

Incursion

Episode I of the Belted In Trilogy
A One-Round LIVING FORCE Tournament

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The Cularin Militia needs medical supplies. The Thaereian Navy is unwilling to let ships through that bear Militia manifests, and pleas to Senator Wren have gone unanswered. Can the heroes of Cularin make the run? An adventure for LIVING FORCE heroes levels 1-9. This scenario should be played before "*Excursion*" and "*Recursion*" (Episodes II and III of the "*Belted In*" trilogy.) This scenario provides opportunities for heroes who have their own ships, but it is not necessary to have your own ship to enjoy it.

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Incursion 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. 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 9 are appropriate. If a player brings a higher-level character to your table, explain that he or she must use a lower-level hero to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

GM Overview

Nirama is a scoundrel, a crime lord...and a force for good in Cularin. Years ago, he drove Riboga the Hutt—and the worst of his excesses—out of the system. Nirama has prohibited slavery in Cularin, and he has worked very hard to keep the people of the system safe. His unorthodox methods have earned him more than a little disdain from many who believe they “know what he’s up to,” and he accepts this as part of his role.

Recently, the Thareians have stepped up their “protection” of Cularin and put into place a very tight military perimeter around the fringes of the system. They have disrupted trade—both legitimate and illegitimate—frustrating Nirama. Most recently, several shipments of medical and non-military supplies bound for the Cularin Militia have been stopped and confiscated. Nirama needs blockade runners to come through and bring those goods to the individuals who need them. And that is where the heroes come in.

Beyond that, he continues to try to discover what it was that his former lieutenant, Len Markus, was looking for, and what he found, in the Asteroid Belt where Nirama makes his home, though this is secondary in this scenario.

Accepting the commission, the heroes must plan how to get past the Thareian blockade to the station inside the asteroid belt. The possibilities are open-ended, giving the heroes a chance to do some creative planning tailored to the group’s skills. Once the plan is in place, the heroes then deal with the blockade. The Thareians aren’t pushovers, but they can be evaded, negotiated with, or fought.

Having successfully run the blockade, the heroes encounter the victims of a less successful attempt to deal

with the Thaereians—a legitimate arms dealer left for dead in space. Not only is it an opportunity for the heroes to do what heroes do best, help those in need, but it provides additional insight into the increasing power and ruthlessness of the Thaereians.

When the heroes at last arrive at the Militia base, they find an empty base. The base and its ships are there, but none of the staff. Before the heroes can begin to investigate, they encounter a Thaereian squad, there to arrest the Militia crew. Again, the heroes determine the outcome; they may end up in a bloody shootout, they may negotiate, they may even convince the squad that the Thaereian Navy is up to no good and that they should desert.

Once the Thaereian squad is dealt with, the heroes are free to gather evidence to figure out what happened to the Militia members stationed at the base. Though the answer to their disappearance is not here, there is considerable information that may prove helpful later in the trilogy.

Encounter 1: In a Time of War

The episode opens with our heroes awaiting a meeting in the observation deck lounge at the Hedrett Groundport. The holoscreen switches to a recent speech by Senator Wren, in which she urges the people of Cularin to “cooperate with our Senate-supported protectors” and outlines the Thaereian blockade, “for our protection in this time of war.” Civil liberties are being eroded, in the name of security in a time of crisis. The heroes note that outside each ship that takes off is “escorted” by a Thaereian fighter.

Encounter 2: Confidential Commission

The heroes’ contact, Veneziano Haas, arrives with a commission from Nirama, the system’s crimelord. Nirama is more than a little put out. Not only are the Thaereians interfering with his smuggling operations, they’re also impeding his legitimate operations. Nirama would like the heroes to deliver medical and non-military supplies to a Militia base inside the Asteroid Belt. Haas is authorized to provide payment and a ship and pilot if needed, as well as to assist the heroes in planning how to run the blockade.

Encounter 3: Threading the Eye

The heroes plan and execute their run of the blockade and (most likely) succeed in running the blockade. The Thaereians are not pushovers, but it is possible to evade them, negotiate with them, bluff them, Mind Trick them, outrun them and (possibly) even shoot it out with them.

Encounter 4: Distressing Call

Entering the asteroid belt, the heroes receive a distress

call, indicating that the sender is adrift in a disabled ship. Upon responding, they discover the freighter *Aggressive Negotiation*, dead in space and leaking atmosphere.

The survivor tells a horrifying tale. The ship, a legitimate arms transport carrying weapons ordered on behalf of the Cularin Militia, was stopped and searched by the Thaereians. The Thaereian commander confiscated the shipment, despite proof that the cargo was legal and authorized, and shot the captain and officers when they resisted. They then disabled the ship and left the surviving member of the crew and her daughter to die in space.

The heroes can either repair the *Aggressive Negotiation* or take the survivors in; either way, it’s an opportunity to do what heroes do best – help others.

Encounter 5: Ghost Base

The heroes arrive at the Militia base with the supplies only to discover that the base is abandoned and powered down. There are ships parked outside it, and inside it looks as though everything stopped in the space of moments. Food has dried out on plates and items have fallen as if dropped, but before the heroes can investigate something else happens...

Encounter 6: ...And No One Has To Get Hurt

The elite Thaereian squad that’s been awaiting them ambushes them, ordering them to drop their weapons and surrender. This is not a “no win” setup. There’s plenty of cover for the heroes, and the Thaereians are interested in taking prisoners, as they need a few answers themselves.

The Thaereians were sent in response to a tip from someone deep in Nirama’s organization; they’d planned to arrest the Militia members, but when they arrived, the place was empty. Their informant had also alerted them to the delivery (though they were told that the heroes were bringing heavy weapons), so they waited and set up an ambush.

This can very possibly be a bloody shootout, but ideally the heroes negotiate with the Thaereian squad. The Thaereians are dedicated professionals (with personalities and agendas detailed in the scenario) who may not realize the perfidy of their superiors, and the heroes have a chance to persuade them to see their side of the conflict. It’s also possible the heroes may take them prisoner.

Encounter 7: Shadows of Present and Future

With or without the Thaereian squad, the heroes are free to search the base for signs of what happened to the crew. There are eerie shadows, revealed when the heroes shine lights around, that seem to represent the crew, frozen in time. The shadows quickly fade,

though, leaving more questions than answers.

Clearly there is a mystery here that needs to be solved; heroes have the option, if they wish, of joining an effort to sweep the asteroid belt looking for the missing people.

Important Advice:

The encounters in this scenario involve planning, extensive role-playing and open-ended outcomes. You'll need to keep an eye on the clock (if you're running this in a time-dependent setting) and also be sure you're comfortable with the background information. Players have a way of coming up with solutions for problems that we can't foresee, and we want you to be able to deal with those solutions in a fashion that advances the story, engages all of the players and maximizes the "fun factor".

Clarification regarding tiering notation: when you see something like "DC 15/20/25", 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 and 7-9. Higher-level heroes are unlikely to find the combats in this scenario challenging.

Opening Crawl

As the Clone Wars rage outside of Cularin, the conflict between the Thaereian Navy and the Cularin Militia grows increasingly disruptive to the lives of those in Cularin. In an effort to "protect the people from the dangers of smugglers", the Thaereian Navy has initiated a blockade preventing many shipping vessels from entering or leaving Cularin. This affects legitimate trade ships as well as smugglers, and that's proving to be a problem not only for the trading houses, but for crimelord Nirama as well. And when Nirama needs help, he turns to the heroes of Cularin...

Encounter 1: In a Time of War

Key ideas of this encounter: Provide background information for heroes on the Thaereian crackdown and Senator Wren's position.

The Observation Lounge of the Hedrett Groundport is a pleasant place to spend an hour or so. You can watch ships landing and taking off through floor-to-ceiling windows along three of four walls. Or, you can imbibe your favorite beverage while enjoying the

upscale "spacer bar" ambiance, though no real spacer bar was ever this clean or in this good of repair. Sporting events and news play on a huge vidscreen next to the bar, generally with the sound turned low. Tott Varula, the Twi'lek bartender, is happy to attempt any drink recipe you fancy, though there are some gaps in his knowledge.

The heroes all received the following communication (Player Handout 1 – please give that out now) from Nirama, crimelord of the Cularin system:

Please meet my representative, Veneziano Haas, at the Hedrett Observation Lounge, at 2 pm today. I wish your services for a delivery of utmost importance; I prefer not to discuss the details in this medium, as the Thaereians have their long noses into everything these days. Suffice to say that the assignment promotes the welfare of Cularin, and you will be compensated appropriately.

If you choose to decline, I shall bear you no ill will - but I do urge you to at least listen to the proposal. You may tell anyone you deem appropriate of your plans, although I encourage you to exercise discretion; be aware that I represent no threat to you, but others in the system may not be so kind.

Haas has been held up in Customs, facing a grilling by a Thaereian officer about his business in Hedrett. He combed ahead to the bartender and arranged for the heroes to be settled at the same table with free drinks, hoping that he'd be done quickly. While he talks his way out of trouble, the heroes can get acquainted (if they don't already know one another) and speculate. Let them get comfortable for a few minutes, then read the following. While we usually encourage our judges to paraphrase, we'd like Senator Wren's speech to be as consistent as possible.

"Hey, it's the Senator!" the Twi'lek bartender announces with some surprise, turning up the volume on the vidscreen. Everyone in the lounge turns to watch.

