**B. Storage and Repair Station.** This is where most of the more sophisticated equipment used in the mining operation is housed and maintained. There are a dozen Q-4 Borer droids (see sidebar, below) in operational condition and several more in various stages of disrepair. There is also a disassembled mining droid and the barrel of some kind of huge laser.

**C. Backup Generator.** Though most of the equipment here runs off its own power source, this generator is used as a backup and to run a recharger for the various power cells in use throughout the mine.

One of the agents was ordered to rig the generator for an overload as a contingency in case the rest fail to reach the laser in time. When he hears the Rebels approach, he will wait until they go past him, then open fire from behind. Fortunately, he has not had time to complete his work on the generator.

**D. Ore Samples.** Several tables containing numerous samples taken by the Borer droids. They are arranged by type and carefully labelled. The technician that was working here has been slain and lies motionless on the floor, clutching his clipboard.

In the northeast corner of this room stands a heavy cargo lifting elevator connecting this level of the mine with the main complex several hundred meters straight up. The Imperials have totally destroyed the elevator's controls and engines, making repair impossible without additional equipment. There is an emergency ladder built into the wall of the elevator shaft. Next to the ladder, a small plaque states, in Quarren: "For

emergency use only." Hand-written below the plaque: "Look stupid: the next level is 500 meters up! Don't climb unless you're in real good shape! Use your brains and wait for somebody to send a bathysphere to the docks and pick you up!"

If, for some reason, the Rebels decide to go up the ladder, they'll reach the next level up at about the same time as the Imperials destroy the mining complex.

Though the droids won't be much use in direct conflict with the Imperials they do have some information that the Rebels might find helpful: if told that the Imperials are in Area J, one of the droids exclaims: "Say! Isn't that where we're putting in the side-tunnel system?" The droid will mention that they have been digging a corridor to connect the northern spur of Area J with the corridor leading north from the juncture (see map). When completed, this will allow the miners to take the ore directly into Area G without having to go through Area J at all.

The droids estimate that there's only about five minute's work left to break through the tunnel; though they'd much prefer to go look at the Imperials, they'd be happy to begin work on the tunnel, if the Rebels want.

### ■ Q-4 Borer Droid

Type: Quarren Industrial Q-4 Borer Droid

DEXTERITY 1D

Blaster: drilling laser 1D+2

KNOWLEDGE 1D

MECHANICAL 2D

Repulsorlift operation: internal repulsorlift engine 2D+1

PERCEPTION 2D

Search: metals/ores 2D+1

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Repulsorlift engine
- Heavy-duty drilling laser (.5 meter range, damage 6D); since the laser was designed to be used on stationary targets, any attempts to fire on a moving target are at a -1D penalty.
- Sensor apparatus (+1D to *search* when looking for ores and metals)
- Minimal auditory/visual sensors (all visual- or auditory-based *search* rolls are at -1D)

Move: 10

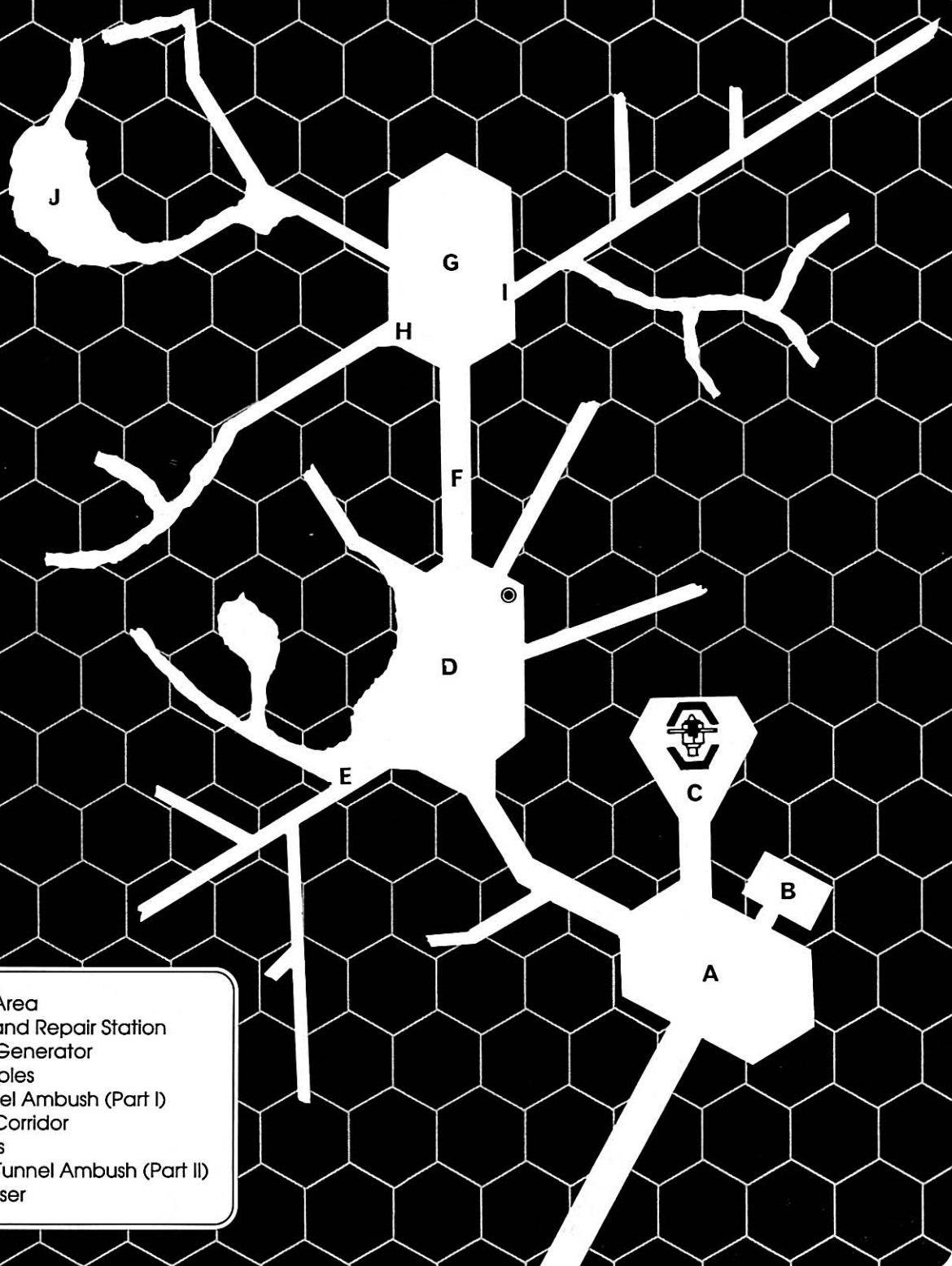
Size: 0.7 meters tall, 0.2 meters in diameter

**E. Side Tunnels.** One of the agents has concealed himself in these side passages, and will open fire on the Rebels as soon as they are view. He will try to keep them engaged as long as he can by trading a few shots, then ducking into one of the tunnels.

**F. Ambush Corridor.** The Imperials have rigged a demo pack to explode when the Rebels enter the passage. It is concealed midway through the tunnel under some loose rock and is wired to a heat sensor so that it will detonate when they pass.

A Difficult *Perception* roll is necessary to spot

**GAMEMASTER MAP:  
Morjanssik Mine: Level 42**



- A. Staging Area
- B. Storage and Repair Station
- C. Backup Generator
- D. Ore Samples
- E. Side Tunnel Ambush (Part I)
- F. Ambush Corridor
- G. New Digs
- H. & I. Side Tunnel Ambush (Part II)
- J. Mining Laser

Richard Hawran



### Borer Droids

There are many important metals used in the construction of Mon Calamari cruisers, most of them unique to their homeworld. Because of this, there are numerous mining operations on Calamari to extract the much-needed ore.

Since joining the Alliance, the Quarren miners can scarcely keep up with the demand and have been forced to develop new, more efficient, mining techniques to increase their productivity.

One of the most important of these is the Q-4 Borer droid, or "mole droid." These tiny droids are used to burrow through the earth and soft rock in search of the elusive veins of ore. Using sophisticated sensors, the Q-4s are able to pinpoint the best vectors for more involved exploration. Borers are deployed in groups, acting like subterranean probots.

Once the moles have chosen a likely vein, larger droids are brought in to dig explor-

atory tunnels so that the Quarren technicians can determine whether or not full-scale excavation is in order.

The droids are cheerful and enthusiastic, but not particularly bright. They'll be happy to help the Rebels to the best of their abilities, but may have more than a little difficulty understanding what it is the Rebels want.

**Q-4:** Sure, we'd love to help fight the evil Empire, wouldn't we, boys?

**Other Q-4s (in chorus):** Yes ... sure! ... Let us at 'em!

**Rebel:** Great! They're down that hall. What we'd like you to do is —

**Q-4:** Really? The Empire is right down that hall!?! No fooling! Wow!

**Other Q-4s:** Ooooh! We've never seen an Evil Empire before! What do you think it looks like: a vein of bad ore, maybe? Let's go see!

**Rebel (desperately):** Now wait a minute!

the trap and a Moderate *Technical* roll is needed to correctly identify the heat sensor. There are a number of ways to circumvent it, the most obvious of which is to use a droid (who doesn't radiate any heat) to disarm it. If the sensor is triggered, the explosive goes off, having the same effects as a thermal detonator.

**G. New Digs.** The newest chamber, this room has been equipped with the control panels for the mining droids and is littered with various tools left by the last shift. A large mining droid stands motionless in the corner, shut down to conserve power. Two miners have been pulled under one of the tables. One of them is not dead, and can be saved with a successful medpac use.

**H. & I. Side Tunnel Ambush (Part II).** Two agents lie in wait in these tunnels to catch the Rebels in a crossfire. As with the agent at location E, they will bait the Rebels as long as they can.

**J. Mining Laser.** See "Endgame," below.

### Endgame

If they overcome the ambushes and booby-traps, the Rebels will at last have the Imperials cornered in the deepest part of the mine. Unfortunately, the Imperials refuse to acknowledge defeat.

If the Rebels advance down the corridor toward Area J, they may attempt Difficult *stealth* rolls. If successful, they turn the last corner and see one Imperial with his back to them, watching something going on in Area J. The Imperial be-

gins to turn around again; with no place to hide, they have about two seconds in which to either shoot the Imperial, or duck back down the corridor.

If the Rebels fail the roll, the Imperial is looking directly at them when they round the last corridor. Combat breaks out immediately at short range; the Imperial gains the benefits of heavy cover (+5 to the Rebels' difficulty).

In either case, several seconds later, they hear the whine of a very powerful repulsor engine starting up. If they have any of the Q-4s with them, it will comment: "Gosh. Those Imperials have turned the mining laser on. I wonder what for?"

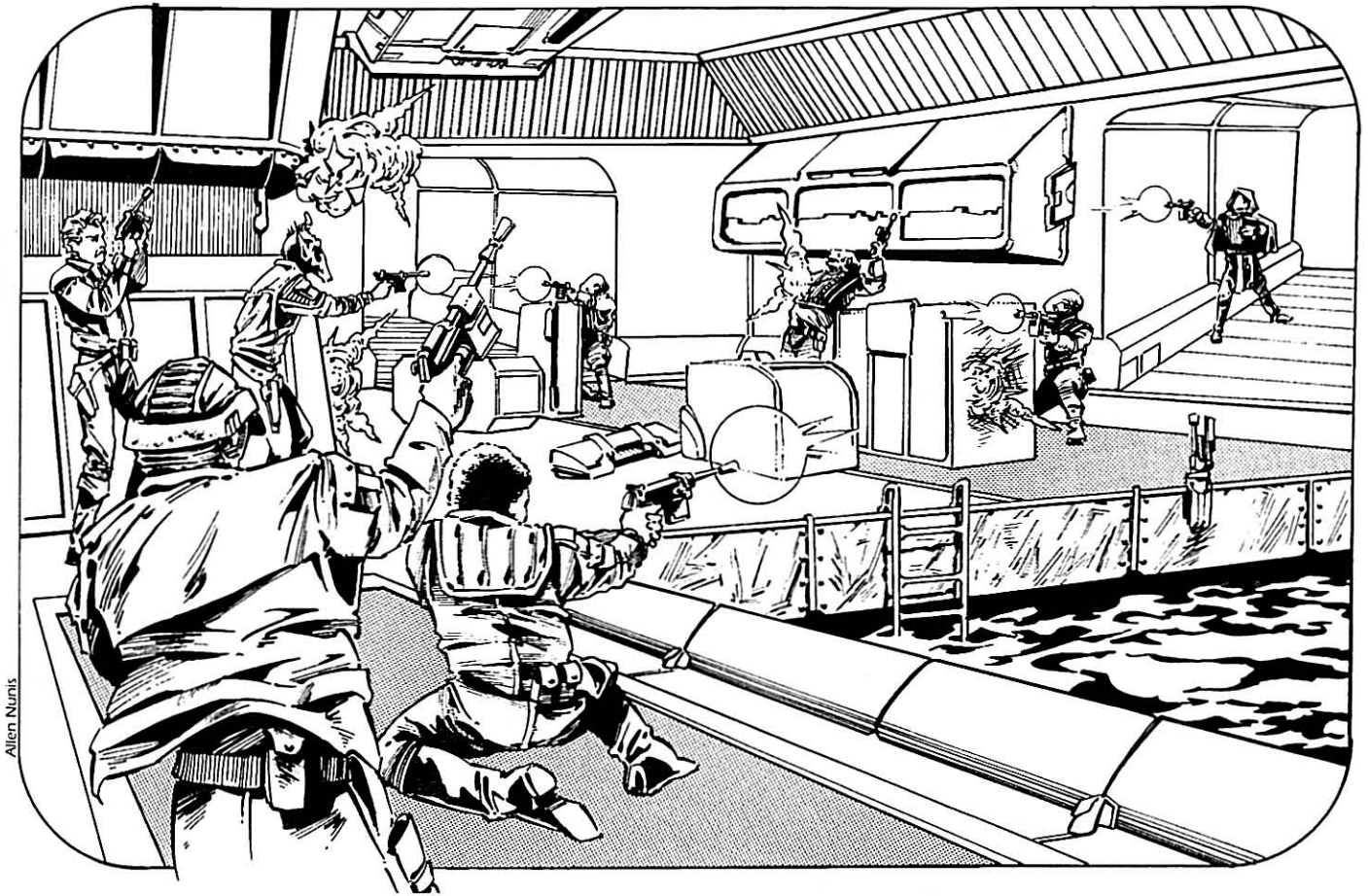
### Come Out With Your Hands Up!

Some eternally-optimistic Rebels may attempt to convince the Imperials to surrender to no avail. The Imperials have been quite effectively brainwashed by Imperial Intelligence into preferring death to surrender — dying in the line of duty is an honor and a privilege, particularly when you can take a bunch of "Rebel scum" with you.

When the Rebels tell the Imperials to surrender, the commander's answering laugh rings out, echoing through the mine. Read:

**"Fools! Imperial Intelligence Officers never surrender! We complete our missions or perish in the attempt!"**

**"For our Emperor, we die gladly, and we will take you and this accursed mine with us!"**



Allen Numis

**“When this mine is destroyed, your Rebel fleet will be set back years! The Quarren economy will be devastated, and the Quarren will blame outworlders or the Mon Cals, and the most powerful world in the misbegotten Alliance will be engulfed in civil war!**

**“That is more than worth our insignificant lives! Now die!”**

A lance of pure, bright light lashes down the corridor, superheating the ore and melting through the wall behind them with ease.

### **The Imperials’ Plan**

The Imperials have turned on the mining laser platform. They plan to drive the vehicle to the entrance of the mines and burn a hole through the wall separating the mines from the ocean. This will let in a torrent of water, killing everybody — not only on this level, but throughout all of the connected tunnels.

The water will roar up the elevator shaft, blow through the emergency bulkheads and fill every level of the mines. The torrent will rupture most of the restraining walls holding out the ocean on other levels. Hundreds of miners will be killed, and the mines themselves will be severely damaged, if not destroyed outright.

Even with every surviving Quarren miner working feverishly to repair the mines, they will be out of commission for at least a year. That will cost the Rebellion the equivalent of two Mon Calamari Cruisers in the fleet.

To accomplish this, all they have to do is get by a few puny Rebel scum ... one Imperial drives the laser down the corridor toward Area A; the others cling to the outside of the vehicle to fend off the Rebels.

### **The Mining Laser**

As the Rebels might expect, the mining laser is used to burn holes in rock. It is extremely powerful, roughly similar to the smaller lasers used on starships. The operator sits in a heavily-shielded cabin behind the laser.

To all intents and purposes, the mining laser is a tank. It’s virtually impervious to the Rebels’ weapons. The only way to stop it is to hop aboard, open the rear hatch, and capture or kill the driver inside. To do this, they will have to clear off the Imperials on the outside of the laser. (See the diagram on page 81).

### **Running The Final Battle**

This is more or less the Rebels versus the “tank.” If the Rebels are caught out in front of the



Allen Nunis

tank, they are not real effective: their weaponry cannot get through the tank's front plating, and they are susceptible to the tank's weapon.

Make this very clear to the Rebels. If they fire at the tank from the front, their shots literally bounce off. The tank's shot, in return, bubbles the wall behind the shooter. Though the Imperial piloting the platform is not very good with heavy weapons, and the laser is not designed to fire at moving targets, a near miss superheats the air, burning the targeted Rebel with a damage code of 2D.

The laser platform moves inexorably down the corridor, heading back to the docks off of Area A. The Imperials riding on the outside of the tank try to keep the Rebels from swarming over the vehicle and hitting it from where its gun cannot return fire.

If the Rebels think to direct the Borer droids against the platform, they will have to pass a Moderate *command* roll to convince the dubious droids to attack a mining vehicle. If successful, two droids will repulse over to the vehicle and

begin boring into its hull with their own lasers. Though the droids' weapons also have a die cap of three on them when attacking the tank, their damage code of 6D gives them a chance. At the very least, they will distract the Imperials riding aboard the platform.

If the platform reaches Area A, it will swivel around to face down the long corridor leading to the docks. It will open fire — in exactly four rounds, it will breach the walls of the mine.

There are four Imperial spies left alive at this juncture. See pages 84–85 for their statistics. Lieutenant Huv is driving the laser; the others cling to its sides and rear.

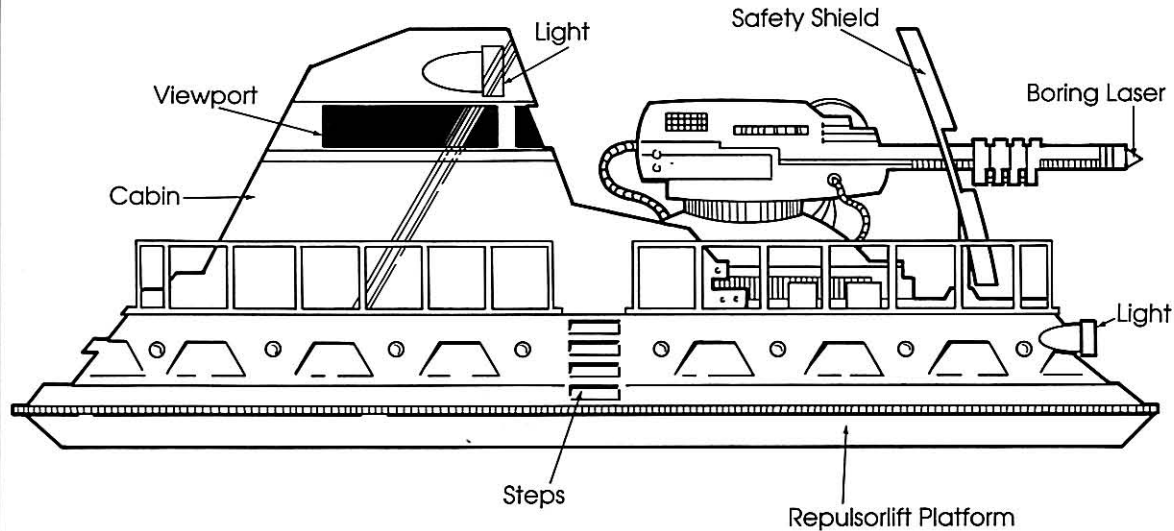
## Epilogue

When the guard finally arrives, the astonished Quarren realize that they have been duped, and pledge their full support to the Alliance.

Overcome with guilt after hearing of the near-destruction of the mine, Kelmut Wolg turns himself over to the Rebels, confessing his part in the sabotage and promising to provide whatever



**GAMEMASTER DIAGRAM:  
Mining Laser**



Cathleen Hunter

**Quarren Mining Laser Platform**

**Craft:** Quarren Mining Laser Platform  
**Type:** Industrial Mining Apparatus  
**Scale:** Speeder  
**Length:** 10 meters  
**Skill:** Repulsorlift operation: mining platform  
**Crew:** 1  
**Passengers:** 1  
**Cover:** Full  
**Altitude Range:** 1 meter  
**Maneuverability:** 1D  
**Move:** 10 meters/round  
**Body Strength:** 6D (front only; top, sides and rear 4D)  
**Weapons:**  
**Drilling laser**  
*Fire Arc:* Turret (left, front, right)  
*Crew:* 1  
*Skill:* Vehicle blasters

*Fire Control:* 0D  
*Range:* 5/10/15  
*Damage:* 5D

The laser platform is entered through a hatch on the vehicle's rear bulkhead. Once inside, the Imperial driving the vehicle burned off the hatch's controls. To burn through the hatch, the Rebels must do 20 cumulative points of damage at point-blank range; the three Imperial officers clinging to the outside of the vehicle will, of course, do their best to prevent the Rebels from burning through the hatch.

information about his Imperial allies that might be useful.

If the Assistant Manager is forgiven his transgressions, Wolg will become a loyal supporter of the Rebellion and a strong voice for his people.

The Rebels each gain up to seven skill points for successfully completing this adventure.

In addition, one of the Q-4 Borer droids decides to join up with them and help fight the evil Empire. It will follow the Rebels no matter what — there is no way, short of violence, of making it stay behind. The Rebels can trick the poor droid, but it will have a very poor opinion of the Alliance from then on.

# Death In The Undercity Adventure Script

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

**GM:** (As Traffic Control) This is orbital station three to shuttle Ex-Eighty-Nine. You are now entering the Calamarian atmosphere. Control has been transferred to your onboard autopilot. Have a good trip Ex-Eighty-Nine.

**1st Rebel** (Muttering): These drone shuttles make me nervous. I prefer having a flesh and blood pilot at the controls, someone with the competence to deal with any problems that may turn up.

**2nd Rebel** (Cynically): You mean someone like you, I suppose?

**3rd Rebel:** All right folks, keep it down. Lets not forget who we are and why we are here. We have a job to do. An important job.

**GM** (As Autopilot, cheerfully): Welcome aboard! I will be your pilot for the descent through the upper atmosphere and the approach to Morjanssik. I hope you are all comfortable. I have adjusted the cabin temperature to suit your physiology.

**4th Rebel:** It talks.

**1st Rebel** (Under his breath): Figures.

**3rd Rebel:** Before we land, we should go over our mission again to make sure we have our facts straight.

**5th Rebel:** What's to keep straight? We are looking for an enemy, identity unknown, that may or may not exist because there may be a

slowdown in production in the Quarren mines.

**6th Rebel:** You left out the part about conducting the investigation covertly while we are the guests of a culture who is openly hostile to their planet's participation in the Alliance.

**4th Rebel:** Yeah. I love that part. Did you read the Quarren history Alliance Diplomatic Corps gave us? Their hostility quotient is off the scale! Those guys don't like any outsiders.

**2nd Rebel:** Stop arguing and take a look out the viewport. There's the city up ahead.

**6th Rebel** (Anxiously): What kind of an approach vector is this? We are going way too fast.

**4th Rebel** (Muttering): I have a bad feeling about this ...

**GM** (As Autopilot, pleasantly): I am sorry if you are experiencing any discomfort. As we have reached the predesignated altitude for final approach, I have transferred control to Morjanssik. Apparently, they have decided to make our landing vector at four point seven times the recommended maximum velocity. We should be impacting the city in one-five-zero seconds. I hope you have enjoyed your ride with Calamari Shuttles —

**5th Rebel** (Panicked): What! That means that something is wrong with the city's traffic computer!

**2nd Rebel:** (To 1st Rebel) Guess you were right about drones ...

# Death In The Undercity Gamemaster Characters

## Kalbrac

**Type:** Minor Mon Cal Mediator

**DEXTERITY 2D**

**KNOWLEDGE 2D**

Bureaucracy 4D, cultures 3D

**MECHANICAL 1D+1**

**PERCEPTION 2D+1**

Bargain 3D+1

**STRENGTH 2D**

**TECHNICAL 2D+1**

**Special Abilities:**

*Moist Environments:* When in moist environments Mon Calamari receive a +1D bonus to all *Dexterity*, *Perception* and *Strength* attribute and skill checks. This is purely a psychological advantage.

