

Decision: Almas

**Episode 1 of the Decisions Trilogy
A One-Round LIVING FORCE Tournament**

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It has become increasingly clear that dark forces, both Force Sensitive and not, seek to discredit or destroy the Jedi of Almas. Moreover, the Almas Academy's nonstandard philosophy has continuously been called into question. Can the heroes of Cularin show their support for the Republic, while Master Lanius comes to his final decision regarding the path of Almas' Jedi Academy? Meanwhile, the tension between Cularin and Thaere reaches the breaking point...

An adventure for LIVING FORCE heroes of levels 1-13. This scenario *must* be played as the first of the "*Decisions*" trilogy. This is a single-round scenario. Parts 2 and 3 are effectively a 2-round scenario and must be played in sequence.

IMPORTANT NOTE: THIS specific scenario (Decisions I, *Decision: Almas*) may be played, while still allowing the hero to be played in previous releases. The remaining two parts lead in to Year 5 and the specific hero played in them may not later play scenarios earlier in the LIVING FORCE chronology.

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Decision: Almas 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.

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.

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 to do the atoning with.** 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 and Dark Side Points

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.

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 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.

This is an adventure for to low- to upper-level LIVING FORCE heroes, and therefore characters levels 1 through 13 are appropriate. For this scenario, consider Upper Tier to include L13 heroes. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions). Advise any newer players that they should play any earlier LIVING FORCE scenarios that they wish *this* hero to go through before proceeding to scenarios 2 and 3 of this trilogy.

GM Overview

The heroes are asked by the Republic Forces to aid a task force whose mission is to take out a Separatist base. En route, mysterious enemies attack them. The task force assigns them to check out the disabled enemy vessel, and they have a chance to pick up some ominous evidence. They then rejoin the task force in the assault on the base, and can acquire additional information of extreme interest to Cularin.

Unbeknownst to the heroes, the Thareians gave the Republic military the information about this base, as proof of their loyalty and efficiency.

Unbeknownst to both the Republic *and* the heroes, the Thareians, who actually *have* had dealings with the Separatists for the last two years, figure that they had better distance themselves from the losing side. They hope that this will strengthen their case against Cularin and ingratiate them with the Senate.

Unbeknownst to *everyone*, one of the Thaereian agents, who acts as liaison to the Separatists and is secretly also a Believer, had to make a stopover on the target base. His ship is the one that run afoul of the task force. If the heroes can acquire his documents, they will have some very crucial information for the Senate decision.

Encounter 1: Mission: Clone Wars

Osten Dal'nay, Xirossk, Master Lanius, Senator Wren and Colonel Ardine of the Republic Army brief the heroes. It has been decided that Cularin will make a clear showing of its loyalty to the Republic, by sending Militia Forces along with a Republic Task Force. This is a volunteer mission. As a very unpleasant surprise, the heroes will find out that the Thaereians are also participating, and will be led by none other than Colonel Rast'tul (of *Night Eyes* infamy). If the heroes cannot stomach going with him, Senator Wren will beg them to, privately. If that isn't enough, someone else will, too.

Encounter 2: Transit

The heroes get to know other members of Strike Force: Cularin and form up with the Task Force, then head out of Cularin. Thaereian naval forces are ever so polite.

Encounter 3: Digression Aggression

En route to the target, the Task Force is attacked by unknown raiders. Once they are beaten off, the heroes are asked to take control of a disabled ship and repair it, then rejoin the task force.

Encounter 4: Would You Believe It?

On board the damaged ship, a brief skirmish reveals both Believers and a Wyrd Tarasin aboard.

Encounter 5: Strike Force Cularin

The heroes rejoin the task force as it begins its strike. They can participate in ship-to-ship combat, or in ground assault, or both. They have an opportunity to decide the fate of Colonel Rast'tul.

Encounter 6: The Almas Decision

The information retrieved from the Believer ship and the Separatist base forces Master Lanius to make a critical decision regarding the future of the Almas Academy.

Important Notes for Judges: There are a lot of potentially satisfying roleplaying possibilities throughout the scenario. However, these can eat up time, and the players should have the opportunity to participate in the various combats and action sequences.

Encounter 1 can be kept quite short, as the heroes essentially just have to agree to go on the mission, and the rest is briefing. **Encounter 2**, likewise, can be pruned down or even entirely summarized by “you get out of the system without trouble”. **Encounters 3 and 4** will be the ones to really watch, so that you do not spend too much time on them. They have a few “free-form, GM’s option” parts. You should have at least 60 minutes left for encounters 5 and 6. 90 minutes would be better. **Give out Player Handout #3 as the players sit down.** You may need to customize a few descriptions based upon hero knowledge, and this should help.

Clarification regarding tiering notation: when you see something like “DC 15/18/23/26”, use the lowest DC for the lowest tier, the middle for mid-tier and the highest for high tier. In this scenario, tiers are for character levels: 1-3, 4-6, 7-9 and 10-13.

Opening Crawl

It is a time of conflict and strife in the galaxy. The Republic Army, aided by the Jedi Knights, is inexorably driving back the Separatist Forces, and some feel that the end of the Clone Wars is in sight. At the same time, Cularin is pressing its case before the Republic Senate, asking that the Supreme Chancellor remove the Thaereian Navy's franchise to police Cularin's spaceways, and expel their forces from Cularin. All the while a cold war of espionage and skirmishes goes on between the two systems.

Now, Cularin's heroes prepare to demonstrate their system's loyalty to the Republic.

Encounter 1: Mission: Clone Wars

Key ideas of this encounter: the heroes are asked to volunteer for Strike Force Cularin, a component of a Republic task force ordered to assault a Separatist base in the Ando system. Even though the task force will include a volunteer Thaereian component, Senator Wren views participation as absolutely necessary to Cularin's case before the Galactic Senate.

GM, there is a fairly long reading section to follow, but the heroes don't have the usual, lengthy Q&A to do. All of their information is presented here. There will be a brief chance to interact with some of the important NPCs, at the end, and then it's straight into the mission.

GM Aid #2 includes short sketches of the NPCs. For the “personalities” it includes their motivations, and

available information.

Player Handout 3 is a short checklist of information that you may wish to gather from the players as they sit down to play. It will help you fine-tune the encounters. It is reproduced in **GM Aid #1**, where beside each question is the number of the encounter that the answer may impact. You can make a note about any player info, or lack of it, there.

Here we go...

For the last year and a half, the twin city capitol, Gadrin-Hedrett has been continuously growing. The new governmental buildings have only been open for three months, and you haven't been invited into the Ways and Means legislation chambers until now. Once Cularin has full recognition within the Senate, the laws of the entire Cularin system will be drafted here. No more will each world, moon, base, and reasonably large rock in the system have its own, often-contradictory statutes. All—well, most—of the different power groups have realized that the only path to survival and prosperity, in these uncertain times, has to be a mutual one.

A larger issue has brought you here today, however, one that concerns the galaxy as a whole: the Clone Wars.

“So let me summarize,” Osten Dal’Nay, says, looking over the score of people in the room, “as Colonel Ardine has indicated in his briefing, the Separatist base is on a planetoid in the Ando system—though not on the actual planet Ando. The planetoid is barely habitable, with a breathable atmosphere. (GM: Ando is the planet of the “Walrus-men”. That is irrelevant to this scenario.) ‘Base’ is, perhaps, a bit flattering. This is more of a temporary waypoint and rallying-point for the fleeing and disorganized forces in that sector. They have space cover from ground-based fighters, on the approaches, but their sensor net is not very sophisticated, according to scouting reports. Only one or two significant planet-to-space emplacements, but they are vulnerable to bombardment and we are hoping that our sabotage teams will have then out by the time of our arrival, in any event.

“For once, we should have the upper hand in numbers and equipment.”

Major Xirossk, listening beside Dal’Nay, bares his teeth in something resembling a smile.

Senator Wren rises from her seat beside Master Lanius Qel’Bertuk.

“Strike Force Cularin will become part of this mission at my request. It will consist of two companies of ground troops, one squadron of fighter pilots to augment the Republic’s flight, and some mission specialists of my acquaintance.”

The Senator glances briefly at you, but has no

time for personal acknowledgements. She goes on, her gaze sweeping over the others present at the briefing, mostly Militia officers.

“I will not hide from you that there was some reluctance to include Cularin forces as part of this mission, owing to the extremely poor relations between ourselves and the Thaereians at the moment. It is my hope that it will be clearly demonstrated to the Republic that Cularin is completely loyal, and that an enfranchised, self-governed Cularin is ready to take its place in the Galactic Senate as a valued ally. Colonel Ardine.”

The commander of the Republic ground forces, for this mission, stands. He is a middle-aged Human with dark hair, going salt-and-pepper at the sides. His face is worn and craggy, but not unhandsome.

“Members of the Cularin Militia, and ‘specialists’. I’m going to be frank, too, and I’m probably going to be saying some things you won’t like to hear. I’ve done my research into the current skirmishing and other nonsense going on between you and Thaere, and I don’t like it. The Thaereian Navy is the legal representative of the Republic in this system, and they’ve had an awful lot of piracy and smuggling to contend with. It’s no surprise that they’ve had to exceed their authority on occasion, to deal with the situation of the moment. Still, there have been some disquieting reports out of Thaere itself, since the change of government. As well, some reports that have gotten back to Command—including some information that a few people in this room have provided—have convinced us that we’d like to see the Cularin Militia in action. I will make my report to the Senate, regarding my perceptions of your abilities and loyalties.

“Overall commander in space will be Republic Captain Meeba, aboard the Star Cruiser Relentless. The task force will consist of Relentless, two support vessels, the fighters, and the two companies of ground troops. The specifics of the assault will be dealt with shortly before we reach the target. I will command Republic Ground Forces, with my second-in-command being Colonel Rast’tul of Thaere.

“That is all.”

Well, there may have been disgruntled murmurs from the heroes during several of the points, above, and if any of them have played *Night Eyes*, there will likely be a howl building up at the mention of Rast’tul’s name. He is the nefarious Thaereian responsible for kidnapping Force Adepts from the Cularin system, and the central figure of the sordid affairs concerning Night Forael Wren, the Senator’s daughter.

The briefing is breaking up. The other Militia officers present will, of course, be doing as ordered. Note that this is a volunteer mission, as it is outside the

confines of the Cularin system.

Senator Wren and Osten Dal'Nay motion for the heroes to come over. You may provide their dialogue, GM: the thrust of it is that this is a volunteer mission, but they would very much like the heroes of Cularin, who have so often provided a huge morale boost to the system, to go along. As well, the heroes are privy to a lot more secret information, than she could release to others, from previous dealings with the Thaereians.

Master Lanius will give his encouragement to any Jedi asked to go along. The Coruscant Academy supports the Republic Army; the Almas Academy can do so with honor, too.

“This is a critical time for the academy. We have been criticized and attacked from many quarters. Now, the fact that we have restricted our activities mainly to the Cularin system and have primarily been supporting the new government, is being touted as evidence that we are too insular, if not actually disloyal to the Republic.” (If any of the heroes are Jedi, add the following.) ***“Your participation should help to dispel this newest slur, I hope.”*** (If there are no Jedi heroes, add the following.) ***“You are known to be friends or associates of the Academy, and have been helpful before this. Your participation should help to dispel this newest slur, I hope.”***

The usual provisions for gear and support will be made: see **GM Aid #3** and **Player Handout 1** for specifications for a ship or ships, should the heroes need one, and for lists of gear that they can draw. If they use their own ship(s), Republic repair facilities will be made available to them at the conclusion of the mission, free of charge.

No mention of reward is made. It is unlikely that the heroes will be that crass. However, if any are, it will simply be mentioned, subtly, that they will be looked after. Other questions about reward would simply be ignored.

Concerning Rast'tul, if he comes up, Senator Wren will be convinced that he was handpicked for this mission by Colonel Tramsig, the Thaereian in overall command of their forces in Cularin. It would be completely playing into Thaere's hands, for any of the Cularin forces to show the slightest lack of cooperation or discipline. She pleads with the heroes to outmaneuver the Thaereians and Rast'tul, and so turn the plot against them. She also produces a little holo message from Night. Night, now nine years old, smiles sweetly out at them.

“Mother tells me that you may have to go on a mission with Colonel Rast'tul. I can't think of anyone else that I'd rather have along with dear 'Uncle Colonel', to make sure that he's looked after properly. He does have a tendency to embarrass himself, and I know that you'll all want to make sure that nothing happens to hurt his reputation. Hugs and kisses for

him, and I hope that he gets everything that he deserves.”

Once the heroes are signed on and geared up, proceed to the next encounter.

Encounter 2: Transit

Key ideas of this encounter: the heroes join up with Strike Force: Cularin and have a chance to interact with a few of the others going along. There is a brief brush with Rast'tul. Nearing the Comet Cloud, the Task Force is sped on, with all due respects, by the Thaereians.

GM, this is a transition scene to the first combat and exploration encounter, and can be brief. The heroes muster and note that a few others, whom they may know from previous scenarios, are volunteer members of the task force, too. They then head out-system in the vanguard of the flotilla.

TIMING: Note that you can entirely dispense with this encounter if you want more time for the action scenes. In fact, if you have very few heroes with any sorts of negotiation skills, and/or if they have not played the two scenarios referred to in the encounter, it may be best to summarize the entire encounter by saying that they get out of the system without event and that the Thaereians are ever so polite when they see the flotilla. Don't spend more than 20 to 30 minutes on it in any event. Encounters 1 and 2 should take less than one hour to complete.

Even if you run the whole encounter, there are only about two to four die rolls, so it should go fast.

Muster. Read the following, paraphrasing based upon the ship (s) that the heroes would be using. There are two possible hails, here, depending upon which scenarios the heroes have played. You may use one, both, or neither. If encounter 1 ran on more than thirty minutes, watch your time.

Also, there is one short paragraph in which Rast'tul sneers at the heroes—try to have this happen, if possible; it makes his comeuppance so much the sweeter, later.

The task force is meeting in orbit, in a zone away from commercial traffic, and the Strike Force Cularin component is grouping together, awaiting orders from Captain Meeba.

If at least one hero has played *The Price of Business*: There is a little comm chatter going on between the few ships that are not actual Militia vessels, and you receive

a hail from a sleek-looking fighter with a stylized “N” emblazoned on the side.

“Hoy-o, <<heroes’ ship name(s)>>, ith me, Teeloo; you remember?”

Let the heroes trade a few words or reminiscences. It turns out that Teeloo’s ship (the *Neeva Beelo*) was junked in a run-in with Thaereian customs fighters, not that there was any reason, of course. Nirama let Teeloo stay on as a hired pilot, and, since he’s such a *terrific* pilot, let him sign on to help with this nice, shiny fighter.

GM NOTES: two points, that might occur to heroes who have met Teeloo, are that he used to be a fairly poor pilot (he has actually improved) and that Nirama obviously has considerable connections with the Militia, if he has been allowed to participate. Teeloo will be happy to explain what a *terrific* pilot he has become, but has no idea how Nirama got involved with this mission—only that he seemed fairly sure that both the heroes and the Thaereians would be here.

