

Operation Blue Star

A One-Round Living Force Adventure

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The peace of the side streets of Gadrin is shattered by an explosion and gunfire, emanating from the Blue Star Centre, home to a group of Cerean-led philosophers. It sounds like some Heroes are required... A roleplaying-intensive adventure for Living Force heroes levels 1-6.

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

It is a good idea to ask each player to put a name tag 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 hero.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use: *No-vote scoring*: The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

1. *Partial scoring*: The players rate the game master and the scenario on their player voting sheet, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
2. *Voting*: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their heroes to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually require advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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 for the players will be 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 heroes.

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 who are not employed but who have profession or craft skills may roll against those skills to see how much they have earned from their profession or craft in the last week. Use the method in the core rules (Craft: pg. 72 *Check result times 20 credits*; Profession: pg. 80 *Check result times 50 credits*). Note that heroes may use only one of the above methods and must choose which before rolling (Employment, Craft or Profession).

Issuing Force and Dark Side Points

Issuing Force Points: When heroes perform cinematically heroic actions, don't forget that you may issue a Force point for such activities. 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 157) 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 Dark Side book... "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 hero, he or she should consider the hero's motives: Did the hero act out of anger? Hatred? Cruelty? Vengeance? Pride? Did the hero 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 hero, and if those motivations derive from the base emotions that are the path to the dark side, then a DSP is appropriate.

General 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 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.

The point of Living Force is not to kill heroes. If you believe a combat is 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. But let's not have any "dumb" deaths. That's not what *Star Wars*, or Living Force, is about.

This is an adventure for low- to mid-level Living Force heroes, and therefore heroes levels 1 through 6 are appropriate. If a player brings a higher-level hero to your table, explain that he or she must use a lower-level hero to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

GM Overview

The Blue Star Centre – a Cerean-run centre for philosophical research and contemplation – is being used as a refuge by a group of smugglers (the Intarsa League) fleeing from a rival faction out for their blood. The heroes face the difficult task of dealing with the hostage takers without harming the philosophers or their precious texts.

With the philosophers held hostage, the heroes have three obvious approaches. They can go in and negotiate; they can infiltrate by stealth and try to rescue the hostage and take out the smugglers; or they can mount a frontal assault (which is not only a bad idea, it is likely to get them taken hostage as well). They could also walk away

and not get involved, but that would make for a very brief scenario.

Rather than a series of encounters, the scenario describes the situations that the heroes find, based on their choices, and the likely actions of the Intarsa League and the other occupants of the Centre. It is up to the players to decide how to go about their task.

Background Information

The Intarsa League are relatively new arrivals in the Cularin system. Led by Dersa Welles, this motley group of criminals seeks to make a fast credit by any means they can, generally preferring trickery and guile to outright violence... although when pushed, they trade blaster bolts with the best of them.

A brief sojourn in the outer reaches of the system convinced the League that the pirates who dwell amongst the asteroids outclassed them in violence, at least; and so they relocated to Genarius, settling in Tolea Biqua. Here, they found that other groups of like villainy were already entrenched, and decided to pursue a slightly different angle, running various scams and swindles between Tolea Biqua and the platform city of Baydonard on Cularin itself.

Unfortunately they have yet again trodden on some toes, and had to flee in haste from a meeting at which they had expected to do business with some of the less savoury people in Gadrin. Dersa would avow that it was merely a 'misunderstanding.' In the circles in which she moves, though, misunderstandings are often debated at blaster-point.

Encounter 1: Disturbing the Peace

The heroes are going about their own business in Gadrin when an explosion and the sound of blaster fire disturb a hitherto peaceful and sunny day. They may follow a plume of smoke – or, if they are slow to pay attention, a panicked philosophy student seeking help – to the Centre. Heroes who are reluctant to get involved may be approached by an officer of the Office of Peace and Security asking for their assistance "as known local heroes."

Encounter 2: What's Going On Here?

The heroes have an opportunity to explore the area and find out what is going on. A speedy approach, coupled with an offer of assistance, might get the heroes inside at this point; otherwise they have to assess the situation from outside.

From here on, choose the appropriate 'Encounters' depending on the heroes' actions.

Encounter 3: Can We Be of Assistance?

Heroes who move quickly to the Centre find the smugglers making their way inside. Some are injured, and an offer of help gets the heroes inside along with the smugglers (although they have to surrender any obvious weapons). Anyone taking this route has an ‘insider view’ of proceedings, and risks being used as a hostage along with the Centre personnel.

Encounter 4: It's Good to Talk

If the heroes attempt to open negotiation with the smugglers, they find that the smugglers are attempting to make the most of the situation.

Two versions of this encounter are provided, one to be used if the heroes are inside with the smugglers and the other if they are on the outside with OPS.

Encounter 5: Infiltration

When the heroes try to get into the Centre, there are several routes that they may attempt to use. The smugglers have discovered – and are defending – some of them, but there are too many to cover them all. The Centre, designed for contemplation and aesthetics, is not easily secured.

Encounter 6: Peace and Love

The senior inhabitants of the Blue Star Centre seem to operate on a different level from everybody else: they are non-violent to such a level that the mere concept is unthinkable, and yet they are determined that their main texts must remain undamaged, whatever else goes on.

Encounter 7: Picking Up the Pieces

Eventually, the siege ends, most likely with a final confrontation in the main meditation chamber/library of the Blue Star Centre.

Important Note to Judges: The ultimate objective for the heroes is clear – to remove the smugglers from the Blue Star Centre – but the means by which they accomplish it is wide open. It is very important that you know the NPCs and their motivations well, as just about anything could happen. There is very little in the way of “boxed text”, and you are encouraged to use the details provided to paint vivid scenes for the players.

This is a rare opportunity to tailor an event to the skills and inclinations of the heroes at the table. A table of Jedi, Nobles and Scoundrels may engage in tense, emotion filled negotiations with increasingly desperate hostage takers – and hostages. A group of Scoundrels, Soldiers, Scouts and Fringers may embark on a hair-

raising *Mission: Impossible* style infiltration, picking off the overextended smugglers in singles and pairs, staging a heroic rescue of the hostages in the library (and yes, there is a skylight for just such an option). Those with an inclination toward law enforcement may end up as go-betweens, negotiating a fine line between OPS (and Governor Chistor’s “no deals with terrorists” policy) and the very real risk that, if pushed, the smugglers will kill everyone in the Centre. Heroes who shoot first and think second may find themselves overwhelmed, stunned or taken hostage themselves.

We are relying on you, the judge, to use the information provided here to direct your own exciting *Star Wars* movie with the assistance of the players at your table. Keep it fast, keep it tense and most of all, keep it fun!

Opening Crawl

The oldest non-native settlement on Cularin, Gadrin, is home to several fascinating places. One of the lesser known, but probably the most beautiful and tranquil, is the Blue Star Centre, dwelling and place of study for a group of contemplative philosophers. Set amidst groves of trees, and built upon a network of small islands in a spring-fed ornamental lake, the Centre is a haven amidst the hustle and bustle of Gadrin.

Until today...

Encounter 1: Disturbing the Peace

The heroes become aware that something is seriously wrong at the Blue Star Centre, and have an opportunity to react.

The heroes are all going about their own business in Gadrin. Ask them to explain what they are doing – perhaps shopping, visiting friends, carrying out duties connected with trade or employment, etc. A Jedi, particularly a Jedi Consular, might actually be going to visit the Blue Star Centre – if any are present in the party explain about the Centre and, if you feel it is appropriate, you might suggest that the hero’s Jedi Master has suggested it is worth a visit. (**Player Handout # 1** provides more information if they ask about the Centre.)

They may be together or moving independently at this time, but they are all in the Avenue of Flowering Trees when this encounter begins.

The Avenue of the Flowering Trees is a fine sight at this time of year – regularly spaced exotic trees, each laden with colourful and sweet-smelling blossoms. Many people regard this sight as worth a trip to the city – or even to Cularin – all by itself.

The morning mist has burned off, and it's too early for the evening rains. The air is filled with a mellow, honey-like scent from a particularly spectacular tree covered with peach coloured flowers with myriad petals in a spiral arrangement.

Suddenly, from somewhere off to your left, there is a sudden explosion, shaking the ground beneath your feet. Clouds of dark oily smoke rise skywards as those on the street turn to look. Then blaster fire and screams rend the air...

Find out what the heroes wish to do in reaction.