*Dry Environments:* When in very dry environments, Mon Calamari seem depressed and withdrawn. They suffer a -1D penalty to all *Dexterity*, *Perception* and *Strength* attribute and skill checks. Again, this is psychological only.

*Aquatic:* Mon Calamari can breathe both air and water and can withstand extreme pressures found in ocean depths.

**Character Points:** 3

**Move:** 10

**Equipment:** Datapad, comlink

**Capsule:** Kalbrac is middle-aged and somewhat heavy for a Mon Cal. He wears voluminous robes and his symbols of office with pride and grace.

When the Empire first discovered Mon Calamari, Kalbrac was part of one of the first diplomatic teams which welcomed Palpatine's envoys with open arms. As the situation turned bad, Kalbrac struggled to make things right and, when he found he could not, joined the Rebel Alliance.

Even tempered and good natured, Kalbrac is a skilled diplomat and negotiator and has been invaluable to the Alliance in his role as liaison to the Quarren.



## Moren Chonk

**Type:** Typical Quarren

**DEXTERITY 2D**

Brawling parry 2D+2, dodge 2D+1

**KNOWLEDGE 1D+2**

Bureaucracy 3D, streetwise 2D+2

**MECHANICAL 2D**

**PERCEPTION 2D+1**

bargain 3D+2,

command 2D+2, con 3D

**STRENGTH 2D+1**

Brawling 3D, swimming 4D

**TECHNICAL 1D+2**

**Special Abilities:**

*Aquatic Survival:* At the time of character creation only, characters may place 1D of skill dice in *swimming* and *survival: aquatic* and receive 2D in the skill.

*Aquatic:* Quarren can breathe both air and water and can withstand extreme pressures found in ocean depths.

**Character Points:** 1

**Move:** 10 (walking), 12 (swimming)

**Equipment:** Datapad

**Capsule:** Chonk is portly and sloppy, dressed in expensive clothing spattered with food from his last meal. Chonk was elected Chief Manager because of his success at running the Morjanssik Sanitation Bureau. Unfortunately, he's reached the highest position he is likely to attain, and he knows it. Now, he's hoping to serve out his term with no disasters, and he relies heavily upon the advice of his Assistant Manager, Kelmur Wolg.

Chonk is officious and pompous, obviously covering a deep-seated suspicion that he is in way over his head. He is rather friendly, but only if he can be convinced that displaying this friendship won't cause him any trouble (or extra paperwork).





### Walif Merv

**Type:** Quarren Street Hustler  
**DEXTERITY 2D+1**  
 Blaster 3D, brawling parry 2D+2, dodge 3D  
**KNOWLEDGE 2D+1**  
 Streetwise 3D+2  
**MECHANICAL 1D+1**  
**PERCEPTION 2D+1**  
 Bargain 3D, con 4D, gambling 3D, hide 3D+1, sneak 3D+1  
**STRENGTH 2D+1**  
 Brawling 3D  
**TECHNICAL 1D+2**  
 Security 2D  
**Special Abilities:**  
*Aquatic Survival:* At the time of character creation only, characters may place 1D of skill dice in *swimming* and *survival: aquatic* and receive 2D in the skill.  
*Aquatic:* Quarren can breathe both air and water and can withstand extreme pressures found in ocean depths.  
**Character Points:** 2  
**Move:** 9 (walking), 12 (swimming)  
**Equipment:** Heavy blaster pistol (5D)



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**Capsule:** Walif is a scrawny, scruffy-looking Quarren who — at first glance — appears to be little different than the thugs who frequent the cantinas where the wily con man plies his trade.

Unwilling to devote his life to mining, Walif has always searched for the easiest path to wealth and comfort. He has discovered that the easiest path is often at odds with the law and has decided that risking arrest is preferable to living in the prison of an oppressive occupation.

Merv is cunning and resourceful, having lived his life on the edge for years; Walif is certainly capable of surviving outside the law.

### Lieutenant Huv

**Type:** Imperial Destab Agent  
**DEXTERITY 2D+2**  
 Blaster 4D+1, brawling parry 3D+1, dodge 4D+1  
**KNOWLEDGE 3D**  
 Cultures 3D+2, languages 3D+2, streetwise 3D+2  
**MECHANICAL 2D+1**  
**PERCEPTION 3D+1**  
 Con 4D, hide 4D, sneak 4D  
**STRENGTH 3D**  
 Brawling 4D  
**TECHNICAL 3D+2**  
 Computer programming/repair 4D, demolitions 4D, security 4D  
**Character Points:** 2  
**Move:** 10  
**Equipment:** Heavy blaster pistol (5D), truncheon (STR+1D)



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**Capsule:** Huv despises the Rebellion as much as Generet does, but he is much more interested in personal power than he is in the greater good of the Empire. He joined this mission because it was high-profile; if it is successful, everyone involved will be up for big promotions. Huv is arrogant and overconfident; he is likely to underestimate others' abilities and overestimate his own.

Like the other members of Generet's unit, Huv has been surgically altered to look like a Mon Calamari.

### Kelmut Wolg

**Type:** Quarren  
**DEXTERITY 3D**  
 Blaster 3D+2, dodge 3D+2  
**KNOWLEDGE 2D+2**  
 Bureaucracy 3D, streetwise 3D+2  
**MECHANICAL 3D**  
**PERCEPTION 3D+1**  
 Command 3D+2, con 4D  
**STRENGTH 3D+1**  
 Brawling 4D, swimming 4D+1  
**TECHNICAL 2D+2**  
**Special Abilities:**  
*Aquatic Survival:* At the time of character creation only, characters may place 1D of skill dice in *swimming* and *survival: aquatic* and receive 2D in the skill.  
*Aquatic:* Quarren can breathe both air and water and can withstand extreme pressures found in ocean depths.  
**Character Points:** 2  
**Move:** 10 (walking), 13 (swimming)  
**Equipment:** Datapad, blaster pistol (4D), truncheon (STR+1D)

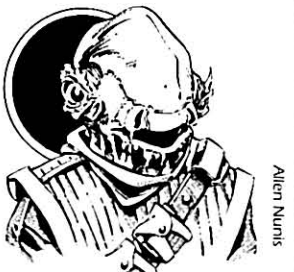


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**Capsule:** Wolg worked his way up through Quarren society to his current position as Assistant Manager of Morjanssik. Along the way, he has gathered a strong dislike for offworlders, and has had many opportunities to display his cunning. Wolg has decided that the Rebel Alliance is not to be trusted; he has taken up a temporary alliance of his own — with the Empire — to free Calamari from the "insidious influence of the Rebellion."

### Agent Flodon

**Type:** Imperial Destab Agent  
**DEXTERITY 2D+2**  
 Blaster 4D, brawling parry 3D, dodge 4D  
**KNOWLEDGE 3D**  
 Cultures 3D+1, languages 3D+1, streetwise 3D+1  
**MECHANICAL 2D+1**  
**PERCEPTION 3D+1**  
 Con 4D, hide 4D, sneak 4D  
**STRENGTH 3D+2**  
 Brawling 3D+2  
**TECHNICAL 3D+2**  
**Character Points:** 1  
**Move:** 10  
**Equipment:** Blaster pistol (4D), truncheon (STR+1D)



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**Capsule:** Flodon is a killer. He doesn't really care about much else — Empire, Rebellion, career advancement — nothing is really important to him as long as he gets to indulge in mayhem periodically. If he were a civilian, he would have been declared insane; Destab saw a useful "blunt instrument" they could employ where needed, and recruited him immediately. If he survives, he'll do rather well in Destab.

Flodon is an emotional blank slate; he exhibits no outward personality traits other than cold indifference. The only time he appears to take any interest in his surroundings is when there is a possibility of violence.

Like the other members of Generet's unit, Flodon has been surgically altered to look like a Mon Calamari.

**Agent Limeren**

Type: Imperial Destab Agent

**DEXTERITY 2D+2**

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

**KNOWLEDGE 3D**

Cultures 3D+1,  
languages 3D+1, streetwise 3D+1

**MECHANICAL 2D+1**

**PERCEPTION 3D+1**

Con 4D, hide 4D, sneak 4D

**STRENGTH 3D**

Brawling 3D+2

**TECHNICAL 3D+2**

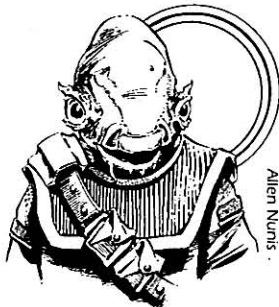
**Character Points:** 1

**Move:** 10

**Equipment:** Blaster pistol (4D), truncheon (STR+1D)

**Capsule:** Limeren began his career in the COMPNOR education branch, where he was so appalled by the incompetence and corruption he found there that he became an informer for Imperial Intelligence. His ferocity and cunning were so admired in Intelligence that, when his cover at Education was blown, he was given a job in Destab. He's done rather well there ever since.

Limeren is thoroughly ruthless; he will happily buy a man a drink, shake his hand, kiss his children and then arrange that man's "disappearance."



Allen Nunis

**Captain Generet**

Type: Imperial Destab Agent

**DEXTERITY 2D+2**

Blaster 5D, brawling parry 4D,  
dodge 5D

**KNOWLEDGE 3D**

Cultures 4D,  
languages, streetwise 4D

**MECHANICAL 2D+1**

**PERCEPTION 3D+1**

Con 4D, hide 4D, sneak 4D

**STRENGTH 3D**

Brawling 4D

**TECHNICAL 3D+2**

Computer programming/repair 4D, demolitions 4D, security 4D

**Character Points:** 4

**Move:** 10

**Equipment:** Heavy blaster pistol (5D), truncheon (STR+1D)

**Capsule:** Generet has been surgically altered to resemble a Mon Cal. His disguise is almost perfect — the skin temperature is a bit low, and the agent's voice is raspier than is normal for a Mon Cal — but other than that, it is nearly impossible to tell that this Imperial agent is not what he seems to be. (To determine that Generet is a surgically altered human requires a Very Difficult *Perception* check.)

Little is known of Generet's background; he has worked for Destab for several years, serving with distinction. He is fiercely loyal to the Empire, and volunteered to undergo painful surgery to undertake his current mission. He is cold, calculating and a fanatic supporter of Palpatine.



Allen Nunis



Allen Nunis

# STAR WARS®

**Character Name:** \_\_\_\_\_

**Type:** Mon Calamari Mediator

**Gender/Species:** \_\_\_\_\_ /Mon Calamari

**Age:** \_\_\_\_\_ **Height:** \_\_\_\_\_ **Weight:** \_\_\_\_\_

**Physical Description:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



Tim Bobko

**Dexterity** \_\_\_\_\_ **3D**

Blaster \_\_\_\_\_

Brawling parry \_\_\_\_\_

Dodge \_\_\_\_\_

Melee parry \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Perception** \_\_\_\_\_ **2D+1**

Bargain \_\_\_\_\_

Command \_\_\_\_\_

Con \_\_\_\_\_

Persuasion \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Knowledge** \_\_\_\_\_ **1D+2**

Alien species \_\_\_\_\_

Bureaucracy \_\_\_\_\_

Cultures \_\_\_\_\_

Languages \_\_\_\_\_

Planetary systems \_\_\_\_\_

Streetwise \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Strength** \_\_\_\_\_ **2D+1**

Brawling \_\_\_\_\_

Swimming \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Mechanical** \_\_\_\_\_ **2D**

Astrogation \_\_\_\_\_

Repulsorlift operation \_\_\_\_\_

Space transports \_\_\_\_\_

Starship shields \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Technical** \_\_\_\_\_ **1D+2**

Computer programming/repair \_\_\_\_\_

Droid programming \_\_\_\_\_

Security \_\_\_\_\_  
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## Special Abilities

*Moist Environments:* Receive a +1D to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

*Dry Environments:* When confined to dry environments, suffer a -1D penalty to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

*Aquatic:* Can breathe both air and water.

**Move** \_\_\_\_\_ **8**

**Force Sensitive?** \_\_\_\_\_

**Force Points** \_\_\_\_\_

**Dark Side Points** \_\_\_\_\_

**Character Points** \_\_\_\_\_

### Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

**Equipment:** Blaster pistol (4D), comlink, 1,000 credits.

**Background:** For all of their history, the Mon Calamari have been struggling to distance themselves from their primitive existence, to get away from war. You tamed your world. You quested for peace and enlightenment among the stars.

And what did you find out there? Another war, this time against creatures more brutal, more evil, than anything your ocean world ever produced. You kind of wish your people had never left home.

Still, you do your best to help. You are a mediator, specially trained to communicate with other beings. In the Alliance, you have found great need for your services: there are a lot of different species out there, and the chances of misunderstanding between them are tremendous.

You look forward to the day when you can talk about art, about literature, about the eternal verities, but, for now at least, you spend most of your time talking about troop movements, commissary arrangements, and design tolerances.

**Personality:** You're sort of a combination ambassador, interpreter, and psychologist. You have a deep empathy for other beings.

**Objectives:** To help guide the Mon Calamari people through this difficult time, and (hopefully) live to see a day when the galaxy is at peace.

**A Quote:** "Come, let us reason together."

## Connection With Characters:



# STAR WARS

Character Name:

Type: Quarren Deep Hunter

Gender/Species: /Quarren

Age: Height: Weight:

Physical Description: \_\_\_\_\_

\_\_\_\_\_

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**Dexterity** \_\_\_\_ 3D+1

Blaster \_\_\_\_\_

Brawling parry \_\_\_\_\_

Dodge \_\_\_\_\_

Melee combat \_\_\_\_\_

Melee parry \_\_\_\_\_

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**Perception** \_\_\_\_ 3D+2

Bargain \_\_\_\_\_

Command \_\_\_\_\_

Con \_\_\_\_\_

Search \_\_\_\_\_

Sneak \_\_\_\_\_

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**Knowledge** \_\_\_\_ 3D

Streetwise \_\_\_\_\_

Survival \_\_\_\_\_

Value \_\_\_\_\_

Willpower \_\_\_\_\_

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**Strength** \_\_\_\_ 3D+2

Brawling \_\_\_\_\_

Climbing/jumping \_\_\_\_\_

Lifting \_\_\_\_\_

Stamina \_\_\_\_\_

Swimming \_\_\_\_\_

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**Mechanical** \_\_\_\_ 2D

Repulsorlift operation \_\_\_\_\_

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**Technical** \_\_\_\_ 2D+1

First aid \_\_\_\_\_

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## Special Abilities

**Aquatic Survival:** At the time of character creation only, characters may place 1D of skill dice in *swimming* and *survival: aquatic* and receive 2D in the skill.

**Aquatic:** Quarren can breathe both air and water and can withstand extreme pressures found in ocean depths.

Move \_\_\_\_ 10

Force Sensitive? \_\_\_\_

Force Points \_\_\_\_

Dark Side Points \_\_\_\_

Character Points \_\_\_\_

### Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Tim Bobko

Player Name: \_\_\_\_\_

**Equipment:** Speargun (4D), deepsuit, 1,000 credits standard

**Background:** For years, your people have hunted the creatures at the bottom of the oceans. In the old days, they had none of the weapons and equipment you have. The Quarren have gotten soft, your old da would say, soft and weak. If so, its the Mon Calamari who are to blame.

It is the Mon Cals who brought the offworlder trouble to your planet, as well. They *had* to go into space — as if there wasn't enough bounty right here, in the rich oceans of Mon Calamari, for everyone! And it's you and your people who have had to suffer for their greed when the Empire came.

You've fought this new enemy with all your skill, with every tool at your command. Though it was hard, you even made peace with the Mon Cal — it *was* their fault that the Empire came, but you've seen them fight the Empire, and they are good. Other offworlders — those in the *Alliance*, whatever that is — too fight well.

Not as good as the Quarren, of course, but quite acceptable for offworlders.

**Personality:** You're the quiet type: you let your speargun do your talking for you. You are very touchy about honor; you have nothing but contempt for those who bow to the enemy.

**Objectives:** To reel in the best known, most infamous catch in your planet's history.

**A Quote:** "You'd better smile when you say that, stranger."

**Connection With Characters:**

# Tatooine Manhunt

## Adventure Background

Adar Tallon was a brilliant tactician and naval commander during the time of the Old Republic. His strategies and theories about space combat are still used today by both the Empire and the Alliance. But in the peace that followed those troubled times, Tallon came up against a foe his fleets could not fight. It was the threat from within.

Throughout the navy a new breed of officers gained control. These were officers that cared more for power and glory than for the Republic and its people. They hid their ambition behind constant battles and wars, ensuring the people lived in fear. But Tallon and a few others were not blind to their deceit.

With Palpatine's rise to Emperor, however, the voices of freedom disappeared. The Jedi and other opponents of the New Order vanished, liberties became regulated, and the powerful fleets that once protected the Old Republic became the cornerstone for the Emperor's war machine.

Tallon tried to turn the Imperial tide, but even his faith in the Republic couldn't stand against the Emperor. So the commander staged his own death, going into hiding until the time was right for his return.

While touring the Dalchon system in the patrol craft *Battalion*, Tallon set his plan into motion. He went to the aid of a medium-sized freighter that was being attacked by a large pirate vessel. In reality though the pirate ship was under the command of Tallon's old friend Quist and the freighter was hired to take Tallon and his crew to Tatooine.

Officially, Tallon and his crew died as heroes, obliterated while defending a helpless merchant from marauding pirates. The Imperial military publicly mourned the fallen Adar Tallon, but was privately relieved they would not have to engineer the death of the beloved hero of the Old Republic. He was content that his enemy was destroyed.

As for Tallon, he bought new identities for himself and his crew, settling back in his desert haven to wait for the political climate to change.

## Recent Events

When stormtroopers arrived on Tatooine in search of a pair of droids, Tallon was sure the Empire had found him at last. Over the years his plan for revenge had lessened, replaced by his new dreams. Adar Tallon now had a home and wife, and the Empire seemed distant. Then the stormtroopers swept through the desert and his nightmares returned.

The hero-in-exile came out of his complacent lull and set his old plan into motion. He contacted his crew and asked them to return to his side. There were debts to pay and, after all these years, Adar Tallon was tired of hiding.

It was just as well. For the Empire has learned that Tallon yet lives, gaining the information from the captured pirate Quist who betrayed his friend in return for his life. Now bounty hunters with Imperial work orders are converging on the desert planet to hunt down Tallon. The situation is tense and waiting to explode.

## Adventure Synopsis

The Star Destroyer *Relentless* has discovered that Tallon is alive. Captain Parlan, commander of the ship, has hired Jodo Kast and his team to go to Tatooine and secure Tallon while the *Relentless* undergoes repairs. But to add to his chances, Parlan has sent out a system-wide reward notice for Tallon. Now dozens of hunters are on their way to the desert world, including the pirate Quist who betrayed the aged hero.

The Rebels go to Tatooine to find Tallon for the Alliance as his worth as a rallying point and tactician are beyond question. But on Tatooine, someone is killing anyone who might have been in Mos Eisley when Tallon first arrived. The Rebels must get ahead of the bounty hunters, brave the Jundland Wastes, find Tallon, and convince him

that they are on his side before the Relentless arrives.

### The Main Gamemaster characters

Here are brief explanations of the major gamemaster characters and what their plans and motivations are.

**Jodo Kast.** Jodo Kast is a bounty hunter hired by Captain Parlan of the Star Destroyer *Relentless* to find and capture Adar Tallon. Kast is ruthless and cunning, leading a group of hunters that include Puggles Trodd and Zardra. They are the best the Empire could assemble on such short notice.

Kast remains in the background as a shadowy threat until late in the adventure. He uses poison darts, leaving these deadly calling cards in victims for the player characters to discover and worry about. His plan is to find anyone who may have knowledge of Tallon, force the information from them, then eliminate them so they cannot warn the old hero. See Episode One and pages 120 – 124 for statistics and other information on Kast, Trodd, and Zardra.

**Quist.** Quist is the pirate who helped Adar Tallon stage his own death. A childhood friend who took a different path from the commander, Quist has always been out for himself. When his ship was recently captured by the *Relentless*, Quist bargained Adar Tallon's secret in exchange for his own life. But Captain Parlan required Quist to perform one other task to earn his freedom. Parlan demanded Quist go to Tatooine as a back-up plan in case Jodo Kast fails. He is a traitor in Tallon's camp, waiting to strike. Quist will work with Kast, but he prefers to hand over Tallon himself when the Relentless arrives. See page 123 for more detail.

**Bounty hunters.** To assist Jodo Kast, Parlan issued a sector-wide reward notice for the successful capture of Adar Tallon. Dozens of bounty hunters have responded, filling Tatooine with even more scum and villainy than usual. Parlan hopes that a large number of hunters will flush out the elusive Tallon. Unfortunately, the quality of hunters ranges from rank amateurs to seasoned veterans. Statistics for bumbling, typical and seasoned bounty hunters can be found throughout the adventure in the episodes where each first appear.

**Adar Tallon.** Tallon has finally decided to come out of hiding. He has recalled his trusted crew of mercs, including Shrike and Jungen, to serve as a vanguard of a new army that will challenge the Emperor. Perhaps he will even look up the so-called Rebel Alliance when the time is right. His tactical and leadership abilities, combined with the love of the people of the Galaxy

feel for him, makes him a threat to the Empire. With an army of his own, or as part of the Rebellion, Adar Tallon will serve as a rallying point to unite many of the systems that would otherwise put off joining either side until the Empire's mailed fist smashed down upon them. See Episode Seven for more information on Adar Tallon.

## Episode One: The Mission Begins

### Summary

The Rebels are aboard a space station orbiting the planet Kwenn, a world on the edge of a major space lane. The station serves as the last fuel and supply point before the Outer Rim Territories. The player characters have responded to an emergency call from Alliance agent Dana who, until recently, was undercover on the Imperial Star Destroyer *Relentless* gathering information. She discovered something that required immediate attention and decided to jump ship with the data. But the Rebels reach Dana too late. The Imperial Bounty Hunters find her first.

Now the Rebels must fight their way past the hunters to discover what Dana found out — and they must do so without the Star Destroyer to their presence.

### Time in Tatooine Manhunt

The adventure begins on the morning of Day One. The Rebel player characters have until the end of Day Four to complete their mission before the Imperial forces become insurmountable (although they are led to believe they have until Day Five). Keep careful track of how time passes because things will get more difficult as time progresses. You want the Rebels to use the entire four days so that they can escape as the Star Destroyer arrives, but good play should be awarded with an easy — yet climatic — finish. At the same time poor play, or play that requires more than the allotted time span should meet with some degree of failure. Even a very powerful Rebel party will be hard-pressed to defeat a fully equipped Star Destroyer. Each episode gives a suggested time frame for you to follow.

### Start the Adventure

Find the script on page 119 and assign each player a part. The parts are labeled "1st Rebel," "2nd Rebel," and so forth. If you have six players, each player reads one part. If you have fewer players, assign additional parts as necessary.



You must read the section below out loud first, as it opens the scene in the script. This is a “cut-away,” a technique we’ve borrowed right from the *Star Wars* movies. This cut-away scene doesn’t directly involve the players but sets up a situation that must be resolved during the adventure.

Hand out copies of the script and start the “read aloud” below. When you finish, the players begin the script.

### First Fight

When the players finish the script, read the following passage out loud.