If at least one hero has played *Padawannabes* (use the bracketed paraphrasing if both hails are being used): ***There is a(nother) hail from the militia troop vessel, and it’s (yet another) a Rodian voice. There seems to be a little static, as if a proper ship’s comm was not being used.***

“No, patch it through quick, you big gundark. We only got five minutes before shift change. Oota-goota, Oora, don’t you want to say hello?”

“Hoy-o, out there. We go hunt Separatists, eh? Guess what? Biko got big guns now! This Militia thing is zooti!”

It is, indeed, Biko, and Oora Gellandi has patched him a comm signal to the heroes’ ship(s). He has only a minute or two, but will gleefully relate that after the events of *Padawannabes*, he signed up with the Militia for a tour. Oora did too, although she is a rated specialist, not a ‘grunt’, like him, he’ll relate good-naturedly. If the heroes inquire about the others, he thinks Naja Delan may also have signed up as a pilot, but he’s not around the Cularin system at the moment. Meera Lisso seems to have dropped off the face of the universe, but she’ll likely turn up sometime. GM NOTE: you may have to paraphrase slightly, if any hero remembers one of them as being dead by the end of their scenario: the critical summaries say that they all survived, so if anyone was ‘presumed dead’, looks like they were actually stabilized by a medic and popped into a bacta tank.

The flotilla moves out towards the Comet Cloud, and orders start coming down.

“<<Heroes’ ship names(s)>>, this is Relentless. Assume point position and head for the following nav coordinates. You will lead the way through the Comet Cloud system. Recognition codes and clearances are being transmitted now.”

After they maneuver and just before the heroes get underway, there is a brief transmission from Colonel Rast’tul:

In a tone laden with double meanings, Rast’tul’s voice comes over the comm:

“I thank the fates that I have the opportunity to have such fine people as yourselves serve under me. You may be sure that I have forgotten nothing of your illustrious actions to date. Once this mission is done, and the Senate has declared Cularin a Thaereian protectorate, it will be my pleasure to reward you properly for all of your efforts.

“Try not to run us into anything, hmm?”

The channel goes dead immediately after.

The flight out towards the Comet Cloud is uneventful. The heroes’ position is such that they are just inside the limit of the task force’s comms and sensors, and the flotilla, behind them, is beyond the sensor range of whatever might be in front.

Fortunately for any pirates, none make the mistake of trying for the heroes’ ships. Unfortunately for the Thaereians, a situation presents itself that the heroes could use to embarrass them mightily. But surely they don’t want to do that...

As you near the Comet Cloud transit coordinates, the familiar, contemptuous bark of a Thaereian customs inspector assaults your comm. Sure enough, there’s a corvette and four Headhunters directly in your flight path. A little holo of a Human officer appears over your comm.

“Cularin vessels, hold position and prepare to be boarded for inspection. I do so hope that you have all the required permits and that your manifests are up to date—or not,” a snide voice oozes.

It’s abundantly clear to you that the flotilla behind you is out of their sensor range for the moment.

If there are any fighters being piloted by the heroes, add:

“That’s a military class vehicle we’re scanning. You’d better have a very good reason for having one of those along, or it’s as good as impounded.”

Now, the heroes can simply transit their codes and clearances. Or, if they are so minded, they can try to let

the Thaereian customs official commit an indiscretion, while the flotilla moves into range. Note that actually *lying* about their status would be foolish, and you can give them a very low Diplomacy check, or appropriate Knowledge check, to know that. However, someone with good bluff or negotiation skills can probably get the Thaereian to strut his “we’re the law around here and we can do what we want” stuff—and maybe even record it? Note that the Thaereians know that there is a big convoy of ships due to head out today sometime, with appropriate clearances. However, for security reasons, they do not know exactly where, when, or why. For a few more minutes, they cannot detect the fleet.

If the heroes simply transmit their codes and clearances:

As he watches the clearances roll across his readouts, the cruel and anticipatory smile on the Thaereian officer’s face fades, as does all of his color. The pasty-faced holo blurts out a few phrases.

“Ah! Ah, all in order, yes, in order. Of course. Proceed, sirs, and good traveling to you.”

The face looks to one side.

“Hard to port, idiot! Signal the fighters, make way!”

-- and the transmission is cut, as the Thaereians scatter out of your path.

If the heroes decide to try to embarrass the Thaereians:

You’ll have to be the judge of the situation and their plan, GM. However, it is standard procedure for the Thaereians to be very heavy-handed when they think that they have the advantage, and months of skirmishes and near-open warfare have not helped matters. Sense Motive DC 12/15/20/23 will reveal that he is itching for a fight or seizure of property. Even if the heroes merely appear to be delaying transmission, or fumbling about getting their codes, the officer will utter horrendous threats of destruction and affirm that he knows “*all your simpleton pirate and smuggler tricks. You won’t be getting past Lieutenant Marko as easily as you may have duped some others.*”

Feel free to have him dig himself in deep so that the heroes can anticipate the fall. If the heroes can manage a good plan and Diplomacy, or Bluff (or a similar skill, GM call) DC 15/18/23/26, they can lead him on until the flotilla gets there. If their plan or roleplaying is very good, give them a circumstantial +4. If they fail, the Thaereian will still be snotty but will smell a Mynock and not say or do anything really stupid. If they beat the DC by 10, he may actually go

so far as to contemplate destroying them out of hand and just reporting them as pirates who fired on him first. Force points can be spent. Unless the heroes really ham this up so that it sounds as if they are personally destroying Thaere’s reputation with the Republic, it is unlikely that this interlude will be worth *awarding* Force Points—but it is possible. If it’s dramatic and well done, if it’s a Star Wars moment, it may qualify.

Regardless, after a few minutes of roleplaying, the heroes will note that the flotilla will be visible on sensors in seconds, if they have been at all keeping track. It would be good to get the codes and clearances across now, so that they’ll be on the side of the angels morally. If they have succeeded in duping the Thaereian officer, read the following more or less intact. If he didn’t fall for it, omit the carpet chewing at the beginning, or otherwise paraphrase to suit.

As the flotilla reaches your extreme aft sensor range, your codes and clearances are transmitted to the corvette, which by now is at full battle-ready, weapons hot.

“Too late, too late, you Cularite scum!” crows Lieutenant Marko. “I’ll examine these shoddy deceptions after we deal with you prop— what is it?”

A second voice has been desperately and vainly trying to interject for the last few seconds. Marko blithers on.

“Just a moment, ensign, if you please! Just you keep your sensors focused on these criminal vermin, and not that—oh, spirits of the VOID!”

As he watches Relentless and the Republic task force appear on his readouts, the cruel and anticipatory smile on the Thaereian officer’s face fades, as does all of his color. The pasty-faced holo blurts out a few phrases.

“Ah! Ah, all in order, yes, in order. Of course. Proceed, sirs, and good traveling to you.”

The face looks to one side.

“Hard to port, idiot! Signal the fighters, make way!”

The customs group has no time to react, before another voice thunders across the comms.

“What in the name of my Aunt Sadie’s armored underdrawers are you misbegotten idiots doing blocking my ships? ”

Captain Meeba is not pleased.

“Rast’tul!” his voice exclaims, with an ugly tone, “explain it to them!”

Marko will try to defend himself for about five seconds, before Rast’tul relieves him of command and shouts him down, in an attempt to save face. As long as the heroes actually transmitted him the clearances before the flotilla arrived, Marko’s career is over. If the heroes

recorded the interlude, his may not be the only one. Proceed to the next encounter:

Leaving the stricken Thareian customs ships behind, you lead the flotilla through the Comet Cloud, using the prepared nav coordinates and your piloting experience.

Have the lead ship's hero pilot make a Piloting roll, and Astrogation if you like, with a +5 bonus for their data. Let them include any cert bonuses that may apply. If the hero managed something hideously low, you may wish to encourage a Force Point, as the heroes are on show for the entire flotilla. If a hero actually indicates *before* such a suggestion, that he or she will spend a Force Point to make Cularin look good to the Republic, award the hero one afterwards, if the hero does not already have one in this scenario.

Other than a disastrous roll, ignore the value and continue:

As the Force would have it, you negotiate the Comet Cloud in textcard fashion, to sounds of approval from Captain Meeba, and to sounds of something suspiciously like the grinding of teeth from Colonel Rast'tul.

Encounter 3: Digression Aggression

Key ideas of this encounter: as the task force comes out of hyperspace, a goodly distance away from the target, it is attacked by some unknown ships. The marauders are handily beaten and the heroes are asked to check out the lead vessel, dead in space with only a few, weak life signs.

Once more you are ahead of the task force, this time after the passage through hyperspace to the Ando system. Your orders were plain: "scout ahead and report by tight transmission. If any Separatist forces are encountered, jam their transmissions. Engage only if necessary to prevent escape; otherwise make a fighting retreat back towards the flotilla."

You are still some hours from the target planetoid, on the inside edge of an asteroid field, heading inwards to clear space.

For any heroes aboard a transport class ship, or other ship requiring more than one crewperson, refer to the RCR p. 225 for rules regarding heroes acting as crew.

There is a group of ships en route to the target base and

it is about to run afoul of the heroes' ships. Have those operating sensors make a Computer check, adding any +2 equipment bonus from the ship (or if the hero has a ship, use that bonus if one is stated). Fighter pilots, or those in other single-person ships, do this for themselves. Results are summarized in the table.

DC	Information Gathered
12/15/20/23	<i>There are some ships coming out of the asteroid field. You won't know their configurations for a few seconds. They have just scanned you.</i> GM, game effects: the ships start at Medium range to each other (note that hero ships are unlikely to have weapons that reach that far). No one has Surprise. The heroes will identify these as Separatists next round. The Separatists will not fire until they close to Short. Another sensor check at the same DC as before will reveal that they are powering weapons; shields are already up. Roll Pilot contests normally when "Jockeying for Position".
15/18/23/28	<i>There are a cruiser and (hero # of ships minus one) fighters coming out of the asteroid field. Their configurations match Separatist ships. They have just scanned you.</i> GM, game effects: the ships start at Medium range to each other (note that hero ships are unlikely to have weapons that reach that far). No one has Surprise. Roll Pilot contests normally when "Jockeying for Position".
18/21/26/29	<i>There are a cruiser and (hero # of ships minus one) fighters coming out of the asteroid field. Their configurations match Separatist ships. At this moment they are not aware of you.</i> GM, game effects: Heroes have a surprise round at Short range and automatically win their <u>first</u> Pilot contest when "Jockeying for Position". Roll normally after that.
21/24/29/33	<i>There are a cruiser and (hero # of ships minus one) fighters coming out of the asteroid field. Their configurations match Separatist ships. The cruiser is a Corellian Corvette. At this moment they are not aware of you.</i> GM, game effects: Heroes have a surprise round at Point Blank range and automatically win their first Pilot contest when "Jockeying for Position". Roll normally after that.

Complete failure (die roll less than the first set of DCs) means that the enemy will get a surprise round of fire

on the heroes. Fortunately, they are overeager and the cruiser's fighters fire at maximum (Short) range, only grazing the heroes' ships' shields and doing only 10 points of actual shield damage on the surprise round. Proceed to the battle, noting the following. The cruiser leaves the heroes' ship(s) to its fighters, but will chase them in case they get too lucky. However, by the time the cruiser captain decides to engage, the flotilla will have arrived and he has more problems to deal with than the heroes.

Jockeying for Position: if the hero pilot gets a better result than the enemy, then the hero may decide whether to fall back to the flotilla or not, as part of maneuvering. If the heroes do fall back, each round of doing so maintains the relative distance between themselves and the enemy and also reduces the time to the flotilla's arrival by one round. The task force starts off due to arrive at the start of round 5. If the heroes fell back, then advance the task force one round closer, in addition to the normal passage of rounds. If the heroes lose the piloting roll, then they cannot fall back towards the fleet in safety on that round. They may try again next round. Note that if the heroes pilot more than one ship, they will have to decide whether to stay together or leave anyone who fails behind. The Militia (and the Republic) frowns upon leaving one's buddies behind...

GM, it would be very anticlimactic for the heroes to die here, but their ship(s) can certainly suffer significant damage, if things do not go well. Remember that at 0 hull a ship is dead in space, but it does not blow up until it takes a further 100 points of hull damage, and even then some heroes can survive the blast. See the rules on p. 215 of the RCR.

Do not under any circumstances let the fight go beyond 5 rounds; there's still a lot to come. The task force could arrive as early as the beginning of round three, if the heroes successfully fall back twice in a row. Play out the round that the flotilla arrives, as the Separatists try desperately to regroup for a fighting retreat.

A hail of cannon fire lights up the heavens to herald the arrival of the task force. A full squadron of starfighters roars by, blasters and cannons blazing. It's inconceivable that this unequal battle could last for more than another few seconds.

It doesn't. Let the heroes finish this round (or retreat to safety if necessary). Then read:

A titanic flare announces the collapse of the enemy cruiser's shields under the Relentless' bombardment. Before the call to surrender can be made, Alpha

Flight completes its run and a series of explosions ripple along the length of the ship, followed by a huge blast from its engineering section. It begins to drift, dead in space, trailing plasma and glowing at its many breaches, as the few remaining enemy fighters signal surrender.

Proceed to Encounter 4. That one will be entirely the heroes' show.

Encounter 4: Would You Believe It?

Key ideas of this encounter: the heroes board the drifting hulk of the enemy cruiser. They are to save survivors and download any useful information that might be salvageable. However, surprises await them, including a Wyrd Tarasin from Cularin, in this most unlikely of places!

The drifting hulk of the enemy cruiser looms larger as you approach. At the edge of your sensor range, the flotilla moves away slowly, moving to the rendezvous point. After you complete your assigned inspection of the Separatist ship and take aboard the two or three possible survivors, you'll rejoin the task force for the assault on the base.

Here's the situation, GM. The cruiser shows only two or three life signs, and some of those are indistinct, perhaps fading. (There's a droid, but he doesn't register.) The heroes have been ordered to board the frigate. They have been provided with EVA gear and all the kits and such that they can use (to be returned, of course) and a portable fusion generator and a power droid to aid in re-powering any critical systems or dead doors. If there is no medic among the heroes, assume that an Expert with Treat Injury-10 and six medpacs. It will be a female Ithorian named Uublu. She is a noncombatant specialist, who will stay out of any fights.

The fleet has gone on to a rendezvous point, from which they will monitor traffic to or from the base, while staying on the opposite side of a small moon of the planetoid. The heroes have been given an approach vector for the rendezvous, so that they can rejoin without alerting the Separatists.

The heroes are to check out the bridge and any life signs. If the computers are intact enough that they can power them up and download any data, then that would be useful. Any prisoners that can be saved are also to be brought back to the fleet.

