

Showdown

**Episode III of the Polarization Trilogy
A One-Round LIVING FORCE Adventure**

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In a final confrontation between Nirama and his adversary, the power structure of Cularin is changed forever. An adventure for LIVING FORCE heroes of levels 4+. This scenario should be played after “*Challenge*” and “*Revelations*” (Episodes I and II of the “*Polarization*” trilogy.)

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Showdown is a standard RPGA Network tournament. A four-hour time block has been set aside for this event but the actual playing time should be about three and a half hours.

This is an adventure for all levels of LIVING FORCE heroes, and therefore characters levels 4 and higher are appropriate. If your players bring characters level 1-3 ask them to level them to level 4 (as if they now had 6000xp). If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom and the hero's name, species and gender at the top. This makes it easier for players to keep track of who is playing which character.

Campaign Notes to the GM

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many mechanical details of what they are doing. Describe things in sweeping statements, and recall scenes from the movies when necessary to help players visualize what is going on. More than anything else, have fun.

LIVING FORCE adventures are not designed purely to kill characters. If you believe a combat is genuinely too tough for a group you are running, scale it down. If you believe it will be far too simple, scale it up—within reason. Do your best to keep fights cinematic and interesting, and if someone dies because they made a glorious sacrifice, that's fine. What we want to avoid are the "dumb" deaths that result from a string of bad dice rolls. That's not cinematic, and it's not what *Star Wars*, or LIVING FORCE, are about.

Reporting the game for RPGA: The RPGA tracks adventures for the Player Rewards program. The Senior GM or Event Coordinator should provide a form to the GM for this purpose. Both the GM and the players need to list their name and RPGA number on the form.

GMs of RPGA tournaments are expected to be familiar with the RPGA Rules and Penalty documents. These are available as downloads from the RPGA web site at www.rpga.com.

A note about the text: Some of the text in the module is written so that you may present it as written to the players, while other text is for your

eyes only. Text intended for the players is in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

House Rules

There are a large number of players throughout the world playing LIVING FORCE, and it's impossible to supervise them the way one might in a home campaign. As a result, we have a few house rules. These are outlined here for you.

Atoning for Dark Side Points

Heroes may, at the discretion of the GM, atone for Dark Side Points acquired during play by spending one Force Point to atone for one Dark Side Point. **The Hero DOES NOT have to earn a Force Point in the scenario in question in order to atone.** Heroes may only atone for one DSP per scenario played, and only if, in the judgment of the GM, the hero shows proper remorse and understanding of the dangers of the dark side. Players are required to keep a running total on their log sheets of all Dark Side Points ever acquired, even if the hero has atoned for them.

Dissipate Energy

Dissipate energy only works against energy damage to Wounds. It has no effect against vitality damage or stun weapon attacks. Also, the DC for the Fortitude saving throw should be "10 + damage dealt," not just "damage dealt".

Illusion

Use of the Illusion skill allows a save when the hero views or otherwise interacts with the illusion. If the player succeeds at the save, the illusion is seen as an outline only, and anything that might have otherwise been hidden inside or behind the illusion is visible. Illusion cannot be utilized to create "an illusion of nothing"; it cannot make something invisible.

Stun

If a hero hit by a stun attack makes his or her Fortitude save, the hero is unaffected by the stun attack and takes no damage. A hero who fails the Fortitude saving throw is unconscious for 1d4+1 rounds. This ruling includes heroes in the area of effect of a stun grenade. This house rule supersedes the rules in the *SWRPG-RCR*.

Hero Earnings

At the beginning of the round, if the heroes are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Heroes may not have more than one employer. Heroes who are not employed but who have Entertain, Gamble, or Profession skills may roll against those skills to see how much they have earned in the last week. Rather than using the method in the core rules for Entertain or Gamble, however, use the method described for the Profession skill on page 96; that is, roll the check, and then multiply the result by 100 credits to determine the amount you made that week. Note that heroes may use only one of the above methods each round and must choose which before rolling (Employment, Entertain, Gamble, or Profession). Per the rules, you may take 10 on Entertain or Profession checks, but not on Gamble. There is no pay for unskilled labor in the LIVING FORCE campaign.

Issuing Force Points

When heroes perform cinematically heroic actions, you may issue a Force Point. Because this is a heroic campaign, we expect heroism and encourage judges to reward it. In the course of a standard LIVING FORCE event, there are many opportunities for heroism. If a LIVING FORCE hero performs in a way that is heroic, dramatic, and cinematic, then a Force Point is definitely in order. Our favorite story involved the hero at the premiere, who leapt from a moving speeder, grabbed a vine, and swung on that vine to attack someone in another moving speeder. THAT is dramatic, cinematic heroism!

Not everything is that extreme, and you don't have to jump from a moving speeder to earn a Force Point, but if a hero does something that makes you, the judge, say, 'Wow,' then they should probably get a FP.

The core rules (pg 178) define "Dramatic Heroism" as follows:

To qualify as an act of dramatic heroism, an action must fulfill three criteria:

- It must accomplish a significant task in the defense of good or the defeat of evil;
- It must occur at a dramatically appropriate time (usually the climax of the adventure); and
- It should require significant risk on the part of the hero.

Issuing Dark Side Points

Unfortunately, it is impossible to produce an exhaustive list of all the possible ways people can

get Dark Side Points. There are just too many ways that the beginnings of "evil" can manifest themselves.

To quote the *Star Wars Roleplaying Game Dark Side Sourcebook*... "Evil is not always easy to recognize. An innocent act may ultimately result in great suffering. An act of revenge may save the lives of millions of people. The pure at heart can lash out in anger. Evil may lurk beneath a mask of virtue. Whether an act is evil or not often boils down to a question of motivation, and motivation can be hard to identify.

"When a Gamemaster is in doubt about whether to award a Dark Side Point to a character, he or she should consider the character's motives: Did the character act out of anger? Hatred? Cruelty? Vengeance? Pride? Did the character choose an option simply because it would allow her to spill an enemy's blood? Was greed or envy involved? Jealousy?" (Great section, beginning on page 41, which illustrates the problem fairly precisely.) The GM must assess the motivations of the character, and if those motivations derive from the base emotions that are the path to the dark side, then a DSP is appropriate.

Wookiees, Rage and Dark Side Points

Per the sidebar on page 182 of the *Star Wars Roleplaying Game Revised Core Rule Book*, Wookiee Force users do not gain Dark Side Points for following their natural tendencies and using the Wookiee rage species ability. They do receive a Dark Side Point, however, if they incorporate Wookiee rage with any of their Force skills.

In addition, while in a Wookiee rage, a Wookiee Force user can't call upon the Force (except for calling upon the Dark Side when using a Force point). All other uses of the Force require more calm and peace than the Wookiee can manage while in the natural frenzy.

GM Overview

In the year 179 A.A. (After Artom) Nirama took over from Riboga the Hutt. He quickly abolished the slavery trade and restructured the organization so that his underlings could not attempt a similar coup. The profits that Nirama had hidden and diluted were quickly reestablished. Although the pirates remained a thorn in his side, just as they had been for Riboga, Nirama quickly became one of the richest and most powerful beings in the Cularin system.

But a funny thing happened over the years. Little incidents that affected Nirama's empire required responses that affected Cularin's future. And as Nirama began to see how much his empire was tied to Cularin they became one and the same.

Although never completely forgoing his criminal organization Nirama became a mayor player in the legitimate running of Cularin, helping to finance the Militia and using his smuggling connections to run the Thaereian blockades. Now, instead of operating from the shadows, Nirama stood in the spotlight.

Needless to say he was spotted.

Riboga, his eyes never far from Cularin and his old accountant, was not too surprised at Nirama's wealth. It proved his early belief that Cularin was a system with potential. Nor was he particularly surprised at Nirama's altruism; not every race is gifted with the Hutt's total lack of conscious and greater men than Nirama have succumbed to hero worship. In fact, Riboga approved of it. After all, it made Nirama that much easier to attack.