Heading toward the crash:

If they wish to head towards the incident, they need to go down a side street past several warehouses towards a high drystone wall at the end. This has a gateway once filled with an intricately wrought gate, now bent and twisted metal. Beyond it, furrowing the ground in front of the reception centre, are the remains of a crashed and burning shuttle. A cloud of thick, oily smoke roils from the shuttle amid the pop and sizzle of badly damaged electrical connections

Beyond the gateway, lawns and shady trees can be seen, with a cluster of low buildings beyond. Figures can be seen running around, some obviously injured and helping one another along. Occasional bursts of blaster fire can be heard in the distance, over beyond the trees, but these seem to be dying down.

Hanging back:

If the heroes fail to move towards the incident, a dishevelled and obviously panic-stricken Tarasin runs toward them. He wears a white robe with a blue sash, ripped and stained with both smoke and blood, and is wild-eyed.

“Help – please help!” he gasps, and then pauses to get his breath back. “There’s been some kind of accident... something crashed... right in front of the reception centre... not sure how many are hurt... then shooting...” He is bright red and his fan stands out from his neck – he’s clearly already past the edge of panic.

Waiting for the Authorities

If the heroes continue to hang back, a solitary Office of Peace and Security patrol officer will arrive and, observing the situation, request their assistance. As he accompanies the heroes towards the scene, he is cut

down by a burst of blaster fire and falls, the fabric of his crisp, white uniform charred, at their feet. Heroes should make Reflex saves at DC 10 to avoid being hit by stray fire as a volley of beams rakes the area.

Encounter 2: What’s Going on Here?

The heroes have the opportunity to investigate the scene, and may if they so wish attempt to talk their way inside.

Approaching the shuttle:

During the initial few minutes, anyone approaching the remains of the crashed shuttle is subject to sporadic blaster fire, aimed in their direction from the Reception Center. (the shooter has an attack bonus of +7 with this weapon, but don’t forget to apply cover bonuses).

The shuttle itself appears to have been subjected to heavy blaster fire as if from a ship. It has also crashed into the gatepost, wrecking the gates and part of the wall in the process. Sparks from damaged electrical systems have ignited the fuel dripping from the shattered shuttle, and flames are creeping toward the fuel cells. The body of the pilot (a Twi’lek male) is still aboard, dead, shot through the head (the ultimate cause of the crash).

Approximately one minute after the heroes begin to investigate the shuttle, the fire will cause the shuttle to explode. Allow Spot checks (DC 12) and appropriate skill checks (DC10) for heroes to realize that the shuttle is about to blow and take action. When the shuttle explodes, Heroes within 12m of the shuttle need to make a Reflex save at DC15 or catch 2d10 damage (within 6m) or 1d10 damage (within 6-12m). Those further than 12m or shielded by the compound walls should be unharmed. Those mentioning the possibility of an explosion risk gain a +2 circumstance bonus on their checks due to their forethought. Force sensitive heroes should be allowed their ‘danger sense’ DC20 Wisdom check.

All firing ceases once the shuttle has exploded. Debris rains down on the area and billows of oily smoke obscure vision beyond 10 meters between the front gate and the reception centre.

Inside the gates, a path of pale crushed stones winds towards a low white building with a simple sign that says “Reception”. Beyond it an elegant stone bridge crosses to the first of the small islands that make up the Centre compound. Except for one, all of the buildings

are single story, simply and stylishly constructed. In the centre of the lake is a three-storey building that gleams a dull golden colour. The path has several blood splatters, and one badly shot up corpse – a Rodian – lies sprawled across it. Searching the body will gain the heroes 20 credits, a ticket for a lottery draw and ID in the name of Condaker Blathos, a resident of Tolea Biqua, one of the Genarius ‘floating cities.’

As soon as the heroes begin to approach the shuttle, they come under blaster fire from three points in the two office buildings on the side of the lake closest to the reception centre. The attackers all have total attack bonuses of +7 each with their weapons. The fire will cease if the heroes take cover. The grounds are well planted with decorative trees and shrubs, and there is ample cover. Particularly observant heroes with tactical or military background might realize that the fire is meant as suppressing fire, and no one is actually trying to kill them.

“Keep away, whoever you are!” a woman’s voice orders from the first of the low, white office buildings. The woman is Dersa Welles, and she and her people have pulled back from the reception centre under the cover of the smoke.

Position and strategy:

Dersa (female Human), Gellar Domo (male Human) and Harko Wolley (male Human) are holding first point of defense in the first office building. Lorcan Neeblo (male Human) and Barlin Fugar (male Sullstun) are in the building to the east. (See Appendix A for details and motivations for these people.)

Encounter 3: Can We Be of Assistance?

This encounter should be used if the heroes attempt to talk their way in. If they choose to wait outside and talk, go to Encounter 4, or if they want to break in without the cooperation of those inside, go to Encounter 5. If they decide to shoot their way in, go to Encounter 6.

If the heroes attempt to talk back to the person who shouted “Keep away, whoever you are!” the firing stops, after a couple more shots from the eastern of the two buildings. The owner of the voice – a human Force Adept/Scoundrel called Dersa Welles – listens to what they have to say. If the heroes offer their assistance, she asks if they have any medical training or medpacks as several people are injured. An affirmative response results in an invitation to come in. Dersa may be a

thoroughgoing villain, but she does try to take care of her people.

Dersa, still under cover, calls the heroes forwards one at a time, demanding they keep their hands in full view as they do so. They are told to walk forwards to the building just across the bridge, where the intruders have set up a makeshift barricade of upturned benches and tables. Here half a dozen armed people await the arrivals. They all look edgy and nervous, and many have minor injuries from the recent combat.

Stop – bang bang – or I’ll shoot

It is possible that heroes may attempt to use this invitation to approach and then open fire on the armed people within. If they do so, six members of the Intarsa League (Harko Wooly and Gellar Domo and four of the unnamed thugs) fight a rearguard action while the rest flee towards the central building in the middle of the lake. They shoot set to stun (Stun attacks using a ranged weapon are limited to a single range increment, and a weapon set on stun cannot score a critical hit. Core rules, pg 117, sidebar). They leave the injured people (see below) where they are but drag along any stunned heroes that they can reach.. Once safely in the central building, they may again be willing to talk – by shouting loudly – but are not likely to make the mistake of inviting the heroes in again.

Just give me the weapon and no one has to get hurt

Anyone coming in is required to surrender all weapons –including lightsabers – and is subject to a pat-down search. The searcher has +8 on his Search check: if anyone is attempting to hide something make a roll using that individual’s Sleight of Hand check result as the DC. While those capable may use the Force to divert the search (“These are not the weapons you are looking for”!) Welles has a chance to detect its use (on a roll 19 or 20) and if she succeeds she becomes suspicious. (Remember to deduct a vitality point each time she does this.) Regardless, she watches them intently.

Once cleared, the heroes are escorted by the 4 thugs to the island to the southwest of the office. Originally a classroom, by the shelves and chalkboard on the wall, it now contains six seriously injured people. Their injuries are as follows: -

- A Rodian male with a badly mangled leg – both shot with blaster fire and burned. His life can be saved (DC 15), but not the leg unless he is treated in a bacta tank within an hour or so.

- A Human female with a head wound. She is deeply unconscious. A medpack, a DC15 Treat Injury check or a DC 10 Heal Another check stabilizes her. The severity of the injuries prevents her regaining consciousness within the timeframe of the scenario.
- A Cerean male in a white robe suffering from burns on his hands and arms and severe smoke inhalation. He is unconscious but not in danger of dying. He is part of the staff for the Centre and was injured trying to rescue the pilot, not realizing he was already dead.
- A Human male with a broken wrist and severe burns to most of his body. He can be stabilised (medpack, DC15 Treat Injury, DC 10 Heal Another) but has suffered too much trauma regain consciousness within the time frame of the scenario. This is intended as a very difficult case: it is unlikely any but a supremely expert medic could save him.
- A Twi'lek female with painful (and probably disfiguring) burns down one side of her face and body. She is in a great deal of pain but her injuries are not life-threatening.
- A Sullustan male in a white robe with a deep puncture wound in his abdomen. The bleeding needs to be staunched (restore 1 wound point by whatever means). If this is not done he will bleed to death in about 20 minutes. He is one of the reception staff at the Centre and was hurt by flying debris from the explosion.

Dersa comes in while the heroes are examining the wounded. She is anxious about her people, and wants to know what their chances are. She is adamant, however, that none of them be taken away or entrusted to the care of what she calls “the authorities.” None of the injured will recover enough to become self-mobile during the course of the scenario.