The actual survivors aboard the Separatist cruiser

only number four, out of its crew of almost 70. Unfortunately, the last series of explosions were fairly catastrophic, and only the bridge section remained reasonably intact. Everywhere else lost atmosphere. One is a Separatist lieutenant, Rame Cartroll, who was the ship's second in command. Another is a droid Techno Union representative. (The Techno Union was referred to by the Skakoan, Wat Tambor, in *Star Wars: Episode II Attack of the Clones*. In his heavy-g support armor, Wat looked a lot like a marvelously clunky droid himself. The Union manufactures battle droids and other equipment for the Separatists.) Another "passenger" is a civilian, Gura Tran, who is actually both a Thaereian liaison to the Separatists, and an agent of the Believers, working hand-in-hand with the last person: a Tarasin and a member of the Wyrds, Sheel. Gura was going to make a stopover at the base, en route to the core worlds, and was simply unlucky enough that this ship ran afoul of the Republic. Now, he is desperate to get off its broken remains, and figures that killing the heroes and taking their ship is his best bet.

Political Background: The Separatists, Thaere, the Believers, the Wyrds.

This is reproduced here from **GM Aid #4**, because it directly applies to this encounter and the next. It is time to reveal a little more of the campaign back-story and the political relationships between some of the power groups who have figured prominently in the past three years.

The relationships are complex. The Wyrds have little actual use for the Believers, other than as potential allies against the Jedi. When the Wyrds come to power on Cularin, they intend to discard the Believers along with all other offworlders. The Believers, on the other hand, want to usurp the Wyrds' dark side powers, while also using them against the Jedi. Both sides want to discredit the Jedi and destabilize the Cularin self-governance movement, by linking them with the Separatists. They have flimsiplast and datacard documents that they intended to share with the Separatists, to detail how this was to be accomplished. The Separatists also have some data about the two groups, encrypted in their ship's computer.

The Separatists themselves are on the run. They are losing the Clone Wars, and grabbing at any aid they can get. They view the Jedi as enemies for supporting the Republic. Unknown to any but top-level Separatists, they actually have a working agreement with the Thaereian military junta, and they would be very, very displeased to know that it was actually the Thaereians that gave the Republic the base coordinates. This, the Thaereians did because they also have decided that the Separatists are going to lose. They have used their tenuous links to the movement to

provide convincing data—false, but convincing—trying to set up the Cularin government as the ones who have actual ties to the Separatists, to strengthen the Thaereian allegation that Cularin should be a Thaereian protectorate. Now, they feel that it is time to cut lose from the losing side, preferably in a way that is so convincing that even if some evidence of their connection is uncovered, it can be waved off.

What *none* of these groups knows is that all of their machinations, and even the original Thaereian enfranchisement as Cularin's space police force, are all parts of a plan. That plan is moving exactly as foreseen by a dark, brooding presence located far away from either here or the Cularin system. Two stages of that being's plan have already succeeded, albeit with a few minor setbacks, due to the unknowing interference of a few Cularin adventurers. One phase of that dark power's planning is about to come to fruition, within a very few days.

GM Aid #5 is a map of the only section of the cruiser worth worrying about. The player version is on **Player Handout 2**. The heroes can either dock a ship at the only working airlock (leading to corridor 1), or can EVA through the holed superstructure until they come to the working bulkhead door (in corridor 2). If they choose the second method, they will have to close it behind them and replace the air that will be lost when they open it: it has no lock. In effect, they will need to use one section of corridor 2 as a makeshift airlock.

If the heroes' ship(s) have been badly damaged, the Captain will authorize up to one Headhunter and one cargo shuttle. The cargo shuttle has no shields, no guns and no hyperdrive, but can make decent headway in normal space. It is simply a transport, and the Headhunter will be its guard.

IMPORTANT GM TIMING NOTE: you should have at least 60 minutes left, preferably 90 minutes, by the time that you get to Encounter 5. Look over the events below, carefully, and adapt them, as you need for your table. Your goal, GM, is to give everyone something to do and to make this an exciting break from being "part of the greater whole". Gura and Solenoid can be formidable opponents, though their circumstances don't let them use their abilities to the fullest. If you decide to throw in Sheel, the "Ambush" section can be quite deadly, so gauge your group's abilities.

Suggested sequence of events:

(1) **Approach.** The heroes make their approach and decide how they want to enter. No hails will be answered and the ship shows only fitful spurts of power, enough to cause bursts of static and to interfere with scans. There seems to be minimal emergency

battery power to the bridge section and those areas immediately next to it: the mapped area. For Piloting rolls, EVA rolls (skills such as Balance and Tumble apply, with a -4 if the hero does not have the Zero-G Training feat), Repair rolls to get the airlocks or bulkhead doors to function, and similar rolls, use the DC range 15/18/23/28 and your own judgment, to make things interesting without wasting a lot of time. Note that EVA is only necessary if the heroes do not wish to actually dock with the cruiser.

Note that the heroes can all proceed in or choose to leave someone on the outside, in a ship, scanning. It's their call; don't advise them. If there is someone on the outside and the hero states that he or she is watching for trouble, ask if they will be using active scanning (more advance notice, but detectable), or passive scanning (less range and notice, but unlikely to be detected by the target).

You may use this descriptive text if you like:

The Separatist cruiser is a complete wreck aft of the bridge section; its engineering decks are skeletal and open to space. The forward section cannot have anything but emergency battery power.

Once inside:

The interior lighting is dim and flickering and debris is everywhere. The gravity generators are only running minimally and gravity is low. (GM NOTE: -2 to skills and actions without Zero-G training. Gravity cannot be restored to full. It is low enough that people can triple their jumping distances.)

(2) Treachery and Ambush. As the heroes move into the ship, two things can happen. The timing will vary slightly, depending upon whether anyone was left outside to scan, and whether that hero is on a ship that has decent armament or not.

If there is no hero outside, or if anyone outside does not have access to ship-level armament: use only the Ambush section. Save Treachery for when the heroes have made it to the bridge.

Treachery: If there is a hero outside with a combat-viable ship: at the same time as a brief, interior firefight breaks out, the hero on the outside will note that there is a vessel incoming: a lone fighter, Headhunter class, and hot for battle. If the hero scanning is using passive mode, they have a surprise round as the Headhunter enters Short range. During this round he or she can bring up full power, shields and weapons, and get off one single shot, if the hero wishes. This presumes a fighter class hero ship and one person. Two people could share the tasks and leave the pilot/gunner free to use full abilities. If the hero is using active scanning, there is no surprise round, but the ships start at Medium (no possibility of combat on the first round).

The enemy pilot is one of Rast'tul's men, ostensibly on rear-guard for the flotilla, but under secret

orders from Rast'tul to destroy the heroes and the bridge of the Separatist vessel. The Thaereians are taking no chances regarding recovered data. The stats given in **GM Aid 2** for this one are the same as if he were one of the Separatist "extras" from Encounter 5. He is a fairly ordinary pilot and was counting on surprise, and that the heroes would be aboard a derelict hulk, which this Thaereian could vaporize on his first pass. Still, he should give the hero pilot something to do, during the interior firefight. Try to run them both round by round.

Ambush: once the heroes either move into corridor 1 or corridor 2, two individuals assault them: Gura Tran and Solenoid. For your information, GM, Gura is a Thaereian liaison to the Separatists, but he is also a member of the Believers, a fanatically anti-Jedi group who are pawns of the mysterious Len Markus. The heroes may have heard of Markus and this organization, or indeed fought them, but at the moment only you know Gura's status.

Just as you begin to negotiate the corridor to the bridge, a voice calls out:

"I know you—friends of the Almas Jedi! Solenoid, we need their ship. Kill them!"

Time to roll initiative, since the rant spoiled any surprise Gura might have tried for. Their positions are indicated on **GM Aid #5**. **Player Handout #2** gives the layout with no details.

See **GM Aid #2** for their stats. Gura has a padded flight suit on, even in corridor 1: he's worried about the ship depressurizing. Solenoid doesn't care about air. Presuming that the heroes defeat them, a Search DC 24/27/32/35 will reveal that Gura's belt can be opened along a magna-sealed seam, to yield a datacard and a coded flimsiplast strip. There is also a forged (DC 30 to Spot that it's forged) identicard that establishes him as a Cularin citizen. Heroes can Take 20 on the Search roll for the compartment, if they mention searching.

Searching Gura will automatically reveal that his heavy blaster pistol is a custom job. If the heroes elect not to search him, a Spot DC 12/15/20/23 would note that it looked out of the ordinary, from a distance. Anyone who picks it up notes that automatically. It's detailed in his equipment and the Loot list.

If the heroes don't search Gura, but take his body back, the hidden compartment will be discovered. If they do none of the above, assume that another copy exists and have the information found after the Separatist base is taken.

The remains of the droid yield nothing, and if Solenoid is captured and restrained it will not talk. Any attempt to tamper with its memory core, or to shut it down, results in a flash of sparks and smoke as its "brain" turns to slag, due to an implant.

If Gura is taken alive, he will refuse to talk at the present time, but he will clearly give away his hatred of

any obvious Jedi by his expression and body language, if anyone can make a Sense Motive DC 12/15/20/23. The heroes really do not have time for a sustained interrogation anyway. Successful Intimidation just makes Gura physically cooperative about his prisoner status. He has conditioning to resist interrogation (circumstantial +4 to WIL SV to avoid revealing anything about the Thaereians or Separatists or his hidden data). Also, he recently took a vial of drug that prevents Force mental powers from working on him, when he realized that the Republic was attacking. There is no obvious sign of the drug's action (it simply seems that he "made his save"), but the vial is still on his person. If it is captured and analyzed, that links him to the Thaereians, who are the only ones who have the drug.

The datacard, when someone has a chance to examine it, will contain a time lock. This is not something that can be circumvented. Quite simply, if any attempt is made to access the information, with or without the proper passcodes, it will destroy itself. It is not even possible to determine when the time will elapse, only that it has not, as yet.

The flimsiplast is another matter. It is actual, printed information, microscopic in size, and heavily-encoded. A code expert could manage to decrypt it, but it will take a base time of an hour. The applicable skills would be Knowledge (Codes and Ciphers) DC 30, or Knowledge (Security Systems) DC 40. Use these as benchmarks if someone has a similar "custom" skill. If the heroes do not have the skills, the Republic will and they do not have the time now in any case. It will be available at the end of the scenario, if anyone wishes to try.

(3) Bridge. The surviving, wounded, Separatist lieutenant, a Human named Rame Cartroll, has locked the bridge doors and restored minimal, emergency, battery power. He doesn't want to surrender but doesn't really know what to do. He joined the Separatists because it seemed like the thing to do and because he really felt that the Galactic Senate was a worthless body of self-serving credit-grabbers. War has turned him disillusioned, jaded and moderately hard, but he'd like to live. The heroes can get in by either convincing him to surrender and open the door, with guarantees that he'll be treated decently as a POW officer, or by bypassing the security lock. Either method takes a success against DC 25/28/33/38. The heroes can Take 10 but not Take 20, as failure has consequences. Up to two heroes may assist. To assist in negotiations, there must be adequate roleplaying.

If they bypass the door, he'll have taken up half cover behind a console and will pot away at the heroes with his hand blaster. It is set for normal, lethal damage, because he doesn't figure he'll be able to stun

enough of them fast enough. The heroes are therefore justified in killing him, but stunning him would be more humane and intelligent. He has no stats given. Figure him for 8 wounds left, 10 vitality left, init +2, base DC 12 and base attack (ranged) of +5, all bonuses included.

If the heroes capture the lieutenant and he's in condition to talk, the heroes can get a little out of him with a minimal Diplomacy or similar check (DC 12/15/20/23). All he knows is that they were inbound for the base and that they had a couple of important passengers, one Human and one unfamiliar lizard-lady.

Unfamiliar lizard-lady? *Like him/her.* (If there is a Tarasin in the her group.) *Yes. Some sort of frill and her skin kept changing color.* (If there isn't.) *She and the Human passenger seemed to know each other, but they kept pretty much to themselves. The Captain knew more, but he bought it in the explosion.*

The heroes can do some jury-rig repairs on the ship's computers and hook them to the portable fusion generator and/or the power droid. Repair requires DC 15/18/23/28; downloading the freely available data requires the same with Computers. Whoever is doing the downloading will notice some secure files that would require slicing to get: DC 25/28/33/38. The files are designed to wipe if the slicing fails, so Taking 20 is not allowed. It looks as though they may have to do with the special passengers and with some Separatist plans, so they are very, very important. If a hero hams it up nicely about the fate of the galaxy and the Clone Wars and how their mission could hinge on this, it could be worth a Force Point.

There is no time to read the entire wealth of data here. Presuming they get the sliced section and someone skims it, it contains evidence that both the Believers and the Wyrd have some plans to discredit the Cularin government and, also, are planning some heavy blow against the Almas Jedi, while they are still isolated from the Coruscant Jedi and the Republic Army.

Note that the Treachery section from (2) can be used here, if the heroes left no one in a ship outside, or if the ship is a noncombatant ship. In that case, sometime after the computers are powered up, the sensors will give an alarm about an incoming ship. If the heroes pay any attention, they will be able to tell that it is powering up weapons and coming in on an attack vector.

The cruiser's guns are all inactive, but there is one turret-mounted double turbolaser that is still intact, if the heroes can restore power to it (Repair 15/18/23/28 to reroute power and Computer 15/18/23/28 to restore fire control and route it to whatever panel the hero is at. These can be done simultaneously.

The heroes will spot the incoming fighter at

Medium. It will close to Short and then to Point Blank over the next two rounds. It will not shoot until Point Blank, unless it detects that the heroes have powered up the turbolaser. Any shots it takes at medium will miss the bridge but rock the ship, sending more chunks of the already useless hull flying.

The turbolaser is a Double Turbolaser, range modifier PB -2, S, M +0, L -2. Damage 5d10x2. Attack bonus is -1 (SZ) + 6 (fire control) = +5 added to the hero's chance to hit.

Firing the turbolaser at full effect requires the Starship Operations: Capital Ship feat, or the gunner is at -4. Lieutenant Cartroll is willing to do so if he is conscious and a cooperative prisoner; he'd like to live. However, his personal attack bonus is only +5. If he assists a hero, he can give a circumstance bonus of +2. No one else, without the capital ship feat, may assist.

The first hit by the turbolaser, if it doesn't destroy the fighter outright, will send the fighter careening wildly towards the bridge. A second hit will bath the view port in a fiery wash of sparks and plasma. If the heroes get only one hit in and didn't roll enough damage to destroy it, the fighter will narrowly miss the bridge and explode amidships of the cruiser, blowing off the entire back end and causing 3d6 damage to everyone aboard (including any NPCs). Reflex save halves the damage; "bracing for impact" gives a +4 to the save.

If the heroes completely botch getting the weapons online, or cannot hit the fighter, the fighter will pepper the cruiser with fire. Describe lots of lovely explosions, bits and pieces falling off, fireballs trailing them down corridors—you get the idea. The heroes must get to their ship, and, if it doesn't have guns, elude the fighter for five rounds of flying. At that time, it will peel off so that the flotilla does not detect it on sensors. The fighter will go into hiding, planning to rejoin when Rast'tul sends a secret, encrypted signal that all is clear.