In phase one (*Polarization I: Challenge*) Riboga attacked some of his old enemies as well as some of Nirama's lieutenants. In phase two (*Polarization II: Revelation*) Riboga revealed himself and his intent by taking over Nirama's lesser assets. Now Riboga is ready to reclaim the two jewels of his empire, the asteroid base and his Cularin estate.

Nirama can't let that happen. For the past several months he has been financing and organizing the immigration of many of the Oblee. With their former Homeworld converted to an asteroid field Nirama has located a new world for them to settle. The only hitch is that the plans are contained on the computers at both the Cularin estate and the asteroid base. These records must be destroyed so that Riboga can't find the Oblee.

Riboga, meanwhile, hasn't been idle. He's placed his old estate on Cularin under observation and planted a little surprise on his asteroid base. Riboga is willing to use them as his means of destroying Nirama once and for all.

Encounter 1: Fool's Array

Nirama recaps the situation as well as informs the heroes about his intent. Although he is willing to surrender himself to Riboga he wants to give his allies a fighting change. To do that two of his strongholds must be destroyed. As Riboga knows of these strongholds it's likely to be dangerous.

Encounter 2: House Rules

The heroes plan and assault the estate on Cularin. Some of Riboga's people are already there, prepared to protect both the property and the information that Nirama has stored there.

Encounter 3: Breather

The heroes regroup as Nirama explains the second objective. His asteroid base contains backups as well as material useful to Riboga. Nirama must accompany the heroes to override the security.

Encounter 4: Are We There Yet?

The heroes run a blockade of Riboga's forces, dodge asteroids and locate the asteroid base.

Encounter 5: Last Hand

Inside the base the heroes and Nirama find a token resistance and a message-holo. And a booby trap.

Encounter 6: Final Bet

The heroes attempt to escape the asteroid field.

Important Note to Judges: There are some things that are destined to happen, despite the heroes best efforts. Riboga is going to oust Nirama and bystanders are going to suffer in the process. The heroes' goal is to minimize collateral damage and save lives.

Clarification regarding tiering notation: when you see something like "DC 15/20/25", use the lowest DC for the middle tier, the middle for high tier and the third for upper tier. In this scenario, tiers are for character levels: 4-6, 7-9 and 10+. In some cases the DC does not follow the usual progression from tier to tier (e.g., DC 10/15/15) to reflect that higher level characters simply get so good at some tasks that they become almost trivial.

Opening Crawl

***For the first time in weeks the city is quiet.
The violence of Riboga's crime war, so soon***

on the heels of the Thaereian Conflict, has paused. An uneasy truce of which only a few are aware.

Encounter 1: Fool's Array

Key ideas of this encounter: the heroes undertake to assist Nirama in denying Riboga as much information and assets as possible.

It is said amongst the Jedi that the skill of Farseeing, to see into the future, is the most difficult ability to master. Not in the ability itself, but in the interpretation.

Not that you need it. Even someone Force-Blind would have expected the invitation.

Nirama's note, addressed and hand delivered by an anonymous messenger, asked for a meeting.

Determine if the heroes plan on attending. If some seem unwilling bring on the guilt. If all were willing skip ahead to the meeting.

Although you were unwilling it was made plain to you that others were interested in the meeting and eager for you to attend. Escra Fey'lya of OPS, Master Lanius of the Academy, Senator Wren's office, high ranking officers of the Militia, Spacer's Guild and Trade Alliance all seem eager for you to attend.

Now, the meeting.

The bar still smells of smoke and burned plastoid but the paint is fresh and the tables new. The owner, a human with bandages still covering his hands, nods as you arrives and points to the back booth. There, Nirama sits alone.

He greets you as you sit, making small talk about nothing in particular until you've all arrived.

"Thank you for coming. First, while I may have used some coercion in your decision to attend I will not use it to force you to agree. I seek volunteers, not conscripts.

"I am going to accede to Riboga's demands. Or as many as I can. I cannot force my people to swear loyalty to him. My life and my assets I do control and I find them easier to surrender than I would have expected."

A slight pause to allow the heroes to question this. Basically, since the return of the Oblee and the

whole mess with Markus and Thaere, Nirama has reached the point where he doesn't value his life above the "greater good". He's as surprised about this as anyone else.

"Now, while I agreed to provide a list of assets I did not agree to turn them over intact. Two of them must be destroyed. They contain information about a project of mine that must not fall into Riboga's hands. I can't explain now but I can assure you that a great many lives will be saved by destroying the data.

"The first target is the estate here on Cularin. The data is contained in the computer there. As well there are stockpiles of supplies as well lists of my contacts and agents. Destroying them won't stop him but it might slow him down. "

Further points:

- Nirama has lots of explosives. Lots and lots. Enough to blow up the estate.
- Nirama is willing to give each hero 5000 credits to do with as they desire; keep, spend, donate to charity, covert to dataries and roll around in.
- Nirama doesn't wish to use his own people for two reasons. If they were loyal to Nirama their aiding him would bring Riboga's wrath doubly on their heads. If they're not loyal to him they'll sell him out. (Or, as he would put it, ***"That's the trouble when most of your friends are criminals. Most of your friends are criminals."***)
- There is a token staff. He has not evacuated them for fear of tipping off Riboga. He'd like them to have a chance of escape. He will give you a verbal recognition code to use to convince the staff that the heroes are there with Nirama's blessing.
- There is a computer in the estate, well protected physically. It **must** be destroyed. Explosive charges must be placed on the computer itself.
- There are armories and hangars. These too would make a satisfying explosion.
- Nirama has a demolitions expert who has volunteered to accompany a team to place the explosives should the heroes not have the skill.
- Nirama can offer little in the way of compensation. He trusts that as this is for

the good of Cularin the heroes too will volunteer. If not, he understands and wishes them well.

- Nirama suspects that Riboga is keeping an eye on the estate although he's made no overt move by reclaiming it.
- Maps are available to the heroes of the buildings and grounds. (**Player Handout 1** and **GM Aid #3**)

GM NOTE: Let the players plan for a while but keep an eye on the time. Try to keep the players to a general plan rather than detail planning every eventuality.

Encounter 2: House Rules

Key ideas of this encounter: the heroes go to Riboga's Cularin estate, one of the jewels of his old empire, and render it useless to him as well as destroy evidence of Nirama's mysterious plan.

Because of the variety of skills, assets and talents available to a table of heroes there are few firm guidelines for this encounter. Instead, the standing operating procedures, of both Nirama's staff and Riboga's goons, are presented. Stats are available in **GM Aid #1**, floor plans **Player Handout 1** and **GM Aid #3** and troubleshooting suggestions below.

Nirama's Staff

The people who have the privilege of working on the Cularin Estate are ones that Nirama trusts and respects. They are in it mainly for the money although they do feel some loyalty to Nirama. They will assist the heroes if they can do so without endangering their lives. Once Riboga's goons arrive though they'll try to leave as quickly as possible and only fight in self defense. Their morale is directly related to how much money they have been. Use the "Riboga's Goons" combat stats for "Nirama's staff".

Riboga's Goons

These thugs, on the other hand, live in total fear of Riboga and what he does to failures. They hope that by proving themselves here they will rise in the organization. They are ruthless and will kill unarmed staff. In fact, they show more regard for the contents of the estate than the people.

The goons will arrive about five game minutes after the heroes. They will come in guns blazing hoping to overwhelm Nirama's staff, landing on the landing area at the front of the estate.

The Computer Room

This is a small, heavily fortified room. Explosive charges must be placed on the computer itself. Failing that slicing and dicing with a lightsaber, a barrage of blaster bolts or a heavy object will also destroy the information.