If the heroes are treating either of the Centre staff members before they have treated all of Dersa's people, she demands they stop immediately and see to her people. Dersa is a being on the edge, pushed to the boundaries of her ability to cope and reading to make someone pay for her frustration and fury. Ignoring her could lead to a drawn blaster and more direct threats; if the hero is unresponsive to a threat to his or her person, Dersa is perfectly capable of turning the threat of her blaster on one of the wounded Centre personnel. “If you're having trouble triaging, it will be simpler if this one is dead, won't it?” The purpose here is neither to kill heroes nor innocent Centre NPCs, but to demonstrate just how volatile a situation the heroes are in and to build tension.

If the heroes inquire about injuries to other Centre residents, Welles is off-hand, “I suppose there may be some, but that's their problem.” She does not permit the heroes to go looking for them until her own people have been treated, but once that's done, she does not mind, although she will insist that they are accompanied by an armed escort of 4 thugs and Lindo Peate. (See Lindo's role playing notes – he's very uncomfortable and might be amenable to hero persuasion.)

Should the heroes ask Welles what she wants, go to **Encounter 4: It's Good To Talk** for details. She is happy to enlist the heroes' services as intermediaries if they so offer, but does not suggest it herself.

Otherwise, heroes attempting to explore the complex are discouraged. The invaders are busy setting up defensive positions and escorting any Centre students or staff that they find to the central building where they remain under guard. Heroes who look as if they might cause trouble are also taken there. The smugglers are nervous and anxious about the assault and may be responsive to the heroes' persuasions. Their confidence in Dersa as their leader is shaken.

Encounter 4a: It's Good to Talk

This encounter should be used if the heroes remain outside the Blue Star Centre and attempt to conduct negotiations at a distance.

If the heroes do not attempt to enter the Blue Star Centre at this time, they may continue to speak with whomever it is that is shouting from within the compound.

The voice, which is female and cracking with tension, says, “I am Dersa Welles of the Intarsa League. Our demands are as follows: we require that whoever it was that attacked us be taken into custody and dealt with under the full severity of the law for their unprovoked violence against us. Furthermore, we require transportation – a shuttle or small ship. To ensure against the destruction of life and property here, we require a protection fee of ten thousand credits. Of course, we expect to be unmolested. Any deviation from these terms and we cannot guarantee the safety of the occupants of this place.”

By the time Welles has finished issuing her demands, OPS arrive in some force, led by Lieutenant Hanes Croft, a Cerean. (Heroes who played *Trade War 3: Find the Lady* have encountered him before.) There are

8 troopers accompanying him. While he thinks that the matter will have to be referred to the Governor of Gadrin, Barnab Chistor, Croft is fairly certain that the terms will be unacceptable. They certainly are to him, and he's rather annoyed – indeed, as he's Cerean, his display is quite significant... and due to the fact that his brother is a teacher at the Centre. Although he does not wish to allow this to influence his professionalism, he's struggling with this. For this reason, he is happy for the heroes to take a lead in negotiations, provided that they do not start conceding to Welles's demands.

Croft is tense and harried, and trying to maintain control of a volatile crime scene. His worry over his brother overshadows him, though he is doing a masterful job of keeping his thoughts on the business of disarming this crisis.

Welles can be talked into a promise to arrest her enemies, provision of transport and a guarantee of her party not being arrested; further than that she will not go. If the heroes are persuasive enough, she might even accept their escort and protection rather than having her attackers locked up... but they'll have to put up a good and convincing argument for that!

It will take about half an hour to reach Governor Barnab Chistor. When he is contacted, he is adamant that there is to be no negotiation with terrorists and that they must be arrested forthwith. Lieutenant Croft is not happy. He'd prefer a peaceful resolution and is certain that attempting to arrest Welles and the "Intarsa League" is unlikely to be peaceful! However, as a sworn officer of the law, he knows that he must obey the Governor's orders. If the heroes are determined about any course of action, and are prepared to try and convince him, he'll listen and unless it is blatantly illegal or certain to lead to a bloodbath he is likely to give them a free hand.

Heroes who enquire about the Blue Star Centre at this point may have access to the information in **Player Handout # 1**; and if they ask OPS about Welles or the Intarsa League – and manage a successful Gather Information check at DC 15 – they may see **Player Handout # 2**.

OPS Troopers (Scoundrel 2/Thug 1/Soldier 1): Init +5; Defence 18; Speed 10m; VP/WP 22/13; Atk +4 melee (1d6 stun baton, 1d4 combat glove), +5 (1d8 heavy blaster pistol); SQ: Authority (Gives a +2 bonus to a Charisma check aimed at getting people to do what they want, DC normally 15 but may increase if the order given is something the target does not want to do), Resources (able to obtain information or equipment from OPS records and stores); SV Fort +2, Ref +2, Will

+3; SZ M; Rep 3; Str 15, Dex 10; Con 13; Int 12; Wis 10; Cha 13. Challenge Code: D.

Skills: Appraise +3, Bluff +7, Diplomacy +5, Gather Information +10, Intimidate +6, Knowledge (Cularin Law) +7, Profession (Police Officer) +5, Search +4, Sense Motive +7, Treat Injury +3.

Feats: Alertness, Weapon Group Proficiency: Blaster Pistols, Endurance.

Equipment: OPS uniform, heavy blaster pistol, stun baton, comlink, medpack, binders, blast helmet and vest.

Lieutenant Hanes Croft has similar skills, but has Authority bonus of +4 and the skill Knowledge: Negotiation at +3.

Encounter 4b: It's Good to Talk (Wherever You Are)

This encounter should be used if the heroes are inside the Blue Star Centre with Welles and her henchmen.

Once the heroes have finished giving any medical attention that they can to the injured, and – if they wish – spoken with Welles, the peace is disturbed yet again, this time by a voice from outside.

"This is the Office of Peace and Security. You are surrounded. Throw down your weapons and come out with your hands in the air."

Welles and her followers greet this with yells of derision and a few shots (wild ones that do not hit anybody). She then turns to the heroes.

"You're locals, aren't you? Could they surround this place? It looked quite big from the air. How good are these Peace and Security people anyway? I've not been to Cularin before... and I don't think I'm coming back!"

If the heroes seem sympathetic, and explain things to Welles, she asks them if they would act as her spokesmen, explaining (again, if she has already done so) what her demands are. It appears that she'd been attempting to make contact with someone in Gadrin, but that while their meeting was in progress they were attacked in force by people who came in shooting - she does not know who they are, but would dearly like to find out. The light of revenge burns in her eyes. Although she's muttering about them possibly being in Nirama's employ, this is pure supposition (and, in fact, completely untrue!). Anyone who has dealt with Nirama, has related knowledge skills or can make an

Intelligence check of 10 can deduce that this is not Nirama's style. If he wanted them dead, they'd be dead already.

Should they prove hostile, or just suggest that she surrender forthwith, they are regarded as hostages rather than allies.

If the heroes are willing to act as Welles' intermediaries, they will find themselves negotiating with Lieutenant Hanes Croft of OPS. He, acting under orders from Governor Barnab Chistor and without the influence that the heroes would have been able to exert had they been on the outside, is a very hard-line, insisting on unconditional surrender as the only option. This of course, is quite unacceptable to Welles. If the heroes are being cooperative, she'll ask them if they'd be willing to help her party break out and fight through to the groundport in Hedrett; or perhaps sneak out and come back with some transportation for them. In return, she will offer a place in the Intarsa League, and a pouch containing several rare blue star-pearls (worth, to anyone who manages an Appraise check at DC 15, about 3,000 dataries).

The OPS troopers (see **Encounter 4a**) will have set up a tight cordon around the compound, and the heroes have to sneak, fight or talk their way out.

Encounter 5a: Infiltration

This encounter should be used if the heroes try to break in to the Blue Star Centre from outside.

The OPS troopers, acting under Lieutenant Hanes Croft's direction, have set up a cordon around the Blue Star Centre; but they may – provided Lieutenant Croft is consulted – allow the heroes free passage.

The layout of the compound is shown in **DM Aid # 1**. Most of the approaches to the compound are across lawns with clumps of trees, but at places there are paths and outbuildings.

If the Intarsa League – in the Library in the center of the lake and patrolling, in pairs the various smaller buildings – detect movement towards them, they open fire. If possible (remember range) they'll shoot set to stun. They all know that once someone dies, the penalty if they are caught increases significantly. Welles does not countermand this unless the people approaching indicate that they want to parlay. If they do so, she comes down to talk at a distance but does not allow them to approach without ordering her people to open fire again.

Should a successful assault be mounted, i.e. the heroes reach the buildings around the lake, Welles withdraws her people, to the central building where the Blue Star philosophers are being held hostage, and where they will make a final stand.

The lake itself is five metres deep, so anyone attempting to cross it has to swim. There are no aquatic creatures to contend with, but it is quite cold. The Intarsa League members take up positions where they can observe both the lake itself and the two causeways across it to the central building. They fire on anyone that they spot.