GM, your intent is to give everyone something to do and to make it exciting. Try very hard not to end the mission here. If they end up fleeing and you keep scoring hits, it is all right if their ship is dead in space by the time the flotilla can pick them up, but it would be anticlimactic to vaporize them. Also, the enemy pilot really isn't that good, so it shouldn't be a big problem—he was counting on sitting ducks.

(4) Wyrd. (Optional: see GM timing note, below.) The "lizard-lady", Sheel, is a member of the Wyrd. For Low and Middle tiers, use the "acolyte" in **GM Aid #2**. For High and Upper tiers, an "adept" is provided. Continuity note: In the High and Upper tiers (only), heroes who have played in "From the Trees" and who saw the Wyrd adepts in the Hand, will recognize her as one of the assisting Wyrd. (All of those Wyrd were too powerful for her to simply be an "adept" in this

scenario; hence, the tier requirement.)

How you decide to use Sheel is left to you, GM. Her goal is to get off this hulk, preferably by stealing the heroes' ship. Her problem is that she'd also need a pilot, as she has no Piloting and Astrogation skills (nor the appropriate feats for ships). She knows that there's a base in this system, and that would be her destination, unless she finds out it's under attack. Then, she'd like to get back to Cularin somehow, or at the least make her own death worthwhile to the Wyrd. She absolutely hates the Jedi, and would not even use one of them to get away. Between her Force powers and her amazing abilities to hide and move silently, this agent will be devilishly hard to corner until she makes her move.

Your goal as GM should be to convey a sense of menace from the nearly invisible enemy. However, don't let this run on: she'll want to either hide aboard their starship (if she can get through an open door) and make her try there, or she'll want to capture one hero, and force that person to pilot for her. In combat, as she is a complete fanatic, she will continue until killed or unconscious. If she were captured, it would be a coup for the heroes, although the flotilla will have to keep her imprisoned in isolation, until she can be turned over to the Jedi. Note, that it would be inappropriate for her to simply steal the heroes' ship and leave, while they were occupied elsewhere. Assume that the door is locked, and that she will have to interact with the heroes at some time. If the ship is standing off, she would need to steal an EVA suit: she has only a breath mask, unsuitable for more than a few seconds of vacuum.

IMPORTANT GM TIMING NOTE: as mentioned above, you should have at least one full hour, preferably 90 minutes, left by the time that you get to Encounter 5. If using Sheel would set your timing back too much, she can either join in the corridor assault, beside Tran and Solenoid, or she could simply have fallen to the explosions and be discovered in a corridor. If she joins Gura and Solenoid, she could only try to use camouflage in corridor 1—she'd have to wear her breath mask in corridor 2, which would still let her hide but eliminate the bonus. If you have time in hand, she can be an interesting addition, but don't bog down game play for her.

Disaster relief: If things go badly wrong, you could have Teeloo come to the rescue, against the Thareian fighter. He was on patrol and got a curious reading, called it in, then went to investigate. Use him cinematically; stats don't matter.

Encounter 5: Strike Force Cularin

Key ideas of this encounter: the heroes do their part in the assault on the Separatist base. As the battle winds down, they have a decision to make about the fate of Colonel Rast'tul.

The heroes have rejoined the flotilla at the rendezvous. They should have no real proof that Rast'tul tried to get them killed, though they may have their suspicions. If they actually get someone to check, one of the rearward picket fighters does seem to have disappeared. Of course, some enemy ship could have picked it off, but Captain Meeba will be very concerned. He, Rast'tul and Ardine will speak briefly with the heroes. Rast'tul says that the ship has either gone missing, or perhaps certain dissident elements—and everyone knows he means a Cularin plant—tried to sabotage the mission. If the heroes try to insinuate, or outright accuse Rast'tul of being behind this, without proof, Meeba will look grave and say, ***“You’ve all been through a harrowing time and have accomplished a great deal for the Republic, so we’ll let that go. What you do not know is that the Thaereian component of our forces is, in fact, responsible for this mission. It was they who discovered the existence and coordinates of the base, for which we are indebted to them. So, let’s all try to get along, shall we? We’ll investigate the unfortunate event, you may be sure. But we have other nerfs to shear, right now.”*** If this comes out, Rast'tul will look benignly and insufferably smug.

Meeba is just worried that the mission may have been compromised, but he and Ardine still plan to move forward the two-pronged attack. The task force fighters will engage and clear the enemy fighters from the sky while the regiments are landed and assault the base. The approach will be made from the blind side of the planetoid, using its own bulk to hide them from sensors until they are very close. If the heroes have any strategies to offer, or wish to make points regarding the traitorous fighter or data recovered, they will be listened to politely. However, the main mission must go on, and so...

You have made your report and there will be a lot of information to sift—later. Right now, the task force is falling towards the planetoid, on the side away from the Separatist base, and everyone is called to their positions. Fighter pilots are in their ships, awaiting the call to “Scramble, scramble, scramble”, and ground forces are in their landing craft geared up and ready to drop. Rank upon rank of Clone troopers sit silently in the landing craft, their uniformly white

armor giving them an eerie, droidlike appearance.

You have been in a lot of combat situations in your time, but it comes home hard, in the quiet moments before the go signal: this is war...

Hero pilots will be flying against enemy fighters. If something drastic has happened to their previously assigned ship(s), they are in luck, as there are about a half dozen undamaged, captured enemy fighters that surrendered in Encounter 3. They have hastily had their identification and their transponders changed to Republic standards.

Other heroes form part of the ground forces. If there are any heroes very unsuited to combat, they can hold back with specialist units until the base is taken, if they wish, and then go in to help take over the base and sift for intelligence. In game terms, any hero that is totally unsuited to combat is not required to fight in this section. They can still be presumed to land in a rearward position, and can be brought forward in a speeder quickly, if needed. The hero is, of course, free to accompany their friends in a vehicle, or as otherwise appropriate.

Ground troops heroes can move on transports and on foot with the Clone Trooper reGurar infantry. They will be delivered to the attack zone. Alternatively, the heroes can make use of armed military speeder bikes and/or an armed military speeder. Pilots of speeder bikes use their move-equivalent action to control it, and may fire a one-handed weapon or a bike cannon with their combat action. Full actions to make multiple attacks are not possible while piloting. Pilots of speeders may do likewise, or may simply concentrate on piloting while their passengers shoot. Heroes on an armed speeder can either use hand weapons (pistol, rifles and the like) or one hero may use the vehicle-mounted repeating-blaster, which requires the Weapons Group Proficiency (vehicle weapon) feat, in order to avoid a –4 to the attack bonus..

GM, give the heroes as many rounds of combat as you and they can handle, while leaving yourself at least 45 minutes for encounters 6 and 7. If you can, run the aerial and ground portions simultaneously, round by round. Also remember that the fighter portions are occurring in atmosphere, and that any hero fighters can fly cover or help the ground heroes, too. In fact, you could even use NPCs to get the heroes out of a tricky spot, if you need to. Feel free to have Teeloo, Biko and/or Oora put in appearances at appropriate times, but do not kill them.

A very good Medic corps supports the Clone Troopers, by the way. Assume Treat Injury 10 and medpacs as needed, if there are any badly-hurt or downed heroes by the end of the encounter.

NOTE that there is a short interlude regarding Colonel Rast'tul. This should happen when you are

about to end this encounter. It should not take more than about 10 minutes of the time allocated here.

Staging your battle scene: as shown in **GM Aid #2**, almost all of the enemies that the heroes face, until the trench near the base, are “movie extras”, that is, low-value thugs and battle droids. You may mix encounters: the enemy consists of live soldiers and droids, but droids and soldiers are never part of the same units; they fight separately. Note that, since droids are not truly living, sentient beings, the heroes can unload on them with weapons, Force skills and so forth with no fear of DSPs, and this may be a pleasant catharsis for some. The heroes’ main danger lies in the fact that there are so many of them, and that even a level 2 extra can roll a 20. Opportunities for Force Points abound, as long as (1) there is some actual risk of harm or other negative result to the hero and (2) the event is sufficiently dramatic and in the spirit of *Star Wars*.

On the ground, allow the heroes to encounter several groups of about <<heroes + 2>> NPCs, whom they may cheerfully mow down as they advance, or as they zoom around in vehicles. Once they’ve had some fun doing that, throw a group of “Elite Troops” at them, from the **GM Aid**. These occupy a trench position near the entrance to the base, which must be overcome so that the doors can be blown. Even these should not prove too powerful, although wounds and such are certainly possible. Feel free to use counters, or miniatures, and “terrain” or drawn maps. As they approach the trench and the base, use Jabba’s hideout from *Star Wars Episode 6: Return of the Jedi* as an example and describe the towering walls and huge blast door entrance.

You can also use some of the new *Star Wars* miniatures, now available from Hasbro, if you have some at the table.

The planetoid is barely habitable, with a lot of broken ground, outcroppings of weird alien fungi and plants, and no real animal life at all. Its remote sun dimly lights it.

When ready, proceed to the “Dilemma” section, below, wherein the heroes get to decide the fate of Rast’tul.

The ground sequence should be, more or less: heroes advance, encountering “extras”; heroes hit the elite group in the trench; heroes deal with “Dilemma” and, if you like and if they have a demolitions expert, the heroes can blow the door to the base and charge in. At that point they are assumed to successfully take the base with the Republic forces and you move to encounter 6.

Oh: despite the fact that there may have been some knowing smiles at the encounter 1 briefing, the advance

forces actually *did* take out the ground-based “big guns”. No, the heroes don’t have to do that. We’re not going to be quite *that* derivative. However, for the aerial heroes, we have one target that’s related to the gun emplacements, mentioned below. It would be run while the ground-based heroes handle the “Dilemma”, and it’s called “Hydrospanner in the Works”.

In the air, the enemy pilots are a little more competent, but there are not as many of them. The hero pilot(s) will (each) be leading a two-person flight, with an NPC wingman. This allows you to have the NPC soak a particularly nasty die roll, if necessary. The hero pilots can also be asked to strafe the trenches just before the ground-based heroes get there.

The aerial sequence should be, more or less: fly around, shooting promiscuously; get called in for the “Hydrospanner in the Works” run; duel enemy ace (s); strafe the trenches and land to rejoin friends. Move to encounter 6.

GM, this is pretty free form: have fun with it. If the heroes get mauled a bit that’s fine, but not necessary. Likewise, hero death *is* possible, but it should not be just an anonymous blaster bolt from off-stage.

Here follow some descriptive paragraphs for the aerial and ground portions of the battle. Use them; paraphrase them; or, if you wish, make up your own to suit your group. You will likely be reading them on the heels of the general intro, above.

Ground forces, if heroes will be on foot: *Your transport hits the ground with a solid crunch and the landing ramp deploys as the blast door rockets aside. The pale light that filters through the planetoid’s atmosphere washes in, as you double-time it out of the doors into the LZ. A hail of blaster fire greets you and another transport rocks to an e-web hit. Clone troopers are moving out in squads and you hear the command “Advance towards the base!”*

Run some grunt encounters.

Ground forces, if heroes will be on/in vehicles: *Your transport hits the ground with a solid crunch and the landing ramp deploys, as the blast door rockets aside. The pale light that filters through the planetoid’s atmosphere washes in. A hail of blaster fire greets you and another transport rocks to an e-web hit. Clone troopers are moving out in squads and you hear the command “Advance towards the base!” Your vehicles scream out of the transport as you move towards the first cluster of Separatist soldiers!*

Run some grunt encounters.

Ground forces, nearing the trench: *A call comes over*

your comlinks; it's Biko: "We need to secure the trench just in front of the base doors, so we can blow them. There's a group of elites there and my squad is pinned down here. Can you folks take them out and relieve the pressure?"

Use the Elite Troopers from GM Aid 2. Be careful, these guys are tough. Feel free to adapt the encounter to make it challenging but not absolutely lethal. Then go to "Dilemma".

Dilemma: *As the wind blows blaster gases away, you notice something further down the trench. It is Colonel Rast'tul, taking cover behind the remains of an artillery piece. The Clone troopers and Thaereians with him are down or dead, and the Colonel is obviously wounded. Half a dozen Separatists are just beyond him, moving up towards him fast, blasters blazing. It looks like the richly deserved end for Rast'tul—or does it?*

If the heroes do nothing, that is not a very heroic choice. Even if they hate him, he is a member of the Republic Forces and a member of their task force. Delighting in the destruction of an enemy is very definitely worth a Dark Side point (and maybe a courts martial, in this instance, since he's on their side). Do not immediately warn them, though; it would be nice if they came to that conclusion by themselves. If the heroes are planning to let him die, however, then you must warn them of a DSP, and if they allow it, they get the DSP. In the chaos of battle no one will actually notice their terrible act, but they will have to live with it.

In the much more likely event that they go to help (or if fear of a DSP prompts it), there should be no problem. The Separatist soldiers are "extras" and will divert their fire from Rast'tul, as soon as they see the heroes coming. They also move slightly closer, passing him as he takes cover.

Once the heroes wipe the Separatists out, read the following:

The last of the Separatist resistance seems to have been broken, and Republic troops are streaming into the trenches, up and down the line. For the moment, there is a small pocket of calm, here.

The wounded Colonel Rast'tul slowly drags himself up, using the artillery piece. He is still facing away from you, in the direction that the Separatists came from. As he realizes that he's been saved, he begins to turn, saying, "Good work, men; I thought that we were goners for—"

He completes his turn, and sees his saviors.

"No. No. Not you. Wasn't ruining my chances for advancement enough? Why did you save me?"

Allow suitably pithy responses from the heroes, if they wish. If they wish to try to goad him into foolish revelations, good for them: allow a few die rolls to bluff

or suitable skills with DC 12/15/20/23; he's pretty easy to needle right now. If they fail this roll, or don't bother to try, he'll still go on a bit:

Rast'tul's face twists.

"I hate you, you smug Cularite scum. Sitting there with the riches of the universe, laughing at those poorer than you. Your Senator so self-righteous in the media, and before the Senate. Well, your precious Senator danced our tune gladly enough when we had her brat, didn't she?"

If the heroes managed to enrage him into indiscretion, he hangs himself here:

"It doesn't end here, you know. Oh, no. We'll destroy you in the Senate and we'll destroy you back in your precious Cularin system. Not all of our people are as incompetent as the one who let you get off that cruiser."

Then move on to this bit. Even the part that confirms the kidnapping, which had been vehemently denied by Thaere, is bad enough for Rast'tul. If both paragraphs were read out, he is now cooked:

You almost feel sorry for Rast'tul. You might have been tempted to interrupt his venomous tirade, but that would have been disrespectful to Colonel Ardine and his men, who silently appeared at the top of the trench, just behind Rast'tul, a few seconds ago. The look on the Colonel's face is very ugly.

Use the following if Ardine only heard about the kidnapping:

"Colonel Rast'tul, you are under arrest," he barks. "The kidnapping evidence will be passed on for civil, criminal trial. Take him into custody."

Use the following if he heard both parts:

"Colonel Rast'tul, you are under arrest," he barks. "Your confession will be reviewed at a courts martial, where you will be charged with treason while acting under Republic military authority. The kidnapping evidence will be passed on for civil, criminal trial. Take him into custody."