Armories

There are a few armories placed around the estate. They contain small arms (nothing bigger than a blaster rifle) and explosives (frag and stun grenades). The doors are locked and require a Disable Device DC 20/23/26 to open. Heroes running short on supplies can restock here. So can the goons, of course.

Hangars

There are three hangars. Each hangar contains three speeder bikes, three airspeeders and a groundspeeder. There are ample vehicles for both the heroes and Nirama's staff to use for an escape into the jungle. There are also fuel cells and other things that burn and explode to improvise more mayhem should the heroes feel so inclined.

Blowing Up The Place

After the opposition has been dealt with the heroes can destroy the estate and the contents. Nirama's staff there will be disappearing for a while, maybe forever, rather than risk Riboga's wrath. The heroes can return to the city.

GM NOTE: if the heroes need rescuing, have a detachment of OPS arrive after five or so combat rounds. They've been keeping an eye on Riboga's goons and moved in when they heard blaster fire. They have medics with them.

Encounter 3: Breather

Key ideas of this encounter: the heroes are asked to attempt to destroy or disable a large asteroid base.

Nirama listens to your report quietly, nodding when you are finished.

"Excellent. The destruction of the data and weapons will make taking over things a little harder. I cannot thank you enough." He smiles and chuckles.

"My gratitude will not prevent me from asking another favor."

Below are some points that can be used either as a speech or through a role played conversation, depending on your group.

- Both Riboga and Nirama loved to build asteroid bases. They were relatively cheap to make, hard for enemies to locate and easy to destroy or abandon, if necessary.
- Riboga built an ultra secret base and then, to maintain its security, built a second base where he would actually meet people. Only Riboga's most trusted retainers knew the location of the secret base.
- The asteroids containing the bases have very erratic orbits. A variety of methods were used to locate them; signal beacons and navigation calculations based on the last known location, were the two most common.
- the base. Riboga had put it into standby when he left the system and Nirama wanted one bolthole known only to him and not his organization.
- As with the estate the base contains information on Riboga's slavery and illicit drug contacts. Depriving Riboga of both the information and the base would delay Riboga's complete take over.
- Nirama has no idea if delaying Riboga serves any purpose other than annoying and frustrating Riboga. Those two reasons are, however, good enough for him.
- He's willing to offer another 5000 credits and provide a Wayfarer to get the heroes to the asteroid base and back.
- Nirama will be coming along. The security system is geared to his voice for the recognition codes.

GM NOTE: If you went overtime in Encounter 2 you can abbreviate this encounter to get back on track.

Encounter 4: Are We There Yet?

Key ideas of this encounter: the heroes fight a space battle to gain access to the asteroid base.

The journey through to the asteroid belt will be uneventful. The heroes are welcome to use their own ships (transports or starfighters) or the

Wayfarer Nirama can provide. Stats for the Wayfarer can be found in **GM Aid #5** and **Player Handout 4**.

Through the forward viewing ports and sensor screens you can see the chaotic dance of the asteroid field. Careening rocks tumble past, and into, each other. Based on the coordinates you know that your route takes you through the thickest of the field.

"Breathtaking, isn't it? And to think that this was once a world to my people. But soon-"

His voice trails off and he turns to address you. "That's my secret project, you see. To give my people a world. To outfit a colony so that the Oblee can have a home. I won't live to see it now, but it's a fitting epitaph."

As detailed in the GM Overview Nirama has been working on this project for some time. Riboga's renewed interest in Cularin has sped up the timeline and need for secrecy.

The encounter is divided into three subsections. If your group isn't pilot heavy you can combine Threading the Needle and Pirate Attack. If you have lots of pilots with their own ships expand Pirate Attack; they're paying big credits for these ships and should get their credits worth of drama out of them.

Threading the Needle

Nirama's little nudge pushed the asteroid into a cluster of asteroids. In order to reach the base the pilot will have to "thread the needle"; dodging or blasting asteroids, fine tuning the engines and thrusters and other fun tasks. Below is a sample of events and the rolls needed to avoid damage to the ship. The intent here is not to destroy or disable the ships but to give a bit of cinematic drama.

DC	Event	Result of Failure
Pilot 15/18/21 To miss the asteroids.	A group of medium sized asteroids floats across your path. They're widely spaced, plenty of room for you to fly through.	With a grinding screech an asteroid scrapes across the ship. No damage except to your ears.
Repair 25/28/31 To repair damage to systems.	A large asteroid careens into another, sending shards of micro asteroids into the ships hull.	Every time a button is pushed on the control panels there will be a shower of sparks but no other effect.
Pilot 20/23/26 To fly between two chunks of asteroid.	A large asteroid slowly breaks apart, leaving a narrow crack for you to navigate through.	The ship's metal screams as rock scrapes off the sensor array. Sensors are gone and all further Pilot tests are at +2,
Repair 25/28/31 To repair damage control diagnosis circuits.	There is a whine from the damage control panel as the stress levels reach critical.	The ship's repair diagnosis circuits are gone. All further repair tests are at +2.

Pirate Attack

Use the stats for pirates found in **GM Aid #1**. If you are unsure of time you can move Pirate Attack to Encounter Six.

A single 'blip' appears on sensors, dodging out from behind a large asteroid. Others quickly follow it. Headhunters, using the asteroids to hide them from sensors, begin to stalk their prey. You.

Arrival

The asteroid has nothing to distinguish it from others in the area. Nirama gives you coordinates and then asks for the comms.

"Riboga's a space slug," he broadcasts before turning to you and giving an almost

embarrassed shrug. "I was much younger when I made up the code phrase."

A shimmer on the one side of the asteroid appears and suddenly you can see the atmosphere shield that protects the landing bay.

After the ship lands the heroes are in an empty landing bay. Proceed to Encounter 5.

Encounter 5: Last Hand

Key ideas of this encounter: the heroes and Nirama attempt to destroy the base but quickly become aware that it is already occupied and a trap.

Generally bases and facilities that have been abandoned to the elements and time have a certain aura to them. The superstitious would call them haunted.

There is no dust or cobwebs that one would find in a terrestrial ruin. But the only sound of life comes from your footsteps and breath in the stale tasting air. Nirama indicates the way, a long corridor to the turbo lifts and then up one level to Riboga's audience hall.

The sound is faint, almost below your perception. Doors opening. Or rather access panels as the corridor walls ahead of you swoosh to the side and guard droids begin to step into the corridor.

If the heroes begin opening fire immediately just run with the stats found in **GM Aide #1**. If the heroes are having an easy time of it have a few more rounds worth of droids come out of the rooms off the main corridor. Run the combat for five rounds or so and then have the rest of the droids be quickly destroyed or go inactive as their batteries run out of charge.

If the heroes pause to see the droid's intent or to give Nirama a chance to say something read or paraphrase the following.

Nirama speaks clearly. "Riboga is a space slug."

A droid, head painted a bright copper color, steps into the center of the corridor. "Pass phrase rejected. State pass phrase."

"What? But--" he says, shaking his head. "What was it? 'Riboga prime overlord'."

"Pass phrase obsolete. Target identified as Nirama. Targets designated hostile. Fire."

"He tricked me!" roars Nirama, as the droids bring their weapons to bear.

Run the combat for five rounds or so and then have the rest of the droids be quickly destroyed.

As the last droid clatters to the corridor floor you can hear Nirama muttering about the treachery of the Hutt race.

"This way. Hopefully there won't be any more surprises."

The heroes can safely enter the turbolift and ascend to the next level. Let them be as paranoid as they want but there will be no droid guards on this level. They can quickly gain access to the audience chamber.

Encounter 6: Final Bet

Key ideas of this encounter: trapped by Riboga the heroes must either accept Nirama's sacrifice to save their lives or risk their lives to save Nirama.