There are endless possibilities here, which can be fueled by every action movie you've ever seen. A floorplan of the Library (see handouts) is available in the Reception building. The library is topped by a skylight of translucent blocks in various colors.

If the heroes are on the inside, whether or not they are assisting Welles, eventually Lieutenant Croft will submit to Governor Chistor's goading and launch an assault by the OPS troopers. Their main thrust is along the east and west causeways, deploying snipers to keep the Intarsa League busy at other windows of the central building. One trooper is a good swimmer (+10), and attempts to cross the lake with some demolition charges.

Encounter 5b: Exfiltration

This encounter should be used if the heroes are inside the compound and attempt to get out past OPS, with or without the sanction of Welles.

If the heroes are escaping, rather than trying to leave with Welles' support, they have to evade members of the Intarsa League before getting out from the buildings in the centre's lake. There are eight of them, all armed with blasters, patrolling around. All are in a 'shoot first and ask questions later' mood, though they prefer to shoot set to stun if they can. Heroes captured (or rendered unconscious) will be taken to the library where the Blue Star students are being held. See **Encounter 6: Peace and Love** below for details.

OPS has set up a cordon around the compound, and attempts to arrest (or shoot) anyone who comes out. Heroes who are prepared to surrender are able to explain themselves to Lieutenant Croft, provided that they have some way of proving who they are. Being able to claim employment or knowing Croft or other notables in Cularin is sufficient, although it may take

some time to check. The situation remains at stalemate while checks are made. Once the heroes are accepted as 'non-terrorists' proceed to **Encounter 4a: It's Good to Talk** and let them take the lead in further negotiations.

If they have agreed with Welles to attempt to get transportation for the smugglers, they have to negotiate with Lieutenant Croft – or refuse to assist him and just go away to find some on their own. In the latter case, when they return with vehicles, they have to persuade OPS to let them go back in. Croft is willing to listen, but his orders are to ensure the arrest of the smugglers, not to let them go. The heroes may attempt to overfly the compound and land somewhere near the buildings (say, in that nice, mostly flat rock garden) rather than talk to OPS, in which case they will come under fire. If they do manage to get the Intarsa League aboard their vehicle and get away (still under fire), they will be able to get Welles and her people offworld... but will have gained an unfavourable reputation with the Cularin authorities.

Encounter 6: Peace and Love

This encounter should be used when the heroes meet up with the Blue Star philosophers, irrespective of whether they have arrived with or despite Welles and the Intarsa League invaders.

Lector Amin Galingal is extremely upset at this invasion of his peaceful sanctuary. As soon as the Intarsa League's shuttle crashed and blaster fire was heard, he fled into the central building – normally used for mediation and study, and home to the main library – where he took refuge in the tomb of his predecessor, the Centre's founder Dee-Lynn Cance, clutching a handwritten volume of Cance's own work. This volume, written by Cance himself, is – to members of the Centre at least – the most precious thing here.

Poor Lector Galingal is prostrate with terror, and a leadership role has been adopted by another Cerean, Gars Croft (the brother of OPS Lieutenant Hanes Croft). Gars, although clearly frightened, has rallied the rest of the teachers and students of the Centre to protect the other volumes in the library by gathering them in a pile in the centre of the main meditation chamber and sitting around them.

The guards, including Welles' right-hand man Blandos Deena, are patrolling in the upper galleries of the library and have stunned several of the staff and students to keep them quiet. Nerves are frazzling and the smugglers are turning on one another, snarling at each other and blaming each other for the situation they

are in. This can be very cinematic if well played, allowing the heroes to play one off against another.

Gars has requested Welles – and tries to enlist the help of the heroes when he sees them – to do whatever they feel that they must, but to keep the fighting out of this one room so that the students and their books can be preserved. Gars is passionate and charismatic, and clearly is willing to lay down his life for his principles. Most of the League scoff at this, but when she is finally reached Welles gives them firm orders to respect Gars' wishes.

Showdown at the Centre

If the heroes have not decided to throw in their lot with Welles, when OPS makes their final assault (see above) the smugglers herd them in with the students, with all the people in the library being used as hostages against OPS's actions.

The students are too scared to initiate any action of their own, although some of them follow the heroes if a course of action is proposed.

If an OPS assault is made, and they are successful (Governor Chistor insists that more and more troopers be thrown at the problem until they are!) Welles and her people make their final stand here.

Encounter 7: Picking up the Pieces

This encounter consists of the final showdown between Welles and the authorities.

There are several ways in which this point may be reached: -

- The heroes have successfully infiltrated the Blue Star Centre with or without OPS assistance. (Visions of Jedi and Scoundrels rappeling down from the skylight...)
- The heroes have thrown in their lot with Welles and are assisting her against an overwhelming attack by OPS troopers.
- The heroes have joined the Blue Star Centre staff and students as hostages, while Welles's people defend against an overwhelming attack by OPS troopers.

Be that as it may, the siege eventually ends here, in the library. This occupies the centre of the building in the middle of the lake. It extends upwards the full three storeys, with galleries around at each level. The floor is

polished wood (*real* wood) with blue cloth hangings and cushions. The students have pushed the cushions (normally arranged in serried ranks for individuals to sit on while meditating) to one side to accommodate the pile of books that they have gathered here for safekeeping. According to their custom, they are all barefoot, having discarded their shoes at the door.

Huddled in the centre, desperately trying to defend their precious texts, are the staff and students of the Blue Star Centre. Gars Croft is attempting to rally and comfort them, while Lector Amin Galingal is cowering in a corner. Members of the Intarsa League are setting up defensive positions around the edges of the library with scant regard for the fixtures and fittings. If the heroes are here, it is likely that they are by now being held at gunpoint along with the students. If they are the ones conducting the assault, this is the scene that they will find when (if?) they get that far.

The climax comes when Welles, in desperation, grabs Gars Croft and holds a blaster to his head. Hopefully the heroes manage to find some way – by persuasion or force – of preventing her from shooting him. Note that she does not really want to shoot him, but has at this point reached the end of her tether.

At a dramatically appropriate moment, one of her people, a Rodian named Corkash Fenc, loses control and sprays the room with blaster fire (not stun). A couple of students are hit (not seriously) and heroes may make a Reflex save at DC 12 to avoid injury. More seriously, some of the hangings catch fire and will have to be put out lest the entire building goes up in smoke. But this is the end of the resistance, and once the situation is dealt with or defused (depending on the actions taken by the heroes and any OPS troopers present) any members of the Intarsa League left alive surrender.

Conclusion

Once the crisis is over, Lector Amin Galingal comes out of his state of ‘funk’ and is most gracious to the heroes for their assistance. Assuming that the books and meditation chamber/library have been saved from destruction, all are given blue sashes, the symbol of the Blue Star Centre. This has no tangible benefit, but marks the wearer as a friend of the Centre. Once the place is restored to order, they are welcome to visit at any time, and there is always free vegetarian food and accommodation available for them should they so wish.

Governor Chistor may be less pleased: it depends on whether the heroes showed any signs of entering into a

deal with, or assisting, Welles. If they dealt with her in a robust manner according to his wishes, they have his favour (manifested by an invitation to a fine formal dinner and a reward of 500 dataries); otherwise they incur his displeasure.

Welles and her people (at least, those who are still alive), if captured, stand trial for fraud and smuggling, as well as for the hostage incident. The heroes are be required to give evidence at the trial. Nirama’s people, who Welles claims attacked her, are never found – mostly because they were not involved: her real attackers elude detection too.

Should Welles and survivors of the Intarsa League get away, they harbour a grudge or look favourably on the heroes, depending on how they acted. Either way, they have long memories...

Here Ends *Operation Blue Star*

Experience Point Summary

Experience is calculated as follows for Living Force events.

- 1) Experience awards in Living Force 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 hero portrayal throughout the adventure, not just how well the PC interacted socially. Do NOT automatically award max role-playing XP; consider carefully how well the players stayed in character. This is your opportunity to reward appropriately cinematic behaviour, so use it!

Adventure Experience Award:

Did the heroes succeed in resolving the siege situation without harm to the Blue Star students or library? If so; each hero who survived receives 350 xp.

Adventure Experience:	350 xp
Roleplaying Experience:	0-300 xp
Total Possible Experience:	650 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. If the heroes succeeded in resolving the situation in a manner other than safeguarding the Centre’s students or resulting in the escape of Welles and the Intarsa League, award them ¾ adventure experience.

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 acquire in the scenario. Certificates are not supplied for standard equipment, but it should be assumed that any equipment the heroes find which is not listed here cannot be kept or is non-functional for one reason or another.