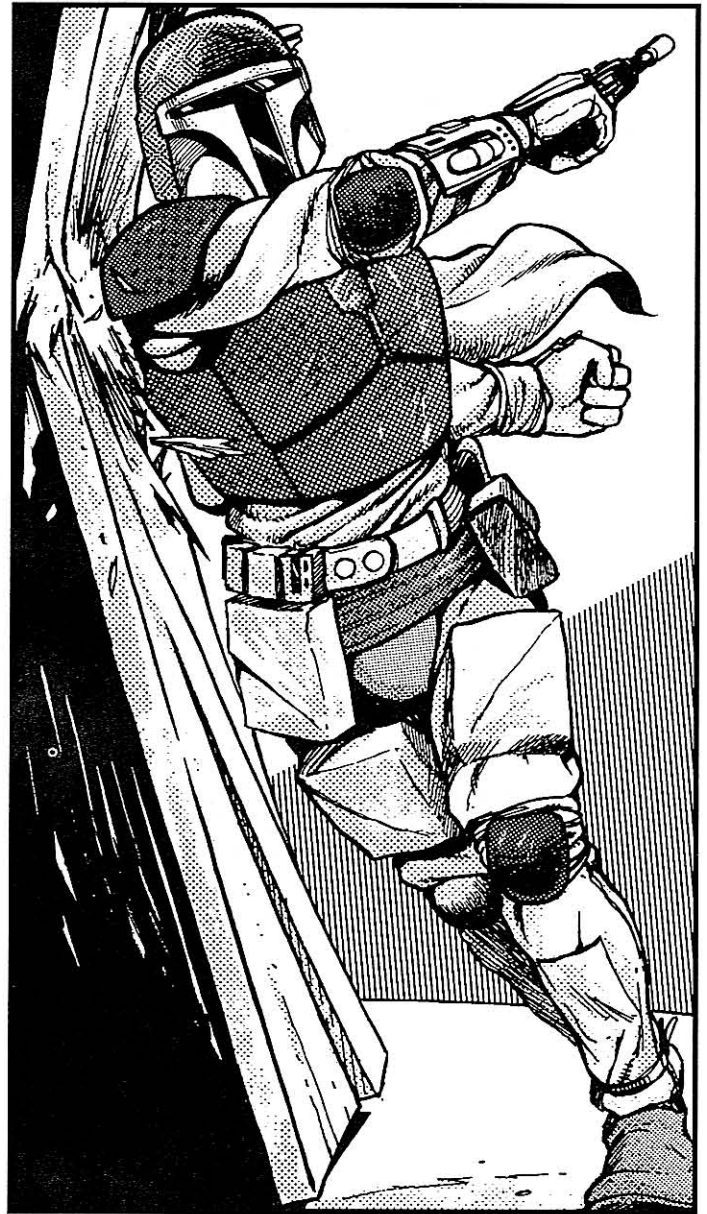
**There, near a rapidly closing airlock, you see agent Dana lying at the feet of an Imperial officer. You recognize her from the holofile in your ship’s computer. Next to the Imperial are two rough and dangerous-looking customers: a short, wiry female in padded armor, and a tall scaly humanoid armed with a blaster rifle. Behind them, beyond the airlock stands a figure dressed in deadly Mandalorian battle armor. He glares at you, then the door slams shut.**

Now the Rebels must fight two bounty hunters and Lt. Voor, the Imperial Officer. Their statistics follow.

**Voor’s tactics:** Voor attempts to retreat while pulling his comlink and blaster. He takes a shot this round, dodges once, and falls back. Next round, if he is able, he calls for reinforcements. Any successful attack by the player characters stop his call for help, knocking the comlink from his grasp. If the player characters completely ignore Voor, he gets his call through, or he gets away, see “Martial Law” for the impending results.

**Lieutenant Voor.** All stats 2D except: *Dexterity 2D+2, blaster 3D+2, dodge 3D+2, Strength 2D+1.* Move: 10. Character Points: 3. Blaster pistol (4D), comlink.

**The bounty hunters’ tactics:** The hunters fearlessly attack, hoping to rattle their opponents while delivering blaster fire. They work in unison. One tosses a grenade and dodges, the other fires twice and dodges. In the next round, they close with stunned opponents or fall back and throw their second grenade at uninjured player characters. They fight to the death, using all their skills to win. Play these characters to the best of their abilities to show the Rebels what bounty hunters can do.



Mike Vitarci

**Seasoned bounty hunters.** All stats 2D+2 except: *Dexterity 4D, blaster 5D+1, dodge 5D, Strength 3D+2.* Move: 10. Character Points: 4. Blaster pistol (4D), blaster rifle (5D), grenade (5D), medpac.

When the fight is over, the Rebels may want to examine Dana. See “Checking Agent Dana” for information about this Alliance operative.

### Martial Law

If Voor gets his distress call through, the entire space station immediately goes into alert. Stormtroopers fill the corridors and begin systematically searching docking ships. However, the *Relentless* cannot provide enough stormtroopers to adequately cover every inch of the station. The Rebels have some time to get to their

ship and leave Kwenn. If Voor placed his call during the battle, the player characters have four combat rounds before six stormtroopers arrive to back up the bounty hunters. Every two rounds after that four more stormtroopers arrive, up to a total of 18.

If Voor doesn't get his call through but manages to escape, the Rebels have more time before the Imperials close in. After the first battle, give them time to try to do three things around the station before 20 stormtroopers (four with blaster rifles) arrive to impound their craft.

Once alerted, the station controllers can keep the docking bay holding the player characters' ship from opening in order to detain them. A *Moderate Technical* or *computer programming/repair* roll is necessary to override the station controls.

### Credits For This Adventure

If the player characters don't have any money at the start of this adventure, you'll have to provide them with some. One way is to have 10,000 credits issued to them by Alliance Command prior to the beginning of *Tatooine Manhunt*. These credits are to be used to purchase something for the Alliance base in your particular campaign. That's what brings the Rebels to Kwenn originally. That they happen to be in the area for Dana's call is purely coincidental.

If Voor doesn't get his message through but is killed, see "Accessing the Computer" and "Leaving Kwenn" for details concerning the station's status in that situation.

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

\* For complete information, see page 157 of *Star Wars: Second Edition*.

### Captured Bounty Hunters

The bounty hunter glimpsed in the beginning of this episode is Jodo Kast. His statistics can be found on page 120. His inclusion in this episode merely foreshadows the major role he'll play as the adventure proceeds. Under no circumstances does he battle the player characters here. Once the airlock closes, he disappears until later.

Kast reappears on Tatooine, always a step ahead of the Rebels until you decide to use him. He should be saved until the big battle in Episode Seven, but there are ways to include him without bringing him into major conflict with the player characters. See specific episodes for suggestions

on how this can be done.

The Rebels can question either of the two bounty hunters, provided they can capture one without killing him or her. This could prove difficult as they are determined to fight to the death.

In the event that a hunter is captured, with a little persuasion he or she spills the details about the current bounty. They know that they have been hired by the Empire to find Commander Adar Tallon, who is hiding on Tatooine, and detain him until the *Relentless* arrives. He must be captured alive, but anyone who gets in their way may be killed.

### Checking Agent Dana

When the bounty hunters are defeated, the player characters can examine Agent Dana. She is dressed in an Imperial uniform, wearing the rank of ensign. She is also quite dead. Further examination reveals a small dart protruding from her exposed neck. Computer analysis of the dart shows that it was fired from a rocket projector and has traces of Sennari, a fast-acting and extremely lethal poison, along its tip. Dana also carries various Imperial identification papers, a hold-out blaster, and a data storage pad. The last item holds the key to the Rebels adventure.

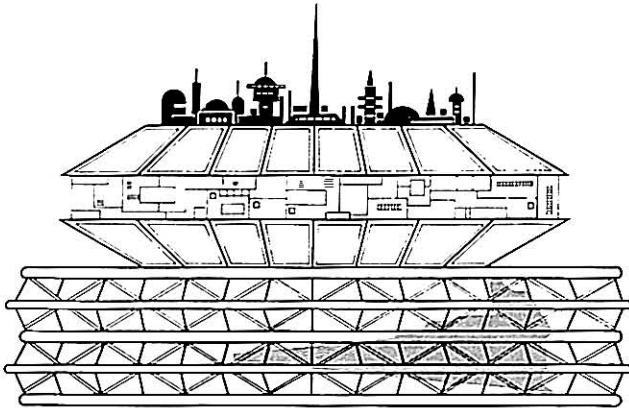
Dana's data storage pad contains her last message to the Alliance. Player characters must make a *Moderate Technical* roll to break the code and call up the information. The *computer programming/repair* skill can be used, too. If all else fails, their ship's computer or an R2 droid can break the code for them, but don't make this the obvious choice.

When the Rebels break the code, give them "Dana's Data Storage Pad" hand-out from page 126.

### Accessing The Computer

Through any number of access ports located around the space station, player characters can tap into the station computer. The most important information concerns the Imperial Star Destroyer currently parked in the station's dry dock. The *Relentless* is in port to take on supplies and have its hyperdrive activators overhauled and repaired. The space station staffs working overtime, but they still need three days to initiate repairs.

An *Easy astrogation* roll allows the player characters to calculate that the Imperial ship will reach Tatooine no earlier than five days from now, if the repair log can be believed. A player character who makes a *Moderate Technical* or appropriate *repair* roll feel that they can shave a day off that repair time if the crew is pushed to its limit. If the player characters leave immediately,



### Space Station Kwenn

The top section of Kwenn space station contains many forms of entertainment and recreation for the weary space traveler. This large city-like structure rests on a platform consisting of scores of individual space docks. Each docking bay is modular and can be varied in size to accommodate different ships by removing or adding walls. Inside, a series of interconnecting corridors lead from each bay airlock into the heart of the station. Repulsorlift tubes travel down into the main dry dock, a gridwork hexagon built to fit ships as large as Imperial Star Destroyers. Here these ships can dock for overhauling, refitting, and repairs, as well as for recreation leave and to take on supplies.

they can reach the desert world in one day. This makes time a paramount concern.

If the player characters want to call up any information on Adar Tallon, hand them "History Tape #37484T" from page 127.

One other interesting tidbit found in the com-

puter. It seems that seven small ships have left the station within the last hour. Each logged their next destination as Tatooine. In addition no ships will be permitted into or out of the station for 24 hours, starting one hour from now. This is either due to the alerted Star Destroyer (if Voor contacted them during the first fight), or to the fact that station security discovered a number of dead bodies recently — including an Imperial officer! The hour leeway gives the rest of the bounty hunters a chance to depart before Imperial troops completely seal the station.

### Alabak's Gold

**Craft:** Alabak's Gold  
**Type:** Modified Mon Calamari *Wander*-class Jump Freighter  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space transport  
**Crew:** 1, gunners: 2  
**Passengers:** 6  
**Cargo Capacity:** 75 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 50/3D  
*Focus:* 2/4D  
**Weapons:**  
**Two double laser cannons** (fire separately)  
*Fire Arc:* 2 turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

### The Relentless

The repulsorlift tubes into the dry-docks are heavily guarded by stormtroopers. The Rebels can watch for awhile, observing officers and enlisted personnel hastily coming and going between the station and the Star Destroyer. If they stand around too long, they draw attention to themselves and a stormtrooper patrol approaches to find out their business.

Any attempt to get on board the *Relentless* meets with failure. Make that very clear to the players. Security has tripled since Dana's discovery, and the crew has taken every precaution keep away unwanted visitors. If the player characters insist, they are captured and tried as traitors. It's time to create new characters and try again.

### The Rebel Ship

The player characters ship, the *Alabak's Gold*, is a converted Mon Calamari freighter, slightly smaller than the *Millennium Falcon*. Its roleplaying stats are provided below.



## Leaving Kwenn

An Easy *astrogation* check determines that the *Alabak's Gold* can make it to Tatooine in one full day. The slower Star Destroyer needs two days in hyperspace, plus three days to complete repairs (or so the Rebels think). If the player characters leave immediately after finding Dana, they have up to four days to locate Tallon and escape. The longer it takes them to get to the desert world, the worse their chances become. If they haven't left the space station after two hours, they won't be able to leave until the following day. Imperial troops seal the station for 24 hours as stormtroopers conduct ship by ship searches looking for the Rebels who attacked Voor (or killed him, depending on the outcome of the opening battle). It takes some fancy fabrications to avoid arousing Imperial suspicions from this point on. Even then, they have less than three days to find Tallon once the Imperial Quarantine lifts.

## Episode Two: Welcome To Tatooine

### Summary

Tatooine is a desolate planet in the Outer Rim Territories. Here the Rebels begin to hunt for clues that will lead them to the elusive Tallon. The desert world's largest city, Mos Eisley, seems the best place to start. They find out some things that could aid in their mission, meet strange and interesting characters, and finally get a firm lead on Tallon. While there are a number of "Events" that must occur (and these are marked), most of the encounters in this episode can take place in any order the player characters visit them.

Be sure to read over the gamemaster characters templates on pages 122 – 124 before playing this episode.

### The Map of Mos Eisley

The map of Mos Eisley details several streets around the famous cantina from *Star Wars: A New Hope*. This is the old city. Run down structures and unwholesome looking travelers fill the crowded streets. The inner region has high, narrow walls and tall archways, forming cramped alleys and passageways between the domed, stone buildings. Let the player characters wander around and decide where their characters are going. Certain buildings on the map are coded and detailed in the text that follows, others may have to be filled in by you. Unless specific statistics are provided, all gamemaster character attributes are 2D.



John Paul Lona

### Event One: Arrival

On Day Two of the adventure, the Rebel's ship comes out of hyperspace. Read the following aloud:

**Twin suns sparkle before you as the star field returns to normal and your ship emerges from hyperspace. These, your nav computer assures you, are Tatoo I and II. Your ship continues closer and a vast planet shines bright as though welcoming you to its parched surface. This is Tatooine, the desert world. Its endless sea of sand blindingly reflects the light of both suns through your ship's forward viewport.**

## Tatooine

A *Very Easy planetary systems* reveals that Tatooine isn't on most peoples "nice place to visit" list.

Tatooine is the principal planet in the Tatooine Star System. Twin suns — Tatoo I and II — reflect off the sand-covered world, making Tatooine appear as a third sun in the system. Sodium-rich sand and flat expanses of rock, dunes and cramped canyons — this is the landscape of the desert world. High wind-swept oceans of sand into the atmosphere, creating dangerous and frequent storms.

Dry, hot, and inhospitable, Tatooine nevertheless is inhabited by a wide variety of life. Creatures such as womp rats, krayt dragons, and dewbacks seem to be native to the planet. Banthas and others were transported to the world for use by the intelligent species.

While people have lived on Tatooine for thousands of years, there have been only intermittent "waves" of colonization. Many

turned to moisture farming, setting up homesteads where they toil to pull water vapor out of the atmosphere. When the settlers arrived, they found two species already living on Tatooine — small, skittish Jawas and tall, powerful Sand People. The scavenging Jawas quickly found a place in Tatooine society as traders, but the aggressive Sand People barely maintain an uneasy peace with the settlers.

Two communities are worth noting, as they are the nearest things to cities that Tatooine can boast. Anchorhead, located on the desert flats, is a slow-paced, moisture-farming town. The settlers come here to buy supplies, trade goods, and attain transport to Mos Eisley. Mos Eisley, arguably the capital of Tatooine, hosts a major interstellar starport and a Imperial Government Post. Besides attracting interstellar commerce, the city attracts social undesirables from the space lanes and other walks of life.

A quick scan of surrounding space reveals a rather large number of ships in orbit around the planet, waiting for landing clearance. While many of the ships are armed, none appear to be Imperial. Mos Eisley space traffic controllers ask the player characters for their ship registration code, previous port, and purpose of visit before granting permission to land. Any reasonable answers will be accepted; Tatooine isn't choosy about its visitors. Of course, claiming to be part of the Rebel Alliance immediately alerts the Imperial Prefect to their presence. The Rebel craft is directed toward Docking Bay 94 by an old, beat up cloud car. Once the ship lands and passes customs inspection, the player characters can explore Mos Eisley and begin their search for Adar Tallon.

### Mos Eisley Spaceport

Mos Eisley Spaceport isn't one large field of runways and docking bays. Instead, a multitude of crater-like launch stations pockmark the wheel-shaped cityscape. Docking Bay 94, for example, looks like the host of other bays scattered throughout Mos Eisley. It consists of an enormous pit gouged from the rocky soil. Stairs lead up into the city, while an entrance ramp provides access for ships with repulsorlift engines. Ships not equipped with repulsorlifts cannot dock in the city, as there is no room to maneuver or land using conventional propulsion units. The shabbily-cut bay is run-down, like the majority of Mos Eisley, its sloping sides crumbling in places.

### The Customs Officer

When the Rebel ship lands, a customs officer approaches. This crusty, dust-covered male humanoid carries an old-style data pad and a blaster pistol. A headset comlink connects him with spaceport control and the militia. He's had a busy couple of days, what with all the ships that have been landing recently. Not to mention the hard time many of these lawless types have given him. He's not in a good mood. Read:

**"Got any mynocks hiding on your ship? You wouldn't believe how many mynocks we've had to blast the last few days. Filthy parasites! Some people don't care what they bring in on the bottom of their ship. What about space mites? I won't abide any space mites! Might as well check out your holds while I'm here. Open her up!"**

If the Rebels are reasonably polite and offer a small bribe (at least 100 credits), the customs officer grumpily grants them clearance for five days. You may also want to throw in an opposed con roll (the customs officer has *Perception* 2D+2). It costs 20 credits per day for a landing permit, however. If the Rebels give the officer a hard time, or if they claim to be with the alliance, or if he searches the ship and finds anything out of the ordinary from their cover story, he calls the Militia and alerts the Imperial Prefect. Then the Rebel ship is impounded and they will have to break away from the locals (which isn't too hard to do). But thereafter, they'll be fugitives; the

### Splitting Up The Characters

If your players decide to split up their player characters to cover more ground, don't despair. There is a way to handle multiple groups of characters while keeping the action fun and exciting. We employ another use of cinematic cut-away technique, only this time the scenes involve the player characters. Simply allow one group to do a little exploring, when they get to a crucial point in the action cut to another group. Go back and forth in this manner until the Rebels join together again. This method builds suspense, gives everyone something to do and think about, and helps add to the illusion of playing in a movie. And since it is like a movies, it doesn't matter that one group knows what the other is doing.

cities will be off limits and the militia will be actively searching for them.

The customs officer has never heard of any Adar Tallon, except for that famous one a couple of years back, and he doesn't like to chit-chat with lowly freighter jockeys.

If all goes well and they receive their landing permit, the player characters can enter Mos Eisley.

One last thing. Just before he leaves, the customs officer hands a finely-rendered map to the player characters, muttering about the Prefect's dumb idea to present all visitors with such an expensive item. Give the player characters the map of Mos Eisley Spaceport.

### Encounters in the Streets

Read the following aloud as the player characters make their way through Mos Eisley:

**The morning rush is already underway as you exit the docking bay. Humans, numerous droid models, and aliens of every description move through the crowded streets, concentrating intently on their own business. The pace is hurried for such a backwater world, and not even the blistering heat of the twin suns — not yet full in the sky — can slow it down. Landspeeders roar by, uncomfortably close in these narrow walkways, and swarms of small, rancid smelling creatures in hooded robes jostle past you. One stops a moment to paw at your shiny blaster. This is Mos Eisley Spaceport ... travel with care.**

Let the players decide where their characters are going after they have examine the map. Below are details and encounters for some of the build-

ings marked on it. Other buildings may have to be developed by you if the player characters visit them.

Easy *alien species* rolls are needed to identify any particular type of alien, such as the hooded Jawas. You can find statistics for Jawas in "Jawa Traders" on page 98.

### The Mos Eisley Cantina

Located in the oldest section of Mos Eisley, where many vices flourish, the Mos Eisley cantina was one of the spaceport's first blockhouses. The diverse nature of transportation parked outside barely suggests the assorted clientele. The building lies partially underground to provide some protection from the heat. The dim interior, combined with the brilliantly lit entrance, gives those within the cantina a distinct advantage of seeing newcomers before they see them.

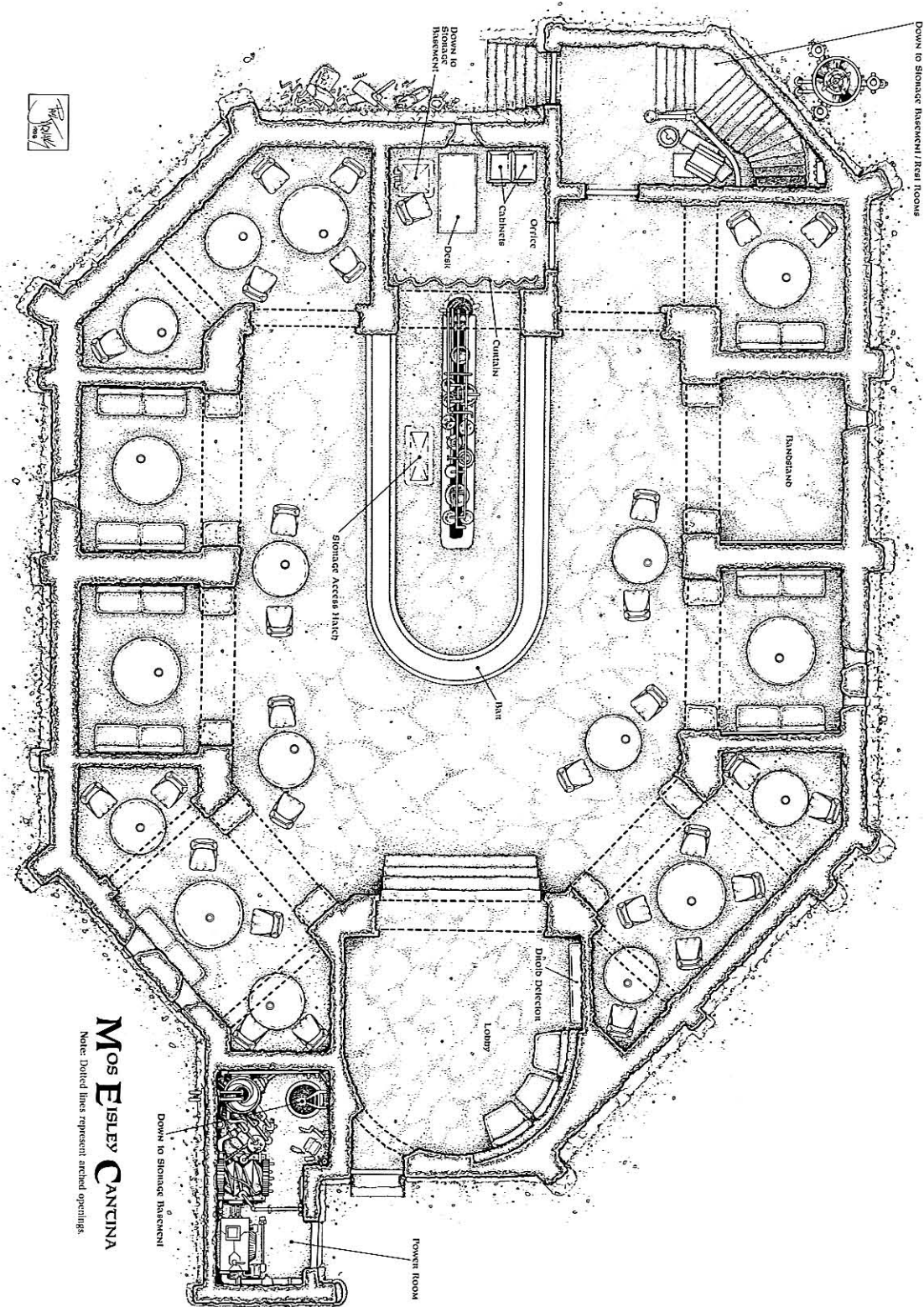
An astonishing variety of beings frequent the cantina most of the time, but the current influx of visitors to Tatooine makes the cramped facilities even more crowded. There are one-eyed creatures and thousand-eyed, creatures with scales, creatures with fur, and some with skin that seems to ripple and change from moment to moment. Tentacles, claws, and hands wrap around drinking utensils of various shapes and sizes. A steady babel of human and alien tongues fill the room with noise.

The din of the crowd covers the common room like a thick blanket. But above the noise a catchy, infectious beat plays. It is a swinging, upbeat tune, and the alien band belts it out loudly.

The bar itself is stocked with many odd-shaped flasks, bottles, beakers, and tubes overflowing with strange and familiar liquids. The bar tender is a tall, overweight human who wears a gruff expression and doesn't







**MOS EISLEY CANTINA**

Note: Dotted lines represent actual openings.

appreciate violence in his establishment. He also doesn't answer questions.