It is indeed Senator Wren, wearing her full senatorial regalia and looking quite official. The attractive, brown-haired Human woman gazes out of the vidscreen as if looking straight at you. "Good Citizens of Cularin, thank you for your attention. I apologize for the interruption to your regular programming, but this seemed the most effective way to reach the majority of you at one time.

"As I'm certain you know, a tragic civil war threatens to tear the Republic apart. As our forces struggle to restore order, even Cularin must do her part. Years ago, when Cularin entered the Republic, the Senate was kind enough to appoint Thaere as our

protectors. We should be grateful that they are here, and helping us to keep peace. If there seem to be more of them than before in the system, that is because the war has escalated across the galaxy, and we, like everyone else, need protection.

“The Separatist armies could strike anywhere, at any time. The annoyances that keep hyperspace travel from working properly into or out of Cularin are also our best defense. With a strong force to patrol our borders, it becomes much less likely that the Separatists will attempt to upset the balance of life for any of us - Jedi or not.”

The Senator pauses, studying her notes. After a few long moments she speaks again, reading from her notes.

“It is to address this that I speak to you today. The Navy of Thaere, in their ongoing effort to prevent attacks in and on Cularin, has established a blockade of the system. Legitimate transport will, of course, be permitted in and out, with only brief delays for necessary inspections. This will cause some difficulty as shipments and travel are delayed, but it is in the interest of security for everyone. I hope you will accept the inconvenience and plan accordingly – it is all to provide a safer Cularin.

“I urge you to cooperate with our Senate-appointed protectors to minimize the impact of these measures. Thank you.”

The screen fills with the logo of the Republic Senate, and the bartender quickly backs the volume down as the shockball match resumes.

Outside, you realize the meaning of something that you’ve been seeing all afternoon – every time a ship takes off, a few moments later a starfighter, painted in the black and red of the Thaereian Navy follows.

Undoubtedly the heroes are going to react to both the speech and the visible evidence that the Thaereians are keeping a much closer eye on Cularin’s affairs. Spot checks (DC 10/13/18) show a high concentration of the black and red uniforms of the Thaereian Navy among the travelers below. There are none in the lounge at this time. (The uniforms are black with red piping/stripes/interior – the uniform jackets button along the side up to the collar; if the top couple of buttons are undone, the resulting flap shows a blood red interior. The caps resemble the flat caps worn by police in most US cities, black with red highlighting.)

After a few minutes of reaction (or if things start to drag) proceed to Encounter 2.

Encounter 2: Confidential Commission

Key ideas of this encounter: Provide details of the job: transporting medical and non-military goods through a blockade to a Militia base in the asteroid belt.

The door opens and dark-haired Human male breezes in. He sees you and waves, approaching the table. “Forgive my tardiness, it seems our brave protectors needed to know every detail of my business on Cularin, my family history and that of everyone I’ve ever known. We ended up having a very lengthy conversation.” He grins expansively, teeth very white under an impressive mustache. “But that’s all past now. I trust my friend Tott took good care of you? If you’re ready, then, why don’t we retire to a more private venue?”

Veneziano Haas is charming and flamboyant, a rakish scoundrel to the core. He leads the party off to a private room downstairs from the lounge. Once there, he takes out a holorecorder. Please read or paraphrase as appropriate.

The image quickly resolves into the familiar, if somewhat odd four-eyed visage of Nirama. “Given the situation, I thought it best to verify for you that Veneziano Haas is empowered to act for me in the matter of securing your services. I would like you to take a shipment of medical and non-military supplies to one of my customers in the asteroid belt. The Thaereians have been most diligent at preventing this shipment,” the crimelord’s distinctive gravelly voice drops to a growl, “and I am determined that it get through. This is becoming most... annoying. Please deal with Haas; he has answers to your questions and has access to appropriate resources.” With that, the holo ends.

Haas stands ready to answer any questions the heroes have about the assignment. He is friendly and collegial with the males and flirtatious with the females.

So, who’s the customer? *The Cularin Militia – they have a base in the belt, and they’ve been having difficulty getting it stocked. It seems the Thaereians keep finding out when they’re getting shipments and blocking them.*

Why is Nirama bankrolling this? *((shrug)) I suspect they’ve managed to anger him. He’s a being of his word, and if he says he’ll get a shipment through, it gets through, even if he loses money on it. In the long run he profits. In business, reputation is*

everything.

So, how much does this pay? *Lord Nirama has authorized me to pay you 1000 credits each up front, and another 1000 credits each if you're successful.*

What's the blockade look like? *The usual patrol is a Corellian Gunship with a two to six Headhunter escort. There's a lot of space out there. They can't cover everything, and they have to return to base fairly frequently. We've been watching them, and have figured out, roughly, their patrol schedule. Unfortunately they do vary it from time to time, so the schedule isn't perfect.* (Stats for the Corellian Gunship and Z95 Headhunter are in GM Aid 1, in case the heroes have questions about weaponry, capacity and speed.)

Why are the Thareians stopping shipments to the Militia? *Good question. The stated purpose—and you have to dig through their correspondence to find this—is that any paramilitary organization that exists in Cularin may serve as a foothold for the Separatists, and must therefore not receive aid or supplies as a result of Thareian policy. Or, put more briefly, because they don't want anyone else with power.*

What kind of technology do we know the Thareians have? *Standard stuff. As far as we know, they're counting on normal patrolling techniques and are ready to move en masse if there's a large-scale attempt to run the blockade.*

So, a single ship probably has the best chance? *That's my thinking, but I'm interested in what kind of plan you can come up with. It's your tails on the line.*

Any chance of getting some of Nirama's ships to run a distraction for us? *We don't have a lot of expendable ships, if that's what you mean.*

Why doesn't Nirama have one of his crews do this, if it's so important? *Because our crews are being watched most carefully. You saw how long I was delayed, yes? It's because of my known affiliation. If we provide a ship for you, it's not going to be one that's ever been in service under Nirama, for that reason.*

Are they watching you now? *Probably. They'll also watch me as I go to every other cantina in Gadrin and Hedrett and sit with a dozen other groups of individuals, most of whom are likely to draw much more attention than yourselves.*

We don't have a ship. Can you help? *Lord Nirama*

is willing to provide use of a ship, the Fortune's Favor, a Wayfarer class transport. It's in reasonable shape, and he'd like it back the same way if possible. If it's damaged, you'll need to either repair it or pay for repairs. (Player Handout 2)

None of us can pilot... *Haas spreads his hands with a grin and a bow. "Lord Nirama was aware of that when he chose you for your other skills. Permit me to offer my own humble services. I have a few appointments to keep, but I can clear my schedule after that."*

What do we do when we've made the delivery? (Assuming that Haas isn't with them). *I'll give you a comm code; call that when you're done and I'll give you the next set of instructions.*

I thought I was on Nirama's bad side. Is this just a plot to get rid of me? (for heroes who have Nirama's Disfavor from *Open Arms*) *"Lord Nirama is willing to give you a chance to improve your reputation with him. I'd take it if I were you."*

Encounter 2 should segue seamlessly into encounter three, as Haas wraps up answering questions and the heroes begin to make their plan.

Encounter 3: Threading the Eye

Key idea of this encounter: Make the plan and run the blockade, by whatever means works best for the heroes.

This encounter consists of two sections—planning and execution that are pretty much free form.

Planning

Keep an eye on the time during the planning. There are a lot of encounters ahead, and, depending on the choices the heroes make, two may involve combat, something that always takes a great deal of time. Use Haas to help them focus, asking leading questions and helping them come up with an effective plan. The plan should be theirs, but don't let them delay too long devising it. Once they've been planning for half an hour or so, start to urge them along.

The heroes may have other resources, such as the *Favor from Teeloo* from *Price of Business*, or their own ships. This is one of those rare occasions where multiple heroes could take multiple ships if they wish, although they risk having communications between ships intercepted. The Thareians are smart, and given warning can amass overwhelming fire support.

This is an excellent opportunity to remind the players of the skills and resources their heroes have. Nobles, in particular, are often overlooked in LIVING FORCE. They may be able to call upon favors (say, to get a freighter captain to provide a distraction), or make creative use of their resources.

Here are a few ideas that you can use to prime the pump (and the background to help you run them, as well as to answer questions the heroes might have):

Talk Their Way Through

Heave to when ordered to do so, then Bluff/use Diplomacy/bribe/Mind-Trick through it. This is an arena for the nobles, scoundrels, diplomats and those with nerves of steel. The cargo is enough to fill most holds, but it consists of goods that are not considered to be contraband. The manifest, of course, needs to indicate some other destination than the Cularin Militia.

Sneak Around the Blockade

The best way to sneak around the blockade is probably to wait (or arrange) for one portion of it to have their attention elsewhere.

- If the heroes wait long enough (2d6 hours), the blockade ship they're watching stops another ship to search it. While they're busy, the heroes can "fly casual" through the resultant opening.
- Heroes with favors or influence might be able to persuade a friend with a freighter to provide the distraction by attracting the attention of one of the blockade ships.
- Lure them away with a false signal. This option in particular can be an opportunity for slicers, tech specialists, fringers and possibly scouts to shine. The heroes could, for example, jury-rig a transmitter to broadcast a Thaereian distress signal (or other plausible signal) and draw a patrol away from their area. This is the sort of information that computer savvy heroes might be able to find out before they leave, or that those with resources and favors might be able to unearth.