Encounter 2: -

From the dead Rodian on the walk

- 20 credits.
- A ticket for a lottery draw. (If kept, the hero holding it will win 200 credits when the draw is made!)
- ID in the name of Condaker Blathos, resident of Tolea Biqua, one of the Genarius ‘floating cities.

The rest of the adventure: -

Weapons (ordinary blaster pistols, shock batons, knives – see NPC appendix for details) from any member of the Intarsa League taken out.

Conclusion: -

If the situation was resolved with no damage to the library, and none of the staff or students were killed:

- One per hero: Blue sashes representing the gratitude of the Blue Star Centre. No certificate

One of the following for each player, depending on their actions:

If the heroes assisted in the capture of the smugglers and their confinement by OPS:

- Governor Chistor’s gratitude (no certificate), which includes a formal dinner at the Governor’s Mansion, a small, tasteful medal and 500 credits apiece.

If the heroes helped Dersa escape:

- For aiding Dersa Welles and her band of terrorists in escaping OPS, the hero named above has earned the disfavor of Governor Barnab Chistor. The hero is formally asked to leave Gadrin and not return.

The hero is considered to be unreliable and a troublemaker by OPS and has a –2 circumstance modifier in all interactions with OPS until he or she succeeds in a Law Enforcement related task and redeems him-or herself.

- Favor of Dersa Welles: The hero named above, having assisted Dersa Welles through the midst of a terrible misunderstanding, may ask for one illicit item to be brought in system at list price (i.e. no charge for the smuggling) provided it is something small enough to be concealed about one's person (i.e. no blaster rifles or vibroaxes and no thermal detonators!).

Player Handout 1: The Blue Star Centre.

The Blue Star Centre was founded 103 years ago by Dee-lyn Cance, a Cerean philosopher and former Jedi who had found even the life of a Jedi Consular to be too active and ‘in your face’ for his contemplative tastes. Over the years it has become a centre for study and retreat. Some of the more philosophically-inclined Jedi Masters recommend that Padawan Learners visit to hear the current Lector (as the director of the Centre is termed) speak or even to spend a few days in retreat. It has been said that those who go to the Centre to undertake the meditation exercises necessary to attune lightsabre crystals have a greater chance of success when they come to construct their lightsabres. Many off-worlders pay the Centre a visit, some indeed come to Cularin just for this purpose.

The Lector is Amin Galingal, a Cerean who arrived here 17 years ago and since then is reputed to have never left the Centre. His books, essays and poetry are widely published and are particularly popular with the Tarasin. Other members of the Centre are more active in the outside world and groups of younger students are often found in Gadrin’s cafes and bars debating earnestly about obscure points from Galingal’s lectures and their relationship to more mundane affairs. One individual, a Sullustan female called Hagrana Memuna, was arrested recently after she protested one of Governor Chistor’s decisions by uprooting all the flowers from the garden at his official residence and replanting them in a clearing outside town.

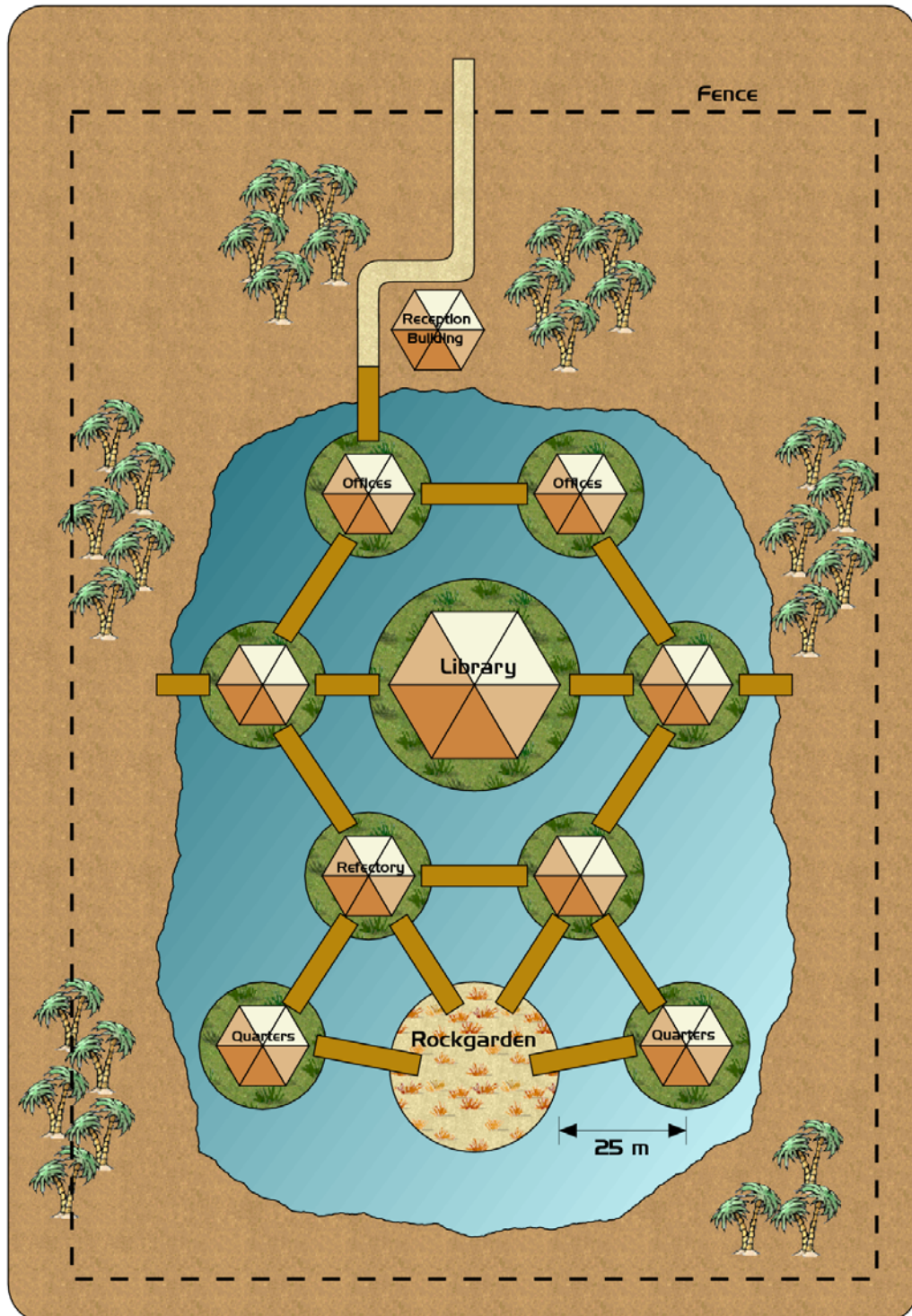
Regular lectures and poetry readings are held, but there is no formal ‘course of study’ or qualifications. Students may stay as long as they wish, working in the library or elsewhere within the compound. The Centre is financed by the publication of work created by residents, and by donations from visitors. Most work produced here is written but a few artists and craftsmen also choose to spend time here.

Player Handout 2: Dersa Welles

Dersa Welles has a long history of smuggling, double-dealing and confidence tricks spanning several star systems, although she has never been brought to trial. She has a reputation for layers of deceit and for always having another trick up her sleeve. Normally fiercely independent, she has recently begun to gather a band of like-minded villains, with what end it is not known.