Although you think that the dining hall you just passed through was bigger the audience hall built by Riboga seems to dwarf it. After all the, dining hall was meant to house, feed and impress his men and visitors. The audience hall was meant to highlight Riboga personally; his power and his wealth.

Lights turn on automatically as you enter, spotlights that shine on the raised dias. This is where Riboga would sit... is sitting.

A holographic image, not the real thing. It will be static for a few moments. It is impossible to mistake this holograph for the real thing. It wavers, flickers and seems to be looking at a blank wall, not the heroes. After about 20 seconds the holograph recording will begin.

GM NOTE: Riboga speaks Huttese and understands Basic. If a hero speaks Huttese (and it's amazing how many do) you can give them "Riboga Speaks" slips so that they can see what the untranslated speech was. If the entire party speaks Huttese then just read both sets of text aloud.

"That wasn't there before," Nirama says, pointing to the hologram.

A mechanical voice comes from speakers hidden around the room. "Nirama tape one.

Begin."

The holograph of Riboga moves and speaks <<Riboga Speaks #1>>. You can hear the Hutt's words from the around the dias while the voice of Speaks translates.

"The easily frustrated Riboga asks if the recording is working. The wise and thoughtful Riboga makes suggestions to speed process."

The Hutt laughs and you hear muted screams from the recording causing the image of Riboga to make some comment. <<Riboga Speaks #2>>.

"The great and clever Riboga is happier."

The Hutt shakes a fist at the air, screaming in apparent rage. <<Riboga Speaks #3>>

"The massive and pensive Riboga is saddened by Nirama's lack of subtlety and guile."

The Hutt throws both arms in the air and seems to be asking some higher power for patience. <<Riboga Speaks #4>>

"The great Riboga is ashamed that he hired someone so devious and did not notice."

The figure in the recording looks down and speaks slowly and coldly. <<Riboga Speaks #5>>

"The clever and subtle Riboga has waited patiently."

The Hutt leans back, smiles and speaks, left hand waving expansively. <<Riboga Speaks #6>>

"Wise and mighty Riboga is bored with you now. He thinks you are over confident or stupid. Or both."

The Hutt makes a chopping motion, speaks briefly <<Riboga Speaks #7>> and begins to fade away. Speaks voice continues.

"The great and powerful Riboga kills you now. Sixty. Fifty-nine. Fifty-eight."

A pillar like object rises from the center of the dias where, brief seconds ago the holograph was. Beside you Nirama mutters, "This doesn't look good."

The run back to the ship will take more than the time left. The top of the pillar has three handles, obviously meant to be squeezed. Each handle is covered with sensors. By squeezing all three handles the countdown slows but doesn't stop. Holding the handles shut with anything other than living skin causes it to speed up. Two heroes, or one Nirama, are required to hold all three handles.

If heroes offer to stay behind to give the others time read or paraphrase the following:

Nirama shakes his head, reaching out and

taking a firm grip on the device. "A deadman switch. How appropriate. Riboga was right. I was greedy and overconfident and now I pay the price. Go. Cularin needs you now more than it needs me."

If there are Oblee heroes amongst the party:

Nirama turns to <<Oblee hero>>. "You must survive. Our people are too sparse. There need to be Oblee who have a life to live, not ones living on borrowed time like myself."

Decision Time

GM Note: you must be willing to blow up heroes here. If necessary, let them know that it is quite possible for the whole team to die, no kidding. The heroes have two options: they can simply let Nirama sacrifice himself (there is no penalty for this; he can decide to be heroic, too), or they can decide to stay and try to defuse it. Note that the hero team can split, if only one or two have the requisite skills and/or they want to try to save some, just in case.

If they refuse to leave and insist on rolling dice until the bomb explodes, then they die. They die heroes, but they die.

If the heroes decide to try to disarm the bomb:

Below is a chart showing a rough timeline. Players are very inventive. If they can come up with some reasonable strategies to lower the DC or use their skills to circumvent the trap, then let them. Some examples might be using Computer Use to reset the timer or Demolitions to remove some of the explosive circuits or having Force capable heroes slow the countdown until the rest of the party escapes and then using the various Speed Feats to escape. Allow for high skills and creativity, but don't make it too easy. Do not lower the Disable Device DC by more than 5.

Note that the timeline presumes that someone (Nirama, an Oblee hero, or a pair of other heroes) is slowing the countdown, by squeezing the handles. Otherwise, each count runs down twice as fast. E.g., the first disarm attempt will run the clock down to the 31mark, and the second to the 11 mark. A third attempt would run past the explosion deadline.

Use of Force-augmented speed to run: Note that no matter how fast someone can run, part of the deadline is getting the ship away from the asteroid. Normally, no hero can get out below 21 on the countdown. Assume that Burst of Speed allows heroes to leave at 11, as if they had left at

31 (two boxes higher on the table). Force or Knight Speed allows them to leave at 11 as if they had left at 41, and Master Speed allows them to leave at 11 as if they had left at 51.

Also, if someone leaves early, or if there is someone on the ship babysitting the controls, then it counts as if any who leave later left one block earlier (meaning that heroes without Force-augmented speed could leave as late as the 20-11 block). This represents having the engines hot and ready to go as soon as the locks close.

No-one starts to leave *below* 11 and gets out alive, regardless of powers, if the bomb has not been disarmed.

If some heroes are already aboard the ship waiting, and then decide to launch, go two boxes up the table from the one at which they launch and check if the ship takes damage. So, heroes already aboard, who launch at "1" read the 30-21 box for damage. If they try to launch at "0", it's too late, sorry.

Countdown (presuming someone is slowing it)	Events
60-51	Device is triggered and Nirama tells the heroes to run for it.
50-41	The heroes can make a Disable Device test 25/30/35. If it succeeds the bomb is disarmed. If the heroes elect to leave after the attempt they will have enough time to escape without taking injury.
40-31	The heroes can make a second attempt at Disable Device test 25/30/35. If it succeeds the bomb is disarmed. If the heroes elect to leave after the attempt their ship will take 6d10x2 damage as it is caught in part of the blast.
30-21	The heroes can make a third attempt at Disable Device test 25/30/35. If it succeeds the bomb is disarmed. If the heroes elect to leave after the attempt their ship will take 9d10x2 damage and the heroes aboard will take 5d6 vitality damage as it is caught in the blast. Warn the players that they must leave now; this is the point of no return. Leaving at 20 or less

Countdown (presuming someone is slowing it)	Events
	does not get them launched in time.
20-11	The heroes can make a fourth attempt at Disable Device test 25/30/35. If it succeeds the bomb is disarmed. If the heroes attempt to leave now they will not make it back to the ship.
10-1	The heroes can make a final attempt at Disable Device test 25/30/35. If it succeeds the bomb is disarmed.
0	Bomb explodes. Roll all the d6 at the table. FORT DC 41 allows half damage.3

If the heroes manage to disarm the trap go to Card up My Sleeve.

If the heroes decide to leave read or paraphrase the following:

"He said he wanted my head. At least this way my death will mean something. Go quickly."

The heroes will not be bothered on their way out. Read or paraphrase the following. You may have to edit depending on how close the heroes cut it.

The corridors of the asteroid base seem much longer as you run back to your ship. Every speaker in the base seems be broadcasting Speaks' countdown. "Thirty. Twenty-nine," as the turbolift doors open, the pause between number telling you that Nirama still holds the deadman switch. "Twenty-two," as you reach your ship.

The ship launches, your comms automatically picking up the broadcast on all channels. "Three. Two. One."

There is no sound of an explosion but your sensor alarms scream as chunks of rock and metal begin hurtling toward your ship.

Go to Conclusion: Fold.

Card Up My Sleeve

If the heroes rescued Nirama against his will, especially if some heroes were killed because of it read or paraphrase the following. Otherwise skip

this paragraph and read the next box text.