Outrunning the blockade

Watch for a weak spot, then bantha-rush the line, shields on double front. This choice is best for a hotshot pilot with a fast ship. See the *Star Wars Roleplaying Game Revised Core Rule Book*, pages 217-222 for pursuit rules. With an asteroid belt on the other side of the blockade, the heroes should be able to get away. Of course, the Thaereians are likely to be waiting for them when they come back out...

Blasting on Through

Direct engagement. This is probably only feasible for high-level groups with a well-armed ship (or ships!), and even then, the Gunship in combination with a fighter escort is a very hard target. See the notes under Execution for helpful notes on running ship combats.

In the end, though, it's their plan – let them work it out however they feel best.

Execution

You're going to have to run this one based upon what the heroes come up with as a plan. We can provide background and building blocks, but you're going to have to adjudicate based upon what the heroes do. Keep the action moving and the descriptions vivid – you want to evoke the sweep and scope of the *Star Wars* movies. Give any reasonable plan a good chance of success, but make them work for it.

General Tactics: The Thaereians are interested in confiscating shipments and taking prisoners, so for most vessels their tactics focus on capture rather than destruction. Some ships, such as vessels carrying large quantities of munitions, may be treated differently. Any ship that shows up on their sensors is first challenged and told to heave to for boarding and inspection. They shoot to disable rather than destroy, though they also defend themselves as fully as necessary.

Tiering:

Low tier: The *Thaere Interceptor* has no escort

Mid tier: The *Thaere Interceptor* has a two-ship escort

High tier: The *Thaere Interceptor* has a four-ship escort

We've included ship counters in case you end up running a space combat, or if you wish to use them for representations for the area when the heroes are "flying casual" (GM Aid 2).

Talk Their Way Through

If the heroes choose a plan like this, use the stats for Lt. Bisilt from GM Aid 1. Lt. Bisilt, a Bothan, is the kind of unpleasant individual who gives customs officers a bad name. He enjoys pushing people around, and isn't above shooting someone in cold blood if he perceives them as a threat. At the same time, he's susceptible to flattery and manipulation – he knows that he deserves better than customs patrol in this backwater, and diplomatically gifted heroes can take advantage of that.

Some heroes may remember him from *Outward Bound*, where he took advantage of the opportunity to throw his weight around. He, fortunately, does not remember them. Unfortunately his attitude hasn't improved any.

The Lieutenant boards with a squad of (2/4/6) soldiers, who have their blaster carbines set on stun. Lt.

Bisilt expects the heroes to defer to him, as he feels is due someone of his rank, and demands that the captain of the ship identify himself/herself and produce the proper documents. (The datapad provided by Haas covers the cargo, and freighter if it was borrowed. Otherwise the hero captain must produce their own documents for the ship - which they do have. After all, they own the ship - or will once the finance company has enough credits.)

Bisilt queries the heroes on the following topics. If one or more of the heroes is being quiet through all of this, Bisilt focuses questions on them. They must be remaining quiet for a reason, right? (Use this to draw quiet players into the game and give them a chance to interact.)

- What is your destination?
- What are you carrying?
- Who are you working for?
- How long have you worked for this being?

Bisilt is fishing for inconsistent answers. Honest answers confound and irritate the Bothan. Diplomacy can soften his attitude somewhat (DC 15/20/25), but he's determined to find contraband and insists on having his men search the ship. Of course, there is no contraband. Everything the heroes are carrying is perfectly legitimate. It's only the destination—the Militia base—that the Thaereians can take issue with. As long as the heroes have a plausible and consistent story, everything should work out. There are, for example, a number of mining bases in the belt, any one of which might need the supplies the heroes are carrying.

The Diplomacy or Bluff DC to convince Lt. Bisilt that the shipment is harmless and not worth his time is (15/20/25). For those who wish to affect his mind, his Will save is +3, though he warns any Jedi at the outset that there had better not be any "mind tricks." "Wouldn't want an incident, now, would we?"

Heroes with restricted weapons (but without permits) would be well advised to hide such weapons (an opposed Hide check against a Spot check by Bisilt). The list below is what the Thaereians consider illegal. The penalties for possession of these items without a permit are confiscation of the weapon and a fine equal to its value (price in the RCRB). *Illegal weapons*: vibro-ax, heavy blaster pistol, blaster carbine, blaster rifle, light repeating blaster, ion rifle, thermal detonator, heavy repeating blaster, blaster cannon and E-Web blaster. Battleframe armor is also considered illegal. Note that there are items on this list that heroes are not able to acquire (the list includes them for completeness) and some items not listed as illegal in the Hero Creation Guidelines. The Thaereians are very strict.)

Sneak Around the Blockade

Most of the work for this plan takes place in the

planning. Once they reach the blockade, it comes down the skill of the pilot and the quality of the diversion. Set a DC that takes these factors into account; challenge the heroes, but don't make it impossible. This plan requires creativity from the GM, but we're confident that LIVING FORCE Gamemasters are up to the challenge. Keep it fast and cinematic, and do your best to evoke the feel of the *Star Wars* movies.

Outrunning the blockade

Watch for a weak spot, then bantha-rush the line, shields on double front. This choice is best for a hotshot pilot with a fast ship. See the *Star Wars Roleplaying Game Revised Core Rule Book*, pp 217-222 for pursuit rules. Set a DC that is challenging, but not impossible.

Blasting on Through

Note: If the heroes succeed in defeating the Thaereian ships in combat, it results in the destruction of those ships. Sorry, but we're not giving out ships in scenarios.

Prior to running this combat, read over pages 217-222 of the RCRB; they contain most of the critical elements for dealing with the space combat system. Key things to remember are included below:

A pilot can take one move action and one attack action in a given round. A move action can be made up of any number of simple maneuvers that can be accomplished using the ship's current movement rate (9 500-m. squares if the ship is moving at ramming speed (the maximum for a Headhunter), 5-8 if it is moving at attack speed (the maximum speed for the Gunboat). The pilot can also attempt a maximum of one stunt (as a free action) in a given move action. Simple maneuvers don't require Pilot checks, but stunts do. Failing the Pilot check for a stunt by 10 or more means that the pilot is in danger of losing control of her ship. Another Pilot check must be made at the same DC as that of the original stunt; success means that the pilot does not lose control, but also does not complete the stunt, while a second failure means that the pilot has lost control; consult Table 11-18 (p. 227, RCRB) to determine precise effects of the loss of control.

Keep the fire arc of weapons in mind. If they only have front fire arcs, the ships need to maneuver so that they have opposing ships in front of them.

Pilots may want to use debris or other objects on the combat grid as cover, or to send a pursuing missile into a different target. To do this, the pilot must first fly through the square occupied by the other object or ship (use Table 11-17 to set the DC to avoid the other object; most satellites are size Tiny, while ship sizes range from Fine to Colossal; the asteroids in this encounter should be treated as size Small or Medium (roll 1d2 to determine which)). The pilot trying to shake the missile and the new (intended) target each make

Pilot checks (unattended or unpiloted objects default to a Pilot check value of 10), and the individual or object with the lower Pilot check is the new target for the missile.

Ship speed affects not only movement rate, but also the ship's defense (faster ships are harder to hit) and the pilot's skill checks (it's harder to maneuver as you go faster and faster). The modifiers are in Table 11-13, p. 218.

If Everything Goes Wrong

It is, unfortunately, possible for everything to go wrong for the heroes (especially if they choose direct confrontation). If they're taken prisoner, the scenario is effectively over for them. They can expect to be fined (beginning at 1000 credits each and scaled up based upon how destructive they were) and released in time to participate in the next scenario. If this is the case, they receive half experience and only the initial 1000 credits from Nirama. Their ships, droids and equipment (with the exception of items on the Thaereians' restricted list) are also returned to them with the remark that they must have friends in high places, and they should stay out of trouble in the future.

Encounter 4: Distressing Call

Key ideas of this encounter: Rescue the surviving crew of the Aggressive Negotiation, a legitimate arms trader left dead in space by a Thaereian patrol. Establish just how ruthless the Thaereians can be and give the heroes a chance to do what heroes do best—others.

Shortly after the heroes negotiate the blockade, the comm panel lights up with a distress signal.

“Someone... anyone... is there anyone out there? This is the Aggressive Negotiation. The... the captain and officers have been murdered; we're dead in space and leaking atmosphere. Somebody... anybody... help me!”

The distress signal is genuine. The *Aggressive Negotiation*, a Barloz medium freighter, is adrift and gradually leaking atmosphere. If she's lucky, she'll collide with an asteroid and be smashed to bits before the survivors slowly suffocate. Either way, she needs help, and soon.

Once the heroes board the ship, they discover that the repairs are relatively easy to make—for anyone with appropriate skills. Gille Narvis (Human female) and her young daughter Kalee are the only survivors, and Gille is an accountant. Both are in need of comfort and treatment for shock.

To seal the ship and get the engines back online the heroes need to make a Repair check DC (12/18/24) or, if no one has Repair, Computer Use DC (14/20/26) to route around the damaged areas. Reward creative thinking with success.

Here's what Gille can tell them, in between sobs.