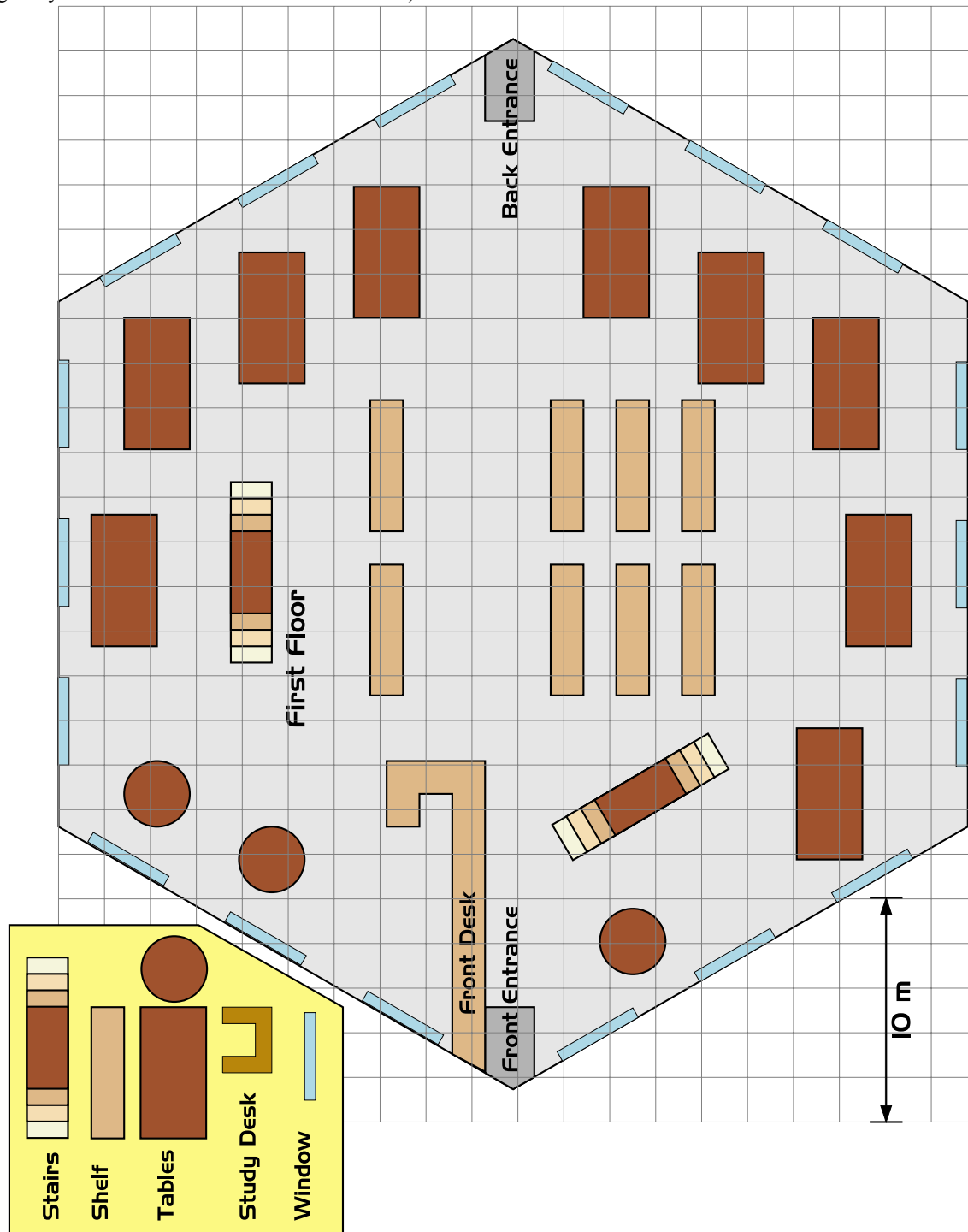
DM Aid #1: Grounds of The Blue Star Centre

The lake drops sharply to 5 meters deep almost immediately beyond the shores. It's also spring fed and surprisingly cold. The shuttle crashed just inside (and partially through) the gate, above the "elbow" in front of the reception building. The fence is decorative and not intended for high security. The rock garden is mostly flat, raked sand and small stones with a few of artfully arranged larger rocks (comfortable to sit upon). It would, it happens, make an excellent place to land a shuttle or a large speeder.



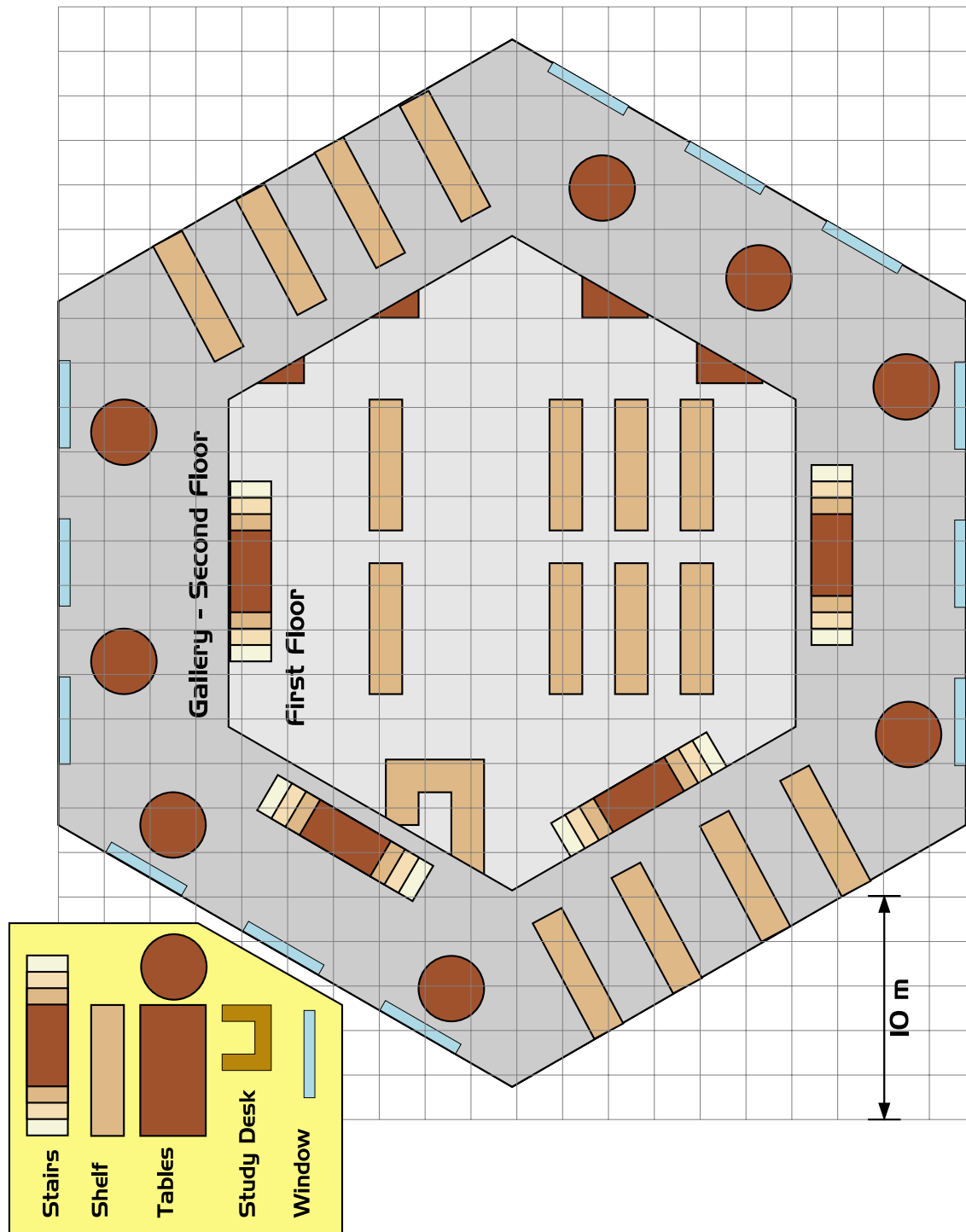
DM Aid 2 – Main Building (Library) of the Blue Star Centre

First Floor (note that the building is open to the skylight through all three floors with each gallery narrower than the gallery below for the second and third floors.)