Nirama stares at the deck, all three hands clenched. "So many deaths on my hands already. But these? How can I repay these?"

Allow a brief pause for reflection or heroes suggestions and then continue:

"You saved my life but Nirama must still die. My people, friends, allies won't be safe as long as Riboga is hunting me.

"Nirama died (or "will die" if they disarmed the trap) on that asteroid. I've a small escape ship moored nearby. It's old but well enough to get me out of the system. My affairs are in order, my last will and testament in safe keeping and nothing holds me here anymore but a few memories."

Avoid the group hug if possible. Nirama will give the coordinates for his tiny ship and bid the heroes goodbye. Go to Conclusion: Bluff.

Conclusion: Fold

GM NOTE: read this conclusion if Nirama perished on the asteroid. If Nirama survived read Conclusion: Bluff.

The gathering is small: your companions from the asteroid, as well as representatives from the Senator's office, Militia, OPS and the Jedi Academy.

The clerk clears his throat and takes a sip of water. He's been reading almost constantly, detailing where OPS can find data on rival criminal organizations and where the Militia can find stores of munitions. A sizeable sum of money is donated to the Senator's office to create a scholarship for political science students.

"Finally, this codicil was added just hours before his death. To my companions on my last voyage to the asteroid I leave the sum of 25,000 for each to do with as they will.

"I regret many things, many choices that I have made. I would like to think that I have learned a little wisdom over the years. I know that the choices I made over the last few days have been good ones and that, because of them, I leave a legacy far different than the one I perhaps deserve."

Here Ends, "Showdown"

Conclusion: Bluff

GM NOTE: read this conclusion if Nirama survived on the asteroid. If Nirama died read Conclusion: Fold.

The gathering is small: your companions from the asteroid, as well as representatives from the Senator's office, Militia, OPS and the Jedi Academy.

Few know the truth. Master Lanius, Osten Dal'Ney know and Escra's ears twitch every time Nirama's death is mentioned. But beyond those few people, all "know" that Nirama is dead.

The clerk clears his throat and takes a sip of water. He's been reading almost constantly, detailing where OPS can find data on rival criminal organizations and where the Militia can find stores of munitions. A sizeable sum of money is donated to the Senator's office to create a scholarship for political science students.

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Here Ends, "Showdown"

Experience Point Summary

Experience is calculated as follows for LIVING FORCE events.

- 1) Experience awards in the SWRPG are not made for achieving objectives, but instead for successfully completing an adventure of a given length. Thus, if the heroes survived and accomplished the primary goal of the adventure, they receive full Adventure Experience (600 xp for core LF plot scenarios, 350 for non-core LF scenarios).
- 2) Assign discretionary role-playing experience (0-400 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.

Do NOT automatically award max roleplaying XP, consider carefully how well the players stayed in-character. This is your opportunity to reward appropriately cinematic behavior, so use it!

Adventure Experience Award:

Did the heroes [achieve primary goals of the scenario]? If so, each hero who survived receives 600 xp. [350 for non-core scenarios.]

Adventure Experience:	600 xp
Roleplaying Experience:	0-400 xp

Total Possible Experience: 1,000 xp

If the heroes did not complete the scenario because of time constraints, but were "on the right track," you may award ½ adventure experience. Nirama's survival does not impact xp in anyway.

Loot Summary

If it's not on this list, the heroes cannot keep it. This is a house rule that overrides what they may actually encounter in the scenario.

Each hero will receive 5000 credits for agreeing to destroy the estate on Cularin.

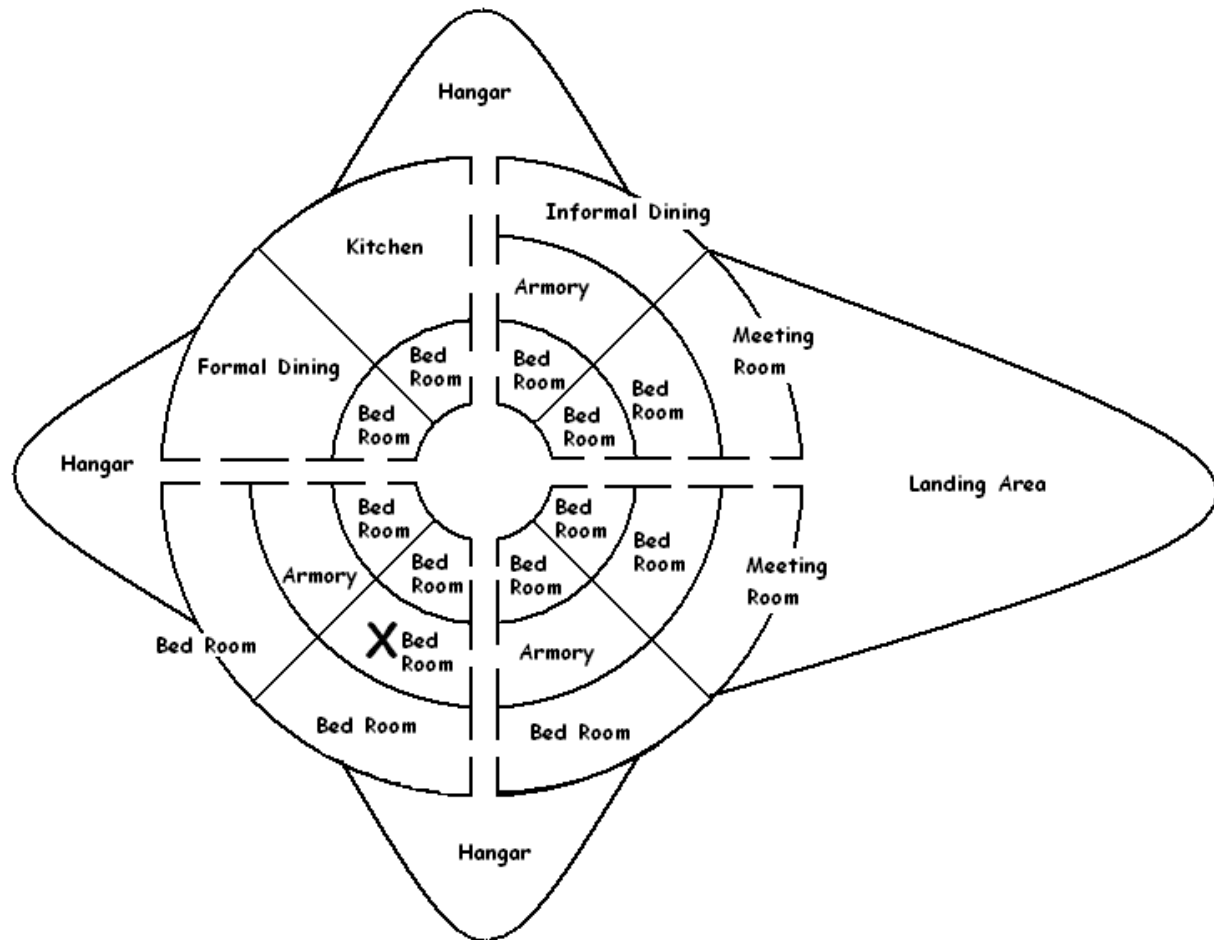
Each hero will receive 5000 credits for agreeing to accompany Nirama to the asteroid base.

Each hero will receive the Impounded Starship cert as a token of OPS gratitude for their assistance during the "crimelord wars".

Each hero will receive the Heirs of Nirama cert as a token of Nirama's gratitude.

ONLY if Nirama survived, each hero will receive the Encrypted Message cert.

Player Handout 1: Map of Estate



Player Handout 2: Riboga Speaks

Riboga Speaks #1: Is this thing working? Kill another technician to hurry the rest along.

Riboga Speaks #2: Better.