A variety of noises constantly wash over the Rebels. Some may be directed at them, others not. No matter, for just walking into the cantina garners a limitless number of glances, looks and rude stares.

While visiting the cantina, the Rebels get to see and do a lot of things. They notice Shrike, Jungen, and Quist rendezvous at a booth (their statistics are on pages 123–124). Quist has just arrived on Tatooine and Tallon has sent the mercs to meet him. Akkik and Gorrt (also on pages 123–124) arrive at some point to collect credits on behalf of Jabba the Hutt.

Most of the locals have been driven to find a new hangout while the city is so busy, leaving only new arrivals to talk to. This will be productive as the Rebels will get an idea of just how many people have answered the Imperial bounty, but it won't get them any real leads. In fact, it could get them in a lot of troubles from jealous hunters wary to give away any secrets.

One local, however, refuses to abandon her spot at the bar. Edu Harn is an aged, gray-haired woman who seems slightly senile. She raves on and on about the Sand People, reliving in her mind an attack that must have occurred years ago. Still, if approached in a friendly manner she lets the Rebels know about Labria. He's sly and tricky, but if anyone knows anything about Tatooine it's Labria. Of course, Labria isn't around at the moment. But he'll be in sooner or later, Edu says. See "Meeting Labria" for more information.

Other activities include:

**Games of Chance.** There are several games of chance in progress at any given time. Player characters can get into one if they flash at least 50 credits to the gamblers. There is at least one game of skill being played as well.

**Lumguzzling.** Lum, a particularly powerful beverage, is the favored drink of an alien seated in a booth near the band. The alien doesn't look particularly powerful or heroic. Actually, he looks rather weak and unthreatening. Nevertheless, the inebriated alien challenges one of the Rebels to a Lumguzzle contest. If the player characters refuses, the patrons in the vicinity ridicule loudly. If the Rebel accepts, the alien offers a seat and motions for two pitchers of Lum.

The drunken alien has *stamina* of 4D. When the contest starts, both contestants must make Very Easy *stamina* rolls. If anyone fails, they pass out immediately from the potency of the Lum. With each subsequent guzzle, subtract one die from each contestant. Therefore on the second guzzle the alien rolls 3D, then 2D, then 1D. No one can roll less than 1D. The winner of the contest is the

one that remains conscious. The competition continues until one or both contestants fail the roll.

**Intimidation.** Two belligerent Whiphids try to intimidate any non-combatant Rebels (such as armchair historians, kids, old senatorials, and the like) into turning over their credit pouches. These furry, three-clawed bullies just want to pick up on an easy mark. They are content to brawl, only pulling weapons if stronger, more capable persons intervene.

**Whiphid bullies.** *Dexterity 2D+1, melee combat 3D+1, Knowledge 2D, Mechanical 2D, Strength 3D, brawling 4D+2, Technical 1D+2.* Move: 10. Special abilities: claws (STR+1D). Vibroblade (STR+1D).

**Romantic Moment.** One Rebel (male or female) is approached by a member of the opposite sex. If the player character acts friendly and courteous, he or she gains a fawning admirer for life. This romantically-minded gamemaster character follows the party around, tries to defend the object of his or her desire (verbally and physically), and showers all kinds of gifts upon the selected Rebel.

**Jax (or Jaki).** All stats 2D. Move: 10. Character Points: 1. Datapad, comlink, hold-out blaster (3D).

**Bounty Hunter Registration.** Puggles Trodd sets up a bounty hunter sign-up office in a cantina booth. The player characters notice a crowd of hunters gathered around the booth. Puggles (whose statistics are on page 124) is here on behalf of Jodo Kast to sign up a posse of hunters at accompany Kast into the Wastes. This is Kast's way of keeping the bumbling and typical hunters in line and out of his way. The pay is 10 credits a day, with a bonus of 100 credits once Tallon is found. They leave at first dawn (when Tatooine rises).

## Regional Government Office

Far from the center of Imperial Influence, Tatooine remains little more than a collection of settlements loosely affiliated with Mos Eisley and Anchorhead. A local militia keeps order in the cities and can be raised to defend out-lying farms from the varied hazards of the desert world. The only true sign of Imperial authority is a minor perfect — Orun Depp — who administers land deeds and other bureaucratic necessities from an office in Mos Eisley. All official settlement deeds and census information are stored here, but Tatooine has much that is unofficial. Depp has a personal garrison — as he calls it — of six stormtroopers and four militiamen. He talks tough, but can be easily bullied or bribed.

Other than information on the sale of three



Mike Vilardi

settlements around the time of Tallon's "death," he can offer little aid to the Rebels.

The three settlements are the old Tusken fort, Lank's farm, and a tract of land sold to one Sedi Fisk. These are all out in the Wastes, and other than suggesting they find a guide, the Perfect cannot provide directions (he's never been out there himself). See Episode Five for more information.

### Jawa Traders

A group of Jawas actually live in Mos Eisley, serving as contacts between the city and their own people out in the Wastes. Constantly on the lookout for any opportunity to buy, sell or trade, these Jawas can be extremely annoying. Play them as such, whether the Rebels meet them on the street, in the cantina, or at the Jawa trading post. Point, tug at sleeves, paw equipment, jabber constantly, and parade all kinds of battered, partially-rebuilt machinery in front of the player characters.

The Jawas know nothing about Tallon.

If the player characters return to the city-dwelling Jawas a second time, they receive a cold, angry welcome, and each Jawa is armed. They have been roughed up by Jodo Kast in the interim and don't wish a similar encounter.

**Jawas.** *Dexterity 2D, blaster 2D+2, Knowledge 2D, Mechanical 3D, Perception 1D, bargain 3D,*

*Strength 1D, Technical 3D. Move: 8. Blaster pistol (4D).*

### General Store

Tar Lup and his wife Kal, a couple of wolf-like aliens, run the general store. Despite their fearsome appearance both Tar and Kal are friendly and helpful. Their store carries provisions, supplies, and some machinery. They don't know anyone who matches Tallon's description, but few settlers ever travel all the way to Mos Eisley for the items they carry. Most of their dealings are with space travelers.

Player characters can buy supplies here if they wish, including medpacs. Tar has three of these highly sought out items left, and he is only charging 200 credits for each. He's also pushing a miniature vaporator/water converter. It only costs 2,000 credits and it actually works.

Before this encounter ends, Akkik and Gorrt (see pages 123-124) arrive to collect Jabba's portion of this week's sales. They dump a few shelves, break some merchandise, and threaten... loudly. Tar quickly moves to give them the credits. If the player characters go to Tar's defense, the wolf-alien thanks them but begs them to stay out of it. Then he pays Akkik. If the Rebels press to stop Jabba's goons, Akkik and Gorrt back down and leave, but not before assuring the store keepers that they'll be back.



## Spaceport Speeders

Spaceport Speeders is a repulsor vehicle shop that rents, sells, and buys land- and airspeeders. (In fact, Luke Skywalker's landspeeder is on sale for only 4,000 credits!) Other than that, there are only two landspeeders available — an old Mobquet A-1 and a rebuilt Ubrikkian. The heavy influx of bounty hunters has cleaned the shop out.

The three bumbling and inept looking bounty hunters haggle about the price of Luke's old vehicle, and Zardra (see page 122) eyes the Ubrikkian when the player characters reach the encounter. She greets them with a chilling smile, and finishes her purchase. If the Rebels ask about Tallon while she is around, Jodo Kast will be alerted to the player characters presence. The salesman has never seen Tallon, but that maybe Old Arno the scout knows who he is. See "Meeting Old Arno" in Episode Four for more information.

**Mobquet A-1 landspeeder.** Speeder, maneuverability 1D+1, move 55; 160 kmh, altitude 2 meters, body strength 2D.

## Power Station

The station provides power for speeders and other repulsorlift vehicles. A large, square labor droid, named 4-LB, operates the station. Four-el has information matching Tallon's description. He lives out on the Old Lank settlement and comes by twice a month. But Four-el has confused Bels Lanks with Tallon.

While the player characters talk with Four-el, the assassin droid IG-72 plugs into the station to power up. The droid ignores them and seems totally uninterested in their discussion. Once the player characters leave the assassin droid thrashes Four-el and the station. Then it heads out to the Lank farmstead to finish its mission. See page 123 for IG-72's statistics.

## Jabba's Town House

A large, converted blockhouse serves a Jabba the Hutt's home in Mos Eisley. Two dozen guards and twice that many servants work here constantly, whether Jabba's in town or not. It doesn't have all the comforts of his desert palace. But it is easily the fanciest estate in this section of the city. Jodo Kast and his team have graciously been given permission to use these facilities as a base while they stay on Tatooine. Jabba has used these hunters at one time or another and feels it is in his best interest to accommodate him. Besides, it allows him to keep an eye — through his assorted agents and listening devices — on Kast. Jabba is also deeply curious as to why so many hunters have come to Tatooine.

By the way, there is no way the player characters can get to see Jabba during this adventure. He is secluded out in his desert palace, a well-guarded structure that these Rebels cannot hope to breach. The closest that they can get to the Hutt is Akkik and Gorrt, as well as the town house guards. If the player characters persist, have them roughed up by a large number of goons. If they try again, have them captured and fed to the rancor.

## Spaceport Hotel and Mos Eisley Inn

These two dilapidated inns provide all the comfort that the inner city can offer to weary space travelers — cheap food, semi-private rooms, lumpy beds. Ten credits per day, per bed is standard, but the innkeepers try to haggle for more. Both are crowded, but there is some room in the inns — for a price. With so many people arriving in Mos Eisley, the inns can demand up to 50 credits a day. If an innkeeper rolls better than each player character on a bargain check, he demands the 50 credits. For each player character that beats his roll, subtract 10 from the amount, down to 10 credits a day.

**Sullustan hotel clerk.** All stats 2D except: *bargain* 3D+1. Move: 10. Special abilities: enhanced senses (+2D to vision- or hearing-based *Perception* and *search* rolls in low-light conditions), location sense (once a Sullustan has visited an area, he or she always remembers how to return to that area and cannot get lost returning to that area; *astrogation* rolls to jump to a system the Sullustan has visited before receive +1D).

**Mos Eisley innkeeper.** All stats 2D except: *bargain* 4D. Move: 10. Character points: 1. Blaster pistol (4D).

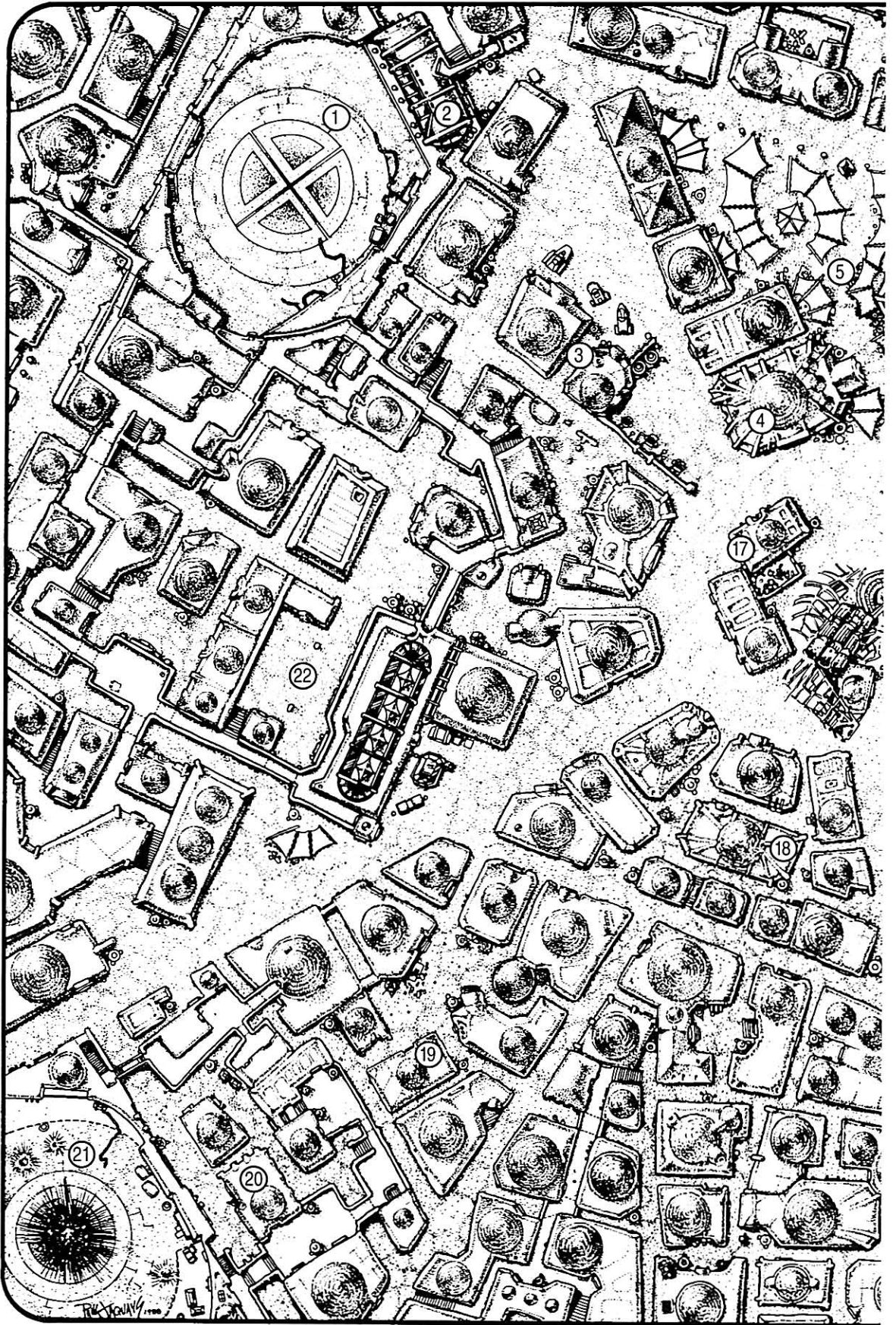
## Wreckage

One wave of settlers crashed in the middle of what is now Mos Eisley. The ruins of the colony ship can still be seen, as the city never cleared the wreck but instead built up around it. The Mos Eisley Cantina was the first blockhouse, and the city simply continued from there in an ever widening circle. What's left of the ruins is considered a planetary monument — but that doesn't stop the Jawas from using it as a home while in the city.

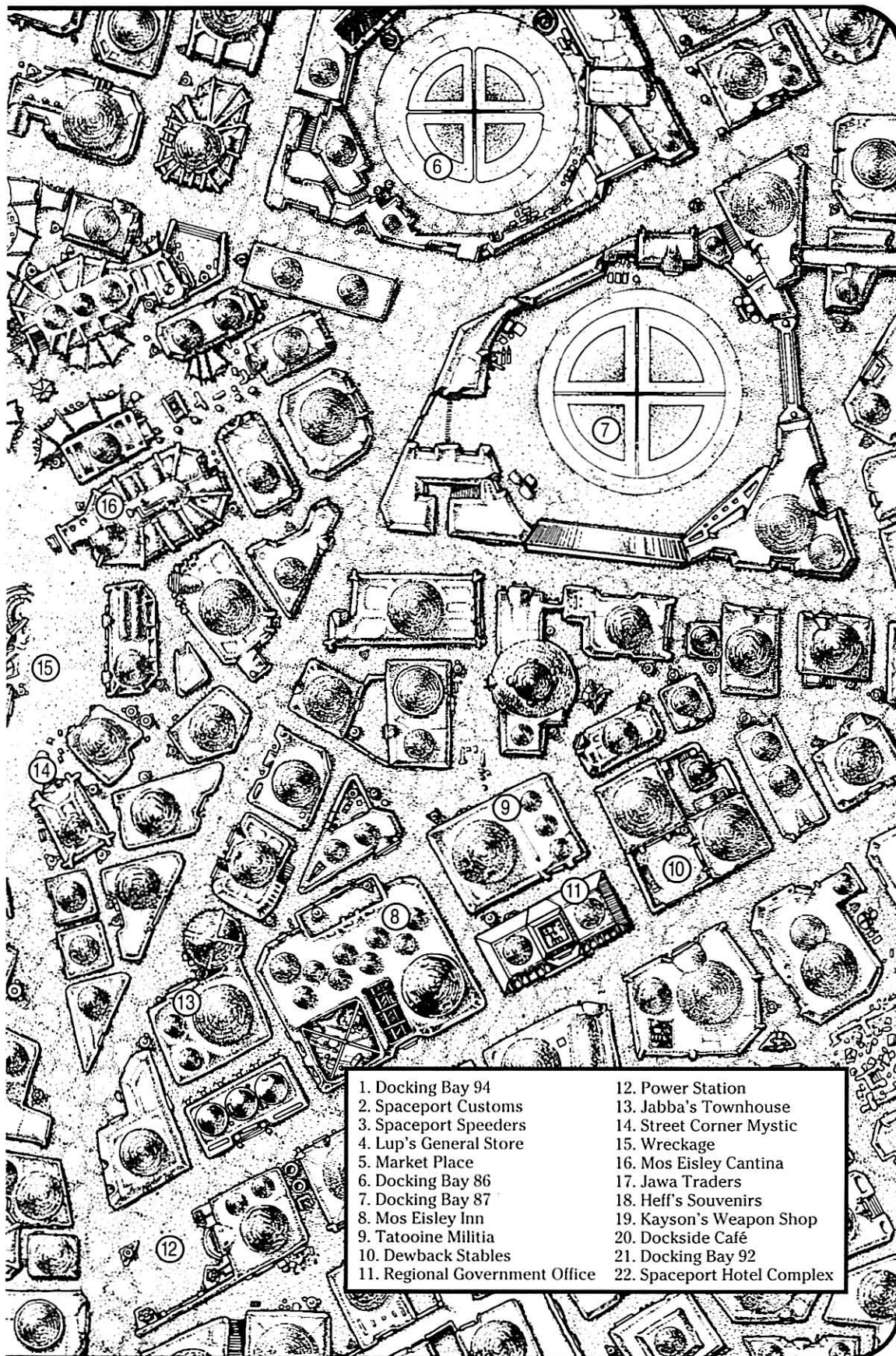
## Weapon Shop

Kayson's Weapon Shop sells personal weapons, both ranged and melee. Kayson has lots of standard items, including non-powered clubs, swords, and gaffi sticks, and powered weapons like blasters. No explosives are available, though, and no heavy weapons (Puggles bought up all the detonite Kayson had on hand). All prices are doubled due to the heavy demand the bounty

# MOS EISLEY







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|--------------------------------|-----------------------------|
| 1. Docking Bay 94              | 12. Power Station           |
| 2. Spaceport Customs           | 13. Jabba's Townhouse       |
| 3. Spaceport Speeders          | 14. Street Corner Mystic    |
| 4. Lup's General Store         | 15. Wreckage                |
| 5. Market Place                | 16. Mos Eisley Cantina      |
| 6. Docking Bay 86              | 17. Jawa Traders            |
| 7. Docking Bay 87              | 18. Heff's Souvenirs        |
| 8. Mos Eisley Inn              | 19. Kayson's Weapon Shop    |
| 9. Tatooine Militia            | 20. Dockside Café           |
| 10. Dewback Stables            | 21. Docking Bay 92          |
| 11. Regional Government Office | 22. Spaceport Hotel Complex |

Paul Jaquays

# MOS EISLEY



hunters have created.

### Street Corner Mystic

All kinds of aliens live on the streets in this outlaw town. Beggars, thieves, and other cast-offs of the space lanes find a way to live in the Mos Eisley shadows. Improvise all kinds of chance encounters with any sort of scoundrel, crazy or desperate person you can imagine. But the most interesting street person on the street corner is a mystic.

This ageless gent wears long, ragged robes and carries a tall staff. The staff is topped with a tiny bantha, carved from the tusk of one of the large beasts. His voice echoes throughout the cramped streets, calling for all to listen. He is a Dim-U priest, one of the select devoted to the "mystery of the bantha." In general, the locals seem to ignore the ranting priest, often clucking sympathetically. One passerby mutters to you that "Ol' Hen, he's been out in the suns without a visor a bit too long." It appears the street corner mystic's antics are well-known to the denizens of Mos Eisley. He says the following when the players encounter him:

**"Listen, my children! For we have been given a great mystery to unravel, a message of importance if we can only see! And what is this mystery? It is the bantha, that sacred, noble, elegant creature that can be found the galaxy over! Wherever we go in our space vessels, no matter how far, the bantha is there to welcome us and make us feel at home. Do not harm the bantha, do not eat of its meat or wear its regal hides! Would you harm a welcoming friend?"**

The priest and his sect are an accepting, tolerant lot, though the more cynical elements of Mos Eisley regard them as "well-meaning crackpots." They welcome travelers, helping them to become accustomed to life in the desert. The preacher explains to the Rebels that the priests of Oasis, the desert community, may be able to help them in their quest. See "Midnight at the Oasis" in Episode Five for more information.

### Hunters, Hunters Everywhere ...

Bounty hunters are everywhere, arriving by the shipload, to hunt for Adar Tallon. There are capable hunters and unskilled ones, seasoned and raw recruits. The only thing they all have in common is the desire for quick credits and a taste for blood. The professionals are calm, quiet, and hard to spot. The part-time ones are excited, noisy, and stand out easily. They fill landspeeders to overflowing, hassle locals, act tough. Whenever you want, have a typical bounty hunter cross paths with the player characters.

**Typical bounty hunters.** *Dexterity 3D, blaster*

*4D, dodge 4D, Knowledge 1D+2, Mechanical 1D+2, repulsorlift operation 2D+2, Perception 2D, Strength 2D+2, brawling 3D+2, Technical 1D. Move: 10. Heavy blaster pistol (5D), blast vest (+1D physical), comlink.*

### Event Two: The First Oldster Dies

Some time during Day Two, the Rebels overhear a conversation. Place this special encounter anywhere in the city, after the player characters have visited two or three Mos Eisley sites. From around a corner, from a nearby booth, or from the next aisle in the general store, the player characters hear:

**"Yeah, Heff's dead," says a low, gravelly voice. "Even a bacta bath wouldn't help."**

**"Yep, yep," replies a fast, breathy voice. "Sad to see an oldster make da Final Jump."**

If they move fast, the Rebels can catch up with two canine-like aliens conversing nearby. Both stand erect and are humanoid. A player character must win an opposed *bargain* roll with one of the aliens (*bargain* 3D+2) in order to get anything useful out of the pair. If the player character loses, then it takes 50 credits to get the pair to talk. They explain that Heff owns the souvenir shop — or did until about an hour ago. Someone killed him. Heff was one of the last remaining oldsters, those people who came on the last colony ship. The only others still alive are Old Arno and Slag Flats.

At the souvenir shop, the Rebels can meet Heff's daughter, Tebbi. Tebbi is a rabbit-like alien, with soft white fur and long pink ears. She has been crying, and the shop is closed. A Rebel sympathizer, Tebbi can be convinced to help if approached in a friendly and honest manner. She reveals that nothing was stolen, but a dart sticking from her father's neck appears to have caused his death.