Either way, finish with:

Rast'tul's face goes through a variety of shades, beginning with white and ending in purple. He looks wildly around for a weapon, as two stun bolts hit him.

Thud.

"Didn't want to take the chance, sir," says one Clone Trooper.

"Me, neither," says another.

Ardine nods, then looks at you.

"Too much to do right now. We've got to blow that door and take the base. We'll deal with this later.

"Secure him," he orders a trooper.

If a hero has Demolitions skill, they can volunteer to blow the main doors. In addition to whatever explosives they may have, detonite can be provided.

The Separatist base looms over you, a gigantic dome with four pylons arranged around it. The sound

of fighting still echoes in the distance, but this area, in front of the huge blast doors of the entrance, is secure.

The DC to take out the doors perfectly is 15/18/20/20 (it's just not that hard for an expert). Missing by no more than 3 still blows the doors, but leaves a lot of debris in the way. Effective, but not pretty. Less than that means that a Republic demolitions man will be told to do the job.

The base doors vanish with a shattering roar and Clone troopers begin to stream in, firing their blasters.

"Forward!" calls out Ardine, and you move in to take the base.

Aerial forces: *As the troop transports clear the cruiser, heading for the ground, the word is given: "Scramble, scramble, scramble!" Your mission is to safeguard them to the ground and engage any enemy fighters, then fly air cover as the troops advance on the base.*

Your fighter flashes out of the bay, acceleration pressing you against the couch, and then you are again a deadly bird of prey, stooping upon the enemy as they rise towards the transports and the flotilla.

Hydrospanner in the Works: After some engagements: *Deadly blossoms of fire bloom all around, then tumble planetward or dissipate in the sky. Your comm crackles to life, as you are hailed: "Green One, Green One, we have received info that a tech team has just about repaired one of the ground-based guns that were taken out by advance infiltrators. Proceed to the following coordinates and destroy the target."*

You bring your fighter on its new heading and streak towards the gun emplacement. It will take only seconds to get there. But what's that at your 3 o'clock high?

Run the enemy aces encounter. You should likely have the hero's wingman be occupied with dealing with the enemy wingman and with keeping the hero's rear clear. Only if needed, Teeloo can get in before the hero's ship is disabled.

"Hi, bothh, I graduate from Thhchool of Thhhoot Him in Back! Take you thhot!" (GM NOTE: "Hi, bothh" translates to "Hi, Boss".)

The actual run on the ground emplacement is straightforward. It requires a 10 to hit and 60 points of damage to destroy. Concussion missiles work just fine.

Technicians scatter as the gun emplacement vanishes in a towering, expanding globe of flame, smoke and fragments. Sensing the end, the few remaining enemy fighters start to retreat or surrender.

Have the hero land and rejoin his friends.

If there is more than one pilot hero: All can be assigned to take out the gun: it's important and the Republic, by now, has a definite edge in fighters. Have one enemy

ace per hero.

Once the battles are done, proceed to encounter 6.

Encounter 6: The Almas Decision

Key ideas of this encounter: home victorious, the heroes are made privy to some deliberations of Senator Wren, Osten Dal'Nay and Master Lanius. Lanius makes a final decision regarding the stance of the Almas Academy and the Clone Wars.

GM NOTE: the timed information datacard will be available to decrypt at the start of Decision: Coruscant. If anyone wishes to try to decode Gura Tran's flimsiplast, they may do so. The applicable skills would be Knowledge (Codes and Ciphers) DC 30, or Knowledge (Security Systems) DC 40. Use these as benchmarks if someone has a similar "custom" skill. If they manage it (wow), it contains information that links the Thaereians to the Believers and confirms Thaereian opposition to the Jedi Order. Gura Tran is identified as a Believer in it. It also indicates that the Thaereians have a drug that allows them to resist mental powers for a brief time—but that due to "over-farming" (no explanation of that term), the source of the drug will soon be gone. If no hero can succeed, the information will be decoded by the beginning of Decision: Coruscant.

Once more, you are back on Cularin, in the Ways and Means committee room of the capitol building. The atmosphere is noticeably different, however. Colonel Rast'tul is noticeably absent, but Senator Wren, Osten Dal'Nay and Master Lanius are here, as is Colonel Ardine. Other than that, it is a far smaller gathering: you are the only others present.

Colonel Ardine looks gravely at Osten Dal'Nay and Senator Wren.

"While it is unwise to judge by a single instance, my report to Command and to the Senate will be a very favorable one. Your troops and your 'specialists', here, performed in an exemplary manner. Your Militia looks to be the foundation of a very effective armed force, and one that I would be proud to fight alongside at any time.

"Some disturbing material has been recovered in the course of this mission, and more is sure to come out at the courts martial of Colonel Rast'tul. The Thaereians have sent very strongly worded demands that he be returned to Thaere for justice, but the Supreme Chancellor himself overruled that, stating

that his crime occurred completely within the jurisdiction of the Republic military. It's good to have a leader who doesn't mince words or bow down to every bureaucrat in sight, no offense to anyone present."

GM NOTE: If the heroes don't search Gura, and didn't take his body back, then assume that another copy of his data existed and that the information was found after the Separatist base was taken.

Master Lanius has listened quietly, but now his measured tones draw the attention of all present.

"Indeed, the Chancellor's vision has proven inspirational to many. I have come to a decision, prompted partly by information recovered during this mission, and partly by the events that formed a part of it.

"As the Clone Wars draw to a close, the political and social tensions are not abating. If anything, they are becoming more and more strained. It is necessary that all parties involved present a united front. I have consulted the Coruscant Temple and they agree with my decision.

"It is impossible for us to maintain Almas as a haven of calm and education, unless we withhold a good part of our strength and knowledge from the Clone Wars. We certainly do not wish to undermine the gains made by the Cularin system to date. So, we will commit ourselves as fully as the Coruscant Temple has."

Ardine smiles approvingly. Lanius continues.

"This means that we will no longer be accepting students, at least for the duration of the Clone Wars. Our resources are already stretched to the breaking point, and dark forces are hoping to take advantage of that. We could not guarantee either safety, or a proper education, to any new Padawans, under those conditions. We will continue to try to train those Padawans we have, to the Knight rank, but no new Jedi will be admitted to Almas."

Master Lanius' face looks somewhat bleak, but resolute.

"And, in the times to come, may the Force be with us all. The Force-- and good friends."

And with that, he looks at you all, and smiles.

Here Ends, "Decision: Almas".

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 retrieve the information from the cruiser computers and aid in the taking of the Separatist base? If so, each hero who survived receives 600 xp.

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

Total Possible Experience:	1,000 xp
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If the heroes did not complete the scenario because of time constraints, but were "on the right track," you may award 1/2 adventure experience. If the heroes succeeded in acquiring the data from the cruiser, but did not make it all the way to the taking of the base, award them 3/4 adventure experience.

Important GM Note: Official Campaign Rule Update. (Please make your players aware of this.)

As of the end of this scenario, "Decision: Almas", **the Almas Jedi academy is no longer accepting new Padawan candidates**, young or old. Any potential Jedi are being directed to the attention of the Coruscant Temple and academy. Master Lanius has foreseen that it would be a terrible error to begin anyone on the path of the Jedi in these unstable times. The results of this mission have confirmed this. Existing Almas Jedi will have their hands full simply fulfilling their obligations, and continuing their own training.

In game terms, this means that no **new** hero characters, created after the events of this scenario, may take any class that includes the term "Jedi". Also, no **existing** heroes, who do not already have at least one level of a Jedi class, may take such levels through multiclassing. Existing heroes, who have at least one level of a Jedi class, are unaffected and may continue to train, progress and multiclass as usual, including taking, or continuing with, their Prestige Class(es), if any.

If experience gained in **this specific** scenario is enough to earn the hero a new level, and the hero qualifies to take his or her first level of a Jedi class, and

desires to, the hero **may** do so. But this is the very last chance...

New hero characters may still be Force Adepts, and all heroes who qualify may multiclass as Force Adepts. None of these rulings affect existing Force Adepts in any way.

member regardless of militia or civilian status. It confers a +2 circumstantial bonus to all Diplomacy checks when dealing with Republic military personnel when worn.

Important Scenario Timing Note (Please pass on to your players): Heroes played in this scenario may still be played in any Year 4 scenarios that they may not have experienced to date. However, once a hero is played in the two-round scenario whose parts are entitled Decision: Coruscant and Decision: Cularin, that hero may thereafter only play Year 5 scenarios. Any remaining scenarios from earlier in the LIVING FORCE chronology must be played using a different hero.

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.

The heroes may have acquired non-certed, legal, "ordinary" equipment from the Militia (see **GM Aid #3**). Any that is unexpended may be kept.

From Encounter 4: Gura Tran's customized heavy blaster pistol (cert): There is only one of these. Blas-Tech DY-225 Heavy Blaster Pistol (customized: +1 damage, +50% range increment) Weapon Type: Heavy blaster; Proficiency Group: Blaster pistols; Damage: 3d8-1; Critical: 20; Range Increment: 15m; Weight: 1.3 kg; Fort DC: 20; Type: Energy; Multifire/Autofire: M; Size: Medium-size; Hardness: 5; WP: 5; Break DC: 17.

Cularin Militia Thank You (cert): (one per player regardless of scenario outcome) As the Cularin Militia gears up for hostilities against Thaere if has accumulated huge caches of equipment. In thanks for your aid you are offered any two of the following. The same item can be chosen twice. Indicate items selected.

Note: player must have a copy of appropriate stats from the Arms and Equipment Guide in order gain the benefit of the item. Items are: Karflo Corporation Thinsuit (p. 42), 100 meters of Degan Explorations Synthrope 100m and automated winch (p. 96), Chiewab Amalgamated Pharmaceuticals Co. ECM-598 Medical Backpack (p. 93), Meredex Atmospherics EMS-90 Bubble cloak (p. 95).

Strike Force: Cularin Commemorative Medallion (cert): (one per player regardless of scenario outcome) To commemorate their participation in Strike Force Cularin, the Republic forces issued this pin to each

Player Handout 1: Ships and Gear Available

You have access to a **Wayfarer-class transport**, with which you may be very familiar. It has been stocked with EVA suits, breath masks, a ship repair kit and so forth. If you take your own transport and require the loan of EVA suits or the like, such equipment will gladly be loaned.

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.

Up to two heroes that have the Starship Operations (Starfighter) feat can be loaned **Headhunter starfighters** by the Militia. If there are more pilots than fighters, any hero militia members of course get precedence.

Incom/Subpro **Z-95 Headhunter Starfighter**

Class: Starfighter, **Crew:** 1 (skilled +2), **Size:** Tiny, **Initiative:** + 2*(+2 size, + hero crew), **Hyperdrive:** x1, **Maneuver:** +2 (+2 size, *+ hero 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:** + 2*(+2 size, *+ hero crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Concussion missile launcher (6 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; **Missile Quality:** Ordinary (+10)

Jedi pilots or Jedi aces with the Starship Operations (Starfighter) feat are offered the *loan* of one **Jedi starfighter**.

Kuat Systems Engineering **Delta-7 Aethersprite-class Starfighter**

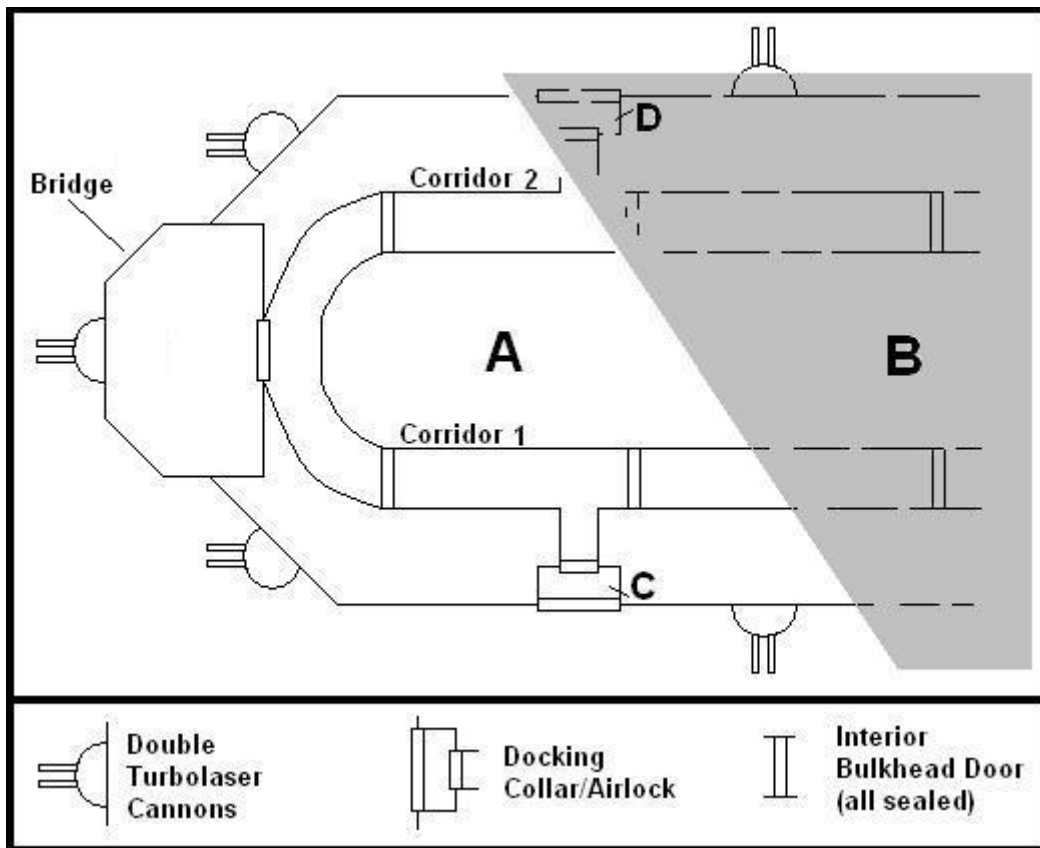
Class: Starfighter, **Crew:** 1 (normal +2), **Size:** Diminutive (8 meters long), **Initiative:** + 4*(+4 size, +hero crew), **Hyperdrive:** x1, **Maneuver:** +4* (+4 size, +hero crew), **Passengers:** None, **Defense:** 24 (+4 size, +10 armor), **Cargo Capacity:** 60 kg; **Shield Points:** 30 (DR 5); **Consumables:** 1 week, **Hull Points:** 65 (DR 5), **Maximum Speed in Space:** Ramming (10 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action).

Weapon: Laser cannons (4 fire-linked); **Fire Arc:** Front; **Attack Bonus:** + 8*(+4 size, +hero crew, +4 fire control); **Damage:** 6d10x2; **Range Modifiers:** PB +0, S +0, M/L n/a

Gear (skill kits): You are offered the *loan* of a Mastercraft +2 skill kit for any skill that is deemed appropriate to the mission (including Security, but not Forgery, for example). The kit conveys a +4 bonus to a skill check, rather than the usual +2.