Riboga Speaks #3: Nirama, did you think I was stupid? I knew you were cooking the books! Try to cheat a Hutt? I was more treacherous and devious before my second natal date than you are fully grown.

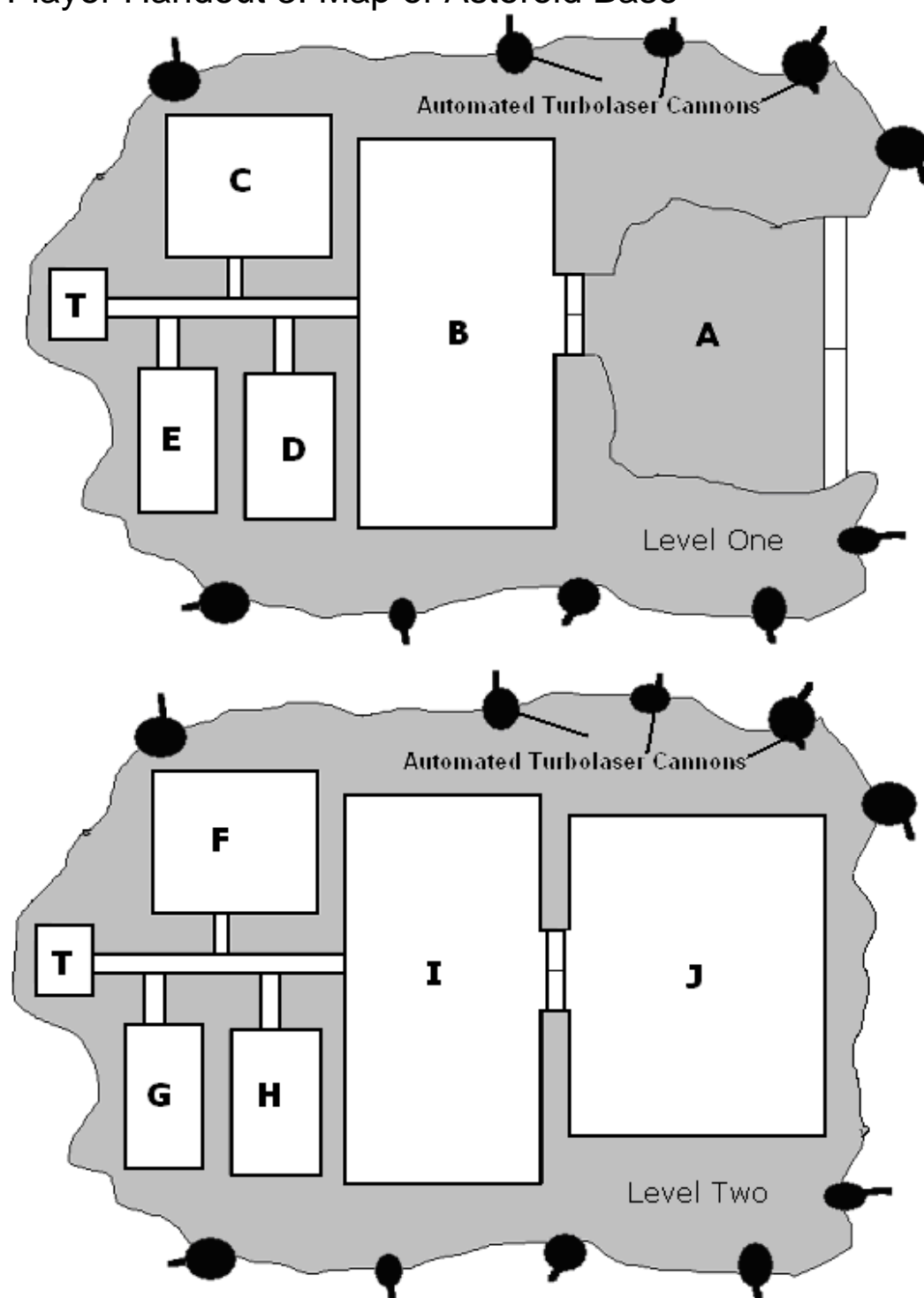
Riboga Speaks #4: Morons. No one to challenge me anymore. You were a cheat and an embezzler, Nirama, but you kept me thinking.

Riboga Speaks #5: But I can't let you get away with it any longer, Nirama.

Riboga Speaks #6: You had your fun. If you'd just given me back my base I wouldn't have had to do this. This is your fault.

Riboga Speaks #7: Nirama, you're as predictable as a Jedi. You try to deny me my homes; I deny you your miserable life.

Player Handout 3: Map of Asteroid Base



Player Handout 4: Wayfarer Space Transport

Kuat Systems Engineering *Wayfarer*-class Medium Transport

Class: Space Transport; **Cost:** 202,500 (new), 130,000 (used); **Size:** Medium (82 meters); **Crew:** 10; **Passengers:** 6; **Cargo Capacity:** 220 metric tons; **Hyperdrive:** x2, x14 backup; **Consumables:** 3 months; **Initiative:** +0; **Maneuver:** +0; **Defense:** 20 (+10 armor); **Shield Points:** 60 (DR 15); **Hull Points:** 160 (DR 15); **Atmospheric Speed:** 830 m (14 squares/action); **Max Speed in Space:** Attack (6 squares/action).

Weapon: Laser cannon; **Fire Arc:** Front; **Attack Bonus:** +4 (+2 fire control, +2 crew); **Damage:** 4d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

Weapon: Quad laser cannon; **Fire Arc:** Left; **Attack Bonus:** +4 (+2 fire control, +2 crew); **Damage:** 6d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

GM Aid #1: Opponents (Tiered Cannon Fodder/Spear Carriers)

Riboga's Goons:

Personality and standard operating procedures: These beings are in it for the money. Their morale is directly related to how much money they have been. If they take wounds they will flee. If they are outnumbered they will flee.

Nirama's Staff:

Personality and standard operating procedures: These beings are in it mainly for the money although they do feel some loyalty to Nirama. They will assist the heroes if they can do so without endangering their lives. Once Riboga's goons arrive though they'll try to leave as quickly as possible and only fight in self defense. Their morale is directly related to how much money they have been. Use the "Riboga's Goons" combat stats for "Nirama's staff".

Mid Tier (levels 4-6)

Riboga 's Goons, Human Scoundrel 4/Soldier 2 (1-2 goons per hero); IM +7; Def 17; Spd 10m; VP/WP 34/13; Atk +6 melee (1d3+1, punch); +9 ranged (3d8, crit 19-20, custom sniper rifle); SV Fort +5, Ref +7, Will +2; SQ Illicit barter, Lucky 1/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 4; DSP: 4; Rep +1; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +7, Disguise +6, Escape Artist +7, Hide +7, Knowledge: streetwise +5, Move Silently +9, Pilot +4, Profession (Assassin) +7, Listen +7, Spot +7, Tumble +10.

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Group Proficiency (Simple, Blaster Pistol, Blaster Rifle, Heavy Weapons, Vibro), Armor Proficiency (light).

Equipment: Blaster Pistol, commlink, toolkit.

High Tier (levels 7-9)

Riboga 's Goons, Scoundrel 6/Soldier 3 (1-2 goons per hero); IM +7; Def 20; Spd 10m; VP/WP 48/13; Atk +8/+3melee (1d3+1, punch); +10/+5 ranged (3d8, crit 19-20, custom sniper rifle); SV Fort +6, Ref +10, Will +4; SQ Illicit barter, Lucky 2/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 4; DSP: 5; Rep +1; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +7, Disguise +6, Escape Artist +7, Hide +8, Knowledge: streetwise +5, Move Silently +10, Pilot +6, Profession (Assassin) +10, Listen +8, Spot +8, Tumble +12.

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Multishot, Weapon Group Proficiency (Simple, Blaster Pistol, Blaster Rifle, Heavy Weapons, Vibro), Armor Proficiency (light).