### Event Three: Meeting Labria

As the afternoon winds down, the Rebels get to meet Labria. If the player characters haven't been searching for this elusive knowledge broker, then the following scene can be used to introduce him. Read:

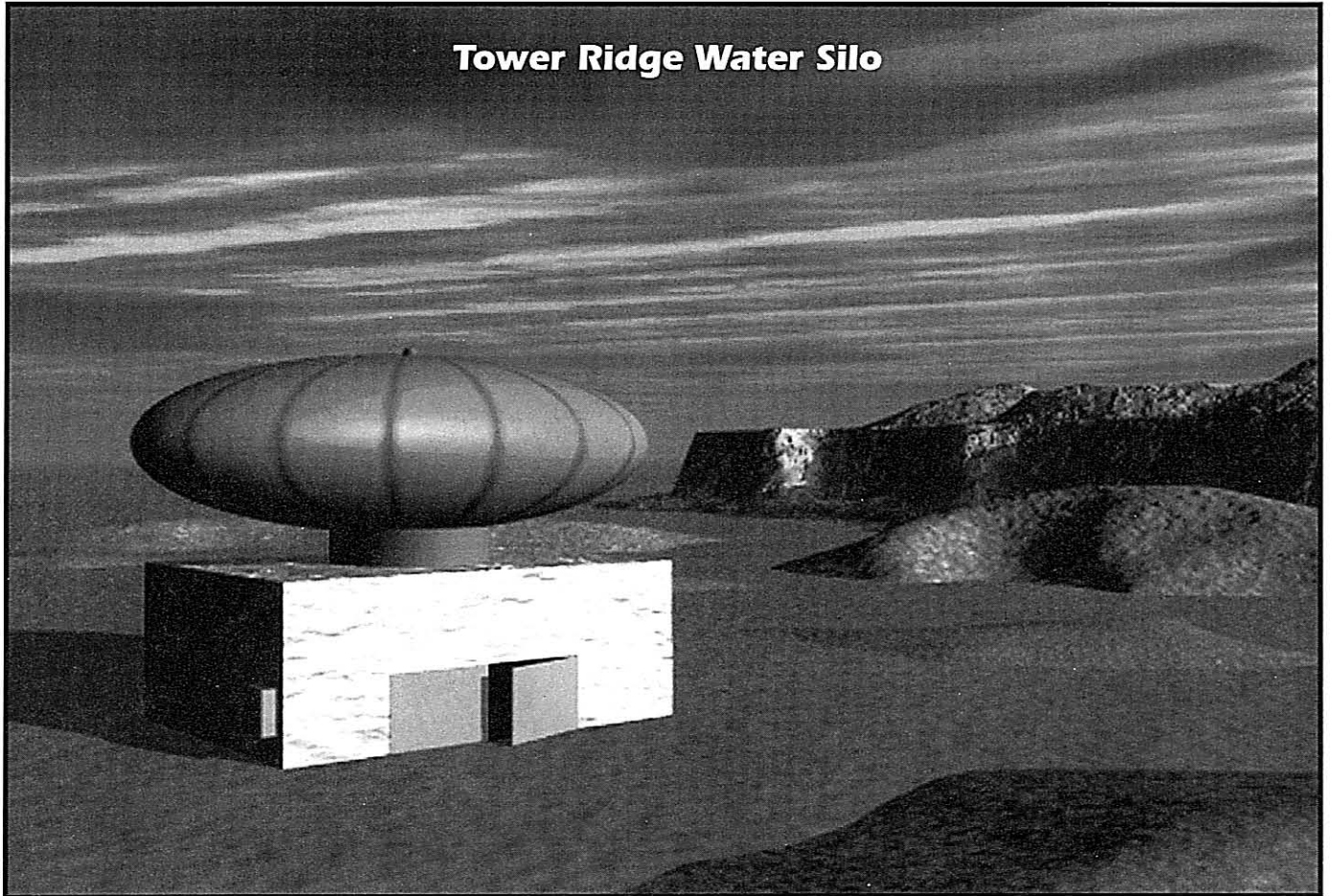
**You make your way back to the cantina when you hear a pained scream up ahead. There, in the shadowy alley next to the cantina, you see three figures beating a fourth person. One of the figures steps into the light and you recognize the distinctive armor of a bounty hunter. He pulls his blaster and addresses the beaten person. "You're gonna tell us what we want, or you're gonna end up real dead!"**

If the player characters rush to the beaten figure's aid, they discover that he is Labria. After



Mike Vliard

## Tower Ridge Water Silo



Stephen Crane

beating or driving off the three typical bounty hunters, the Rebels can speak with Labria. In gratitude, he tells them what they want to know.

If the player characters have been actively seeking Labria, asking questions and the like, he follows them around and finally approaches them as the afternoon ends. He had to make sure they weren't like the other hunters—cruel and deadly. If they did some good deeds around Mos Eisley, he mentions these acts as the reason he has decided to help them.

Labria is a tall humanoid with a diabolical face, razorsharp teeth, and two huge horns jutting from his bald head. For all his sinister appearance, Labria is nothing more than a town drunk. With slurred speech and stumbling movements, he makes his way around the city. He does know things and can be quite helpful, he just doesn't look the part. An employee of Slag Flats, he has been on the lookout for anyone who might be able to assist her old friend, Adar Tallon. Labria has decided that the player characters fit the bill.

**“I am Labria (hiccup!) and if you need information, I am the person to deal with.”**

**Labria.** *Dexterity 2D, dodge 3D, Knowledge 3D,*

*streetwise 4D, Mechanical 1D, astrogation 3D+1, Perception 2D+2, con 3D+2, hide 3D, investigation 4D+1, sneak 3D+2, Strength 2D+1, Technical 1D, computer programming/repair 3D.* Move: 10. Character points: 3.

Labria knows absolutely nothing about Adar Tallon, other than it is a name on many people's lips these days and that the name has interested his sometime employer, Slag Flats. He explains that Slag only sees who she wants to see, and without his help the player characters will never find her.

**“At First (hiccup!) Twilight you meet me. At Spaceport Hotel. I'll take you to Slag Flats.”**

The Rebels can do whatever they want until First Twilight (when Tatooine sets), then it's off to see the mysterious Slag Flats.

## Episode Three: Blood On The Sand

### Summary

This episode follows the assumption that the player characters agree to meet Labria at First



Twilight. Labria leads them to Tower Ridge to meet Slag Flats. He doesn't stick around long, leaving the player characters to make their own introductions. Inside an old water storage silo, in the shadow of an old subspace transmission tower, is Slag's secret headquarters. But when the Rebels find Slag, things are not as expected. An unforeseen greeting creates a desperate situation and the Rebels discover that you can drown on a desert planet. If the player characters decide they don't trust the Devaronian, see the alternate storyline at the end of this episode.

### First Twilight Get-Together

First Twilight of Day Two comes to Tatooine. If the player characters meet Labria at the Spaceport Hotel, he directs them to the outskirts of town, to Tower Ridge. He drives a beat-up speeder bike, weaving wildly ahead as the Rebels follow in their own vehicle.

Tower Ridge is one of the first subspace transmission antenna ever constructed on Tatooine. Now it is unused, just a towering ruin. Below it rests one of the planet's first water storage silos, set upon a sandy ridge that overlooks the encroaching desert.

During the ride out, Labria explains that Slag Flats is an Ithorian-in-exile, an elderly female who came to this dead desert world on a colony ship. She has carved a place for herself in the underworld, but not a large enough place to upset Jabba the Hutt.

**"She can tell you where to find (hic!) this Tallon," explains Labria. "She holds audience in the silo."**

Once they arrive, Labria informs them that this is as far as he goes. He turns his bike around and zooms back towards Mos Eisley. Now the player characters can examine the silo and decide their next course of action.

### Examining The Water Silo

As the Rebels examine the surrounding area, read:

**The rusted ruins of the transmission tower cast a shadow across the ridge complex. The silo itself rests atop a square metal building, with double doors set in one side. One door rocks open in the evening breeze. An old speeder is parked behind the silo, and a control box is attached to a side wall.**

Inside the silo, the Rebels will find — courtesy of Jodo Kast — a very dead Slag Flats. After Kast finished dealing with Slag, he left a squad of typical bounty hunters to clean up her associates. As they were leaving, Quist arrived. It was easy for Quist to buy the hunter's loyalty. Now they are in the transmission tower, hired by the

pirate to kill whoever Slag was waiting to meet. Quist watches the proceedings from beneath the ridge, his speeder bike nearby.

Player characters actively examining the area (and making an easy *search* roll) find shifted sands around the complex that show a number of landspeeders recently moved through this vicinity.

Any Rebels who enter the building see:

**The dark interior of the silo is quiet and still. Your footsteps echo loudly about the metal chamber. Then you notice shapes upon the floor, beside some over turned furniture. Three humans and a hulking white-furred alien are scattered nearby, distinct blaster burns riddle their bodies. An Ithorian, presumably Slag Flats, is slumped in her chair, her great hammer-shaped head splayed across her desk.**

When Slag is examined, the Rebels find a dart jutting from her neck. It is coated with Sennari, just like the darts that killed Dana and Heff. A data pad near her lifeless hand has two words typed into it: "Arno's next."

At this moment Quist puts his scheme into action. Using a remote, he triggers the magnetic seal on the silo doors. They clang shut, trapping the Rebels within the metal structure. Then the hunters move out in their landspeeder, hoping to draw any Rebels who remained outside away from the silo. If the Rebels decide to chase the hunters, see "The Big Chase Scene." To find out what happens to the player characters in the silo, see "The Deadly Water trap."

### The Deadly Water Trap

Once the magnetic doors seal, the player characters have a few moments to puzzle out their situation. Of course, like the garbage disposal aboard the Death Star, this chamber is protected against blaster fire. Because of the magnetic seal, any shots aimed at a wall or door simply ricochet around the room. The only other visible exit is a closed door in the ceiling, about three meters off the ground.

When the Rebels who remained outside take off after the fleeing bounty hunters, Quist makes his play. He goes around to the control box, flips a switch, and returns to his speeder bike. The switch opens the overhead door, pouring tons of water down into the sealed chamber. If any of the trapped player characters make an easy perception roll, they hear a repulsor engine roar over the sound of the rushing water then fade off into the desert, away from Mos Eisley. Quist, his task done, returns to Tallon's fortress to put the rest of his evil plan to work.

To get out of the trap, the player characters need to do nothing more than swim. Once the

water has filled the chamber, they can flat to the top and climb up into the silo. An unshielded door in the silo can easily be blasted open. Of course, the player characters need to remove any armor in order to stay afloat, as well as make Very Easy *swimming* rolls. they could also use a thermal detonator (or two grenades) to blast a hole in a metal wall.

Outside, near the control box, is a stick of SoroSuub Stimchew (an important clue).

### The Big Chase Scene

The four typical bounty hunters drive off in a roomy landspeeder. The hunter's speeder starts out at short range and the driver has a *repulsorlift operation* of 3D+2. If the fleeing speeder gets beyond long range, it gets away. If the player characters' speeder catches up with the bounty hunters', all characters not driving can begin to exchanging blaster fire. The hunters fight to the death, but if any are captured they explain that they help Jodo Kast wipe out the Slag Flats and her friends. But now they're taking orders from a guy who came out of the desert, a guy with lots of credits and a knife where his hand used to be.

#### ■ Ubrikkian 9000 Z004

**Craft:** Ubrikkian 9000 Z004  
**Type:** Sport speeder  
**Scale:** Speeder  
**Length:** 9 meters  
**Skill:** Repulsorlift operation: landspeeder  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Passengers:** 1  
**Cargo Capacity:** 30 kilograms  
**Cover:** 1/2  
**Altitude Range:** Ground level—1.5 meters  
**Cost:** 15,000 (new), 5,000 (used)  
**Maneuverability:** 2D+1  
**Move:** 105; 300 kmh  
**Body Strength:** 1D+2

### Alternate Story Line

If your player characters decide not to meet with Labria, they still find out some of the things that go on in this episode. Let them hear about Slag Flat's demise the same way they heard about the death of Heff. A couple of people talking explain how Flats was killed out at the old water silo, how she was found with a dart in her neck. They also mention how the scout, Old Arno, is the last of the Oldsters, the only one left from Tatooine's original colony ship. The player characters may then decide to go out to the silo to see for themselves. if they do, just modify "Examining the Water Silo" to fit this development. Even if they don't head out to the silo, follow up the news of Slag Flat's death with the events of Episode Four.

## Episode Four: Cantina Ambush

### Summary

By the evening of Day Two, the Rebels should have found out the following facts: there are lots of bounty hunters on Tatooine searching for Adar Tallon. One of these hunters uses poisoned darts to dispatch his victims. Two oldsters, both of whom may have known Tallon, were found dead with darts jutting from their necks. The next apparent victim, Old Arno the scout, is also someone whose services have been recommended to the Rebels if they hope to survive out in the desert wastes.

Now, as darkness spreads through the crowded Mos Eisley streets, the Rebels receive a message from Old Arno to meet him at the Mos Eisley Cantina. But what's waiting for them isn't a cagey old scout — it's a squad of deadly bounty hunters.

### Nighttime In Mos Eisley

Nighttime in Mos Eisley can be a dangerous time. Vile bounty hunters stalk the darkened streets, but the regular inhabitants are no less fearsome. Thieves, murderers, and all manner of the criminal element prowl the arched pathways with evil intent. Bring this out in your descriptions as the Rebels make their way back from the water silo or just wander around looking for clues. You can actually place a few nocturnal encounters along their route. If any player character goes about o his or her own, this is a perfect opportunity to have something bad jump out of the shadows.

Eventually, however, they make it back to their lodgings. If they go directly to their rooms at the inn, a message awaits them. The innkeeper says:

**"I got a message for you. Old Arno wants to meet with you tonight at the cantina. The messenger said Arno's got some important information concerning somebody named Tallon."**

If the Rebels ask who the messenger was, the innkeeper says, "it was that no good drunken stoolie, Labria."

The Rebels could also be staying n their ship. If that's the case, they find the message on their computer screen, transmitted from somewhere in town.

### The Effects Of No Sleep

Rebels need sleep, that's a fact of life. After a full day's activity, everybody needs time to rest and recuperate. Once you determine when sleep

becomes necessary. Let everyone make a Moderate *stamina* check every hour longer they decide to remain awake. Anyone who fails loses one die from every attribute and skill until they get at least four hours of sleep. Even Rebels with high *stamina* can only push themselves so long before they suffer negative effects as well. After three hours, they begin to lose one die every two hours, regardless of their *stamina* rolls.

### Waiting For Arno

If the Rebels go to the cantina in response to Old Arno's message, they don't find him right away. In fact the bartender mentions that he hasn't seen Arno for over a week. But before they can puzzle this out too much, Labria shows up, all smiles and good cheer. Labria has decided to work for Jodo Kast. The reasons for this include good money and wanting to live to a ripe old age. He decided to tell Kast about Flats, but never thought that Slag would die. If she had only cooperated with the bounty hunter, Labria has convinced himself, everything would have been fine. Now Kast wants to eliminate the group that Flats asked to meet, as well as Old Arno. Arno's a problem since no one's seen him for over a week, but the Rebels should provide some amusement at best. To this end, Labria has been instructed to lead the Rebels to the cantina, positively identify them, and then spring the ambush. Labria says to the player characters:

**"My friends! I am truly sorry about what happened to poor Slag. But I have located Old Arno. he'll be here shortly to meet with you."**

As Labria tells them about Arno, ask the player characters to make Moderate *Perception* rolls. If anyone makes it, tell them that they see a small, furry alien (Puggles Trodd) sidle up to the bar near their booth. If anyone rolls five more than the necessary difficulty number, they notice that except for the band, the cantina has become quiet.

Labria stands shakily, point at the Rebels. He yells out:

**"These are the hunters that Slag wanted to meet! You can begin the attack!"**

With that, the Rebels hear an evil laugh as numerous blaster safeties click to the ready and the ambush is sprung.

### Rebels Betrayed

The band abruptly stops playing. Six typical bounty hunters and Puggles Trodd stand around the player characters booth. Puggles has lifted himself onto a table so that he has a commanding view of the room. Everyone else has scattered, including the bartender. His voice can be heard from somewhere under the bar — "No blasters!

### Bounty Hunter Tactics

Four bounty hunters overturn two nearby tables to use as cover. Each table has *Strength* of 1D. The tables must be destroyed before those hunters can be shot at. Three hits destroy a table (or three times the tables *Strength* roll on one hit). Everyone is at point-blank range. The other four hunters *dodge*, making it harder to hit them. They will not use combined fire, as they've never worked together before. The hunters fight to kill, as per Jodo Kast's orders. Puggles ducks out through the back door during the fight.

No blasters!" Every gun is pointed at the player characters. Puggles addresses them:

**"Money is tight, my friends. Competition bad for all. You understand, yes? Don't be mad with Puggles. This is just business."**

With that Puggles dodges behind the bar and the bounty hunters open fire. Blaster fire cuts Labria down during the first volley, but six shots are aimed at the player characters.

At some point, when everyone is engaged in combat, a shadowy form appears in the darkened cantina entrance: Jodo Kast. He fires one dart at a player character, then disappears into the night. The dart is coated with poison. If the Rebel is hit, he or she must make a *stamina* roll. The number rolled is the number of minutes before the poison kills. A medpac applied during this time will save the Rebel (Moderate *first aid* check).

When reduced to three attackers or less, the hunters attempt to retreat. They rush into the street, heading for Jabba's Town House. Once the chase leads into the narrow streets, go to "The Grenade Escape."

As the Rebels leave to chase the hunters into the night, or once they've defeated them in the cantina, the band begins to play again as though nothing happened.

### Puggles's Grenade

If the player characters chase any fleeing bounty hunters, they follow them into the narrow streets heading toward Jabba's Town House. Once the player characters plunge ahead, Puggles leaps from his hiding place in the shadows and tosses a grenade at them. Puggles's grenade is a "smokescreamer," a combination sonic screecher and smoke bomb. When it detonates, it produces an ear-piercing wail and emits clouds of thick, black smoke.

Everyone within 10 meters of the explosion must make a Moderate *stamina* roll. If they fail,



the pain produced by the sonic scream incapacitates them until the noise stops. An *Easy Technical* roll, by someone who isn't incapacitated, must be made to shut off the screamer. Those not incapacitated by the noise still experience pain. Lower all attributes and skills by 1D while the noise continues. Only by running straight ahead through the smoke (and making a *Moderate search* roll) can any Rebel hope to keep up the chase. Those that do can follow the remaining hunters (and Puggles) back to Jabba's Town House. If the Rebels chase them that far, the militia intervenes to stop any battle.

### Meeting Old Arno

The excitement's over for the night. If the player characters didn't chase after the bounty hunters, they're standing around in the middle of a wrecked cantina. Labria isn't among the bodies. Only wounded, he disappeared into the night. The bartender, understandably, isn't very happy. He peeks his head over the bar to make sure the shooting has stopped, then rises to his full height with an angry gleam in his eyes. He wants to know who is going to pay for all the damage. It takes an offering of 250 credits to calm him down, and even then he'll continue to mutter to himself for the next couple of days.

If they did chase the hunters, the player characters are either recovering from the sonic screamer or talking their way out of trouble with the militia.

Either way, a grizzled old-timer steps out of the shadows. He surveys the area calmly, his craggy face baked brick red from constant exposure to Tatooine's suns. He sports a long bristly beard. He steps up to the Rebels and says in a slow drawl:

**"Someone sure doesn't like you folks. Good thing I just got back from the Dune Sea or I might have ended up like poor 'ol Heff and Slag. I'm Old Arno, the scout, and I got a message from Slag Flats to look you all up."**

Slag tried to contact Arno earlier, but settled with leaving him a message when she couldn't track him down. She wanted the old scout to lead the player characters into the Wastes to try to find Tallon. Once, long ago, she aided the commander when he needed to lose himself on Tatooine. With only infrequent contact over the years, Tallon never opened up completely to the Ithorian crime boss. So she only had a vague idea of where he had settled, but she still had fond feelings for the noble commander. She wanted to find a trustworthy and capable group to help Tallon avoid the price on his head. By watching the actions of the player characters throughout the day, Slag came to the conclusion that they

might be Tallon's only hope. If the Rebels tell Arno what's been going on, he agrees to lead them out. Until then, he can take them to a hiding place he has just outside of town where they'll all be safe for the night.

Arno knows a lot about the desert and its inhabitants. He has worked for moisture farmers, inspectors, and explorers, using his skills to earn a living. Old Arno believes in fair deals and honest work, and he does his best to honor old debts and help his friends. Arno, Slag, and Heff arrived on Tatooine together, passengers on the original colony ship whose wreckage still adorns the center of Mos Eisley. Now his friends are dead, and Arno won't rest until their murderer is found. He explains to the player characters:

**"I figure Slag and Heff were killed because someone thought they knew something about this Adar Tallon fellow, seeing as how them and me are the only locals who date back that far. Seems to me there was a group of people who arrived right around the time of this commander person's death. They settled out in the Wastes, actually purchasing some deserted homesteads. So that's where we'll start in the morning. We'll check out them places and see what we can see. Lank's farm, Tusken Fort, and Sedi Fisk's desert manor. Yup, it's gonna be an interesting day."**

**Old Arno.** *Dexterity 2D+2, blaster 3D+2, Knowledge 4D, survival 6D, Mechanical 3D, repulsorlift operation 4D, Perception 2D, Strength 3D, Technical 3D+1.* Move: 10. Blaster pistol (4D), comlink, macrobinoculars.

## Episode Five: Exploring The Wastes

### Summary

Second Dawn of Day Three brings a whole slew of new problems to challenge the Rebels. They discover that most of the bounty hunters have set off into the desert with Jodo Kast, just a few hours prior to their own departure. But with Old Arno to lead them, the Rebel heroes have a slight advantage over Kast and his cronies. Plus, Arno has narrowed down Tallon's hiding place to three sites. All they have to do is reach the right one first.

### Starting Out

Arno wakes the Rebels at Second Dawn, urging them to get a move on. Something big has happened in Mos Eisley and he wants to check it out before they begin the day's trek. The old scout offers the player characters a ride in his large, battered cargo skiff, but he relents if they decide to bring their own vehicle. He'll be slightly insulted, of course, but he won't grumble — at

least not much. He cranks up the old repulsorlift engine and the skiff rattles forward, sounding very much like it's about to fall apart. But it doesn't, and soon they drive into town. Read:

**Something is different in the spaceport on this bright, hot morning. Something has changed. The Mos Eisley streets are quiet and less crowded, the citizens go about their business with obvious ease and relief. Old Arno pulls up outside the general store, offering a slight nod of greeting to Tar Lup. "Hello, Tar. Why's our little town breathing so easy this fine morning?" asks Arno. "Can't you tell, Arno? They're gone," smiles Tar, "the bounty hunters have gone. The whole lot of them got up before First Dawn and headed out into the desert."**

Tar and most of Mos Eisley's residents are visibly relieved to be free of the bounty hunters, even if only for a day or two. They don't understand that Mos Eisley's good fortune probably means a major loss for the Rebel Alliance. Old Arno turns to the Rebels and asks them quietly, "What's our next move?" If they decide to proceed with the plan Arno outlined in Episode Four, read:

**Old Arno maneuvers his clunky skiff through the wider streets, never looking behind to see if you are following. When he reaches the edge of town he guns the engine and the skiff shoots off into the desert. Soon Mos Eisley is far behind, just a speck on the scorched horizon.**

### Cut-Away To The Relentless

Read aloud:

EXTERIOR: SPACECRAFT IN SPACE. *The Imperial Star Destroyer Relentless, docked with Kwenn Space Station.*

INTERIOR: IMPERIAL STAR DESTROYER BRIDGE. *Captain Parlan stands upon the command platform, watching the space station through bridge viewports. A lower officer steps up and clears his throat.*

"Speak," orders Parlan.

"The crews have worked through the night and all systems have been repaired," snaps the officer. "In addition, astrogation has calculated an optimum hyperspace route that will get us to Tatooine by tomorrow evening."

*Parlan's eyes sparkle and his lip turns up in an evil smile.* "Then Tallon is mine! Order immediate departure."

Fade To:

EXTERIOR: THE TATOOINE DESERT

### Into The Wastes

As the Rebels make their way to the three possible sites of Tallon's hide-out, they encounter a number of dangers unique to Tatooine. Because of their proximity, Arno must lead the player characters through each encounter as they are presented. There is no way to avoid any of them without going kilometers out of the way and losing precious time.

Old Arno explains that he hasn't been out this way in quite some time, so some things may surprise even him. Still, someone killed his friend Slag Flats, and he won't rest until the murderer is brought to justice.

While playing these encounters describe kilometers of burning sand that stretch in every direction. Bring out the fact that rows of endless dunes make everything look the same. Tell the players how hot the desert is, with the glaring heat of the twin suns pounding down upon them. Get across the feeling of a vast, boiling desert as the player characters travel through the unending wastes. But at the same time, give just enough of these set-changing descriptions to add mood and flavor, then fade to the next encounter.

### Encounter One: Here Be Dragons

When the Rebels cross the next dune, they come face to face with a creature out of nightmares. Read:

**As you come over a large sand dune you see a flat plain that stretches to the horizon. There, lying wounded just above the burning sand, is a large sail barge. Overloaded with bumbling, amateur bounty hunters, the craft appears to be ripe pickings for the creatures surrounding it. The sail barge is under attack by three huge, terrifying monsters! "Them's krayt dragons," explains Arno, "some of the most fearsome creatures to walk the Tatooine sands."**

These hunters are rank amateurs who came in answer to the Imperial bounty. They aren't part of Jodo Kast's crew, and they'll be lucky to fend off the krayt dragons without losing a hunter or six. The player characters can aid the hunters or not, but if they continue on without getting involved read the passage below. If they do help the hunters, ignore the passage and just let them deal with the three dragons.