Gear (Weapons and Armour): You are offered the *loan* of heavy blaster pistols, blaster rifles, light repeating blaster rifles and, if you have the appropriate feat, a heavy repeating blaster (note increased penalties when used as a hand-held rifle) or a blaster cannon (note only 6 shots per power pack). Power packs (up to 4 each) and energy cells are provided. You can also be *loaned* any RCR p. 138 armor that you can wear, except for powered armor.

Player Handout 2: Map of the Disabled Cruiser Bridge Area



- A. Area of the ship still capable of retaining atmosphere
- B. Area of the ship open to space due to multiple hull breaches
- C. Docking collar and airlock
- D. Destroyed docking collar and airlock, open to space

Player Handout 3: Preparatory Checklist

Hero name: _____ Player Name: _____

1. Have you played the following Living Force scenarios?

Price of Business Yes [] No []

From the Trees? Yes [] No []

Padawannabes Yes [] No []

Homecoming (Night Eyes 3) Yes [] No []

2. Has your hero encountered the Believers or heard about them? Yes [] No []

3. Has your hero encountered the Wyrd or heard about them? Yes [] No []

4. Presuming that your hero is not a Tarasin, have you encountered them often, and/or do you know their customs and appearance? Yes [] No []

GM Aid #1: Preparatory Checklist

GM NOTE: Do not give this one out. This is your copy, which references the encounters where the information may be important.

Hero name: _____ Player Name: _____

1. Have you played the following Living Force scenarios?

Price of Business (See encounter 2, maybe 5.) Yes [] No []

From the Trees? (See encounter 4.) Yes [] No []

Padawannabes (Jedi Code 1) (See encounter 2, maybe 5.) Yes [] No []

Homecoming (Night Eyes 3) (See encounters 1, 2 and 5.) Yes [] No []

2. Has your hero encountered the Believers or heard about them?
(See encounter 4, maybe 6.) Yes [] No []

3. Has your hero encountered the Wyrd or heard about them?
(See encounter 4.) Yes [] No []

4. Presuming that your hero is not a Tarasin, have you
encountered them often, and/or do you know their customs and
appearance? (See encounter 4.) Yes [] No []

GM Aid #2: NPCs by Encounter

Encounter #1: Mission: Clone Wars

Senator Wren, Osten Dal'Nay, Xirossk and Master Lanius should be well known to most. Short character sketches are included for reference.

Senator Lavina Wren

Senator Wren is a Human in her mid-thirties. She will greet you warmly. Her hallmark traits are compassion and a drive to do what is right. They are usually apparent in person. Her well known desire for privacy is set aside for with people she considers her friends-- especially any heroes who were involved in rescuing her daughter.

Osten Dal'Nay

Osten is a Human in his late twenties. Although born on Cularin, Osten joined the Thaereian military to fulfill his dream of becoming a soldier. His loyalties were tested when he discovered Thaere's plans to annex the Cularin system and he deserted to create the Cularin Militia (Season 1, *Broken Orbits III: Tilnes Rising*). Having spent most of his adult life in the military, he tends to be blunt and outspoken, but his loyalty to Cularin is evident. His suspicious of Thaere's motives and his low opinion of their ethics and morals have matured into open, outspoken opposition. He is the de facto leader of the Cularin Militia, although technically Broof Yurdel and others also share leadership responsibilities.

Major Xirossk

Xirossk is a male Trandoshan. He is a trained intelligence officer who defected from the Thaereian military to join Osten Dal'Nay.

Lanius Qel-Bertuk

Lanius is a middle-aged Human. His tidy mustache and beard are graying, although his hair is still raven black. The burn scar on his left cheek and the laugh lines around his eyes seem more vivid; the stress of the last five years has aged his face. However, he has maintained his friendly and open nature, still greeting his students by name, although his periods of pensive wandering have lately grown more frequent, and of longer duration.

Colonel Ardine

He is the commander of the Republic ground forces, for this mission. He is a middle-aged Human with dark hair, going salt-and-pepper at the sides. His face is worn and craggy, but not unhandsome. Lazlo Ardine is a career soldier and has an enduring love for the Republic. He believes that the Supreme Chancellor has made some very hard decisions in very difficult times, and he is profoundly thankful that the Republic has someone who knows how to lead and who knows to let his military leaders do their soldiering. Ardine does not dislike Jedi, but he has only a grudging respect for their bravery. Their "unnatural" powers make him uneasy. Above all, they have no place in the military. That is the one decision of the Supreme Chancellor with which he absolutely disagrees: Jedi should never have been given ranks in the Republic military. Civilian police, hunters of those with weird powers like their own: fine. But they are not soldiers. However, Ardine is, and he knows how to follow orders. He is also a living example of "firm but fair".

Encounter #2: Transit

Notes regarding Teeloo, Biko and Oora. These three are here for color. They are not provided with stats. Even if Tibo or Biko help out briefly in encounter 5, that will be strictly for cinematic reasons and you can have them hit or miss as required. Brief character sketches follow.

Teeloo

Previously encountered in *Price of Business*. Rodian Male Fringer 1/Scoundrel 3/Scout 1. He's a typical Rodian who can do the "puppy dog" look very well, and who "thpeakth with a bit of a lithp". Thaereians blew up the old *Neeva Beelo*, sadly, but it wasn't much above space junk when it went.

Biko

Rodian Male Thug 3/Soldier 2. Previously encountered in *Padawannabes*. Biko is a very typical Rodian youth, perhaps a bit more personable. He has black eyes and the normal green skin of his species. He is a bit "edgy" and always likes to keep moving and looking around. His old model blaster pistol, vibrodagger and armour are now in storage, as he has lovely new Militia armor and guns. He is 15, one year short of official, full Rodian adulthood, but lied about his age to get into the Militia.

Oora Gellandi

Chagrian female Expert 3/Tech Specialist 2. Previously encountered in *Padawannabes*. For those who do not have the Ultimate Alien Anthology, the Chagrian description is reproduced here, from pp. 32-33. "Chagrians have blue skin. Males and females both have a pair of horns, known as 'lethorns', protruding from fleshy growths on the side of their heads. Lethorns can become quite large and can be draped over the shoulders. Males have a second pair of horns sprouting from the tops of their heads...". This is the species of the male Bureaucrat assistant to Supreme Chancellor Valorum, in *Star Wars* Episode 1. The females do not have the upper set of horns, making them look a bit like Iktochi.

Oora is a looker and has a great pair of lethorns, which she has adorned with many ring-inlays. She has recently turned 17, making her officially a Chagrian adult.

Colonel Rast'tul

Previously encountered in *Night Eyes 3: Homecoming*. The Colonel is only being slimy over a comlink at the moment, but will be seen in encounter 5. Strictly speaking, his stats do not matter, as he is only used cinematically. Even heroes who have been through the relevant scenario have only heard his voice, but here is a character sketch. Ras'Tul is a Thaereian Human in his late forties. He is an extremely capable officer and has risen quickly and surely through the Thaereian military, so that he now holds both a flag rank and several chairs on important committees. He is supremely arrogant and self-confident, but has a great flaw, which impedes his skill as a leader: an inability to admit fault. The stupidity of underlings, the unforeseeable resources of the enemy; those are to blame for any failure.

Encounter #3: Digression Aggression

As explained in the encounter, this pilot is not one of the best ones: he was expected to have a sitting duck target. Consider him a "movie extra".

Thaereian "Extra" Starfighter for Low and Mid Tiers.

Incom/Subpro Z-95 Headhunter Starfighter

Class: Starfighter, **Crew:** 1 (normal +0), **Size:** Tiny, **Initiative:** + 2(+2 size, +0 crew), **Hyperdrive:** x1, **Maneuver:** +2 (+2 size, +0 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 (6 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10)

Thaereian "Extra" Starfighter for High and Upper Tiers.

Incom/Subpro Z-95 Headhunter Starfighter

Class: Starfighter, **Crew:** 1 (skilled +2), **Size:** Tiny, **Initiative:** + 4(+2 size, +2 crew), **Hyperdrive:** x1, **Maneuver:** +4 (+2 size, +2 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 (6 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10)

Encounter #4: Would You Believe It?

Gura Tran, male Human Thaereian Believer Spy. His description and tactics are detailed in the “Upper Tier” section.

Low Tier (levels 1-3)

Gura Tran, male Human Scoundrel 2/Soldier 1 (1); IM +7; Def 16/DR2; Spd 10m; VP/WP 16/12; Atk +3 melee (2d4, vibrodagger); +5 ranged (3d8-1/20 or stun Fort SVDC20, custom heavy blaster pistol); SV Fort +3, Ref +6, Will +1; SQ Illicit barter, Lucky 1/day; SZ med; FP 1; DSP: 1; Rep +0; Str 12, Dex 16, Con 12, Int 10, Wis 12, Cha 12.

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

Feats: Improved Initiative, Point Blank Shot, Precise Shot. Weapon Group Proficiencies: simple, blaster pistol, blaster rifle, heavy weapons, vibro. Armor Proficiency (light).

Equipment: Padded flight suit (DR2), vibrodagger, customized BlasTech DY225 heavy blaster pistol (2 customizations: +1 damage and +50% range increment, taking it to 3d8-1 damage and 15 m increment).

Mid Tier (levels 4-6)

Gura Tran, male Human Scoundrel 4/Soldier 2 (1); IM +7; Def 17/DR2; Spd 10m; VP/WP 34/13; Atk +6 melee (2d4, vibrodagger); +9 ranged (3d8-1/20 or stun Fort SVDC20, custom heavy blaster pistol); SV Fort +5, Ref +7, Will +2; SQ Illicit barter, Lucky 1/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 2; DSP: 2; 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 (Spy) +7, Listen +7, Spot +7, Tumble +10.

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot. Weapon Group Proficiencies: simple, blaster pistol, blaster rifle, heavy weapons, vibro. Armor Proficiency (light).

Equipment: Padded flight suit (DR2), vibrodagger, customized BlasTech DY225 heavy blaster pistol (2 customizations: +1 damage and +50% range increment, taking it to 3d8-1 damage and 15 m increment).

High Tier (levels 7-9)

Gura Tran, male Human Scoundrel 6/Soldier 3 (1); IM +7; Def 20/DR2; Spd 10m; VP/WP 48/13; Atk +8/+3melee (2d4, vibrodagger); +10/+5 ranged (3d8-1/20 or stun Fort SVDC20, custom heavy blaster pistol); SV Fort +6, Ref +10, Will +4; SQ Illicit barter, Lucky 2/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 2; DSP: 3; 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 +7, Move Silently +10, Pilot +6, Profession (Spy) +8, Listen +8, Spot +8, Tumble +12.

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Multishot. Weapon Group Proficiencies: simple, blaster pistol, blaster rifle, heavy weapons, vibro. Armor Proficiency (light).

Equipment: Padded flight suit (DR2), vibrodagger, customized BlasTech DY225 heavy blaster pistol (2 customizations: +1 damage and +50% range increment, taking it to 3d8-1 damage and 15 m increment).

Upper Tier (levels 10-12)

Gura Tran, male Human Scoundrel 6/Soldier 6 (1); IM +7; Def 21 (+potential Dodge plus)/DR2; Spd 10m; VP/WP 67/13; Atk

+11/+6melee (2d4, vibrodagger); +13/+8 ranged (3d8-1/20 or stun Fort SVDC20, custom heavy blaster pistol); SV Fort +8, Ref +11, Will +5; SQ Illicit barter, Lucky 2/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 2; DSP: 3; 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 +10, Move Silently +10, Pilot +9, Profession (Spy) +10, 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 Proficiencies: simple, blaster pistol, blaster rifle, heavy weapons, vibro. Armor Proficiency (light).

Equipment: Padded flight suit (DR2), vibrodagger, customized BlasTech DY225 heavy blaster pistol (2 customizations: +1 damage and +50% range increment, taking it to 3d8-1 damage and 15 m increment).

Description: Gura is actually both a Thaereian liaison to the Separatists, and an agent of the Believers. Gura was going to make a stopover at the base, en route to the core worlds, to deliver some vital information. He was simply unlucky enough that this ship ran afoul of the Republic. Now, he is desperate to get off its broken remains, and figures that killing the heroes and taking their ship is his best bet. Gura is about thirty, of average build, dark hair and eyes. Good looking, but not handsome enough to stick in one's memory. As a fanatic member of the Believers, he hates the Jedi with a passion. He operates as part of a small cell and knows no more than he has to for his assigned missions. He is also very patriotic towards Thaere and truly believes that it would even be better for Cularin if resource-poor Thaere had possession of the Cularin system as a protectorate. After all, the Cularin system is rife with crime and opportunistic adventurers: it needs stability; it needs a new order.

Tactics: He will snipe at the heroes from behind Solenoid, trying to use the droid as partial cover. Any Jedi would always be his first target. Ordinarily, he would fight a running battle through the ship, but with so little room in which to maneuver, he has no choice but to blaze away. Note his qualities: at Low Tier he has the SQ "Lucky 1/day" (re-roll any one d20 roll, once; take the new result even if worse). Middle Tier has that and also "Precise Attack +1", which can add 1 to one of either the "to hit" or damage, *one* roll per round. You must select which to add to *before* you roll for that round. At High and Upper Tier, he can get Lucky *twice* per day, and there's no time like the present. Note that he might switch to stun, if the situation seems right; his customized pistol has a wonderful stun setting (Fort SV DC 20, and that's not even the customization). His pistol is detailed in his equipment and the Loot section.

Solenoid, droid Techno Union Representative.

GM NOTE: See the Upper Tier for his description.

Low Tier (levels 1-3)

Stats similar to Baktoid Combat Automata B1 Series: Thug 2; Init -3 (-2 clunky processor, +0 Dex); Defense 10 (+0 class, +0 Dex); DR 3; Spd 10 m; VP/WP 0/8; Atk +3 melee (1d4+1, hand) or +1 ranged (2d8/19-20, blaster rifle); SV Fort +4, Ref -1, Will -1; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 8, Int 6, Wis 8, Cha 6.

Equipment: Armor (light), blaster rifle, integrated comlink, remote receiver (500 km range), vocabulator.

Skills: Irrelevant.

Feats: Ambidexterity, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Mid Tier (levels 4-6)

Stats similar to Baktoid Combat Automata B1 Series: Thug 4; Init -1 (-2 clunky processor, +1 Dex.); Defense 12 (+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 +1, Will +0; FP 0; DSP 0; Rep +0; Str 12, Dex 12, Con 9, Int 6, Wis 8, Cha 6.

Equipment: Armor (light), blaster rifle, integrated comlink, remote receiver (500 km range), vocabulator.

Skills: Irrelevant.

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

High Tier (levels 7-9)

Stats similar to Baktoid Combat Automata B2 Series: Walking Battle Droid: Soldier 1; Init -1 (-2 clunky processor, +1 Dex); Defense 13 (+2 class, +1 Dex); DR 3; Spd 10 m; VP/WP 10/10; Atk +2 melee (1d4+1, hand) or +2 ranged (3d8/19-20, blaster rifle); SV Fort +2, Ref +1, Will -1; FP 0; DSP 0; Rep +0; Str 12, Dex 12, Con 10, Int 8, Wis 8, Cha 6.