Equipment: Blaster Pistol, commlink, toolkit.

Upper Tier (levels 10-12)

Riboga 's Goons, Scoundrel 6/Soldier 6 (1-2 goons per hero); IM +7; Def 21 (+potential Dodge plus); Spd 10m; VP/WP 67/13; Atk +11/+6melee (1d3+1, punch); +13/+8 ranged (3d8, crit 19-20, custom sniper rifle); SV Fort +8, Ref +11, Will +5; SQ Illicit barter, Lucky 2/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 4; DSP: 6; Rep +3; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +10, Disguise +6, Escape Artist +7, Hide +8, Intimidate +6, Knowledge: streetwise +5, Move Silently +10, Pilot +9, Profession (Assassin) +13, Listen +8, Spot +8, Tumble +12.

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Multishot, Dodge, Mobility, Shot on the Run, Weapon Group Proficiency (Simple, Blaster Pistol, Blaster Rifle, Heavy Weapons, Vibro), Armor Proficiency (light).

Equipment: Blaster Pistol, commlink, toolkit.

GM Aid #1: Opponents (Tiered Cannon Fodder/Spear Carriers)

These are not particularly dangerous droids in themselves but, as a swarm, they can pose a threat. Stats are the same, simply increase the numbers per tier as indicated below. Feel free to increase or decrease slightly depending on the combat capabilities of the party.

Mid Tier (levels 4-6)

1 - 2 droids per hero.

High Tier (levels 7-9)

2 - 4 droids per hero.

Upper Tier (levels 10-12)

6+ droids per hero.

Thaereian “Extra” Droid Troopers. Baktoid Combat Automata B1 Series (standard, from the RCR).

High-Level Battle Droid: Thug 4; Init +1 (-2 remote processor, -1 Dex, +4 Improved Initiative); Defense 10 (+1 class, -1 Dex); DR 3; Spd 10 m; VP/WP 0/9; Atk +3 melee (1d4+1, hand) or +1 ranged (2d8/19-20, blaster rifle); SV Fort +5, Ref +0, Will +0; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 9, Int 6, Wis 8, Cha 6.

Skills: Intimidate +4, Speak Basic, Fly To Pieces +5.

Feats: Ambidexterity, Armor Proficiency (light), Improved Initiative, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Equipment: Armor (light), blaster rifle, integrated comlink, remote receiver (5,000 km range), vocabulator.

Tactics: **“Shoot ‘em, roger-roger-- oh zotz, my arm fell off.”**

GM Aid #1: Opponents (Tiered Cannon Fodder/Spear Carriers)

These are pirates after a cargo ship. Destruction of the prize is not their first concern. They will break off the attack if the heroes destroy or badly damage more than two of the Headhunters.

Mid Tier (levels 4-6)

Incom/Subpro Z-95 Headhunter Starfighter (2 ships)

Class: Starfighter, **Crew:** 1 (skilled +2), **Size:** Tiny, **Initiative:** + 4(+2 size, +2 crew), **Hyperdrive:** x1, **Maneuver:** +6 (+2 size, +4 crew), **Passengers:** None, **Defense:** 22 (+2 size, +10 armor), **Cargo Capacity:** 85 kg; **Shield Points:** 30 (DR 10); **Consumables:** 1 day, **Hull Points:** 120 (DR 10), **Maximum Speed in Space:** Ramming (9 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action).

Weapon: Triple blasters (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** + 4(+2 size, +2 crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Concussion missile launcher (2 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10) (Number of missiles reduced from 6. They are low on ordnance.)

High Tier (levels 7-9)

Incom/Subpro Z-95 Headhunter Starfighter (3 ships)

Class: Starfighter, **Crew:** 1 (expert +4), **Size:** Tiny, **Initiative:** + 6(+2 size, +4 crew), **Hyperdrive:** x1, **Maneuver:** +10 (+2 size, +8 crew), **Passengers:** None, **Defense:** 22 (+2 size, +10 armor), **Cargo Capacity:** 85 kg; **Shield Points:** 30 (DR 10); **Consumables:** 1 day, **Hull Points:** 120 (DR 10), **Maximum Speed in Space:** Ramming (9 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action).

Weapon: Triple blasters (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** + 6(+2 size, +4 crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Concussion missile launcher (2 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10) (Number of missiles reduced from 6. They are low on ordnance.)

Upper Tier (levels 10-12)

Incom/Subpro Z-95 Headhunter Starfighter (4 ships)

Class: Starfighter, **Crew:** 1 (ace +8/+3), **Size:** Tiny, **Initiative:** + 8(+2 size, +6 crew), **Hyperdrive:** x1, **Maneuver:** +14 (+2 size, +12 crew), **Passengers:** None, **Defense:** 22 (+2 size, +10 armor), **Cargo Capacity:** 85 kg; **Shield Points:** 30 (DR 10); **Consumables:** 1 day, **Hull Points:** 120 (DR 10), **Maximum Speed in Space:** Ramming (9 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action).

Weapon: Triple blasters (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +10/+5(+2 size, +8/+3 crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Concussion missile launcher (2 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10) (Number of missiles reduced from 6. They are low on ordnance.)

GM Aid #2: Major Players (Not Tiered)

GM NOTE: This section is for information only as these characters should never enter under combat with the heroes. These NPCs are not tiered and are included with skills and feats purely for your information in roleplaying them. Because of this the personality and standard operating procedures has been moved from the bottom of the stat block to the top.

Nirama, Male Alien Scoundrel 6/ Crimelord 9

Personality and standard operating procedures: Nirama is a person in flux. For his entire life he has made his living through crime. However, over the past five years of his life there has been a great many revelations and changes, not the least of which is the return of his race, the O-whatevers, from literal extinction. While it would be wrong to say that Nirama is seeking to turn legitimate no one can deny that he is no longer the villain he was a few years ago.

Stats: IM +1; Def 20 (+1 Dex, +9 Class); Spd 10 m; VP/WP 90/15; Attack +8/+3 ranged (3d6 blaster pistol); SQ find out new SA for scoundrel, crimelord, oglee; SV Fort +7, Ref +10, Will +10; SZ M; FP 6; DSP 4; Rep 17; Str 14, Dex 13, Con 15, Int 16, Wis 14, Cha 15.

Equipment: blaster pistol, expensive clothing, blast vest hidden near him at all times, personal space yacht *Viper Wing*.