- *The Thaereians boarded us.*
- *We were bringing in weapons, for the Militia, already paid for. Perfectly legal, all the permits and paperwork in order.*
- *Actually, I don't know who paid for them; the order wasn't signed, but the credits were good.*
- *They confiscated our shipment and destroyed our manifests.*
- *When my husband—the captain—tried to stop them, they killed him. [Tears] Just shot him. And... and... then they just started killing people.*
- *They laughed at me and said they'd leave me for last. Kalee hid when things got noisy—they didn't see her.*
- *They were going to kill me, but they got called away—some kind of ruckus somewhere in the blockade.*
- *That was you? Thanks. We'd be dead if it weren't for you.*
- *The Thaereians really enjoyed what they were doing. They wanted to kill us.*
- *I think the highest-ranking one was a Lieutenant.*
- *They were a variety of species: Human, Bothan, Trandosha.*
- *They didn't say whether they were acting on orders, but it seemed like they'd done this before.*
- *They knew what we were hauling and whom it was for. Someone must have tipped them off.*
- *Now that the ship is working, I can get home. I know a little bit about piloting, just nothing about fixing things. Jarl, my husband, he always took care of that. [more tears]*

Gille insists on knowing who her rescuers are, and some way to get in touch with them later. She's profoundly grateful for the rescue. (There's a reward from Gille for the heroes in the Loot section, though they won't have any way of knowing that until later.)

Encounter 5: Ghost Base

Key idea of this encounter: The heroes arrive at the base without further incident, but the base is unoccupied. Ships are parked on the tarmac and there are no signs of violence, but everything is dark and there is no one there. Set the scene and allow the heroes to begin to explore.

You arrive at the coordinates for your delivery, a largish asteroid that closely resembles a hundred others. Everything below you is dark, though the thin envelope of artificially generated atmosphere suggests it's not uninhabited. A close scan reveals a darkened building and several starfighters, bearing the insignia of the Cularin Militia, parked on the tarmac around it. A quick run up and down the usual comm frequencies comes back eerily silent. If there's anyone down there, they're awfully quiet.

Attempts to hail the base produce no response. See GM Aid 3 for a map of the base. The heroes can land on the Central Landing platform, which is vacant.

If the heroes want to check out the base before they land, here are things they can determine. Use these as a guideline for things we didn't think of.

- The base itself is shielded against sensor scans.
- They can't detect any life signs within the base.
- See Force doesn't detect any Force users.
- Other than the atmosphere generator, the base seems to have the power turned off.
- The ships are undamaged.
- There are three starfighters and two transports. The starfighters are painted in the emerald and white of the Militia. The transports are unmarked. All of the ships seem to be undamaged.

Eventually, they are going to need to land.

The base is dark, and pressing light switches produces no results. Your lights slice through the gloom without dispelling it. The air is unnaturally still, filled with a sharp scent that is reminiscent of lightning or some other massive electrical discharge. The silence rings in your ears, the sound of your breathing harsh.

As the heroes go through the base, they encounter various signs of it having been abruptly abandoned. Games and free weights are out in the recreation/workout area, as if dropped. Some of the bunks in the barracks still hold the indentations of bodies; whomever rested there left too quickly to even smooth out the covers.

Details of what can be discovered with searching are in Encounter 7.

The Thareians have set their ambush in the dining room/kitchen area. As soon as the heroes enter the dining room (from either entrance), proceed to Encounter 6. If it seems that the heroes aren't likely to get there any time soon, you might want to relocate the Thareian squad to catch them together in a room.

Encounter 6: ...And No One Has to Get Hurt

Key ideas of this encounter: Confrontation with a Thareian squad here to arrest the Militia members in response to a tip from someone in Nirama's organization. This encounter is intended as a tense negotiation/role playing section; the Thareians are good people working for bad masters. Or, it might be a shootout; it's all up the heroes. If they fought earlier, this should be negotiation.

There are two primary options for this encounter. The heroes can fight, or they can talk. If they fought through the blockade, you're probably running out of time in the slot, so have the Thareian squad negotiate. If you have at least one and a half hours left when you reach this encounter, don't force the action either way; fighting and negotiations are both options.

A light stabs out of the darkness, shining into your eyes. "Put your weapons on the floor and step away from them, and no one has to get hurt."

The speaker is male, and the language is Basic. Realistically, most heroes are not all that wild about dropping their weapons. Hopefully, they also aren't wild about firing blindly on someone they can't identify. Encourage negotiations at this point, and if time permits and the heroes would rather shoot than talk when they find out who's across from them, so be it.

The speaker is Lorwin Derlynn, an officer in the Thareian Navy. He was assigned leadership of this squad for purposes of ferreting out potential Separatist elements of the Cularin Militia. Please refer to the stat blocks in GM Aid 1 for details on his motivation, the attitudes of his squad and the tiering of this group.

Derlynn is not interested in blindly opening fire on those who have found their way to this same asteroid. He believes the best way to serve Thare is to bring prisoners back alive. He's taken the precaution of establishing their ambush from cover. Use GM Aid 3: Map of the Militia Base to figure out the best places to position the squad. The text assumes the ambush is set in the kitchen/dining room area, as it offers the best options for cover with the counter and tables, but you may need to put them elsewhere to move the scene along. Use your best judgment, keeping in mind that they are a trained infiltration squad.

Derlynn and his squad fight back if attacked. All but one (Bender Sonship) have their weapons set on stun. They're a competent strike team, even at low tier, but they would rather have prisoners to question.

Choosing to fight

If the heroes choose to fight, use the stat blocks in GM Aid 1. The Thaereians fight to capture the heroes, not kill (other than Bender, who is likely to go for the kill just for fun). Be very aware of the combat effectiveness of your party. If they're light on combat types, try to push negotiation. If a combat-light party insists on fighting, try to take them down without slaughtering them. If nothing else, humiliation should prove instructive.

If the heroes manage to capture Derlynn and/or his squad, use the "choosing to talk" section below to guide what they know. Raise the Diplomacy check DC to convince the squad that their leadership has misled them by 10 points, however, if they've just gotten pounded.

Choosing to talk

Diplomacy checks (DC 15/20/25, or other skills), combined with appropriate roleplaying, can keep the situation from getting too tense. Derlynn was told the following about this base; he doesn't know if it's all true, but he believes it. Why would his superiors lie to him? (See GM Aid 1 for a capsule summary of the attitudes and motivations of each of the squad members.)

- *Thaere suspects that there may be Separatists among the Cularin Militia – perhaps at its highest levels.*
- *This asteroid was being developed as a staging area from which Separatists could launch strikes at Cularin or Almas.*
- *Neither my soldiers nor I have any interest in harming the citizens of Cularin, so long as they are loyal to the Republic.*
- *I don't know anything about [whatever the heroes have experienced that puts Thaere in a negative light].*
- *Or I heard that rumor. Admiral Tramsig has issued an official denial.*
- *I'm willing to believe that you did not act out of malice against the people of Cularin. We all make mistakes.*
- *Nirama? [He spits on the floor.] A worthless malcontent. No better than a Hutt, and half as clean.*
- *The place was abandoned when we got here. We haven't had an opportunity to search yet, though.*
- *My superiors got a tip that some smugglers would be bringing in a shipment of heavy weapons, so we came in ahead to clear out the base and take them -- and the scum transporting them -- that would be you, wouldn't it?*
- *I understand that one of Nirama's own people provided the tip. I don't know more than that.*

Derlynn is not a stupid man. He's willing to listen to reason, and to view evidence presented to him. His team can do basic analyses of any information that's presented, including analyzing video and audio to determine if it's been doctored. Convincing these soldiers that they've been lied to is *not* an easy task. They're loyal, either to Derlynn or to the Thaereians, and they believe in their leadership. As such, it requires a DC 30/35/40 Diplomacy check (on which it is impossible to take 10, let alone 20) to convince the Thaereians that their commanders might have lied to them.

Each of the following provides the heroes with a +3 bonus to the Diplomacy check (all of these are theoretically available to recorder-wielding types, based on experiences in modules):

1. Video of Thaereians shooting or otherwise harming unarmed civilians.
2. Audio or video of Thaereians waiting in ambush for innocent civilians.
3. Anything similar that the player can document having recorded in-game (that is, the player must be able to name the scenario in which the event occurred, and have demonstrated a propensity for wandering around recording things previously in this module or in another that you've judged or played with the individual).
4. Heroes who played the *The Air Up Thaere* and or *Memories* from the *Looking In* trilogy may have some particularly gruesome stories to tell about the slave arena at the Burnout station in Thaereian space. Gareth Nawling can confirm that he has heard the same things about Burnout.

Some of the squad is more easily swayed (Deidre Jocund and Gareth Nawling), and might help to persuade Derlynn that his superiors have been lying to him. Give the heroes a +2 bonus for each of the squad they manage to win over to their cause.

If a hero is well connected enough in the Militia (and this may involve one or more heroes calling in favors), it's possible to arrange for Derlynn to speak with either Osten Dal'Nay or Broof Yurdel. This provides a +5 bonus to the Diplomacy check to convince Derlynn that he and his squad have been misled. The meeting happens after the module is concluded, and ultimately results in Derlynn and most of his squad resigning their commissions in the Thaereian Navy and earns the heroes responsible for "turning" the squad the Enmity of Thaere (see Loot Summary).