You leave the sail barge behind, driving your landspeeder over a hill of sand. Suddenly, without warning, the hill moves! Sand cascades like water from a fall as a huge creature rises out of the desert. This krayt dragon roars, drowning out the sound of your vehicle's engine. Its dripping, tooth-filled maw snaps closer and closer.

### ■ Krayt Dragon

Type: Desert Predator

DEXTERITY 3D

PERCEPTION 1D+2

STRENGTH 12D

Special Abilities:

*Claws:* 8D damage.

*Teeth:* 15D damage.

Move: 15

Size: 10 meters tall, 30 meters long

**Capsule:** Krayt dragons use their claws to swat the player characters and gamemaster characters alike. Once a character is stunned, the lizard moves in to apply a powerful bite to the unmoving victim. Dragons flee after being incapacitated or suffering six hits (stun or better).

If rescued, the hunters try to take over the player characters' speeder so they can continue their search. They'll offer to buy the vehicle, and even steal it if that fails, but they really aren't very good and can easily be left behind. These bumbling bounty hunters have the following statistics.

### ■ Amateur Bounty Hunters

Type: Amateur Bounty Hunters

DEXTERITY 2D+1

Blaster 2D+2

KNOWLEDGE 1D+2

MECHANICAL 1D+1

PERCEPTION 1D+2

STRENGTH 2D+1

TECHNICAL 2D+2

Move: 10

Equipment: Blaster pistol (4D)

### Encounter Two: Sedi Fisk's Desert Manor

After the battle with the krayt dragons, Old Arno leads the way to Sedi Fisk's desert manor. The manor rests within a rocky canyon, surrounded a protected by high stone walls. All around the manor are smaller dwellings, situated to form a little community out here in the Wastes. But it is evident at once that no one lives here anymore. Read:

**The canyon is quiet, still. Nothing moves but the hot, midday breeze, and it blows unobstructed through and around the shattered buildings. The manor lies in ruins, as does every other dwelling in the vicinity. Whatever happened here occurred long ago. It appears Sedi Fisk no longer lives in this tiny community.**

As the Rebels make their way through the ruined settlement toward the manor house, have the player characters make *Easy Perception* or *search* rolls. Anyone who rolls successfully can positively determine that these ruins date back at least a year, possibly longer. Shattered gaffi sticks can be found among the broken remains, as well as deteriorating signs of previous habitation and recent animal infestation. In fact, some

of the animal tracks look quite fresh. When they continue further into the ruins, read:

**The broken remains lean toward you as you climb over rubble and under hanging wreckage. After a time the twin suns dip lower and the shadows grow longer. You imagine that things are moving in the darkened corners, just out of sight. Then, without warning, a shadow disconnects from a crumbling wall and dashes in your direction.**

Not everything in this community is dead. A pack of womp rats has taken up residence here, and they would love to feast on the Rebels! Over two meters long and extremely vicious, womp rats attack quickly and in packs. Five of them participate in this battle.

### ■ Womp Rat

DEXTERITY 2D

PERCEPTION 1D+1

STRENGTH 2D+1

Special Abilities

*Claws:* Do STR+1 damage.

*Teeth:* Do STR+1D damage.

Move: 5

Size: 2.1 meters long

Scale: Creature

After defeating these mean spirited creatures, the Rebels should come to the conclusion that this isn't the place they want to be. If they don't decide to leave and instead agree to continue exploring the ruins, have Old Arno point out the following fact.

"Don't get excited, but there's a whole bunch of those womp rat critters all around us," Arno calmly explains. "I suggest we get out of here, but real slow like, if you take my meaning."

Above, on the rooftops of the ruined buildings, the Rebels see lots of dark shapes and gleaming eyes. If the player characters ignore Arno's suggestion, the womp rats begin attacking in waves of five until the player characters are forced to flee.

### Encounter Three: The Oasis

First Twilight falls over the desert by the time Arno leads the Rebels out of the ruins. He gathers them some distance from the broken settlement and says:

**"The Wastes ain't safe to travel after dark, and I certainly don't want to camp out in those awful ruins. There's a place I know that will put us up for the night, and some people there may be able to provide us with some information. It's called the Oasis and if we hurry, we should make it there before Second Twilight."**

The Oasis is a religious community situated in the middle of nowhere. The Dim-U, as the priests call themselves, came to Tatooine aboard the colony ship, along with the last settlers (although



the original priests have died out). On Tatooine, as on hundreds of other planets, they came to help establish the world and expand their peculiar (but harmless) religion.

Here, the Rebels find a small town fighting to survive in the endless desert, far from the larger cities. A number of dwellings, built in the distinct Tatooine manner, huddle together with several moisture farms to make up Oasis. The people are friendly and trusting, helping any who come to them in need.

It is after dark when the Rebels arrive. A priest greets them and offers to direct them to the main hall where they can find food and shelter. Along the way they see farmers quitting work for the night, children playing atop huge banthas, and other members of the community engaged in various activities.

At the main hall, the Rebels can speak to Dryon, the current Dim-U high priest. Dryon looks very similar to the street preacher in Mos Eisley, except he is cleaner, neater, and wears better clothes. He listens quietly to the player characters questions, then explains:

**“As I told the others earlier, Oasis doesn’t ask for names or explanations. We simply greet newcomers and offer what aid we can to make life easier upon this suns-scorched ball.”**

The others were bounty hunters, including Jodo Kast, who asked questions concerning Adar Tallon. Dryon sent them on their way when they became angry, because anger is not the way of the Dim-U. “I could offer them nothing but hospitality,” says Dryon, “the same as I offer you.”

■ **Dim-U Priests**

Type: Dim-U Priests

**DEXTERITY 2D**

**KNOWLEDGE 2D+1**

Survival 3D+2

**MECHANICAL 1D**

Beast riding 3D+2

**PERCEPTION 2D+2**

**STRENGTH 2D**

**TECHNICAL 2D**

Character Points: Varies, typically 1-3

Move: 10

Equipment: Priests' robes

■ **Dryon**

Type: Dim-U High Priest

**DEXTERITY 3D**

**KNOWLEDGE 3D+2**

Survival 5D

**MECHANICAL 2D+1**

Beast riding 5D

**PERCEPTION 3D+2**

**STRENGTH 3D+1**

**TECHNICAL**

Force Points: 1

Character Points: 2

Move: 10

Equipment: Priests' robes

**Night Attack**

Oasis is a friendly, happy place, full of laughing people and good cheer. The priests, farmers, and families of Oasis fill the main hall to meet with the Rebels. They bring food, drink and song, asking only that the Rebels tell their story. As the peaceful night continues, no one suspects that danger waits around the next corner. Before the get-together breaks up, bounty hunters attack. Read:

**Your peaceful evening ends abruptly as a window shatters and a smoke grenade crashes against the far wall. Dark, noxious smoke quickly fills the hall, and people begin to rush from the building. But as they get out into the night, blaster fire smashes through the darkness and the citizens of Oasis fall. Then a voice calls out, “You will tell us what Jodo Kast wants to know, Dryon, or we will raze Oasis so that not even a speck of sand remains!”**

Zardra leads a squad of seasoned bounty hunters in this attack on Oasis. They do not know that the player characters are here when they first strike. The bounty hunters have the same statistics as those found in Episode One. There are five of them. Zardra hopes to convince the high priest to cooperate by threatening those he holds dear. Once Zardra realizes that she isn't facing just priests and farmers, she quickly changes her tactics. “This is a glorious night to win or die,” she tells her foes, then orders her squad to fight to the death.

These hunters are better than others the player characters have faced so far. They break into teams of two each, with each team combining fire at a single target when able.

Once the battle ends, there will be no further attacks that night.

**Episode Six: Battle In The Desert**

**Summary**

The second day out into the Wastes finally brings the Rebels to their goal, but not before they get to battle a young girl defending what's left of her home and meet up with Tatooine's fearsome Sand People. Then, if all goes well, they reach the last site on Old Arno's list — Fort Tusken.

**Day Four Begins**

Twin suns rise over Oasis on the morning of Day Four. Old Arno rouses the player characters, eager to start out. Dryon comes to see them off, thanking them for their help the night before. The high priest provides whatever supplies Oasis can spare, including food, water, and two

medpacs. They have few weapons, and cannot afford to part with those they do have. He extends an open invitation to the player characters, asking them to return whenever they like. Then he bids them farewell. Fade to "Encounter One: Lank's Farm."

### Encounter One: Lank's Farm

Fade in as the Rebels approach Lank's farm and read:

**Smoke wafts on the horizon, rising from the ruins of a large settlement. It appears something terrible has happened at Lank's Farm. And from the looks of the burning buildings and smoldering wreckage, it appears that whatever occurred happened very recently. Arno brings his landspeeder to a halt, scanning the area with a practiced eye. "Be ready," he whispers, "whoever is responsible for this may still be around."**

Lank's Farm looks similar to Luke Skywalker's home in *Star Wars IV: A New Hope*. There are domed, partially underground buildings, and lots of vaporators all over the property. The only difference is that these buildings are in ruins, their burning remains split wide and gutted. Whatever caused this damage had extensive fire power and wasn't shy about using it. Even the perimeter defense screens have been shattered.

As the player characters check out the farm, it soon becomes apparent that the agent of destruction is long gone. Blaster marks, grenade fragments, and fire damage scar the battered landscape. Then, when one Rebel approaches the main building, read:

**You hear muffled sobbing coming from somewhere ahead, within the destroyed main building. It stops. Silence follows.** (Give the players a moment to say what they're doing.) **Suddenly the silence is disturbed by the sound of a blaster pistol, and two fiery bolts smash within meters of where you stand.**

The ruins fall quiet again, and the Rebels see nothing. If they try to approach the main house, they must make three Easy *sneak* rolls. Each successful roll gets a player character that much closer to the house undetected. Anyone who fails the roll still moves closer, but is spotted by the mysterious sniper and shot at. Anyone who makes all three rolls undetected can get a drop on the sniper.

If a Rebel lobs a grenade into the ruins, the sniper screams out and the shooting stops. The player characters can now enter the ruins safely. See "The Wounded Sniper" below. If someone sneaks up undetected and decides to take aim to get off a blaster shot, see "The Unwounded Sniper" below.

**Sniper.** All stats are 2D except: *Strength 1D+1*. Move: 8. Equipment: Blaster pistol (4D).

### The Wounded Sniper

A grenade or other area weapon applied to the ruins where the blaster fire originates stops the deadly spray of energy. The ruins can now be entered safely, but once inside the demolished building the player characters hear:

**Low moans echo from the far corner, and a still form lies under scattered rubble. It is a young girl, no more than nine or 10 years old, and she appears wounded, trapped beneath a fallen wall.**

On careful examination, and a Very Easy *first aid* roll, the Rebels can tell that she isn't seriously hurt but her condition will deteriorate without application of a medpac. Once the rubble is cleared away and she is treated with a medpac (a successful Easy *first aid* roll), she awakens and fear fills her large, blue eyes. If the player characters act in a friendly manner and do their best to alleviate her fears, the girl speaks. See "The Sniper Speaks" below.

### The Unwounded Sniper

Any player character that successfully makes three sneak rolls gets to the ruins undetected. That Rebel can peek into the building to see who's there or to take aim with a blaster. Read:

**Standing behind a partially fallen wall, a blaster in hand, is a young girl. She's dressed in tattered clothing and appears to be crying. You figure she can't be more than nine or 10 years old. As you watch, she prepares to fire another burst toward your friends as they try to slip closer.**

Ask the players what their characters want to do. If a player character tries to order her to put her weapon down, ask for a Moderate *command* roll. Anything less won't break through her mixed emotions of fear, anger, and confusion. If a player character tries to calm her down and win her trust by being friendly, ask for an Easy *bargain* roll (she reacts more positively to such an action, therefore the lower difficulty). A player character might also attempt to reach her and disarm her before she can fire the blaster. The winner of an opposed *Dexterity* roll performs his or her action. If, after seeing who the sniper is, a Rebel still wants to shoot her, explain that this is definitely an evil action.

If the Rebels get her to calm down and talk to them, see "The Sniper Speaks" below.

### The Sniper Speaks

Once the Rebels begin to talk to the girl, she says:

"I'm Reen, and this is my father's farm. His name is Bels Lank. Everything was fine and good until that awful man came. He was tall and silver, all dressed in shiny armor and carrying all kinds of weapons. But he scared me when I saw him land by the 'flector screens, so I ran and hid in the house. Dad went out to meet him, though, and the shiny man blasted him again and again! I ran into the cellar, but I couldn't get away from the noise. Everything was going boom all over the place. Then it was quiet until you came, so I grabbed a blaster and ..."

Reen begins to sob uncontrollably.

The "tall man in shiny armor" who killed her family is IG-72, the assassin droid. IG-72 followed the lead provided by the power station droid in Episode Two to Lank's Farm. The lead, however, turned out to be false as Bels Lank owns the property, not Adar Tallon. Now the Rebels must decide what to do with young Reen. Arno suggests, if no one else does, that he take her back to Oasis while the player characters go on. He gives them directions to Fort Tusken that takes them right through the heart of Sand People country.

### Encounter Two: Defeated Bounty Hunters

The Rebels continue further until they come upon the scene of a recent battle. Bounty hunters are strewn everywhere. All but one of these 10 hunters is dead, and this last one is quickly fading. He says:

"We were told that Tallon was old and helpless. But this man is dangerous! He led my squad of seasoned hunters a merry chase, then fell upon us swiftly and without mercy. We never saw him coming ..."

### Encounter Three: Tusken Raiders

The Rebels travel on, following Arno's directions further and further into the desert. Out here the Rebels meet up with an angry tribe of Sand People, driven to a battle frenzy by the actions of unscrupulous and sadistic bounty hunters. Already attacked twice by the hunters, more for fun than for information, the Sand People have prepared a little welcome for the next group of humans to come their way. They hope to dissuade these unprovoked attacks by turning the sands red with bounty hunter blood.

As the Rebels proceed further into Sand People territory, read:

On the horizon you see the solid wall of rock known simply as "the Barrier." Unmoving shapes between you and the Barrier become more distinct as you travel closer. You see three tall cairns, set before the open pass that Arno assured you leads to Fort Tusken. Upon exami-

nation the cairns appear unnatural and strange, made from piles of armor, helmets and various machine parts. Some pieces are recognizable (landspeeder and weapons parts, familiar bounty hunter gear). Others bear no resemblance to anything you can remember.

If the player characters dig through the cairns, the find that nothing can be salvaged. Whoever set these markers was quite thorough in their destruction of each piece. If they expect to find any bodies, even under the sand, the Rebels are disappointed. Other than piles of wrecked equipment, there is nothing else to find. Go on to "Getting through the Pass."

### Getting through the Pass

The Rebels enter the narrow pass. The end of the pass promises to hold the key to their entire quest. All they have to do is get there in one piece. Two things threaten to stop them as they make their way through the pass. First, a stampede of banthas hurtles toward them. Then the Sand People themselves attack.

### Bantha Stampede

After the Rebels travel a bit into the pass, they hear a thunderous rumble from up ahead. A cloud of dust rushes closer, and out of the cloud the Rebels see a herd of banthas bearing down upon them! The Rebels have at least three choices as to how to get out of this one.

If the Rebels try to dive through the bantha herd, have the pilot make a Very Difficult skill roll. A failed roll doesn't mean death, but instead calculate how much the roll was missed by. For every five points under the required difficulty number, add one level of damage to the landspeeder. So if the pilot needed to roll a 21 but rolled a 6 instead, the landspeeder suffers severe damage. If the speeder is destroyed, calculate damage for each player character by rolling bantha *Strength* against player character *Strength*. If the speeder suffers heavy damage or less, it slows to half-speed; but gets through the herd. Severe damage knocks out the speeder's engine, but doesn't result in injury to the player characters.

If the Rebels abandon their vehicle and seek shelter along the wall of the pass, they find nooks and crannies in which to hide. The herd passes them by, but their speeder is trampled and destroyed.

If a Rebel attempts to jump on the lead bantha and bring the stampede to a halt, he must make the following rolls. First, a successful Easy *climbing/jumping* roll is needed to mount the moving animal. Then a Moderate *beastriding* roll is needed to hang on and establish a connection with the creature. Finally, an opposed roll must be won by



the player character in order to command the bantha to stop. When it stops, so does the herd. Roll *beast riding* against *orneriness* for this skill check.

### ■ Bantha

**Type:** Beast of Burden

**DEXTERITY** 2D

**PERCEPTION** 1D

**STRENGTH** 5D

Stamina 8D

**Special Abilities:**

*Hardy constitution:* Banthas can go for weeks without food or water and quickly adapt to new environments.

*Horns:* STR+1D damage.

**Move:** 15

**Size:** 2.5 meters at the shoulder

**Orneriness:** 2D

## Sand People

Whether on foot (because their speeder was damaged) or riding in their landspeeder, the player characters finally approach the end of the pass. Beyond is Tusken Canyon, and the infamous Fort Tusken. Now the Rebels meet up with Sand People seeking revenge against earlier bounty hunter attacks.

**Sand People Tactics:** The Sand People shadow the player characters, moving along the top of the pass. Then, when the Rebels reach the mouth of the pass, the Sand People attack. Ten Sand People leap upon the Rebels from the pass's walls, while an additional 10 fire blaster shots from above. Of these 10 with blasters, only the three leaders use combined fire. The others fight with fierce independence.

This is a straight knock-down drag-out fight that continues until only five Sand People remain. These five flee, heading back to their tribe. If the Rebels are defeated, they are bound and brought before the tribe to face judgment. In this unlikely event, you'll have to play the scene by ear. If the player characters can convince the Sand People they aren't in league with the bounty hunters, they will be set free to continue with the adventure. Otherwise you may have to design an episode dealing with the Rebels' escape.

The Sand People can be convinced to let them through the pass if the player characters are friendly and offer some item for trade. The miniature vaporator from the general store is perfect for this task.

### ■ Sand People

**Type:** Tusken Raider

**DEXTERITY** 2D+1

Blaster: blaster carbine 3D+1, melee combat: gaffi stick 4D

**KNOWLEDGE** 2D

**MECHANICAL** 1D

**PERCEPTION** 2D

**STRENGTH** 3D+2

**TECHNICAL** 1D

**Move:** 10

**Equipment:** Blaster carbine (5D), gaffi stick (STR+1D)

## Reaching Tusken Canyon

Once the Rebels exit the narrow pass, they find themselves on a ledge overlooking a rocky canyon. This is Tusken Canyon, once a thriving settlement before the Sand People closed this section of the planet. Across the gaping canyon, on a high plateau, sits Fort Tusken, the last spot to check on Old Arno's list. Read:

**The seedy old-style fortress sits atop a small rise, overlooking the burnt husk of a long abandoned settlement. The square, one-story building has two towers, their gun bays empty. Walls have been patched and replaced in areas, attesting to the theory that the fort is inhabited. As you watch, a figure appears at a tower window. It holds something metallic to its face and scans the horizon before retreating into the dark interior.**

Let the players come up with a plan, then fade to Episode Seven.

## Episode Seven: Slaughter at Fort Tusken

### Summary

The Rebels have journeyed through the Wastes to Tusken Canyon, the place where Tallon has decided to make his stand against the Imperial agents on Tatooine. If he wins, he has pledged to then take the battle to the Galactic Core itself! In the fortress the player characters must battle Tallon's mercs, convince the commander of their good intentions, and then defeat the deadly Jodo Kast. But beware! There is a traitor in Adar's camp.

### Entering the Fort

If you take a look at the map of Fort Tusken on page 125, you'll see a number of entrances located all around the structure. Each door is locked, but only the hangar and servants wing have computer access ports. The main door and the back door have no visible entry devices. The player characters can choose the direct knock-on-the-front-door approach, or they can try to enter the fort unseen. Depending on their decision, see the appropriate section below.

### The Front Door Approach

As the Rebels approach the front door, let the player characters make Easy *Perception* rolls. If anyone makes the roll, they have the feeling that they are being watched. Jungen, hiding on the hangar roof, observes their approach. If attacked, he fires his blaster (set on stun) at the most dangerous-looking Rebel, then he leaps down to

engage in hand-to-hand combat. His statistics are on page 122. Let the fight go on for two combat rounds, then the front door slides open. Shrike is there, carrying a heavy blaster rifle. He fire's once to get everyone's attention, then asks the player characters to enter peacefully.

If the Rebels agree to holster their weapons, Shrike and Jungen lead them into the fort. Go to "Meeting Tallon." If they object and try to continue the fight, go to "The Mercs."

If the player characters don't attack but continue to the front door, Shrike meets them and leads them to Tallon. Go to "Meeting Tallon."

### Entering Unseen

The fort can be entered by accessing the computer ports on the hangar and servant's wing doors. A *Moderate Technical* or *security* roll breaks the code and opens either door. Another way in would be to climb through the tower windows. This requires a rope of some sort, an *Easy Strength* roll (to toss it that high), and an *Easy climbing/jumping* roll to actually navigate up the rope.

However, to try any of these methods the player characters must make *Easy sneak* rolls to approach the building unseen. If they fail, Jungen spots them before they reach the fort. See "The Front Door Approach" above for his reaction.

If the Rebels do manage to enter the fort without being spotted, they can wander around as they see fit. See "Inside the Fort" for encounters within Tallon's home.

### The Mercs

The merc under Tallon's employ are led by Shrike. The group includes six typical mercs, Jungen, and Quist. Statistics for Shrike, Jungen, and Quist can be found on pages 123 – 124. The typical mercs are listed below. If the call goes out for reinforcements, this entire group shows up to engage the Rebels in combat. They set their weapons on stun, attempting to capture this small attacking force. If all of the player characters are stunned, go to "Meeting Tallon."

Quist never gets into the thick of the battle, preferring to fight from a distance. If the Rebels fight well and defeat more than three of the typical mercs, Quist and Shrike (or Jungen if Shrike is down) retreat back to Tallon's side. The final conflict occurs in "Meeting Tallon."

#### ■ Typical Mercs

Type: Mercs

DEXTERITY 2D+2

Blaster 4D+2, dodge 3D+2

KNOWLEDGE 1D+2

MECHANICAL 1D+2

PERCEPTION 1D+1

Search 2D+1

STRENGTH 2D+2

TECHNICAL 2D

Character Points: Varies, typically 1-3

Move: 10

Equipment: Blaster pistol (4D), blaster rifle (5D), knife (STR+1D), comlink

### Inside the Fort

Inside, the old fort is comfortable and homey. Elegant yet simple furniture shows a definite woman's touch. Repairs and maintenance have not been neglected. As the Rebels explore the fort, refer to the descriptions below.

The fort is set as a trap for Imperial agents. The player characters can wander around, but they only meet a few people. However, they have the feeling that someone is watching them the whole time.

**Hangar.** This large room is filled with tools, parts, and machinery necessary to keep vehicles in good repair. In fact, it is very well stocked. There is a landspeeder here, roomy enough for six, and four old starfighters that look similar to X-wings. An *Easy Perception* roll identifies them as Z-95 Headhunters, the forerunners to the X-wing starfighter. They appear to be in good repair and working order, and an *Easy Technical* roll verifies this fact.

**Lobby.** This elegant lobby bears evidence of wealth and good taste. Done in marble and polished stone, this room has tall pillars with intricate carvings and beautiful tapestries from the Galactic Core.

**Computer Room.** The entire fort is hooked into the massive computer center. There are access ports here, but most rooms also have their own data terminals. Temperature control, security, power regulation, and other important systems originate or are controlled from this central area. It takes a *Difficult computer programming/repair* roll to break into any of the major computer systems.

**Art Room.** Various holographic paintings, sculptures, and other artistic expressions from the Old Republic are on display here.

**Garden.** The clear-domed roof lets sunlight into this indoor garden. Plants from many different worlds adorn this room. It is a tranquil, idyllic setting. In the very center of the garden is a statue of some Old Republic hero, wearing a naval uniform dating back to the Clone Wars. The base of the statue, partially buried under dirt, bears the simple inscription, "Adar Tallon. Hero." A stick of SoroSuub stimchew lies on one of the paths.

**Tower One.** This tower has stairs running from the ground floor up to the observation level. Nine bed rolls are situated about the lower floor where the mercs sleep.