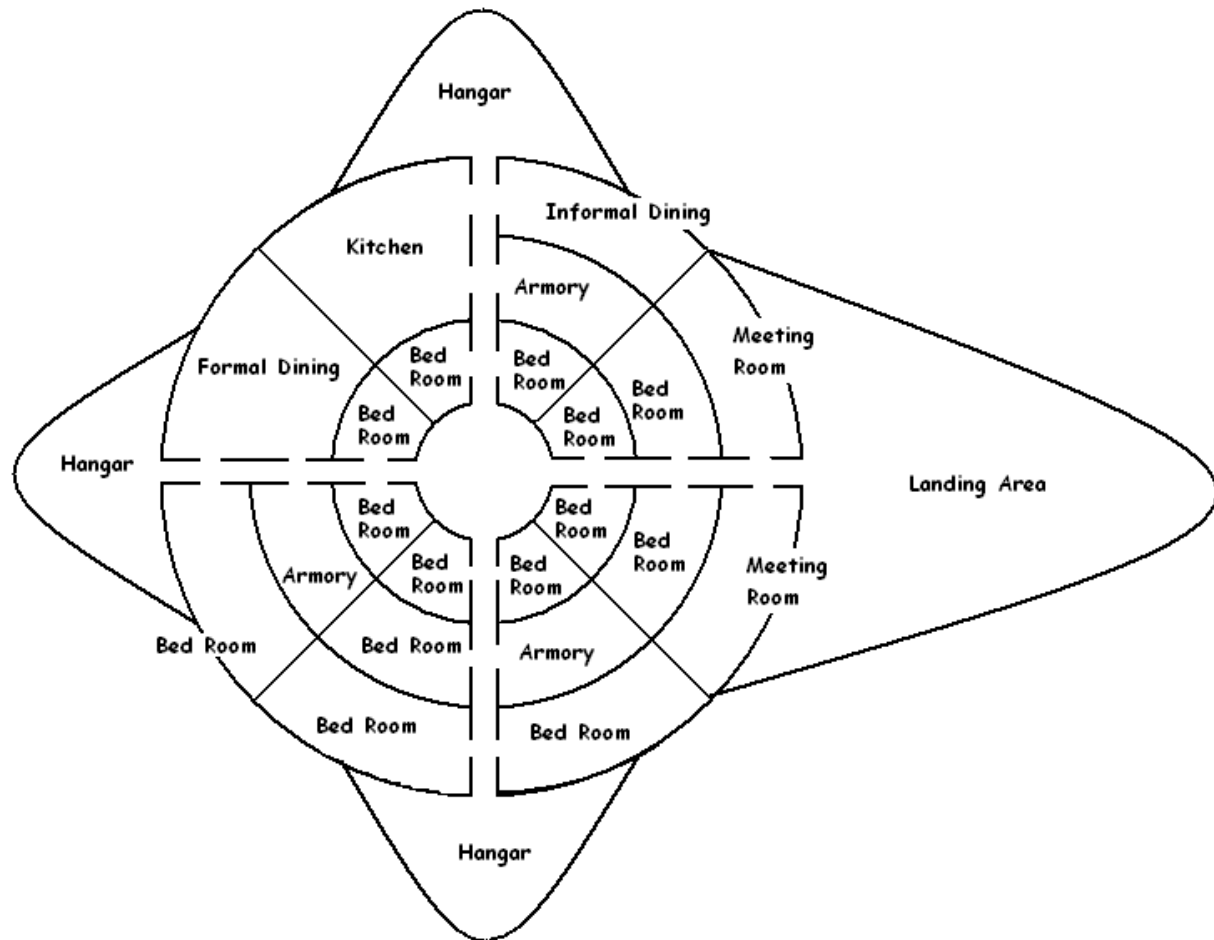
Skills: Appraise +19, Bluff +20, Computer Use +15, Diplomacy +19, Forgery +18, Gather Information +17, Intimidate +14, Knowledge (streetwise - Cularin system), +12, Pilot +5, Profession (accountant) +10, Search +10, Sense Motive +18, Sleight of Hand +7, Spot +10; Read/Write Basic, Read/Write Caarimala, Read/Write Hutttese, Speak Basic, Speak Caarimala, Speak Hutttese, Speak Tarasinese, Speak Sullustan.

Feats: Alertness, Armor Proficiency (light), Infamy, Persuasive, Point-Blank Shot, Sharp-Eyed, Skill Emphasis (Forgery), Weapon Group Proficiencies (blaster pistols, simple weapons).

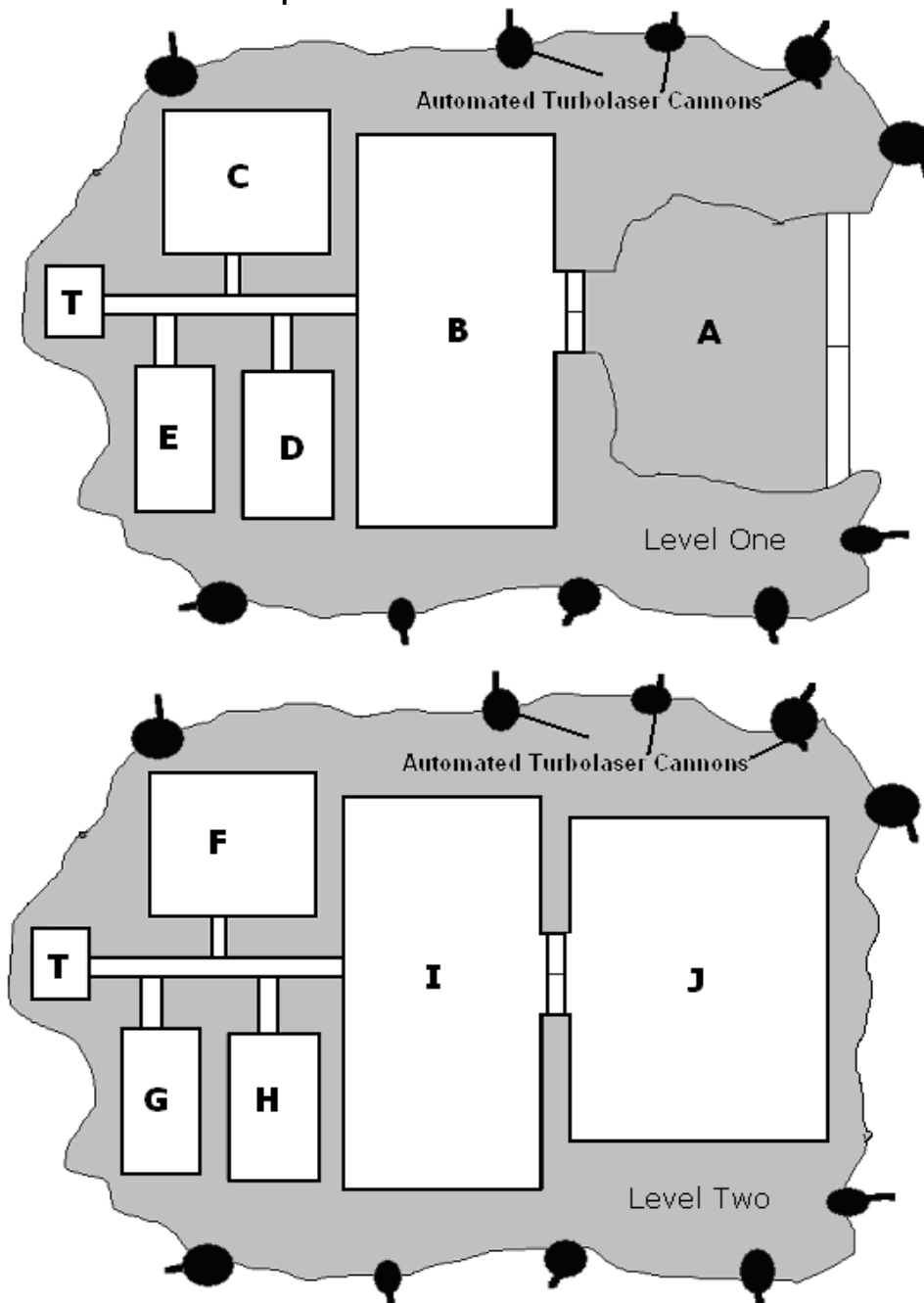
Riboga, Male Hutt Scoundrel 8/ Crimelord 10;

Personality and standard operating procedures: Riboga is one of those beings that see the entire universe as a play written for their sole amusement. Reversals and failures are to be laughed off (after a few scapegoats are killed) and success is to be accepted as due prerogative. Riboga does not think of his employees as people but as tools with a specific use. For this reason he never uses their name but rather their job description. His assassin is Kills, his bodyguard Protect, his translator Speaks and so on.

GM Aid #3: Map of Estate



GM Aid #4: Map of Asteroid Base



A = Landing Bay
B = Storage and Repair Bay
C = Lounge for Regular Guards and Techs
D = Barracks for Regular Guards
E = Barracks for Regular Techs

F = Riboga's Suite
G = Bodyguard's Suite
H = Guest Suite
I = Riboga's Dining Hall
J = Riboga's Audience Hall

T = Turbolift