If the heroes do not succeed in convincing Derlynn that his superiors have misled him, it only requires a DC 20/25/30 Diplomacy check to convince him that the heroes actually mean no harm, and that his filing of a

report of the incident should be sufficient. So long as things are kept polite, Derlynn isn't interested in creating more of an issue with the people of Cularin (particularly if there are Jedi in the party).

Note: If the heroes present good evidence and can pull the strings necessary to get the meeting arranged, you may use your discretion in adjusting the DC to convince Derlynn that he's been misled. **ONLY** do this if the roleplaying has been exceptionally good, however.

Encounter 7: Shadows of Past and Future

Key ideas of this encounter: Discovering some clues as to what happened to the missing crew from the base.

When the heroes have finished dealing with the Thareian squad, they are likely to want to search the base. The power plant can be restored with a DC (18/23/28) Repair check, though the reserves are extremely low – lower than they should be, given the amount of time the base has been empty.

Results for Search checks are listed below:

DC	Information Gathered
10	There were people here. You're pretty sure.
15	The people left quickly. There are pots in the kitchen that seem to have boiled dry, and food is dried to the plates.
20	All the power cells on the small items have been drained. Most of the power cells on large items are half-drained.
25	The lights look like most of them simply exploded. Maybe a power surge, or something similar.
30	There's an after-image of a computer program burned into one of the screens (DC 15 Computer Use to know this SHOULDN'T happen, barring a massive surge ending in that monitor)
35	There is nothing liquid anywhere in the facility.

As the heroes search the base, have them roll Spot checks; on a result of 18 or above, the hero catches a flicker of shadow out of the corner of his or her eye. In every case, the image is like a translucent echo of the image of one of the Militia members. As the heroes try to focus on the images, they fade like shadows at noon.

Eventually, after searching the entire base, the heroes must conclude that there is no longer anyone here. If Haas isn't with the party and they don't contact

Haas via the comm frequency he gave them, he calls them to find out how the mission went.

Upon hearing about the abandoned base, he gives them coordinates for a meeting place deeper in the Asteroid Belt.

If Haas is with the party, once the search becomes frustrating he can suggest that they adjourn to another meeting place. Nirama is going to be interested in the information they have.

Conclusion

Nirama looks at each of you in turn. You're gathered in a small room in one of dozens of asteroids that look exactly alike, and unless you miss your guess, the noise you heard a few minutes ago was his ship docking very nearby.

"Thank you. I asked for a delivery. You did so. What you found—or did not find—is troubling. I will be coordinating a sweep of the asteroid field for your Militia. Would you be interested in assisting?"

Nirama doesn't know what happened to the Militia members who were on the asteroid, and he seems a little out of sorts (Sense Motive, DC 22, to notice). He's not working "with" the Militia on this, per se, but the asteroid belt is still his territory. He's willing to do some searching, since anything that can wipe out a Militia installation is a threat to him as well.

"Oh, one more thing. The owner of the Aggressive Negotiation asked me to give you these." He hands each of you a chit. "I have the distinct impression that you will need them."

Heroes who wish to volunteer to be on a search squad may be assumed to have done so; their basic needs (food, shelter, etc.) are taken care of, and Nirama pays them 500 credits in lieu of their standard profession or employment income at the start of the next scenario played.

Here Ends, "Incursion"

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 succeed in getting their cargo through the blockade and rescue the survivors of the *Aggressive Negotiation*? If so, each hero who survived receives 600 xp.

Adventure Experience:	350 xp
Roleplaying Experience:	0-300 xp

Total Possible Experience:	650 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 ½ adventure experience. If the Thaeireians in Encounter 3 captured the heroes, award the heroes ½ adventure experience.

Loot Summary

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

Encounter 2: Confidential Commission

1000 credits per hero, paid by Nirama.

Encounter 4: Distressing Call

Restricted Item OR Restricted Item Permit

Gille Narvis, surviving partner of Legal Arms, Ltd., is tremendously grateful to the hero named above for rescuing her and her daughter on the *Aggressive Negotiation*. She has arranged for this hero to obtain either a restricted item from the list below, or a legal permit for one of the items below. Her influence is only sufficient to obtain one or the other for each hero, and only one per hero.

Choose one: Permit, Item

Choose one: Heavy Blaster pistol, Blaster Rifle, Blaster Carbine, Vibro Ax, Security Kit

Encounter 6: ...And No One Has To Get Hurt

If the heroes kill/capture Derlynn and his squad, the squad has the following gear. A number of these items are clearly marked Thaeireian Navy issue, and are likely to get any hero carrying/wearing them into significant trouble with any Thaeireian Navy personnel they encounter. The market for these items is understandably depressed – they sell for 1/10 of their value. It seems no one else wants to get into that kind of trouble!

- 5 blaster pistols (Thaeireian Navy issue, with insignia)
- 5 blaster carbines (Thaeireian Navy issue, with insignia)
- 1 Blast vest/helmet (Thaeireian Navy issue, black and red, with insignia)
- 4 Padded battle armor (Thaeireian Navy issue, black and red, with insignia)
- 4 stun batons (unmarked)
- 1 vibrodagger (unmarked)
- 4 vibroblades (unmarked)
- 5 medpacs (unmarked)

Conclusion

If successful in running the blockade, each hero receives 1000 additional credits from Nirama.

If heroes with Nirama's Disfavor behaved in an appropriately heroic and altruistic fashion, you may void the Disfavor.

If the heroes persuaded Derlynn (and/or his squad) to defect, they earn the following:

Enmity of Thaeire In his resignation from the Thaeireian Navy, Lorwin Derlynn named the hero above as an exemplar of "all that is good in the galaxy." The Thaeireian High Command subsequently named this hero an "Enemy of the State," and found him/her guilty of high crimes against the Thaeireian Protectorate. The hero learned of this decision upon spotting a wanted poster of him- or herself at the Hedrett Groundport. (This poster may be assumed to be in the possession of the hero, at this point.) Game effects will be specified on a per scenario basis.

Player Handout 1:

Please meet my representative, Veneziano Haas, at the Hedrett Observation Lounge, at 2 pm today. I wish your services for a delivery of utmost importance; I prefer not to discuss the details in this medium, as the T haereiens have their long noses into everything these days. Suffice to say that the assignment promotes the welfare of Cularin, and you will be compensated appropriately.

If you choose to decline, I shall bear you no ill will – but I do urge you to at least listen to the proposal. You may tell anyone you deem appropriate of your plans, although I encourage you to exercise discretion; be aware that I represent no threat to you, but others in the system may not be so kind.

- *N*

Player Handout 2: *Fortune's Favor* – Wayfarer Class Transport

By Christopher West with J.D. Wiker, Illustration by Jeff Carlisle; Published in *Dungeon/Polyhedron* may 2003 pp 20-21

The *Wayfarer*-class medium transport is constructed with a detachable portside section originally intended for modular reconfiguration. Kuat Systems Engineering (a now-folded subsidiary of Kuat Drive Yards) designed the *Wayfarer* so that it could load a passenger section, a hangar bay, or cargo module. Production costs forced KSE to scale back their plans and create only the hangar bay module, which, for most owners (who generally didn't store fighter craft, anyway), serves as cargo space. A few prototypes and custom builds of other modules exist, but are hard to find, limited primarily to bulk commerce corporate shipping operations centered on well-developed metropolitan planets like Coruscant.

The ship's detachable portside half (areas 1-6) fits into an armature extending from the other half (area 7 is connected to areas 8-16 by this armature). The versatility offered by the detachable section was initially exciting, until it was revealed that the design could not accept standard cargo containers. This, combined with a high price tag, ensured the demise of the ship's production and ultimately the entire company. Despite the flaws that kept the *Wayfarer* from becoming a huge commercial success, the ship's versatility makes it a well-rounded vessel for any buyer.

Compartment Key

1. **Forward Cargo Hold.** The forward cargo hold serves as a staging area for loading and unloading. It holds 25 tons of the ship's cargo capacity when full, but any more than about 10 tons means that fighter craft in the hangar bay cannot pass.
2. **Hangar Bay.** Though most owners use this compartment as a cargo hold, it is outfitted as a miniature hangar bay capable of carrying two Tiny ships comfortably. When not used as hangar space, it holds 160 tons of cargo. Each Tiny ship kept here reduces that total by 40 tons.
3. **Speeder Pool.** This is another case of a compartment generally used for something other than the intended design. The speeder pool can comfortably store two Large vehicles (or five speeder bikes) and one other Large vehicle if the ceiling clamps are employed. Otherwise, this area accounts for 15 tons of storage space.
4. **Secret Cargo Hold.** This 5-ton storage hold wasn't originally designed as a secret compartment, but the hatches are so easily disguised as blank bulkhead that it seems like the designers had that purpose in mind all along.
5. **Aft Cargo Hold.** The aft cargo hold can store up to 25 tons, but that leaves precious little room for anyone to move through the compartment without crawling (Escape Artist check, DC 10).
6. **Portside Corridor.** The portside corridor is meant to provide easy access to the hangar bay when the aft cargo hold is completely full. It is jokingly referred to as "Lover's Lane," because it is so isolated.
7. **Gunnery Station.** When the hangar bay is detached, a crewman inside the gunnery station can also detach the station,

Kuat Systems Engineering

Wayfarer-class Medium Transport

Class: Space Transport

Size: Medium-sized (82 meters)