Equipment: Armor (light), blaster rifle, integrated comlink, remote receiver (500 km range), vocabulator.

Skills: Irrelevant.

Feats: Ambidexterity, Armor Proficiency (light), Weapon Focus (blaster rifle), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Upper Tier (levels 10-12)

Stats similar to Droideka-Series Battle Droid: Thug 12; Init -1 (-2 clunky processor, +1 Dex); Defense 15 (+4 class, +1 Dex); DR 6 (shields); Spd 10 m; VP/WP 0/18; Atk +13/+8/+3 melee (1d4+1, hand) or +13/+8/+3 ranged (3d8/20, repeating blaster); SV Fort +12, Ref +5, Will +3; FP 0; DSP 0; Rep +3; Str 13, Dex 13, Con 18, Int 6, Wis 8, Cha 6.

Equipment: Armor (light), two repeating blasters (integral, cannot be removed), remote receiver (500 km range), shields (DR 6).

Skills: Irrelevant.

Feats: Ambidexterity, Armor Proficiency (light), Multishot, Point Blank Shot, Rapid Shot, Two-Weapon Fighting, Weapon Group Proficiencies (blaster pistols, heavy weapons, simple weapons).

Description (all Tiers): He is a fairly boxy, clunky-looking droid, similar in shape to Wat Tambor, the Skakoan Techno Union Foreman seen in *Star Wars: Episode II Attack of the Clones*. However, Solenoid is a completely mechanical droid, with stats are based upon some standard droids from the RCR. These are the Baktoid B1 and B2s and, at Upper Tier, the Droideka. His Upper Tier variant has slightly less powerful shields and weapons than a Destroyer Droid (especially note the lower critical range; his blasters are antiques). All of his variations have the same clunky look; only the armament and bonuses vary. Note that Solenoid also has a reasonably good suite of diplomatic skills, but they are irrelevant to this encounter (squeaky metallic voice): *“Die, meat-bags, for the greater profit of the Techno Union!”*

Sheel, female Tarasin Wyrd Acolyte (Low, Mid)/Adept (High, Upper).

GM NOTE: See the Upper Tier for her description. **Tarasin Species Special Qualities for all tiers:** Cold Blooded (+4 species bonus to Fort Save against heat), Skin Color change (+4 species bonus to hide, -2 to Bluff and Sense Motive), Force Perception (+2 species bonus to See Force checks), Silent Communication (not applicable). Bonuses and penalties have been factored in except for the heat Fort save.

Low Tier (levels 1-3)

Sheel: Female Tarasin Dark Side Adept, Force Adept 2; Init +0; Defense 14 (+4 class); Spd 10 m; VP/WP 20/13; Atk +0 melee (1d8-1, spear) or +1 ranged (3d6 or DC 15 stun, blaster pistol); SQ [Tarasin species (see above)]; SV Fort +3, Ref +2, Will +7; FP 1; DSP 2; Rep +0; Str 9, Dex 11, Con 13, Int 14, Wis 14, Cha 14.

Equipment: Spear, blaster pistol, breath mask.

Skills: Hide +7, Move Silently +5, Survival +5.

Force Skills: Affect Mind +6, Force Defense +7, Force Lightning +7, Force Grip +5, Move Object +7.

Feats: Force Sensitive, Iron Will, WGP (blaster pistol, primitive weapons, simple weapons).

Force Feats: Alter, Control, Force Mind.

Mid Tier (levels 4-6)

Sheel: Female Tarasin Dark Side Adept, Force Adept 4; Init +0; Defense 14 (+4 class); Spd 10 m; VP/WP 26/13; Atk +2 melee (1d8-1, spear) or +3 ranged (3d6 or DC 15 stun, blaster pistol); SQ [Tarasin species (see above)]; SV Fort +3, Ref +2, Will +8; FP 2; DSP 4; Rep +0; Str 9, Dex 11, Con 13, Int 14, Wis 15, Cha 14.

Equipment: Spear, blaster pistol, breath mask.

Skills: Hide +8, Move Silently +5, Survival +5.

Force Skills: Affect Mind +9, Fear +6, Force Defense +8, Force Lightning +9, Force Grip +5, Move Object +9, See

Force +11.

Feats: Force Sensitive, Iron Will, WGP (blaster pistol, primitive weapons, simple weapons).

Force Feats: Alter, Control, Force Mind, Sense.

High Tier (levels 7-9)

Sheel: Female Tarasin Dark Side Adept, Force Adept 6/Dark Side Devotee 2; Init +0; Defense 19 (+9 class); Spd 10 m; VP/WP 52/14; Atk +4 melee (2d8-1, spear) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SQ [Force Weapon 1d8, Dark Side Talisman +2, Tarasin species (see above)]; SV Fort +7, Ref +5, Will +10; FP 3; DSP 8; Rep +2; Str 9, Dex 11, Con 14, Int 14, Wis 15, Cha 14.

Equipment: Spear (force weapon), blaster pistol, breath mask, Dark Side Talisman.

Skills: Hide +11, Move Silently +8, Survival +7.

Force Skills: Affect Mind +13, Fear +9, Force Defense +13, Force Lightning +12, Force Grip +10, Heal Self +11, Move Object +13, See Force +13.

Feats: Force Sensitive, Iron Will, Skill Emphasis (force grip), Skill Emphasis (heal self), WGP (blaster pistol, primitive weapons, simple weapons).

Force Feats: Alter, Control, Dissipate Energy, Force Mind, Sense.

Upper Tier (levels 10-12)

Sheel: Female Tarasin Dark Side Adept, Force Adept 6/Dark Side Devotee 6; Init +0; Defense 20 (+10 class); Spd 10 m; VP/WP 78/14; Atk +7/+2 melee (3d8-1, spear) or +8/+3 ranged (3d6 or DC 15 stun, blaster pistol); SQ [Force Weapon 2d8, Dark Side Talisman +2, Tarasin species (see above)]; SV Fort +8, Ref +6, Will +13; FP 4; DSP 12; Rep +4; Str 9, Dex 11, Con 14, Int 14, Wis 16, Cha 14.

Equipment: Spear (force weapon), blaster pistol, breath mask, Dark Side Talisman.

Skills: Hide +17, Move Silently +14, Survival +7.

Force Skills: Affect Mind +17, Fear +12, Force Defense +17, Force Lightning +17, Force Grip +13, Heal Self +13, Move Object +17, See Force +17.

Feats: Force Sensitive, Iron Will, Skill Emphasis (force grip), Skill Emphasis (heal self), Skill Emphasis (hide), WGP (blaster pistol, primitive weapons, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Dissipate Energy, Force Mastery, Force Mind, Force Whirlwind, Sense.

Description: Sheel is a bitter member of the Wyrds, who have fallen far from their origins as a pro-environmental, “Cularin-for-Tarasin” group of Force sensitive eco-terrorists. At Low and Middle tiers she is an acolyte, vainly trying to scramble to a position of power and policy-making, wherein she can use her dark side talents to lead the Wyrds to pre-eminence and to destroy the hated Jedi, and all other offworlders. At High and Upper tiers she is an Adept, already a power within the Wyrds, and was one of the sisters in the Hand, in the scenario “*From the Trees*”. Regardless, she hates having to make deals with either the outworlder Thaereians or the Believers. However, she believes that the Thaereians can reduce the Cularin system to chaos with war, and that the Wyrds can rise to control Cularin before stability returns. As for the Believers, they hate the Jedi and she can smell the taint of darkness even in the ones who do not feel the Force. That is good enough. In the end, they will all be gone, and the Wyrds will remain.

Republic cruiser Captain Meeba

No stats are given, as the heroes would at most be talking to him. He is a male Human, age 40, a little thick at the middle, ruddy-faced, blond hair, with an almost jovial-seeming expression. Meeba is, nonetheless, very competent. He speaks courteously unless something is going wrong regarding his ship or his mission, and then he can be very cold indeed.

Encounter #5: Strike Force Cularin

Separatist “Extra” Troopers, various Thug 1/Soldier 1 (4 to 6 per group); Init +2; Defense 16/DR 2; Spd 10m; VP/WP 9/12; Atk +2 melee (1d4, rifle butt); +5 ranged, or -1/-1/-1 using Weapon Focus, Rapid Shot and the multifire weapon option (3d8/19-20, blaster rifle); SQ DR 2; SV

Fort +5, Ref +3, Will +2; SZ M; Rep 0; FP 0; DSP 0; survival chance 0; Str 13, Dex 14, Con 12, Int 10, Wis 12, Cha 8.

Skills: Fall down, with smoking hole in armor, saying “Argh!” +5.

Feats: Armor feats, Weapons feats, Point Blank Shot, Weapon Focus (blaster rifle), Rapid Shot.

Equipment: Blaster Rifle, light armor and helmet (DR2).

Tactics: They’ve got Rapid Shot and they’re proud of it. They use it to spray ineffective blaster bolts all over the landscape, and, almost incidentally, at the heroes. If they’re into wounds and make their saves, they fall down and hope to live through this by surrendering to the first likely Clone Trooper.

Note that they have a 1 in 20 chance of confirming a threat (for which they need a 20 in the first place, at –1). If you happen to fluke a couple of pairs of 20s, you may have to cut down on the number of encounters before the trench and the elites, who are an actual challenge for the heroes.

Separatist “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.

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.” These are controlled from inside the base. They’re the economy models. Since they are droids, they can be destroyed by the score, with no angst and no messy stains.

Separatist Elite Troopers, by tier.

This is potentially a very lethal encounter, especially if the Separatists gain initiative on the heroes. Feel free to scale it to your player group, assigning the bad guys a slightly lower to hit chance, or whatever seems correct, if the heroes look to be heavily outclassed. You could also reduce the number of attackers by one or two, if the heroes’ group does not include many good combat classes. Spread the damage around a bit; don’t concentrate on downing one hero.

Low Tier (levels 1-3)

Separatist Elite Troopers, various Scoundrel 2 (number = number of heroes); IM +7; Def 15/DR4; Spd 8m (armor); VP/WP 10/12; Atk +2 melee (1d3+1, punch); +4 ranged (3d8, heavy blaster pistol); SV Fort +1, Ref +6, Will +1; SQ DR4, Illicit barter, Lucky 1/day; SZ med; FP 1; DSP: 0; Rep +0; Str 12, Dex 16, Con 12, Int 10, Wis 12, Cha 12.

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

Feats: Improved Initiative, Point Blank Shot.

Equipment: Heavy blaster pistol, blaster rifle, battle armor, padded (DR4, max. DEX. bonus +3, ACP –4, Speed 8).

Description/Group equipment: The group has one stun grenade. There is one medpac per soldier. If the soldiers do not use them, the heroes may add them to their stores.

Tactics: If any heroes are sufficiently far away from the Separatists, the one with the stun grenade tosses it into the heroes. Blaze away; surrender if into wounds at all. Note 1 FP each.

Mid Tier (levels 4-6)

Separatist Elite Troopers, various Scoundrel 4 (number = number of heroes); IM +7; Def 16/DR4; Spd 8m (armor); VP/WP 22/13; Atk +4melee (1d3+1, punch); +7 ranged (3d8, heavy blaster pistol or blaster rifle); SV Fort +2, Ref +7, Will +2; SQ DR4, Illicit barter, Lucky 1/day, Precise Attack +1; SZ med; FP 2; DSP: 0; 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 (Soldier) +7, Listen +7, Spot +7, Tumble +7.

Feats: Improved Initiative, Point Blank Shot, Rapid Shot.

Equipment: Heavy blaster pistol, blaster rifle, battle armor, padded (DR4, max. DEX. bonus +3, ACP -4, Speed 8). Note that, with Rapid Shot, they may elect, with a Full action, to shoot either as +7 or +3/+3 or +1/+1/+1, including DEX mod.

Description/Group equipment: The group has one stun grenade. There is one medpac per two soldiers. If the soldiers do not use them, the heroes may add them to their stores.

Tactics: If any heroes are sufficiently far away from the Separatists, the one with the stun grenade tosses it into the heroes. It is much more dramatic to take the maximum number of inaccurate shots with the rifles, rather than to take slow, accurate shots. Blaze away; surrender if into wounds at all. Note 2 FP each.

High Tier (levels 7-9)

Separatist Elite Troopers, various Soldier2/Scoundrel 6 (number = number of heroes); IM +7; Def 18/DR4; Spd 8m (armor); VP/WP 40/13; Atk +7/+2melee (1d3+1, punch); +9/+4 ranged (3d8, heavy blaster pistol or blaster rifle); SV Fort +4, Ref +8, Will +3; SQ DR4, Illicit barter, Lucky 2/day, Precise Attack +1; SZ med; FP 3; DSP: 0; 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 (Soldier) +9, Listen +8, Spot +8, Tumble +10.

Feats: Improved Initiative, Point Blank Shot, Rapid Shot, Multishot.

Equipment: Heavy blaster pistol, blaster rifle, battle armor, padded (DR4, max. DEX. bonus +3, ACP -4, Speed 8). Note that, with Rapid Shot and Multishot, they may elect, with a Full action, to shoot either as +9/+4 or +7/+7/+2 or +5/+5/+5/+0, including DEX mod.

Description/Group equipment: The group has one stun grenade. There is one medpac per two soldiers. If the soldiers do not use them, the heroes may add them to their stores.

Tactics: If any heroes are sufficiently far away from the Separatists, the one with the stun grenade tosses it into the heroes. It is much more dramatic to take the maximum number of inaccurate shots with the rifles, rather than to take slow, accurate shots. Blaze away; surrender if into wounds at all. Note 3 FP each.

Upper Tier (levels 10-12)

Separatist Elite Troopers, various Soldier5/Scoundrel 6 (number = number of heroes); IM +7; Def 19 (plus potential Dodge bonus)/DR4; Spd 8m (armor); VP/WP 58/14; Atk +10/+5melee (1d3+1, punch); +12/+7 ranged (3d8, heavy blaster pistol or blaster rifle); SV Fort +6, Ref +8, Will +3; SQ DR4, Illicit barter, Lucky 2/day; Precise Attack +1; SZ med; FP 3; DSP: 0; Rep +2; Str 12, Dex 17, Con 14, Int 10, Wis 12, Cha 12.

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

Feats: Improved Initiative, Point Blank Shot, Rapid Shot, Multishot, Dodge, Mobility, Shot on the Run.

Equipment: Heavy blaster pistol, blaster rifle, battle armor, padded (DR4, max. DEX. bonus +3, ACP -4, Speed 8). Note that, with Rapid Shot and Multishot, they may elect, with a Full action, to shoot either as +12/+7 or +10/+10/+5 or +8/+8/+8/+3, including DEX mod.

Description/Group equipment: The group has one stun grenade. There is one medpac per two soldiers. If the soldiers do not use them, the heroes may add them to their stores.