**Study.** Dark wood and recessed light makes this room warm and comfortable, and the clear

dome above lets in the rays of the suns and moon. There is a computer access port and a holoprojector, as well as a desk and a chair.

**Gym.** This fully-equipped gym is empty when the Rebels arrive.

**Living Room.** Cozy furniture, a holoprojector, and a hologame table decorate this chamber. The droid LN-26, programmed to serve as Tallon's major domo, is fitted with a special personality module that gives it a woman's voice and mannerisms. LN-26 is easily startled by the Rebels, but she quickly recovers and attempts to find out as much as she can about these strangers while secretly signaling for help.

**LN-26.** All stats are 2D except: *bureaucracy 4D, cultures 4D, languages 4D*. Move: 7.

**Master Bedroom.** The expensive furniture that fills this chamber is exquisite and highly fashionable. Medals and commendations adorn the walls. Each has been awarded to Adar Tallon for various feats of bravery and courage.

**Servant's Wing.** Tallon's servants, Morr and Cala Wenn, live in this wing. They are present if the player characters enter through here. Each has skills and attributes of 2D. Morr isn't a brave man or a good fighter, but he will take up his blaster carbine to deal with intruders. They won't betray Tallon and, if they get a chance, will sound the alarm.

**Kitchen.** This fully-equipped kitchen is stocked with supplies and old-fashioned appliances.

**Dining Room.** An elegant table and chairs sits up to 10 people.

**Tower Two.** The ground floor of this tower has been set up as a medical bay. There is a diagnostics computer, supplies, and a bacta tank for emergencies.

**Power Shed.** This chamber houses the power generators that supply the energy that runs all of the equipment in the fort.

**Music Room.** Strange alien instruments are on display, but the room is dominated by a massive pipe organ. Sitting at the organ is Adar Tallon, and beside him are Jungen and Quist. Go to "Meeting Tallon."

### Meeting Tallon

Whether the Rebels are led here by Shrike and the mercs, brought here while unconscious, or wander in on their own while unseen mercs shadow their movements, they see the following scene.

The chamber you find yourselves in has a high-domed ceiling and lavish furnishings. Strange alien musical instruments are displayed around

the room, creating an exotic musical museum. A massive pipe organ sits against the far wall, pouring out a melancholy tune from the days of the Old Republic. An old man, dressed in plain black tunic and pants, sips from a long thin glass. He raises his glass to you and says, "And now the hiding ends."

Depending on how the player characters arrived at the music room, Tallon will be attended by Shrike, Quist, and Jungen. Adar's wife enters the room and stands at her husband's side. Tallon studies the faces of his family and friends, then turns to the Rebels. He says:

"Imperials have become more persistent and ingenious since last I dealt with Palpatine's agents," says the stern-faced, commanding old man. "I am Adar Tallon." With that, six mercs enter the room with weapons at the ready. Tallon smiles, "What is it that brings you gentlebeings to this far-away corner of the galaxy?"

Tallon believes the Rebels to be Imperial agents and deals with them as such. Here they must use all their best arguments to convince him differently or they can attack the mercs. Let the conversation progress naturally, with the player characters trying to win Tallon's trust and Tallon trying to see through their protests. Then, after a few minutes of this, read:

**As you speak with Tallon, you here a beep somewhere in the room. The caped man, who Tallon called Quist, pulls his hand from beneath his cloak. One hand is missing, and in its place is a gleaming blade. He presses a button on his armband and the beeping stops. Then he pulls his blaster and aims it at Tallon's wife. "I'm sorry commander, but there's no other way." With that both doors swing open and armed bounty hunters enter the room.**

Quist, the pirate who provided the Empire with Tallon's whereabouts, now makes his final play. See "The Bounty Hunters Attack" below.

### The Bounty Hunters Attack

Quist had hoped to turn Tallon over to *Relentless* himself, but the arrival of the Rebels has forced him to change his plans. Now, working with Jodo Kast, he has decided to capture the commander and hold him for the Star Destroyer. Kast, Zardra, Puggles Trodd, and six bounty hunters burst into the music room. Of course, if any of the main gamemaster characters have been eliminated, replace them with seasoned bounty hunters.

Kast's first order of business when they enter the music room is to put Shrike and Jungen (if they are present) out of commission. Kast does this easily by firing two paralyzation darts at them. The other hunters engage the mercs,



quickly dropping them through the element of surprise. The Rebels must now take matters into their own hands or all is lost.

The hunter's won't attempt to hurt Tallon, but they may decide to stun him if he tries anything. Everyone else is expendable. The fight is to the death, but you may want Kast to survive to plague the Rebels at some further date. Quist, of course, stays out of the main battle. He pulls back into the shadows, keeping Tallon's wife between him and the conflict. If the Rebels win, he bargain's for his freedom with Kay Tallon's life.

### After the Battle

When the dust of combat clears, Adar Tallon says:

**"Thank you, my friends. It seems that only members of this Rebellion I have heard so much about would risk their lives to defend an aging hero. If I may be permitted to bring my wife and droid, I shall accompany you. As in the days of the Old Republic, the name Adar Tallon shall once again serve the cause of justice."**

Tallon orders any remaining mercs to handle the clean up out here at the fort. Then they are to disappear before the Star Destroyer arrives. The commander offers his landspeeder and Z-95s to the Rebels, explaining that the Alliance may need such craft and Shrike has his own transportation hidden nearby.

If any player characters were wounded during the battle, there is enough time to visit the medical bay before heading back to Mos Eisley.

If the Rebels ask Tallon to tell them about himself, he says the following during the ride across the Wastes.

**"There came a time when it became obvious that the Empire would soon rule the galaxy. I knew that I would have to flee or die opposing it. I chose to fake my death, and go into hiding until the time was right to move against him. I came here to this desolate planet far from the interests of the Empire, fell in love, and settled down to start a home. I was happy and the concerns of the Empire were as if another time. But then they came, stormtroopers crawling all over this desert world in search of droids and Rebels. It was then that I realized that no place in this galaxy is truly beyond Palpatine's evil reach. I sent out the call to my old crew, asking them to come and aid me in a last stand against the Empire. The only thing I never counted on was betrayal from a friend."**

Now it's time to go back to Mos Eisley, collect their ship, and get away before *Relentless* arrives.

## Episode Eight: Escape from Tatooine

### Summary

The Rebels reach Mos Eisley with Tallon, only to find three more obstacles in their way. First, they must circumvent the Imperial Prefect and his stormtroopers. Then, the final hunter—IG-72—makes his move. And, finally, the Rebels must out-maneuver Imperial TIE interceptors before the *Relentless* arrives to cut off all escape.

### Cut-Away to the Relentless

Read aloud to the players:

EXTERIOR: SPACECRAFT IN SPACE.  
*Streaks of blinding color whip past the Imperial Star Destroyer Relentless as the giant craft moves through hyperspace.*

INTERIOR: IMPERIAL STAR DESTROYER (PARLAN'S CHAMBER). *Captain Parlan, alone in his chamber. A strange sound enters the room and light begins to play across Parlan's dark features. He looks up and bows quickly. A 12-foot hologram of Darth Vader materializes before Parlan.*

"Everything proceeds according to plan, Lord Vader," says Parlan. "We're about to come out of light-speed just beyond Tatooine system. Nothing can possibly go wrong."

"See that it doesn't, Captain Parlan," replies Vader grimly. "Do not fail the Emperor or me."

*Fade to:*

EXTERIOR: MOS EISLEY SPACEPORT.

### Mos Eisley Uproar

Even though First Twilight of Day Four approaches, the Rebels notice lots of activity. Read:

**The twin suns of Tatooine set the twilight sky ablaze with fiery color. But even as the darkness approaches, Mos Eisley is alive with activity. People are running everywhere, preparing ships, gathering belongings, paying off debts. Even the locals move quickly, securing doors and windows, transporting families and possessions to safer quarters. It appears as if a mass exodus of visitors and residents alike is imminent.**

The Rebels, with Tallon and his wife and his droid, enter the spaceport in order to pick up their ship. As they make their way through the hectic crowd someone they befriend, such as Tar Lup, calls to them from nearby. If they take a moment to talk, their friend explains that Imperials are coming. The spaceport has been ordered



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closed. "The Prefect and his stormtroopers are trying to secure the city as best they can," says the friendly local, "but they can't be everywhere. Still, an Imperial Star Destroyer in system adds a lot of weight to the Prefect's commands. Most of the visitors have decided to obey the Imperial edict, but that doesn't mean that they can't be ready to leave at a moment's notice."

### The Prefect and his Stormtroopers

The Prefect and his stormtroopers, operating on a tip from Labria, await the Rebels at the entrance to Docking Bay 94. The Prefect is not a brave man, but he also knows what Parlan will do to him if he fails. He is ready to arrest the Rebels and Tallon when they arrive. However, while concentrated opposition won't deter the stormtroopers, it will make the Prefect pause. If the Rebels do not surrender and instead decide to fight their way to their ship, the Prefect orders his men to fall back. He knows that senseless death will not serve the Empire.

Labria, hiding behind the Prefect during this exchange, hopes to see the Rebels destroyed. He fears they may try to get even with him for all the trouble he caused earlier in the adventure. Let the players deal with him as they see fit.

The stormtroopers' statistics can be found in Episode One. They use combined fire to their best advantage while fighting.

### Death Droid

Before the Rebels can enter the safety of their ship, they must overcome yet another deadly menace. Hiding in the recessed shadows of the docking bay, waiting for its turn to strike, is IG-72.

It arrives after the sixth round of combat with the stormtroopers. The assassin droid begins its attack by blasting anyone in the vicinity of the bay who might serve as a witness, including the Prefect and his stormtroopers. Then it starts its attack on the Rebels by lobbing a stun grenade. Read:

**The attack is fast and furious, taking down everyone standing around the bay. The blasts come from the shadowed corners, as though an army surrounds you. Then a grenade is tossed towards you, and a mechanical voice calls out, "Adar Tallon, in accordance with Imperial Bounty #82,471, I demand your surrender."**

More shots follow as IG-72 attempts to take down as many Rebels as possible before emerging to confront Tallon. The droid steps into the light, a gleaming silver killing machine with only one thought bouncing through its programs: Destroy Adar Tallon. IG-72 tries to plow through the Rebels, using all the weapons at its disposal. Tallon, meanwhile, grabs his wife and dives for cover. If IG-72 is incapacitated, it begins a self-destruct program to ensure Tallon's death. A Moderate *computer programming/repair* roll stops the process before it can explode, or the player characters can cold start their ship and try to fly away. This requires a Difficult *space transports* roll. If IG-72 does explode, it causes 15D of damage to anyone in the bay. If the player characters are in their ship they take no damage, but the ship does.

### Battle Over Tatooine

After dealing with the stormtroopers and the

assassin droid, the Rebels can take off into space, gearing up to jump to light-speed. However, while the Star Destroyer isn't in range to stop them, something else is. Once the player characters have manned their stations aboard their ship, ask the player whose character is co-piloting to make an Easy *sensors* roll. If he or she successfully makes the roll, read:

**You start up your engines and begin to lift off when your sensors pick up three approaching craft. By their configuration and sensor readout, you make them to be TIE interceptors. You will have to deal with them until you are far enough from Tatooine's gravitational well to jump to light-speed.**

If no one thinks of it at the time, let Adar Tallon suggest employing the Z-95 Headhunters to provide additional fire power for their escape. Besides, Tallon has upgraded his Z-95s with hyperdrives, allowing them to complete one pre-programmed jump without the use of an R2 unit.

Once the Rebel ships reach orbit, they find three TIE interceptors screaming toward them from medium range. The TIEs attempt to lightly damage the ships in order to keep the Rebels from achieving hyperspace. Remember to use all of the options open to the TIEs — speed, gunnery, combined fire, and evasion — as they pursue the Rebel ships.

If the Rebels can increase their range to one greater than long range or survive 10 rounds of combat, they move out of Tatooine's gravity well and can jump to light-speed and escape. If the

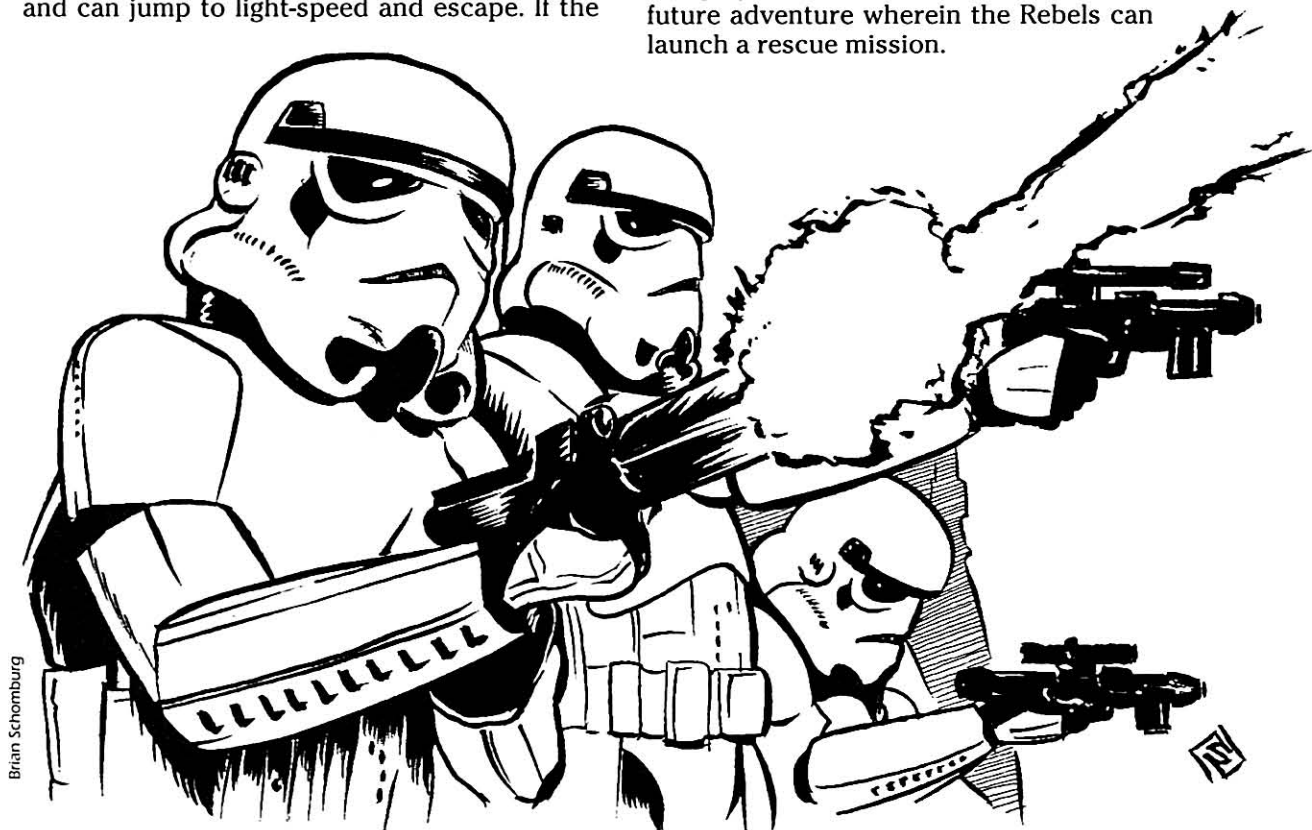
Rebel ships are destroyed or heavily damaged, *Relentless* arrives to capture the ships with tractor beams.

Tallon suggests that the Rebels deploy as follows: Z-95 vs. TIE, Z-95 vs. TIE, *Alabak's Gold* and Z-95 vs. TIE.

They can, of course, disregard his advice and set up as they wish. If the player characters need more help, give them an extra 2D for every *piloting* roll because of Tallon's advice and suggestions.

Describe the action with the speed and power of the movies. Make the battle exciting and suspenseful by not revealing the TIEs' rolls until after you describe the scene. Ideally, have the Rebels jump to lightspeed just as *Relentless* gets into range to use its weapons.

The Z-95s have sophisticated escape features that can save their pilots in an emergency. If any Z-95s are severely damaged or worse, let the pilot make an Easy *survival* roll. If successful, the escape mechanism operates perfectly and the player character is ejected away from the wreckage. These survivors still need to be picked up, though. The pilot of *Alabak's Gold* must make a Moderate *space transports* roll to pick up the survivor. Trying to pick up a survivor negates the ship's evasion rolls for that round, and only one pickup can be attempted per round. If a survivor isn't picked up by combat round 10, *Alabak's Gold* jumps to light-speed and the survivor is captured by the arriving Star Destroyer. Have that player create a new character, or devise a future adventure wherein the Rebels can launch a rescue mission.



Brian Schomburg





### ■ TIE/In

**Craft:** Sienar Fleet Systems TIE/In  
**Type:** Space superiority fighter  
**Length:** 6.3 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 2 days  
**Cost:** 60,000 (new), 25,000 (used)  
**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

### ■ Z-95 Headhunter

**Craft:** Incom/Subpro Z-95 Headhunter  
**Type:** Modified multi-purpose starfighter  
**Scale:** Starfighter  
**Length:** 11.8 meters  
**Skill:** Starfighter piloting: Z-95  
**Crew:** 1  
**Cargo Capacity:** 85 kilograms  
**Consumables:** 1 day

**Hyperdrive Multiplier:** x3  
**Nav Computer:** Limited to one pre-programmed jump  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 1/2D  
**Weapons:**  
**Two Triple Blasters** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 4D

## Conclusion

Once the Rebels out-distance the Imperial ships, they can make the jump to light-speed. You may want to make the Headhunter pilots make an Easy *astrogation* roll to program the jump into their nav computers. Then read:

**The starfield before you shifts and melts into a spectrum of dazzling colors. With a final blast, you achieve hyperspace. You have completed Dana's mission and added another Rebel leader to the growing forces of the Alliance.**

## Rewards

Give each player between five and 10 character points for successfully completing this adventure. Also, replace any Force Points used during the adventure and award an additional one for exemplary play.

If the Rebels and Tallon are captured, they have failed the mission. Either have them create new characters, or design an adventure where they can attempt to escape from an Imperial prison.

### Cut-Away to the Relentless

Read aloud to the players:  
 INTERIOR: IMPERIAL STAR DESTROYER  
 — PARLAN'S CHAMBER.

A close-up of the giant image of Darth Vader, his holographic form filling the scene. A choking sound echoes from somewhere out of sight. The scene expands, revealing more of the room, as the twisted, pained form of Captain Parlan crashes to the floor.

"Apology accepted, Captain Parlan," says *Vader coldly.*

Cut to:  
 CREDITS AND TITLE THEME.

# Tatooine Manhunt Adventure Script

Use the following script to start your adventure. Your gamemaster will tell you what part (or parts) to read. Read your lines out loud when your turn comes around. Speak the way you think your character would talk, and listen to what the other characters say.

## Start the Script

**1st Rebel:** Are you sure this is where we're supposed to meet this Dana person?

**2nd Rebel:** Sure I'm sure! This is the place in her message — Kwenn Space Station.

**3rd Rebel:** Yup, good 'ol Kwenn. the final fuel and supply port before the Outer Rim Territories. Why would Dana choose such a desolate place for pick up?

**4th Rebel:** Probably because her last mission was an undercover assignment aboard the Star Destroyer *Relentless*.

**5th Rebel:** You mean she was on that Imperial monstrosity parked outside?

**6th Rebel:** Not only on it, she served as an officer these past few months, gathering all kinds of information for the Alliance.

**4th Rebel:** Still, her mission had another few weeks to go. I wonder why she decided to jump ship early?

**5th Rebel:** Her message sounded urgent. Code Green - Agent in trouble, pick up immediately.

**6th Rebel:** And she mentioned the name Adar Tallon.

**2nd Rebel:** Everyone got excited about that. Clue me in, who is this Adar Tallon person?

**1st Rebel:** What planet are you from? Commander Tallon was a hero back before the Empire, in the days of the Old Republic.

**3rd Rebel:** He was a brilliant tactician and naval officer. His strategies and maneuvers were years ahead of their time, and are still used by us and the Imperials.

**2nd Rebel:** You mean the guy whose statues were torn down by the Emperor a while back? That Adar Tallon? I thought he was dead.

**6th Rebel:** He is. Commander Tallon died fighting pirates in the Dalchon sector. His ship was obliterated. No wreckage, no survivors, nothing. Heck, there wasn't even enough left to give him a decent burial.

**1st Rebel:** Don't be gross. Let's just get to the rendezvous point, find Dana, and get back to our ship. I'll feel a whole lot better with some distance between us and that Star Destroyer out there.

**3rd Rebel:** She should be right around the next bend.

**4th Rebel:** There she is! But hey, wasn't she supposed to be alone?

**5th Rebel:** You know, I've got a bad feeling about this...

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# Tatooine Manhunt

## Gamemaster Characters

### Jodo Kast

**Type:** Bounty Hunter

**DEXTERITY 4D**

Armor weapons 5D, blaster 7D

**KNOWLEDGE 2D+2**

Alien species 4D+2, intimidation 6D

**MECHANICAL 2D+2**

**PERCEPTION 3D**

Search 4D

**STRENGTH 3D+2**

**TECHNICAL 2D**

Security 3D+1

**Force Points:** 1

**Dark Side Points:** 1

**Character Points:** 14

**Move:** 10

**Equipment:** Modified Mandalorian battler armor (see below), blaster rifle (5D), blaster pistol (4D), rocket darts (poison or stun toxin coated, variable damage), IPKC license, comlink, datapad, net, synthrope, 1,000 credits

**Capsule:** Wearing the battered and battle-scarred armor of a Mandalorian warrior, Kast looks the part of a violent, ruthless hunter in search of prey. Kast is a young, ambitious hunter who has patterned his short career after the notorious Boba Fett. Where he acquired his armor is unknown, but Kast is driven to make a name for himself. He took this job to find Tallon because it promises to earn him the reputation he feels he deserves. He is cold, calculating, and extremely dangerous. Of all his weapons, Kast enjoys his darts most of all. Each is coated with a different poison — some only paralyze or stun, others kill.

### Kast's Battle Armor

**Model:** Modified Mandalorian Battle Armor

**Type:** Modified personal battle armor

**Availability:** Unique

**Game Notes:** Kast's armor has the following capabilities:

*Basic Suit:* +2D physical, +1D energy, no *Dexterity* penalties.

*Wrist Lasers:* 5D damage, uses *armor weapons* skill, ranges 3-5/20/35.

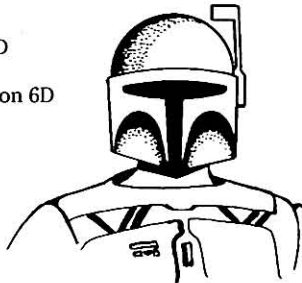
*Flame Projector:* 5D damage, uses *armor weapons* skill, creates cone one meter wide, variable 1-5 meters long.

*Sensor Pod:* +2D to search

*Infrared/Motion Sensor:* Integrated sensor adds +1D to *Perception* in darkness or with moving objects, forward and to both sides.

*Macrobinoculars:* +2D to *Perception* or *search* for objects 100-300 meters away. Scomp-linked into blaster rifle, reduces range two levels (i.e. long range becomes short range).

*Broad-band Antenna:* Can intercept and decode most communications made on standard frequencies.



Rosaria J. Baldari

### Zardra

**Type:** Bounty Hunter

**DEXTERITY 4D**

Blaster 5D, dodge 4D+1, melee combat: force pike 6D

**KNOWLEDGE 2D+2**

Cultures 4D+2, intimidation 6D

**MECHANICAL 2D+2**

Space transports 3D+2

**PERCEPTION 3D**

Con 4D

**STRENGTH 3D+2**

Brawling 4D+2

**TECHNICAL 2D**

Computer programming/repair 3D

**Force Points:** 1

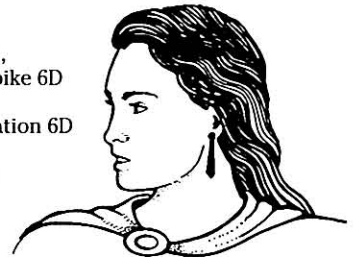
**Dark Side Points:** 1

**Character Points:** 8

**Move:** 10

**Equipment:** Blaster pistol (4D), IPKC license, datapad, force pike (STR+2D), knife (STR+1D), stun cloak (5D), thermal detonator (10D)

**Capsule:** Zardra is a tall, dark-haired human. her appearance is striking, sensual, and tinged with a hint of danger. A flowing cloak and a long force pike are her usual accessories. Not much is known about this mysterious hunter. She appears whenever a bounty catches her interest, and is feared by all. She has teamed with Jodo Kast for the thrill the Tallon hunt offers. Zardra loves violence and personal combat. The thrill of the hunt is all, the money's secondary (but she won't turn it down). She has an intense fear of dying senselessly, not in combat, so she tempts disaster by taking extraordinary risks.