Hyperdrive: x2, x14 backup

Passengers: 6

Cargo Capacity: 220 metric tons

Consumables: 3 months

Cost: 202,500 (new), 130,000 (used)

Crew: 10 (Normal +2)

Initiative: +2 (+2 crew)

Maneuver: +2 (+2 crew)

Defense: 20 (+10 armor)

Shield Points: 60 (DR 15)

Hull Points: 160 (DR 15)

Maximum Speed in Space: Attack (6 squares/action)

Atmospheric Speed: 830 (14 squares/action)

Weapon: Laser cannon; **Fire Arc:** Front; **Attack**

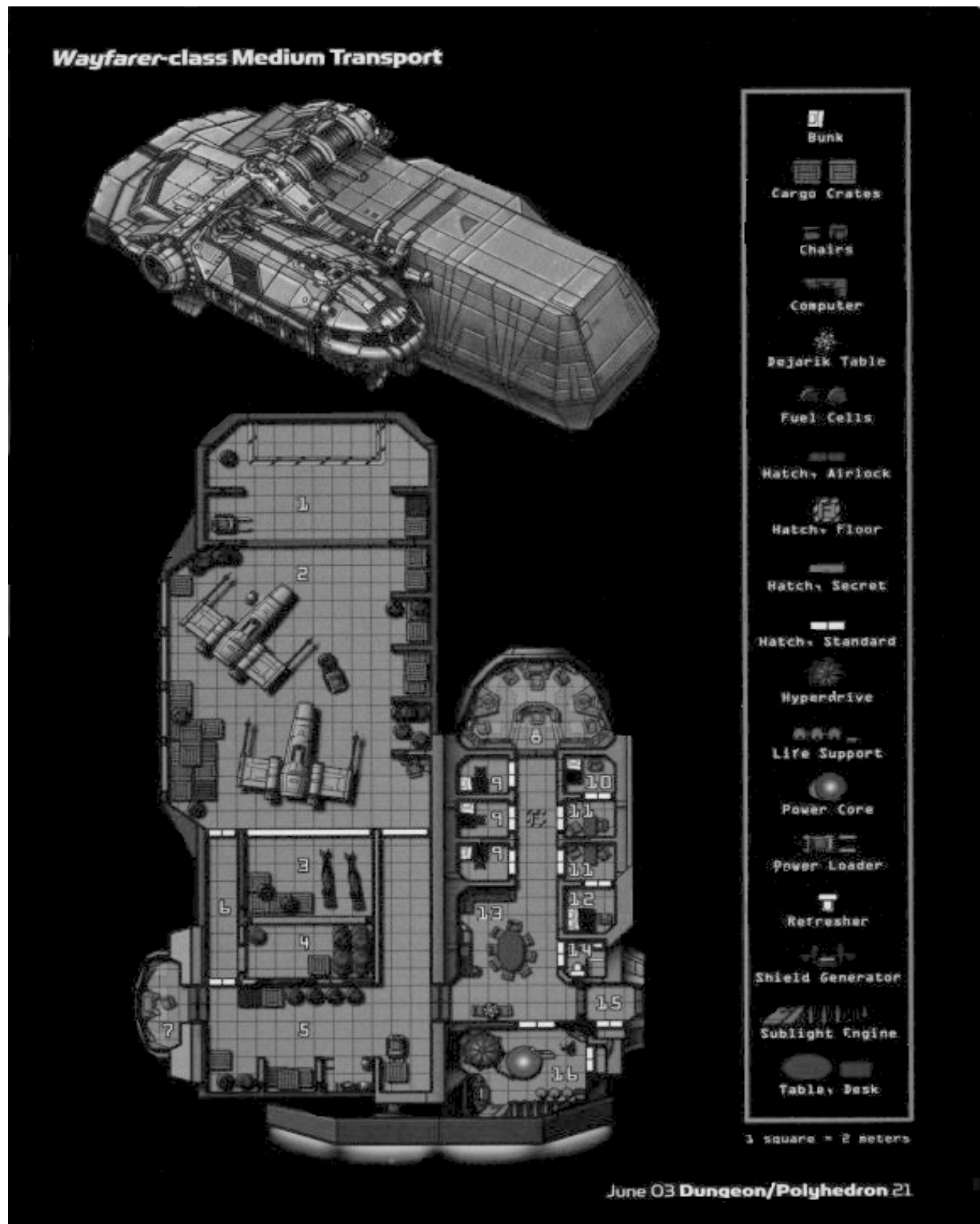
Bonus: +4 (+2 fire control, +2 crew); **Damage:** 4d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

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.

- allowing it to be maneuvered by small directional jets into position on the main hull on the module docking clamps. It also serves as a three-person escape pod (one seated, two in crash webbing), and has enough power to keep passengers alive for up to 12 hours -- or about enough power to fire the attached quad laser once.
8. **Bridge.** The six-station bridge can be crewed by one person for short periods. It also controls the main gun, a laser cannon fixed in position atop the hull.
9. **Crew Cabins.** Each crew cabin has sleeping space for two crewmembers, with separate lockers for up to three crewmembers.
10. **First Mate's Cabin.** Can serve as a temporary passenger cabin.
11. **Offices.** Includes a desk and two chairs.
12. **Captain's Cabin.** Can serve as a temporary passenger cabin.
13. **Crew Lounge.** The spacious crew lounge includes the galley and a conference table, along with a nominal entertainment center.
14. **Refresher.** Cabinets here hold first aid supplies.
15. **Airlock.** The starboard airlock includes a small storage compartment containing three environmental suits.
16. **Drive Chamber.** The drive chamber includes a small closet for storing two environmental suits and a tool chest.

Player Handout 2: *Fortune's Favor* – Wayfarer Class Transport



GM Aid #1: NPC and Vehicle Statistics

Encounter 2: Confidential Commission

Veneziano Haas, Human Scoundrel 4/Scout 4;

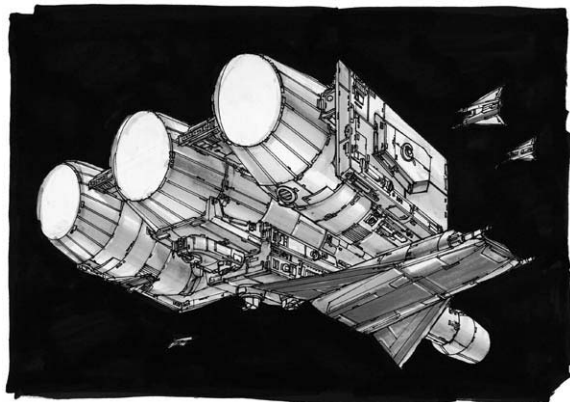
Init +6 (+2 Dex, +4 Improved Initiative); Defense 16 (+4 class, +2 Dex); Spd 10 m; VP/WP 34/10; Atk +5/+0 Melee (1d3-1, unarmed) or +8/+3 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter; lucky (1/day), precise attack +1; trailblazing, heart +1; uncanny dodge (Dex bonus to defense); SV Fort +3, Ref +8, Will +4; FP 2; DSP 0; Rep +2; Str 8, Dex 14, Con 10, Int 14, Wis 13, Cha 15

Equipment: Blaster pistol, holdout blaster, multichannel comlink, credits

Skills: Appraise +7, Astrogate +13, Bluff +11, Computer Use +9, Forgery +8, Gather Information +8, Hide +10, Knowledge (Business) +8, Listen +7, Move Silently +7, Pilot +13, Repair +13, Sense Motive +6, Spot +8, Survival +8

Attitudes and Motivations: Veneziano Haas is high enough in Nirama's organization to be trusted with seeing that the right people are hired to get a shipment through to the Militia. He is friendly and collegial with the males and flirtatious with the females, whatever their species.

Encounter 3: Threading the Eye



Thaere Interceptor - Thaereian Customs

Gunship: Craft: Corellian Engineering Corporation Gunship; Class: Capital ship; Cost: Not available for sale; Size: Large (120m long); Initiative: +1 (-1 size, +2 crew); Crew: 91 (Normal +2); Passengers: none; Cargo Capacity: 300 metric tons; Consumables: 8 months; Hyperdrive: x2 (backup x16); Maneuver: +1 (-1 size, +2 crew), Maximum Speed in Space: Attack (5 squares/action); Defense: 19 (-1 size, +10 armor); Shields: 230; Hull Points: 460; DR: 20.

Weapon: Heavy double turbolaser cannons (8); Fire Arc: 2 front, 3 right, 3 left; Attack Bonus: +7 (-1 size,

+2 crew, +6 fire control); Dmg: 4d10x5; Range Modifiers PB -2, S/M +0, L -2.

Weapon: Quad laser cannons (6 point defense); Fire Arc: 3 left, 3 right; Attack Bonus: +7 (-1 size, +2 crew, +6 fire control); Damage: 4d10x5; Range Modifiers PB -2, S/M +0, L -2.

Weapon: Assault concussion missile tubes (4, 30 missiles each); Fire Arc: 1 battery front, 1 battery rear; Attack Bonus: +8 (-1 size, +2 crew, +6 fire control, +1 battery fire); Damage: 9d10x5; Range Modifiers: PB -1, S/M +0, L -2.