Tactics: If any heroes are sufficiently far away from the Separatists, the one with the stun grenade tosses it into the heroes. It is much more dramatic to take the maximum number of inaccurate shots with the rifles, rather than to take slow, accurate shots. Blaze away; surrender if into wounds at all. Note 3 FP each.

GM, in general, remember: the Low Tier Group has the SQ “Lucky 1/day” (re-roll any one d20 roll, once; take the new result even if worse). Middle Tier has that and also “Precise Attack +1”, which can add 1 to one of either the “to hit” or damage, *one* roll per round. You must select which to add to *before* you roll for that round. High and Upper Tiers can get Lucky *twice* per day, and there’s no time like the present. Your job, GM, is not to wipe out the heroes. However, they should certainly feel that it was an equal combat, unless the dice have smiled, or they are simply very, very good. Heroes almost never think to retreat from battle. In this case, with the possibility of calling in reinforcements, it’s definitely a tactic to consider, if they are overmatched. Also, as the encounter suggests, feel

free to have Teeloo, Biko and/or Oora put in passing appearances if needed, but do not kill them.

Separatist “Extra” Pilot Starfighters.

Incom/Subpro Z-95 Headhunter Starfighter (Oppose the hero pilot and his NPC wingman with 2 of these at a time.)

Class: Starfighter, **Crew:** 1 (normal +0), **Size:** Tiny, **Initiative:** + 2(+2 size, +0 crew), **Hyperdrive:** x1, **Maneuver:** +2 (+2 size, +0 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:** + 2(+2 size, +0 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. This base is low on ordnance. Only the Aces get even a half load.)

Republic Wingman, by Tier. For the Wingman that accompanies the hero in the aerial assault, use one NPC equivalent to the “Separatist Ace” for that tier. The Republic NPC has a full load of missiles on his Headhunter.

Separatist Fighter Ace, by tier.

Low Tier (levels 1-3)

Incom/Subpro Z-95 Headhunter Starfighter (Oppose the hero pilot and his NPC wingman with 2 of these at a time.)

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 (3 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10) (Number of missiles reduced from 6. This base is low on ordnance.)

Mid Tier (levels 4-6)

Incom/Subpro Z-95 Headhunter Starfighter (Oppose the hero pilot and his NPC wingman with 3 of these at a time.)

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 (3 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10) (Number of missiles reduced from 6. This base is low on ordnance.)

High Tier (levels 7-9)

Incom/Subpro Z-95 Headhunter Starfighter (Oppose the hero pilot and his NPC wingman with 2 of these at a time.)

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 (3 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10) (Number of missiles reduced from 6. This base is low on ordnance.)

Upper Tier (levels 10-12)

Incom/Subpro Z-95 Headhunter Starfighter (Oppose the hero pilot and his NPC wingman with 2 of these at a time.)

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 (3 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10) (Number of missiles reduced from 6. This base is low on ordnance.)

Again, GM, please note: Starship combat has one central trait: it can go from “hey, no problems here” to “what do you mean, I’m an expanding vapor cloud” in one die roll. Your job, GM, is not to wipe out the heroes. However, they should certainly feel that it was an equal combat, unless the dice have smiled, or they are simply very, very good. This does not mean that heroes cannot die; this is a climactic battle. But starfighter combat can get messy very, very quickly, and it’s hard to gauge the outcome of a 7d6x2 damage roll, if a ship is already hurt. Try to use the wingman, and other methods, to give your hero warning if it’s time to pull back.

GM Aid #3: Ships and Gear Available

The heroes can be given access to a **Wayfarer-class transport**, with which many of them will be very familiar. It has been stocked with EVA suits, breath masks, a ship repair kit and so forth. If the heroes take their own transport and require the *loan* of EVA suits or the like, such equipment will gladly be *loaned* to them.

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.

Up to two heroes that have the Starship Operations (Starfighter) feat can be *loaned* **Headhunter starfighters** by the Militia. If there are more pilots than fighters, any hero militia members of course get precedence.

Incom/Subpro **Z-95 Headhunter Starfighter**

Class: Starfighter, **Crew:** 1 (skilled +2), **Size:** Tiny, **Initiative:** + 2*(+2 size, + hero crew), **Hyperdrive:** x1, **Maneuver:** +2 (+2 size, *+ hero 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:** + 2*(+2 size, *+ hero crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Concussion missile launcher (6 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; **Missile Quality:** Ordinary (+10)

Jedi pilots or Jedi aces with the Starship Operations (Starfighter) feat may be pleased to know that the Coruscant Temple and Supreme Chancellor have offered the *loan* of one **Jedi starfighter**. GM NOTE: Although the TransGalMeg hyperdrive booster ring is not strictly needed, since the fighter will be traveling aboard, or with, the cruiser, it will be included.

Kuat Systems Engineering **Delta-7 Aethersprite-class Starfighter**

Class: Starfighter, **Crew:** 1 (normal +2), **Size:** Diminutive (8 meters long), **Initiative:** + 4*(+4 size, +hero crew), **Hyperdrive:** x1, **Maneuver:** +4*(+4 size, +hero crew), **Passengers:** None, **Defense:** 24 (+4 size, +10 armor), **Cargo Capacity:** 60 kg; **Shield Points:** 30 (DR 5); **Consumables:** 1 week, **Hull Points:** 65 (DR 5), **Maximum Speed in Space:** Ramming (10 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action).

Weapon: Laser cannons (4 fire-linked); **Fire Arc:** Front; **Attack Bonus:** + 8*(+4 size, +hero crew, +4 fire control); **Damage:** 6d10x2; **Range Modifiers:** PB +0, S +0, M/L n/a

Gear (skill kits): The heroes will be offered the *loan* of a Mastercraft skill kit for any skill that is deemed appropriate to the mission (including Security, but not Forgery, for example). The kit conveys a +4 bonus to a skill check, rather than the usual +2.

Gear (Weapons and Armor): The heroes will be offered the *loan* of heavy blaster pistols, blaster rifles, light repeating blaster rifles and, if the hero has the appropriate feat, a heavy repeating blaster (note increased penalties when used as a hand-held rifle) or a blaster cannon (note only 6 shots per power pack). Power packs (up to 4 each) and energy cells are provided. Heroes may also be *loaned* any RCR p. 138 armor that they can wear, except for powered armor.

GM NOTE: anything else: Within reason, GM, the Militia will provide other things: (legal) vibro-weapons, medpacs, medkits, glow rods, synthrope and the like. If it doesn't total more than 1000 credits per hero and is found in the RCR (not the AEG) and is legal, "ordinary equipment", they may even keep it as a non-cash reward. It's a chance to restock sundries. Use your judgment. (This note is only on this copy; leave it to the players to ask.)

For Encounter 5, you may offer the heroes use of an armed speeder. Note that this vehicle is not mentioned on the player copy. The stats are reproduced three times, here, so that you may use two as player copies.

SoroSuub V-19 Gian Speeder

Class: Groundspeeder; **Cost:** 20,000 (new), 10,000 (used); **Size:** Large (5.7 meters); **Crew:** 2 (variable); **Passengers:** 2; **Cargo Capacity:** 50 kilograms; **Speed:** 100m; **Max Velocity:** 240 km/h (4 square/action); **Defense:** 13* (-1 size, +4 armor); **Hull Points:** 27 (DR 10).

Weapon: Double repeating blaster cannon (fire-linked); **Fire Arc:** Front; **Attack Bonus:** +1* (-1size, +2 fire control, *+ hero crew); **Damage:** 4d8; **Range Increment:** 30m.

Weapon: Repeating blaster cannon; **Fire Arc:** Turret; **Attack Bonus:** +1* (-1 size, +2 fire control, *+ hero crew); **Damage:** 4d8; **Range Increment:** 30m.

**Provides one-half cover to the pilot and passengers.*

(PLAYER COPIES)

SoroSuub V-19 Gian Speeder

Class: Groundspeeder; **Cost:** 20,000 (new), 10,000 (used); **Size:** Large (5.7 meters); **Crew:** 2 (Noraml +2); **Passengers:** 2; **Cargo Capacity:** 50 kilograms; **Speed:** 100m; **Max Velocity:** 240 km/h (4 square/action); **Defense:** 13* (-1 size, +4 armor); **Hull Points:** 27 (DR 10).

Weapon: Double repeating blaster cannon (fire-linked); **Fire Arc:** Front; **Attack Bonus:** +1* (-1size, +2 fire control, *+ hero crew); **Damage:** 4d8; **Range Increment:** 30m.

Weapon: Repeating blaster cannon; **Fire Arc:** Turret; **Attack Bonus:** +1* (-1size, +2 fire control, *+ hero crew); **Damage:** 4d8; **Range Increment:** 30m.

**Provides one-half cover to the pilot and passengers.*

SoroSuub V-19 Gian Speeder

Class: Groundspeeder; **Cost:** 20,000 (new), 10,000 (used); **Size:** Large (5.7 meters); **Crew:** 2 (Noraml +2); **Passengers:** 2; **Cargo Capacity:** 50 kilograms; **Speed:** 100m; **Max Velocity:** 240 km/h (4 square/action); **Defense:** 13* (-1 size, +4 armor); **Hull Points:** 27 (DR 10).

Weapon: Double repeating blaster cannon (fire-linked); **Fire Arc:** Front; **Attack Bonus:** +1* (-1size, +2 fire control, *+ hero crew); **Damage:** 4d8; **Range Increment:** 30m.

Weapon: Repeating blaster cannon; **Fire Arc:** Turret; **Attack Bonus:** +1* (-1size, +2 fire control, *+ hero crew); **Damage:** 4d8; **Range Increment:** 30m.

**Provides one-half cover to the pilot and passengers.*

GM Aid #4: Political Background

Political Background: The Separatists, Thaere, the Believers, the Wyrd.

This is reproduced in **encounter 4**, because it directly applies to that encounter and the next.

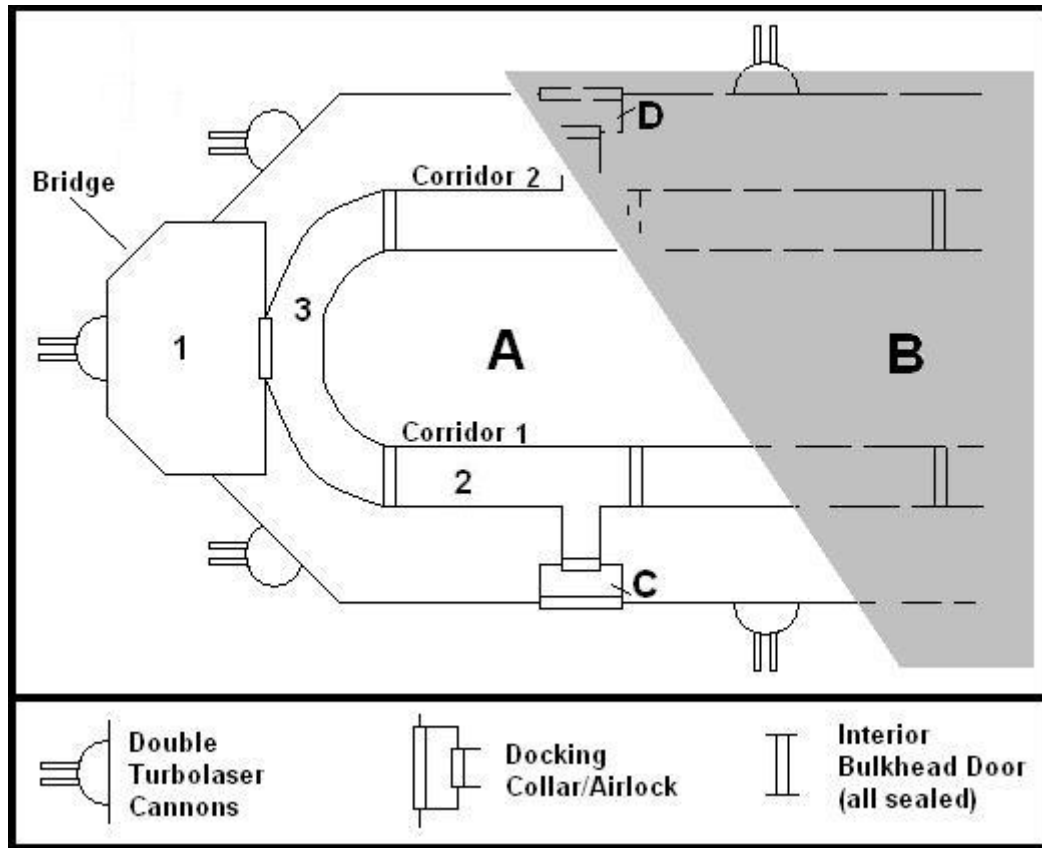
It is time to reveal a little more of the campaign back-story and the political relationships between some of the power groups who have figured prominently in the past three years.

The relationships are complex. The Wyrd have little actual use for the Believers, other than as potential allies against the Jedi. When the Wyrd come to power on Cularin, they intend to discard the Believers along with all other offworlders. The Believers, on the other hand, want to usurp the Wyrd's dark side powers, while also using them against the Jedi. Both sides want to discredit the Jedi and destabilize the Cularin self-governance movement, by linking them with the Separatists. They have flimsiplast and datacard documents that they intended to share with the Separatists, to detail how this was to be accomplished. The Separatists also have some data about the two groups, encrypted in their ship's computer.

The Separatists themselves are on the run. They are losing the Clone Wars, and grabbing at any aid they can get. They view the Jedi as enemies for supporting the Republic. Unknown to any but top-level Separatists, they actually have a working agreement with the Thaereian military junta, and they would be very, very displeased to know that it was actually the Thaereians that gave the Republic the base coordinates. This, the Thaereians did because they also have decided that the Separatists are going to lose. They have used their tenuous links to the movement to provide convincing data—false, but convincing—trying to set up the Cularin government as the ones who have actual ties to the Separatists, to strengthen the Thaereian allegation that Cularin should be a Thaereian protectorate. Now, they feel that it is time to cut lose from the losing side, preferably in a way that is so convincing that even if some evidence of their connection is uncovered, it can be waved off.

What *none* of these groups knows is that all of their machinations, and even the original Thaereian enfranchisement as Cularin's space police force, are all parts of a plan. That plan is moving exactly as foreseen by a dark, brooding presence located far away from either here or the Cularin system. Two stages of that being's plan have already succeeded, albeit with a few minor setbacks, due to the unknowing interference of a few Cularin adventurers. One phase of that dark power's planning is about to come to fruition, within a very few days.

GM Aid #5: Map of the Disabled Cruiser Bridge Area



- E. Area of the ship still capable of retaining atmosphere
- F. Area of the ship open to space due to multiple hull breaches
- G. Docking collar and airlock
- H. Destroyed docking collar and airlock, open to space

- 1. Position of Lt. Rame Cartroll
- 2. Position of Gura Tran & Solenoid if the heroes entered through airlock **C**
- 3. Position of Gura Tran & Solenoid if the heroes entered through destroyed airlock **D**

Sheel's location is not indicated. GM, place her anywhere but the bridge.