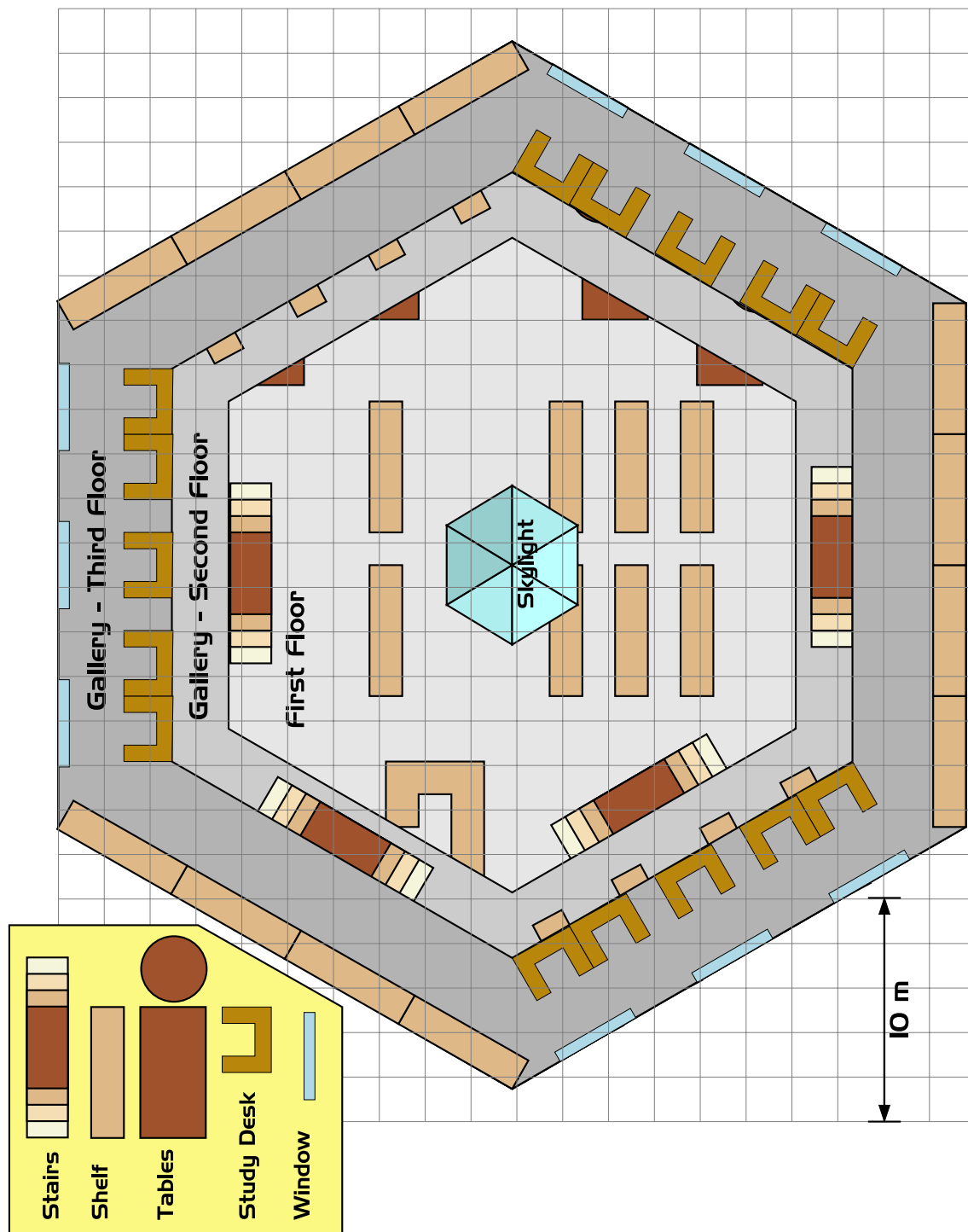
DM Aid 3 – Main Building (Library) of the Blue Star Centre

Second Floor (note that the building is open to the skylight through all three floors with each gallery being narrower than the gallery below for the second and third floors.)



DM Aid 4 – Main Building (Library) of the Blue Star Centre

Third Floor (note that the building is open to the skylight through all three floors with each gallery being narrower than the gallery below for the second and third floors.)



Appendix A: NPCs

Dersa Welles (Human female Force Adept 1/Scoundrel 2/Noble 2): Init +1 (Dex); Defence 16 (+5armour, +1 Dex); Speed 10m; VP/WP 12/9; Attacks Knife +2 melee, Blaster pistol +3 ranged; Damage Knife 1d4, Blaster pistol 3d6; SQ Illicit barter, better lucky than good, call in a favour (1), inspire confidence +1; SV Fort +2, Ref +7, Will +6; Force Points 3, Dark Side Points: 2; Reputation 6.

Abilities: Str 10, Dex 12, Con 9, Int 14, Wis 13, Cha 15.

Skills: Affect Mind +5, Appraise +8, Computer use +3, Diplomacy +9, Bluff +9, Forgery +5, Gather Information +8, Hide +4, Intimidate +9, Knowledge: Criminal Organisations +9, Listen +6, Move Silently +4, Pilot +2, Search +4, Sense Motive +12, Spot +6.

Feats: Alertness, Alter, Force Sensitive, Great Fortitude, Sense, WP Primitive Weapons, WP Simple Weapons, WP Blaster Pistols.

Equipment: Blaster pistol with engraved and enamelled grip, knife, combat jumpsuit.

Dersa is well and truly annoyed. Never before have her plans gone so far awry, never before has she been so comprehensively double-crossed: indeed, it is normally she who DOES the double-crossing!

She's not sure just who turned her meeting with a potential money-launderer here in Gadrin so sour. Everything seemed to be going so smoothly. That Rodian scoundrel Roos Londabir had turned up when he said he would, complete with the paperwork for the shell company he'd offered to help her establish... but then others had arrived on the scene, and had arrived shooting. No questions, just a hail of blaster fire that shredded Londabir and three of the Intarsa League before anyone could react. The rest fled...

Dersa's immediate objective is to survive without losing any more people. Then she'll want to find out who crashed her meet, and why... and then seek them out to exact vengeance. Not her normal style, but she is so incensed that this time she is certain that they will pay in bitter coin for what they have done to her plans – whoever they are.

The Intarsa League

Blandos Deena (Human male soldier 4): Init +6 (+2 Dex, +4 Improved Initiative); Defence 17 (+5 armour, +2 Dex); Speed 10m; VP/WP 34/15; Attacks Vibroblade +5 melee, Blaster Pistol +6 ranged; Damage Vibroblade 2d6+1, Blaster Pistol 3d6; SQ None; Saves Fort +6, Ref +3, Will +2.

Abilities: Str 13, Dex 15, Con 15, Int 10, Wis 12, Cha 8.

Skills: Computer Use +3, Demolitions +7, Intimidate +6, Pilot +8, Survival +3.

Feats: Armour Proficiency (heavy, light, medium); Blind-fight, Improved Initiative, Point Blank Shot, Rapid Shot, WP Blaster Pistols.

Equipment: Combat jumpsuit, comlink, field kit, 2 blaster pistols.

Blandos is unhappy about the whole situation. He is a control freak, and dislikes any situation that he has not had opportunity to scout out ahead of time. Finding himself having to establish a defensive position in a location he has never even seen before in short order has put him in a bad mood. He is liable to lash out at anyone who even looks at him the wrong way.

Lindo Peate (Human male Scoundrel 3/Soldier 1): Init +6 (+2 Dex, +4 Improved Initiative); Defence 17 (+5 class, +2 Dex); Speed 10m; VP/WP 23/11; Attacks Vibroblade +4 melee, Blaster pistol +5 ranged; Damage Vibroblade 2d6+1, Blaster pistol 3d6; SQ Illicit barter, better lucky than good; SV Fort +1, Ref +5, Will +0; Force Points 1, Dark Side Points 1; Reputation 1.

Abilities: Str 12, Dex 15, Con 11, Int 14, Wis 8, Cha 13.

Skills: Astrogate +9, Bluff +8, Computer Use +9, Disable Device +9, Gather Information +8, Intimidate +8, Pilot +9, Repair +9, Search +9, Spot +2.

Feats: Alertness, Armour Proficiency (light), Improved Initiative, Quick Draw.

Equipment: Vibroblade, blaster pistol, comlink.

Lindo is a happy-go-lucky sort of fellow most of the time. He prefers quiet trading and dealing to open conflict. As a young man, he spent a couple of years in an environment much like this, a place of contemplation and study, and he is not at all happy that this location has been chosen – or forced upon them – as a hideout. He is determined to see that the Centre and its inhabitants come to no harm during this occupation even if it brings him into conflict with the rest of the League.

Lorcan Neeblo (Human male Fringer 2/Scoundrel 2): Init +6 (+2 Dex, +4 Improved Initiative); Defence 19 (+7 class, +2 Dex); Speed 10m; VP/WP 27/14; Attacks Unarmed +2 melee, Knife +3 melee, Blaster pistol +4 ranged; Damage Knife 1d4+1, Blaster pistol 3d6; SQ Barter, Illicit Barter, Better lucky than good; SV Fort +5, Ref +7, Will –1, Reputation 1.

Abilities: Str 12, Dex 15, Con 14, Int 10, Wis 9, Cha 13.

Skills: Bluff +8, Gather Information +8, Hide +9, Intimidate +8, Perform (mouth organ) +5, Pilot +5, Repair +3, Search +3, Spot +3, Survival +6.

Feats: Alertness, Improved Initiative, Point Blank Shot.

Equipment: Mouth organ, knife, blaster pistol.

His best friend and lover gunned down in the ambush, Lorcan just doesn't care any more. He burns for revenge, but isn't prepared to wait to find whoever was responsible; he will exact his vengeance on anyone who gets in his way. Silent, sullen, brooding, he resists any attempt to shake him out of his grief and anger.

Corkash Fenc (Rodian male soldier 4): Init +6 (+2 Dex, +4 Improved Initiative); Defence 17 (+5 armour, +2 Dex); Speed 10m; VP/WP 34/15; Attacks Vibroblade +5 melee, Blaster Pistol +6 ranged; Damage Vibroblade 2d6+1, Blaster Pistol 3d6; SQ None; Saves Fort +6, Ref +3, Will +2.