Similar in size and cost to the Corellian corvette, the gunship is a dedicated combat vessel designed for patrol, escort, and screening actions against fighters and armed transports. The gunship is also capable of taking part in actions against heavier ships, although it is less effective in that role. Unlike most capital size ships, the Corellian gunship has a separate gunner for each weapon system. When experienced gunners work together, they provide a deadly barrage of directed laser-fire against incoming fighters. The point-defense quad laser cannons are particularly adept at destroying starfighters at close range. (*Starships of the Galaxy*, p. 90-91)

Thaereian Z-95 Starfighter (0-4): Craft: Incom Z-95 Headhunter; Class: Starfighter; Cost: Not available for sale; Size: Tiny (11.8m long); Crew: 1 (Pilot, Expert +8); Passengers: None; Cargo Capacity: 85kg; Consumables: 1 day; Hyperdrive: None; Initiative: +10 (+2 size, +8 crew); Maneuver: +10 (+2 size, +8 crew); Maximum Speed in Space: Ramming (9 squares/action); Maximum Speed in Atmosphere: 1,150 km/h (19 squares/action); Defense: 22 (+2 size, +10 armor); Shields: 30; Hull Points: 120; DR: 10.

Weapon: Triple Blasters (2 fire-linked); Fire Arc: Front; Att Bonus: +8 (+2 size, +4 crew, +2 fire control); Damage: 3d10x2; Range Modifiers: PB +0, S -2, M/L n/a.

Weapon: Concussion Missile Launcher (6 missiles); Fire Arc: Front; Att Bonus: +8 (+2 size, +4 crew, +2 fire control); Damage: 7d10x2; Range Modifiers: PB -2, S/M/L n/a.

Tiering Note: Lt. Bisilt remains the same at all tiers; the number of soldiers in his squad, however, varies by tier. Low tier: 2, Mid tier: 4, High tier: 6

Lieutenant Toric Bisilt, Thaereian Customs Officer: Male Bothan Soldier 8; IM +3 (Dex); Def

19 (+6 class, +3 Dex); Spd 10m; VP/WP 66/10; Atk +8/+3 melee (1d3, unarmed) or +11/+6 ranged (3d8, stun DC 18, heavy blaster pistol); SQ DR 3 (armor); SV Fort +6, Ref +5, Will +3; SZ M; FP 2; Rep +2; Str 10, Dex 16, Con 10, Int 14, Wis 11, Cha 16.

Equipment: Heavy blaster pistol, combat jumpsuit, breath mask, comlink, datapad.

Skills: Astrogate +9, Computer Use +8, Diplomacy +11, Intimidate +14, Knowledge (Republic Law) +12, Knowledge (Thaereian Navy Regulations) +12, Sense Motive +8; Read/Write Basic, Read/Write Bothan, Speak Basic, Speak Bothan, Speak Caarite, Speak Huttese, Speak Shyriiwook, Speak Sullustan.

Feats: Armor Proficiency (light), Dodge, Headstrong, Heroic Surge (2/day), Point Blank Shot, Skill Emphasis (Diplomacy), Skill Emphasis (Sense Motive), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Attitudes and Motivations: Lt. Bisilt is the kind of unpleasant individual who gives customs officers a bad name. He enjoys pushing people around, and isn't above shooting someone in cold blood if he perceives them as a threat. At the same time, he's susceptible to flattery and manipulation – he knows that he deserves better than customs patrol in this backwater, and diplomatically gifted heroes can take advantage of that. Some heroes may remember him from *Outward Bound*, where he took advantage of the opportunity to throw his weight around. He, fortunately, does not remember them.

Thaereian Customs Soldiers (2/4/6): Male Various Thug 3; IM +2 (Dex); Def 13 (+1 class, +2 Dex); Spd 10m; VP/WP -/14; Atk +5 melee (1d3+2, unarmed) or +5 ranged (3d8, stun DC 15, crit 19-20, blaster carbine); SQ DR 2 (armor); SV Fort +5, Ref +3, Will +1; SZ M; Rep +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Equipment: Blaster carbine, blast vest and helmet, breath mask.

Skills: Intimidate +6, Profession (Thaereian Navy) +6; Read/Write Basic, Speak Basic.

Feats: Armor Proficiency (light), Point Blank Shot, Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons)

Attitudes and Motivations: They're confident in their training, armament and charter from the Republic, and more than a little arrogant. They don't give the heroes trouble unless the heroes give them lip or present the suggestion of a threat. At this point they're under orders to fire on stun.

Encounter 6: ...And No One Has To Get Hurt

Attitudes and Motivations are the same for all tiers.

Lorwin Derlynn: Tall, curly brown hair, blue-green eyes. Derlynn is a career officer, an honest man who believes in what he does. He leads his squad with intelligence and competence. His greatest flaw is his unquestioning belief that what his superiors tell him is true. He honestly believes that the Cularin Militia may be a front for a Separatist cell, because that's what his superiors have told him. He's also been told that they're ruthless scum, and is likely to expect that the heroes are the same. When the heroes exhibit other behavior, he's intelligent enough to think before shooting. He would rather take prisoners than make corpses.

Deidre Jocund: Tall, blonde hair, very fair skin, light blue eyes. Deidre is beginning to doubt the truth of what she hears from her superiors. She respects Derlynn, but thinks he needs to start indulging in a little more critical thinking. She is likely to support the heroes if they try to convince the squad that what they've been told is wrong. She serves as the team's medic and has half a dozen medpacs.

Efros Thawley: Short, dark hair with a receding hairline, brown eyes. Efros doesn't care who's wrong or right, as long as he can tinker with gadgets. He respects Derlynn and is likely to go along with whatever Derlynn thinks is best. He serves as the team's comm officer.

Bender Sonship: Tall, shaved head, gray eyes. Bender likes to blow things up. He's the one most likely to shoot first and ask questions later. The bigger the boom, the better! He thinks that Derlynn is too softhearted – taking prisoners is fine and all, if you have the leisure, but these people are Separatist scum.

Gareth Nawling: Average height, auburn hair, trimmed short, hazel eyes. Gareth knows that their superiors have been providing misinformation, and has been giving serious consideration to deserting. Only his loyalty to Derlynn has kept him on the squad this long. He's seen evidence relating to the slave arena on Burnout, a space station in Thaereian space.

Low Tier (average hero level 1-3):

Lt. Lorwin Derlynn, Male Human Noble 2/Soldier 2; Init +1 (Dex); Defense 15 (+4 class, +1 Dex); DR 2 (Blast Helmet, Vest); Spd 10m; VP/WP 25/10; Atk +3 Melee (2d4+2 Vibrodagger) or +5 Ranged (3d6 or DC 15 Stun, Blaster Pistol OR 3d8 or DC 15 Stun, Crit 19-20, Range Increment 20m, Blaster Carbine); SQ Favor +1, Inspire confidence; SV Fort +2, Ref +5, Will +6; SZ M; FP 2; DSP 0; Rep 2; Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 14

Equipment: Combat Boots, Thaereian Navy Issue Black and red Blast Helmet, Vest Combination, Black w/red piping Utility Jumpsuit, Blaster Carbine, Blaster Pistol, Boot Knife, Vibrodagger.

Skills: Astrogate +3, Computer Use +6, Diplomacy +7, Knowledge (bureaucracy) +6, Knowledge (tactics) +6, Knowledge (history) +6, Intimidate +4, Listen +1, Pilot +3, Profession (officer) +6, Repair +3, Sense Motive +6, Spot +1, Survival +2

Feats: Armor Proficiency (Light), Persuasive, Point Blank Shot, Weapon Group Proficiencies (Blaster Pistols, Blaster Rifles, Heavy Weapons, Simple Weapons, Vibro Weapons), Weapon Focus (Blaster Pistol)

Deidre Jocund, Efros Thawley, Bender Sonship, Gareth Nawling, Female/Male Human Thaereian Soldiers; Soldier 4; Init +3; Defense 17 (+4 Class, +3 Dex); DR 4; Spd 8 m; VP/WP 30/13; Atk +6 melee (DC 15 stun, stun baton OR 2d6+2, vibroblade) or +8 ranged (3d6 or DC 15 stun, blaster pistol OR 3d8/19-20 or DC 15 Stun, Blaster Carbine, Range Increment 20m); SV Fort +5, Ref +4, Will +1; FP 1; DSP 0; Rep +0; Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 8

Equipment: Padded battle armor, blaster carbine, blaster pistol, stun baton, vibroblade, comlink, datapad (with maps), field kit.

Skills: Climb +0, Computer Use +2, Demolitions +5, Intimidate +3, Listen +2, Repair +5, Spot +2, Survival +4, Treat Injury +4

Feats: Armor Proficiencies (light, medium), Combat Reflexes, Point Blank Shot, Precise Shot, Weapon Focus (blaster rifle), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Mid Tier (average hero level 4-6):

Lt. Commander Lorwin Derlynn, Male Human Noble 2/Soldier 4/Officer 2; Init +1 (Dex); Defense 17 (+6 class, +1 Dex); DR 2 (Blast Helmet, Vest); Spd 10m; VP/WP 52/10; Atk +6/+1 Melee (2d4+2 Vibrodagger) or +8/+3 Ranged (3d6 or DC 15 Stun,

Blaster Pistol OR 3d8 or DC 15 Stun, Crit 19-20, Range Increment 20m, Blaster Carbine); SQ Favor +1, Inspire confidence, leadership; SV Fort +4, Ref +7, Will +8; SZ M; FP 4; DSP 0; Rep +4; Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 15

Equipment: Combat Boots, Black Blast Helmet, Vest Combination, Black w/red piping Utility Jumpsuit, Blaster Carbine, Blaster Pistol, Boot Knife, Vibrodagger, multichannel comlink.