Rosaria J. Baldari

### Kay Tallon

**Template Type:** Retiree

**DEXTERITY 2D+2**

**KNOWLEDGE 2D**

Bureaucracy 2D+2

**MECHANICAL 1D+1**

Beast riding 2D+1

**PERCEPTION 2D+2**

**STRENGTH 2D**

**TECHNICAL 1D+1**

**Force Points:** 1

**Character Points:** 3

**Move:** 10

**Equipment:** Comlink



**Vytor Shrike**

**Type:** Merc  
**DEXTERITY** 3D+2  
 Blaster 6D+2, dodge 4D+2  
**KNOWLEDGE** 2D+2  
 Languages 3D+2  
**MECHANICAL** 2D+2  
 Beast riding 3D+2  
**PERCEPTION** 2D+1  
 Command 4D+1  
**STRENGTH** 3D+2  
 Brawling 4D+2  
**TECHNICAL** 3D  
 Computer programming/repaid 5D, first aid 3D+2

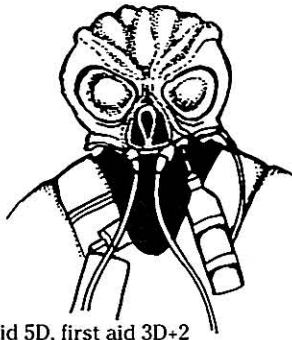
**Force Points:** 1  
**Dark Side Points:** 1  
**Character Points:** 2  
**Move:** 10

**Equipment:** Protective armor (+1D physical, +1 energy), blaster pistol (4D), vibroknife (STR+1D), computer/sensor array (adds 2D+2 to *Perception*), four stun grenades (4D stun damage), comlink.

**Capsule:** Shrike is a short, stocky insectoid alien who wears battle armor under a heavy cloak. A form-fitting helmet completely cover his head. Breathing apparatus connect to the helmet, providing supplemental gasses his species needs. Thick straps hold a combination old-style computer and sensor array device around his neck. His three-fingered hands constantly play across its controls.

Shrike was Tallon's first officer. He took part in the Dalchon incident, stayed for a time on Tatooine, then became a merc when the quiet got to him. He has returned to help his old commander.

Tough, cagey, and loyal to his own ideals, Shrike is an enemy to be feared and a friend to count on.



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**IG-72**

**Type:** Holowan Mechanicals IG-72 Assassin Droid  
**DEXTERITY** 3D  
 Blaster 5D, energy weapons: sonic stunner 5D, flamethrower 5D, grenade 5D, missile weapons 5D

**KNOWLEDGE** 2D  
**MECHANICAL** 3D  
 Space transports 4D  
**PERCEPTION** 3D  
 Search 6D  
**STRENGTH** 4D  
**TECHNICAL** 3D  
 Security 4D

**Equipped With:**

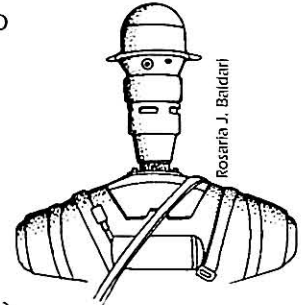
- Humanoid body
- Flamethrower (3D)
- Sonic stunner (4D stun damage)
- Grenade launcher (5D)
- Sensor array (+1D to *search* for targets up to 750 meters away).

**Character Points:** 4  
**Move:** 10

**Capsule:** IG-72 is a battered chrome droid, tall and thin, loaded down with various weapons- both built-in and carried.

IG-72 performed his assignments effortlessly and without fail until the order to return was issued some years ago. The assassin droid refused to submit to memory wipe and permanent shutdown, so instead went rogue. After many independent missions and much hindering from galactic officials, IG-72 went into hiding to conserve energy. Recently, a new mission came over his comlink receiver. The Empire seeks one Adar Tallon for questioning. But IG-72 knows that dead bounties are easier to collect.

IG-72 pretends to be an enforcement droid or some other type of mechanical while on a mission. But his true nature is to bring death to all living things.



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**Akkik**

**Type:** Jawa  
**DEXTERITY** 2D  
 Dodge 4D  
**KNOWLEDGE** 3D  
 Streetwise 5D  
**MECHANICAL** 4D  
**PERCEPTION** 3D  
 Con 5D  
**STRENGTH** 2D  
**TECHNICAL** 4D  
 Droid programming 4D  
**Character Points:** 3  
**Move:** 8

**Equipment:** Blaster (2D+2), tool kit

**Capsule:** Akkik left his sandcrawler behind years ago, instead plying even more dubious trades in Mos Eisley. The diminutive desert-dweller is nasty, covetous, tricky and thoroughly untrustworthy and cowardly. Somehow — and no one really knows how — Akkik befriended a Gamorrean (Gorrt) and has since persuaded the burly alien to be his protector.



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**Adar Tallon**

**Template Type:** Retired Naval Tactician  
**DEXTERITY** 2D+2

Blaster 5D+2  
**KNOWLEDGE** 3D  
 Planetary systems 7D  
**MECHANICAL** 3D+2  
 Capital ship piloting 6D+2, tactics: capital ships 9D+2  
**PERCEPTION** 3D+1

Command 7D+1  
**STRENGTH** 2D+1  
**TECHNICAL** 3D  
**Force Points:** 1  
**Character Points:** 5  
**Move:** 10

**Equipment:** Datapad, comlink, hold-out blaster (3D+1)

## Jungen

**Type:** Outlaw  
**DEXTERITY** 4D  
 Brawling parry 5D  
**KNOWLEDGE** 3D  
 Survival 4D  
**MECHANICAL** 2D+2  
**PERCEPTION** 2D  
**STRENGTH** 3D+1  
 Brawling 6D+1  
**TECHNICAL** 3D  
**Force Points:** 1  
**Dark Side Points:** 1  
**Character Points:** 2  
**Move:** 10

**Equipment:** Protective armor (+1D physical, +1D energy, -1D *Dexterity*), blaster rifle (5D), six grenades (5D)

**Capsule:** Jungen is a huge, hulking, reptilian male with a boney-ridged head. His voice is deep and rumbling.

Jungen was a young enlistee aboard Tallon's flagship, but in short time under Tallon's command he grew to respect the old warrior. When it looked like the Emperor would have his commander killed, Jungen pledged his protection and help in anything Tallon ordered. That pledge hasn't faded over the years.

Jungen will use his rifle if necessary, but he much prefers hand-to-hand combat, in which he excels. He is quiet, deliberate, strong. He has no qualms about stealing from those he considers evil, but goes out of his way to help those in need.



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## Quist

**Type:** Pirate  
**DEXTERITY** 3D+2  
 Blaster 5D+2, dodge 4D+2,  
 melee combat: knife 4D+2  
**KNOWLEDGE** 2D  
 Planetary systems 5D  
**MECHANICAL** 3D+2  
 Space transports 6D+2  
**PERCEPTION** 3D  
 Command 4D, gambling 4D  
**STRENGTH** 2D+2  
 Brawling 3D+2  
**TECHNICAL** 3D  
 Space transports repair 5D  
**Character Points:** 4  
**Move:** 10

**Equipment:** Heavy blaster pistol (5D), comlink, two smoke grenades, comlink, supply of SoroSuub Stimchew, knife-hand (STR+1D, uses *melee combat* skill)

**Capsule:** Quist is a fair skinned human with blonde hair and beard. Streaks of white through his hair are the only indication of his true age. His right hand has been replaced with a knife blade. Within the folds of his long cape he keeps his hands hidden, waiting to surprise any enemies with his bladed appendage. He perpetually chews on SoroSuub Stimchew, a sweet snack that SoroSuub pilots often use to keep awake on long flights.

Quist once served the Old Republic, enlisting alongside his friend Adar Tallon. But Quist left the service to follow a more lucrative career and soon became a pirate to be reckoned with. His ties to Tallon remained strong, however, and he agreed to stage the commanders "death." He was captured recently by Imperial agents. In return for his freedom, Quist sold what information he had—the truth about Tallon's death. He is in Tallon's camp to betray Adar one more time.

Quist is smooth, friendly, courteous, and crafty. It's all an act to hide his true self—selfish, out for number one.



Rosaria J. Baldari

## Puggles Trodd

**Type:** Bounty Hunter  
**DEXTERITY** 4D  
 Dodge 5D+1, grenade 5D  
**KNOWLEDGE** 2D+2  
 Survival 3D+2  
**MECHANICAL** 2D+2  
**PERCEPTION** 3D  
 Bargain 4D+1, hide 4D+2,  
 sneak 4D+2  
**STRENGTH** 3D+2  
 Climbing/jumping 4D+2  
**TECHNICAL** 2D  
 Demolitions 4D+1  
**Force Points:** 1  
**Dark Side Points:** 2  
**Character Points:** 5  
**Move:** 10

**Equipment:** Hold-out blaster (3D+1), knife (STR+1D), four grenades (5D), five blocks of detonite (1D), various fuses.

**Capsule:** Short, furry, with pointed ears, sharp teeth, and a long tail, Trodd is a rodent-like alien.

Trodd joined up with Kast and Zardra because of the big payoff the Tallon job promises. Personally, he's afraid of both of them. But working for the Empire keeps a person eating.

Trodd loves to watch things explode, especially if he caused it. He hates to get involved in actual fighting, but doesn't mind setting an explosive trap or throwing a grenade or two. He's unpleasant, brooding, pessimistic, complaining.

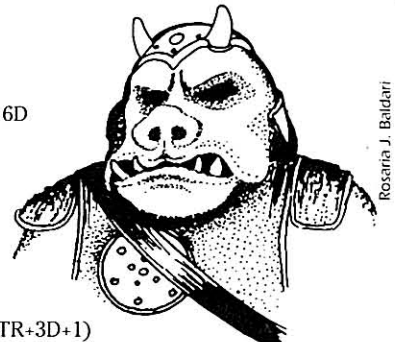


Rosaria J. Baldari

## Gorrt

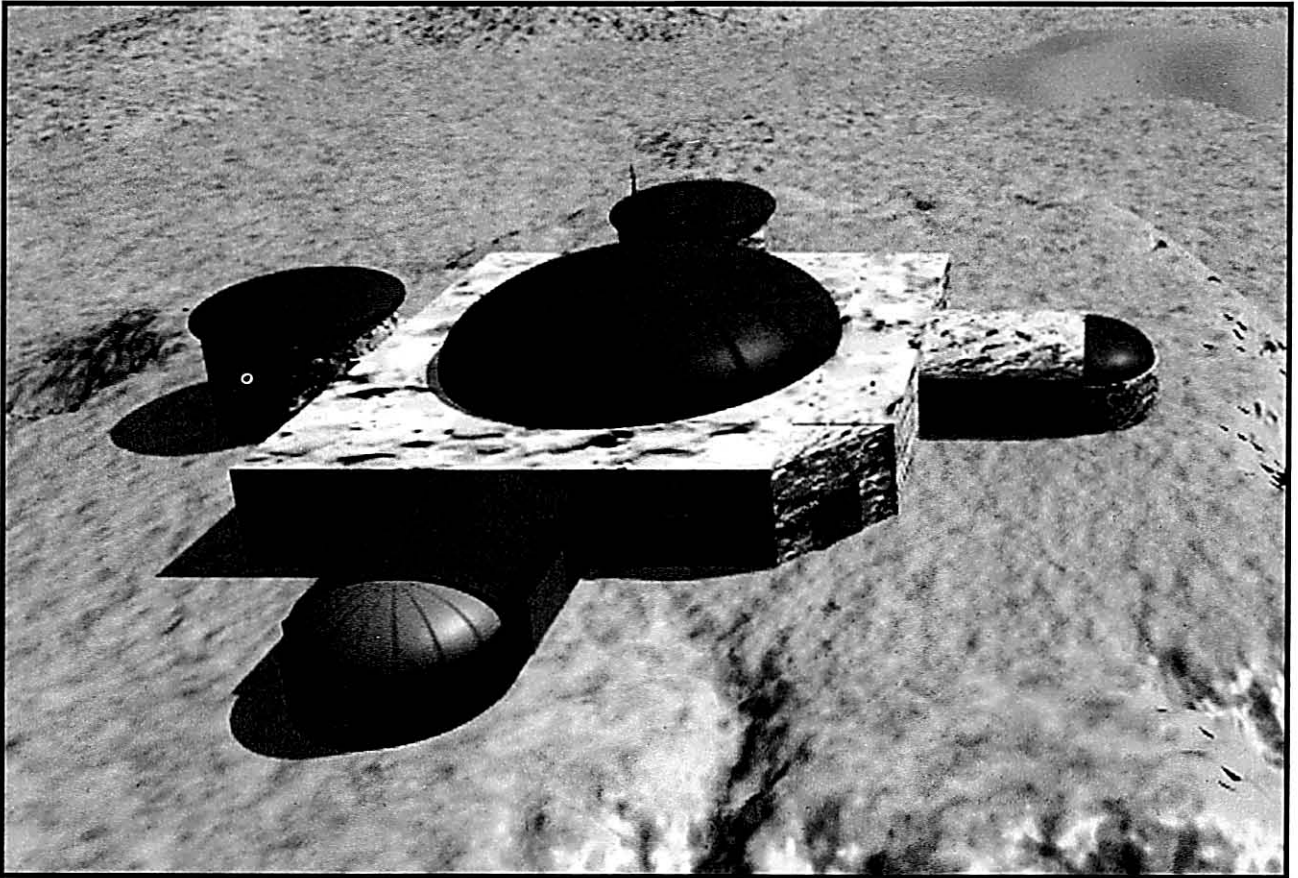
**Type:** Gamorrean  
**DEXTERITY** 4D  
 Melee combat: vibro-ax 6D  
**KNOWLEDGE** 2D+1  
**MECHANICAL** 2D+2  
**PERCEPTION** 2D+1  
**STRENGTH** 4D+1  
 Brawling 6D+1  
**TECHNICAL** 2D+1  
**Character Points:** 3  
**Move:** 9  
**Equipment:** Vibro-ax (STR+3D+1)

**Capsule:** Gorrt is the companion and de facto protector of Akkik; he is typical of Gamorreans — bad tempered, unpleasant and violent.

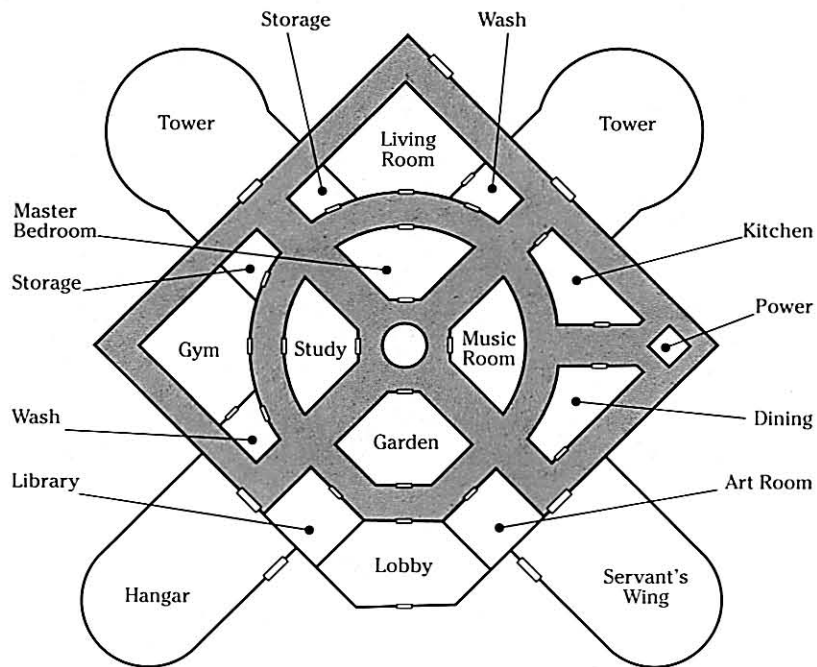


Rosaria J. Baldari

### Tallon's Fortress



Stephen Crane



Tim Bobko



: Data Entry #146

: I believe this to be my final data entry. I'm entering this coded information in case the bounty hunters catch me.

: I'm getting ahead of myself ... let me start at the beginning.

: After three months of undercover work aboard the Star Destroyer *Relentless*, was transferred to a new post: assistant to the Star Destroyer's commander, Ranif Parlan. Parlan is a dangerous man, but competent and efficient, which is why *Relentless* has spent months in the Outer Rim Territories, battling pirate groups.

: Our last patrol through Dalchon system netted us three pirate ships, but *Relentless* sustained heavy damage to its hyperdrive engines. Of course, we captured a handful of pirates — a pitifully small number of survivors of Parlan's ruthless prowess in battle. I was actually with Parlan when he interrogated one of the prisoners. What we heard still moves me.

: Commander Adar Tallon, hero of the Old Republic, is alive.

: And he's hiding on Tatooine.

: Already, scores of bounty hunters have answered Parlan's call. They are to capture Tallon — alive — and hold him until *Relentless* completes repairs and arrives at Tatooine. Tallon's worth to the Alliance, even if only as a symbol, is immeasurable. We *must* reach him first.

: If you are reading this, then the job to find Adar Tallon is yours. This mission supersedes all others. *You are his only hope.*



"Tallon's Family Crest"

Tallon. Adar: History Tape #37484T

Commander Adar Tallon, a brilliant tactician and naval commander, served both the Old Republic and the emerging New Order during his long career. His elaborate, cunning strategies are legendary, and over time became the basis for much of modern starfighter and fleet combat tactics. His fame eventually reached near-heroic proportions, and statues in his honor decorated hundreds of worlds.

Shortly after Emperor Palpatine rose to power, leading the ailing Old Republic towards his vision of the New Order, Tallon's career came to an abrupt halt. Tallon entered the Dalchon system to investigate an unusually large amount of pirate and smuggler activity. While touring the region, *Battalion* — Tallon's personal patrol craft — received a frantic priority distress call. A medium-sized freighter was under attack by a heavily-armed pirate pinnace. Heedless of the danger and the enemy's greater firepower, *Battalion* dove straight for the pirate ship. This bought the freighter the precious time it needed to make the jump to hyperspace — but at a terrible cost: *Battalion* was obliterated.

No trace was ever found of Tallon or his crew.



# STAR WARS®

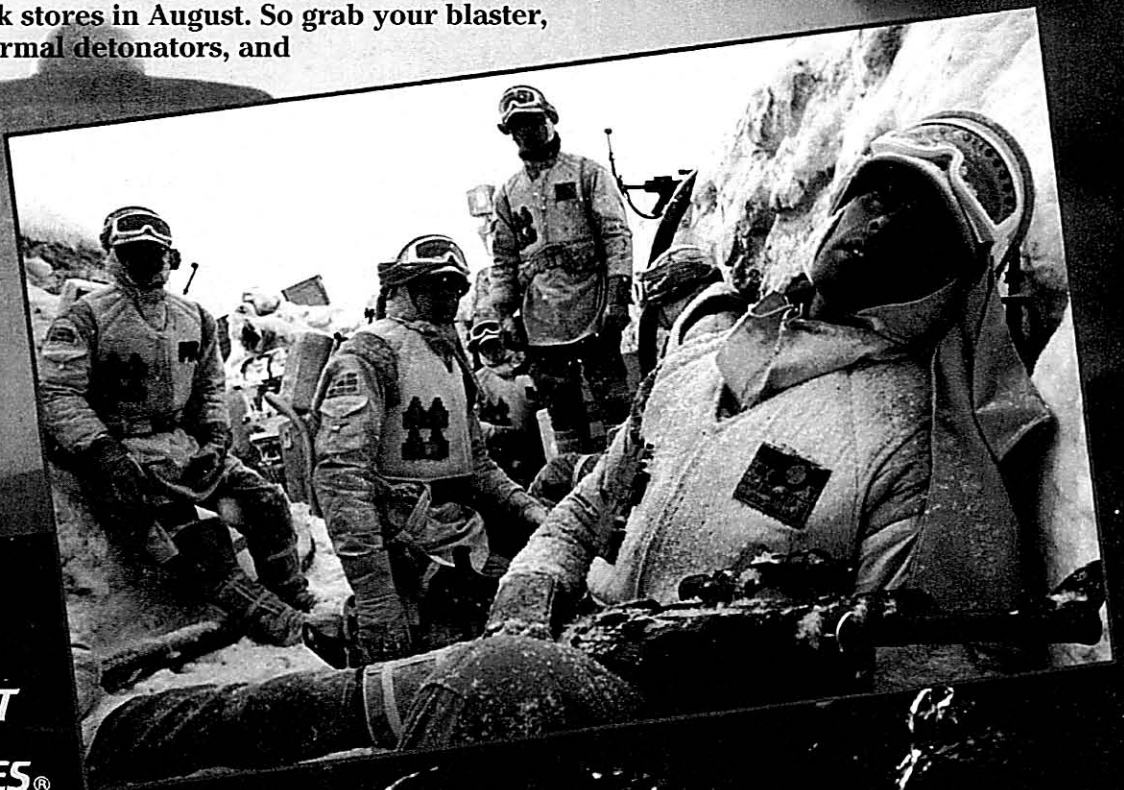
*It's dark, here in the belly of the secret Imperial base. You can hear the rhythmic thump of heavy machinery several floors above you as you creep through the corridor towards the door at the far end. If Alliance intelligence was correct, just beyond that door lies your objective — the canister of biowar cultures which will prove the Empire destroyed the world of Dentaal by unleashing a terrible plague upon its people.*

*Just as you near the door, it slides open. Two Imperial officers stare at you in shock for a moment. "Blast him!" one cries. They raise their blasters...*

## Live-Action Adventures

In *Star Wars: Live-Action Adventures*, you aren't reading this scene in a novel. You aren't seeing it on a screen. You aren't sitting around a gaming table. You are *there*, in that dim corridor, with a blaster heavy in your sweaty palm, shooting it out with two Imperials. Of course, the corridor is a hallway in a convention hotel, the sound of heavy machinery comes from a boom box, and the two Imperials are fellow players, but you *are* there, and in costume — as close to the *Star Wars* experience as anyone outside Hollywood can get.

*Star Wars: Live-Action Adventures* will be available in your local hobby, game, and book stores in August. So grab your blaster, prime your thermal detonators, and join the fray!





# STAR WARS®

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by Ray Winninger

Danger lurks aboard the *Kuari Princess*, as Rebel heroes try to uncover the shadowy purpose behind a top-secret Imperial rendezvous. But the Imperials are not the only threat the Rebels face, as the *Princess* is besieged by the dreaded pirate gang that hunts this region of space — the Riders of the Maelstrom!

#### Death in the Undercity

by Michael Nystul

Beneath the surface of Calamari's majestic oceans, the tireless Quarren labor to provide ores crucial to the construction of Mon Cal Cruisers. Recently, a series of bizarre mining accidents has slowed production to a near standstill. Now it is up to a valiant team of Rebels to discover the source of these "accidents."

#### Tatooine Manhunt

by Bill Slavicsek and Daniel Greenberg

The legendary military commander Adar Talon is believed dead, long gone, all-but forgotten, or so the Empire would have you believe.

They're wrong. He's still alive, and the bounty on his head exceeds 50 million credits — but who's offering it? The Empire wants him — but do they want him dead or alive? Bounty hunters are converging from all over the galaxy — but to protect him or hunt him? Even Jabba the Hutt is interested — but why?

Now the Rebel Alliance wants him, and the word is he's on Tatooine. Guess where you're going?

## A STAR WARS SUPPLEMENT

For ages 12 and up.

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*Classic Adventures, Volume Three* presents three adventure books from the first edition *Star Wars* line — *Riders of the Maelstrom*, *Death In The Undercity*, and *Tatooine Manhunt* — upgraded to *Second Edition* rules.

A supplement for use with *Star Wars: The Roleplaying Game*



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