Abilities: Str 13, Dex 15, Con 15, Int 10, Wis 12, Cha 8.

Skills: Computer Use +3, Demolitions +7, Intimidate +6, Pilot +8, Survival +3.

Feats: Armour Proficiency (heavy, light, medium); Improved Initiative, Point Blank Shot, Rapid Shot, WP Blaster Pistols.

Equipment: Combat jumpsuit, comlink, field kit, blaster pistol, vibroblade.

Corkash set up the original deal that went sour, and is now trying to figure out what went wrong. He's itching to get out of here, to start talking to his contacts, find out who attacked them and why. It's not so much revenge that motivates him; he hates not to know what is going on...

Leftan Harris (Human male Scoundrel 4): Init +2 (Dex); Defence 18 (+6 class, +2 Dex); Speed 10m; VP/WP 16/10; Attacks Unarmed +2 melee, Blaster pistol +5 ranged; Damage Unarmed 1d3-1, Blaster pistol 3d6; SQ Illicit barter, better lucky than good; SV Fort +1, Ref +6, Will +2; Reputation 2.

Abilities: Str 8, Dex 14, Con 10, Int 14, Wis 12, Cha 15.

Skills: Appraise +9, Astrogate +12, Bluff +12, Computer Use +6, Forgery +9, Gather Information +9, Hide +6, Knowledge (law) +9, Listen +5, Pilot +6, Repair +6, Sense Motive +5, Spot +5.

Feats: Point Blank Shot, Rapid Shot, Skill Emphasis (Bluff).

Equipment: Bright red clothing, pens & blank forms for forgery purposes, holdout blaster.

Leftan is scared stiff by recent events. He has rarely shot anywhere other than on a range and is shocked by

having found himself in the middle of a shoot-out and a high-speed chase. He is resisting an almost overwhelming urge to curl up in a whimpering ball, covering it up with a display of strutting bravado.

Barlin Fugar (Sullustan male Thug 2): Init +0; Defence 10; Speed 10m; VP/WP -/15; Attacks Baton +3 melee, Blaster pistol +2 ranged; Damage Baton 1d6+1, Blaster pistol 3d6; SQ None; SV Fort +4, Ref +0, Will +0.

Abilities: Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +4.

Feats: Toughness.

Equipment: Baton & Blaster pistol.

Barlin is a brutish fellow. He generally gets his way by being meaner than the next being, and feels that the only way to survive this latest mess is through a show of force. He is also annoyed at Dersa and Corkash, feeling that if they'd done their jobs properly, they would not be in this situation now.

Gellar Domo (Human male Thug 4): Init +0, Defence 11 (+1 class); Speed 10m; VP/WP -/15, Attacks Baton +6 melee, Blaster pistol +4 ranged; Damage Baton 1d6+2, Blaster pistol 3d6; SQ None; SV Fort +5, Ref +1, Will +1; Dark Side Points 1.

Abilities: Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +6.

Feats: Alertness, Toughness, WP Simple Weapons, WP Blaster Pistols.

Equipment: Baton & Blaster pistol.

Gellar is another thug-like individual, although not as vindictive as Barlin. He worked his way up through criminal society as an enforcer and 'hard man' and finds that if he cannot intimidate people into seeing things his way, a tap or two from a baton on a sensitive spot usually proves convincing. He prefers to follow a strong leader, at the moment this is Dersa but if someone else is forceful enough he may change his allegiance.

Harko Wooley (Human male Thug 4): Init +0, Defence 11 (+1 class); Speed 10m; VP/WP -/15, Attacks Baton +6 melee, Blaster pistol +4 ranged; Damage Baton 1d6+2, Blaster pistol 3d6; SQ None; SV Fort +5, Ref +1, Will +1; Dark Side Points 1.

Abilities: Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +6.

Feats: Athletic, Endurance, Toughness, WP Simple Weapons.

Equipment: Baton & Blaster pistol.

Harko too is a thug, and not a very bright one. He follows Gellar's lead whenever possible. If Gellar is not around, he won't take the initiative, but waits to be told what to do. He is loyal to Dersa Welles, however, and does not want to do anything that will hurt her... indeed; he is fond of her in a mushy, romantic way. All his life, there has been someone around to look after him and point him in the direction in which he should go. He'd be lost without such guidance.

Estan Carolinden (Human male Scoundrel 4): Init +2 (Dex); Defence 18 (+6 class, +2 Dex); Speed 10m; VP/WP 16/10; Attacks Unarmed +2 melee, Blaster pistol +5 ranged; Damage Unarmed 1d3-1, Blaster pistol 3d6; SQ Illicit barter, better lucky than good; SV Fort +1, Ref +6, Will +2; Reputation 2.

Abilities: Str 8, Dex 14, Con 10, Int 14, Wis 12, Cha 15.

Skills: Appraise +9, Astrogate +12, Bluff +12, Computer Use +6, Forgery +9, Gather Information +9, Hide +6, Knowledge (Cularin underworld) +9, Listen +5, Pilot +6, Repair +6, Sense Motive +5, Spot +5.

Feats: Point Blank Shot, Rapid Shot, Skill Emphasis (Bluff).

Equipment: Blaster pistol in custom shoulder holster.

Estan is interested in one person: himself. His motivation at this time is to get out of here intact. He doesn't care what he has to do or who he has to deal with to accomplish this objective.

Lidan Bleeker (Rodian male Soldier 4): Init +6 (+2 Dex, +4 Improved Initiative); Defence 17 (+5 armour, +2 Dex); Speed 10m; VP/WP 34/15; Attacks Vibroblade +5 melee, Blaster Pistol +6 ranged; Damage Vibroblade 2d6+1, Blaster Pistol 3d6; SQ None; Saves Fort +6, Ref +3, Will +2.

Abilities: Str 13, Dex 15, Con 15, Int 10, Wis 12, Cha 8.

Skills: Computer Use +3, Demolitions +7, Intimidate +6, Pilot +8, Survival +3.

Feats: Armour Proficiency (heavy, light, medium); Blind-fight, Improved Initiative, Point Blank Shot, WP Blaster Pistols.

Equipment: Combat jumpsuit, comlink, field kit, 2 blaster pistols, vibroblade.

Lidan feels a bit of a fish out of water. He's a soldier at heart, not a 'criminal.' He has served in the armed forces of several planets as well as a couple of mercenary bands. Somehow things always seem to go wrong after a few months, contracts run out or battles are lost, and he's back on the job market. Things had been hard, no decent jobs for far too long, when Dersa had found him nursing his sorrows in a starport bar, and although this isn't really

his line of work it beat the prospect of starving when his last few dataries ran out. With his mercenary mindset, he's loyal to whoever is paying him.

'Cannon Fodder' Intarsa League Members - 6

Human or Rodian soldier 4: Init +6 (+2 Dex, +4 Improved Initiative); Defence 17 (+5 armour, +2 Dex); Speed 10m; VP/WP 34/15; Attacks Vibroblade +5 melee, Blaster Pistol +6 ranged; Damage Vibroblade 2d6+1, Blaster Pistol 3d6; SQ None; Saves Fort +6, Ref +3, Will +2.

Abilities: Str 13, Dex 15, Con 15, Int 10, Wis 12, Cha 8.

Skills: Computer Use +3, Demolitions +7, Intimidate +6, Pilot +8, Survival +3.

Feats: Armour Proficiency (heavy, light, medium); Blind-fight, Improved Initiative, Point Blank Shot, Rapid Shot, WP Blaster Pistols.

Equipment: Combat jumpsuit, comlink, field kit, 2 blaster pistols.

Note to GM: Use these NPCs as pure combat grunts, and the named Intarsa League members for role-playing interactions.

Critical Event Summary

Operation Blue Star

1. Did the heroes go to the scene of the explosion without needing to be prompted by NPCs?

Yes

No

2. Did the heroes offer their assistance to Dersa Welles?

Yes

No

3. Did the heroes attempt to persuade Lieutenant Hanes Croft to work towards a peaceful solution?

Yes

No

4. Did the heroes attempt to preserve the lives and property of the Blue Star Centre personnel?

Yes

No

5. Did the Heroes side with Welles against OPS? If so, record their identities below. (Hero name, Player Name, RPGA#)

Convention Coordinator:

To report these results (for events during February 2002 only), you may US mail them to:

RPGA - Living Force, P.O. Box 707, Renton, WA 98057-0707

Or email to: LFSummary@living-force.net

Or fax to: (425) 687-8287 Attention Living Force Critical Events

Check <http://www.living-force.net> for other methods.