Skills: Astrogate +4, Bluff +8 Computer Use +6, Diplomacy +8, Gather Information +9, Knowledge (bureaucracy) +6, Knowledge (tactics) +8, Knowledge (history) +6, Intimidate +12, Listen +1, Pilot +5, Profession (officer) +10, Repair +3, Sense Motive +8, Spot +1, Survival +2

Feats: Armor Proficiency (Light), Persuasive, Point Blank Shot, Precise Shot, Skill Emphasis (Gather Information), Skill Emphasis (Profession (officer)), Starship Operation (Capital Ship), Starship Operation (space transport) Weapon Group Proficiencies (Blaster Pistols, Blaster Rifles, Heavy Weapons, Simple Weapons, Vibro Weapons), Weapon Focus (Blaster Pistol)

Deidre Jocund, Efros Thawley, Bender Sonship, Gareth Nawling, Female/Male Human Thaereian Soldiers; Soldier 4/Scout 2/Elite Trooper 1; Init +3; Defense 18 (+5 Class, +3 Dex); DR 4; Spd 8 m; VP/WP 62/14; Atk +9/+4 melee (DC 15 stun, stun baton OR 2d6+2, vibroblade) or +11/+6 ranged (3d6 or DC 15 stun, blaster pistol OR 3d8/19-20 or DC 15 Stun, Blaster Carbine, Range Increment 20m) or +9/+9/+4 ranged (blaster carbine with Rapid Shot); SQ trailblazing; SV Fort +10, Ref +7, Will +4; FP 2; DSP 0; Rep +1; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 8

Equipment: Padded battle armor, blaster carbine, blaster pistol, stun baton, vibroblade, comlink, datapad (with maps), field kit.

Skills: Climb +4, Computer Use +5, Demolitions +6, Hide +6, Intimidate +4, Listen +4, Move Silently +7, Pilot +6, Repair +6, Spot +4, Survival +7, Treat Injury +6

Feats: Armor Proficiencies (light, medium, heavy), Combat Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Skill Emphasis (Survival), Weapon Focus (blaster rifle), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Upper Tier (average hero level 7-9):

Commander Lorwin Derlynn, Male Human Noble 2/Soldier 4/Officer 6; Init +1 (Dex); Defense 18 (+7 class, +1 Dex); DR 2 (Blast Helmet, Vest); Spd 10m; VP/WP 71/10; Atk +9/+4 Melee (2d4+2 Vibrodagger) or +11/+6 Ranged (3d6 or DC 15 Stun,

Blaster Pistol OR 3d8 or DC 15 Stun, Crit 19-20, Range Increment 20m, Blaster Carbine); SQ Favor +1, Inspire confidence, leadership, requisition supplies, tactics; SV Fort +5, Ref +8, Will +9; SZ M; FP 6; DSP 0; Rep +6; Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 16

Equipment: Combat Boots, Black Blast Helmet, Vest Combination, Black w/red piping Utility Jumpsuit, Blaster Carbine, Blaster Pistol, Boot Knife, Vibrodagger, multichannel comlink.

Skills: Astrogate +4, Bluff +13 Computer Use +10, Diplomacy +13, Gather Information +14, Knowledge (bureaucracy) +10, Knowledge (tactics) +12, Knowledge (history) +6, Intimidate +13, Listen +1, Pilot +5, Profession (officer) +10, Repair +3, Sense Motive +12, Spot +1, Survival +2

Feats: Armor Proficiency (Light), Frightful Presence, Persuasive, Point Blank Shot, Precise Shot, Skill Emphasis (Gather Information), Skill Emphasis (Profession (officer)), Starship Operation (Capital Ship), Starship Operation (space transport) Weapon Group Proficiencies (Blaster Pistols, Blaster Rifles, Heavy Weapons, Simple Weapons, Vibro Weapons), Weapon Focus (Blaster Pistol)

Deidre Jocund, Efros Thawley, Bender Sonship, Gareth Nawling, Female/Male Human Thaereian Soldiers; Soldier 4/Scout 2/Eliete Trooper 1; Init +3; Defense 18 (+5 Class, +3 Dex); DR 4; Spd 8 m; VP/WP 62/14; Atk +9/+4 melee (DC 15 stun, stun baton OR 2d6+2, vibroblade) or +11/+6 ranged (3d6 or DC 15 stun, blaster pistol OR 3d8/19-20 or DC 15 Stun, Blaster Carbine, Range Increment 20m) or +9/+9/+4 ranged (blaster carbine with Rapid Shot); SQ trailblazing; SV Fort +10, Ref +7, Will +4; FP 2; DSP 0; Rep +1; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 8

Equipment: Padded battle armor, blaster carbine, blaster pistol, stun baton, vibroblade, comlink, datapad (with maps), field kit.

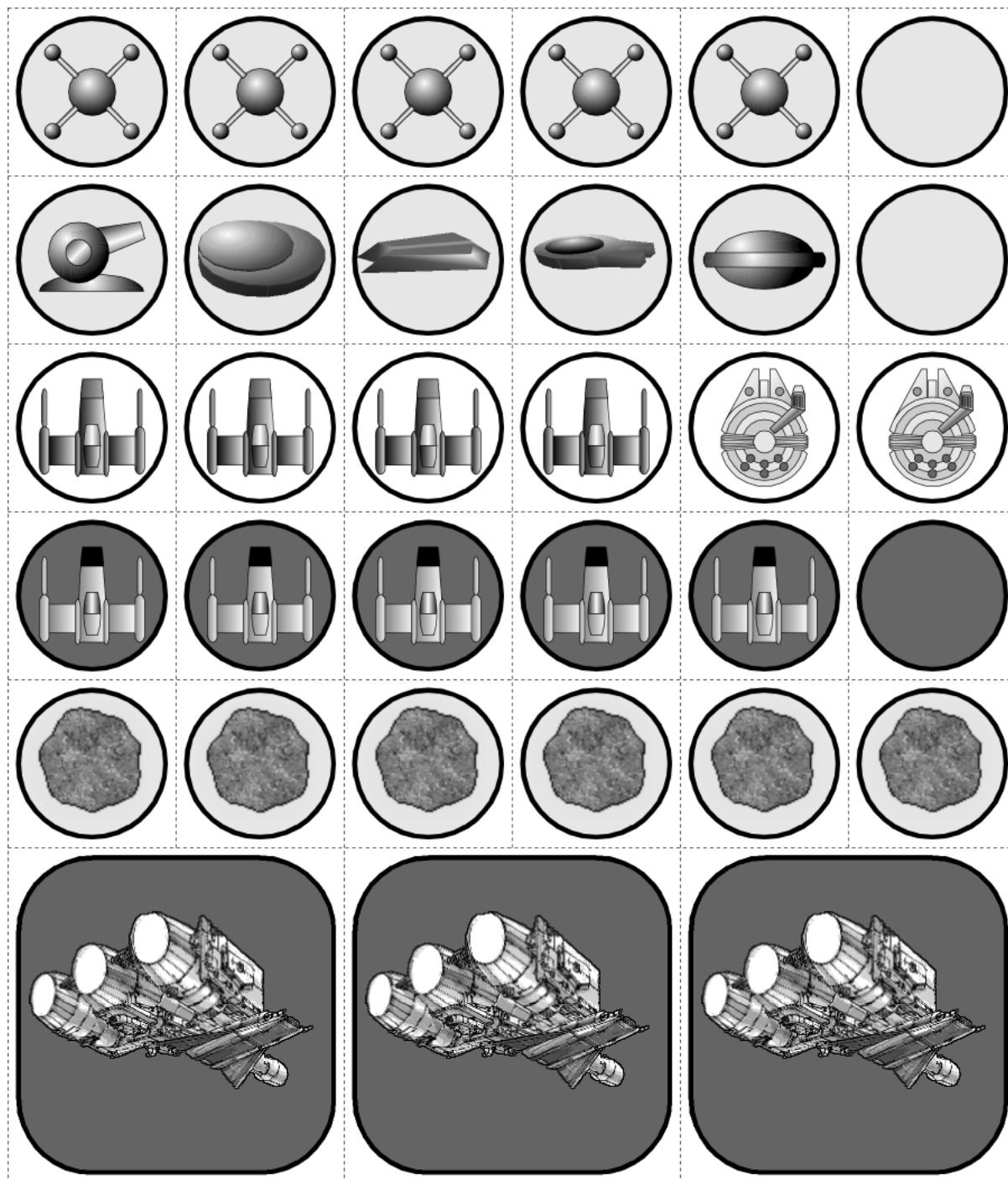
Skills: Climb +4, Computer Use +5, Demolitions +6, Hide +6, Intimidate +4, Listen +4, Move Silently +7, Pilot +6, Repair +6, Spot +4, Survival +7, Treat Injury +6

Feats: Armor Proficiencies (light, medium, heavy), Combat Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Skill Emphasis (Survival), Weapon Focus (blaster rifle), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

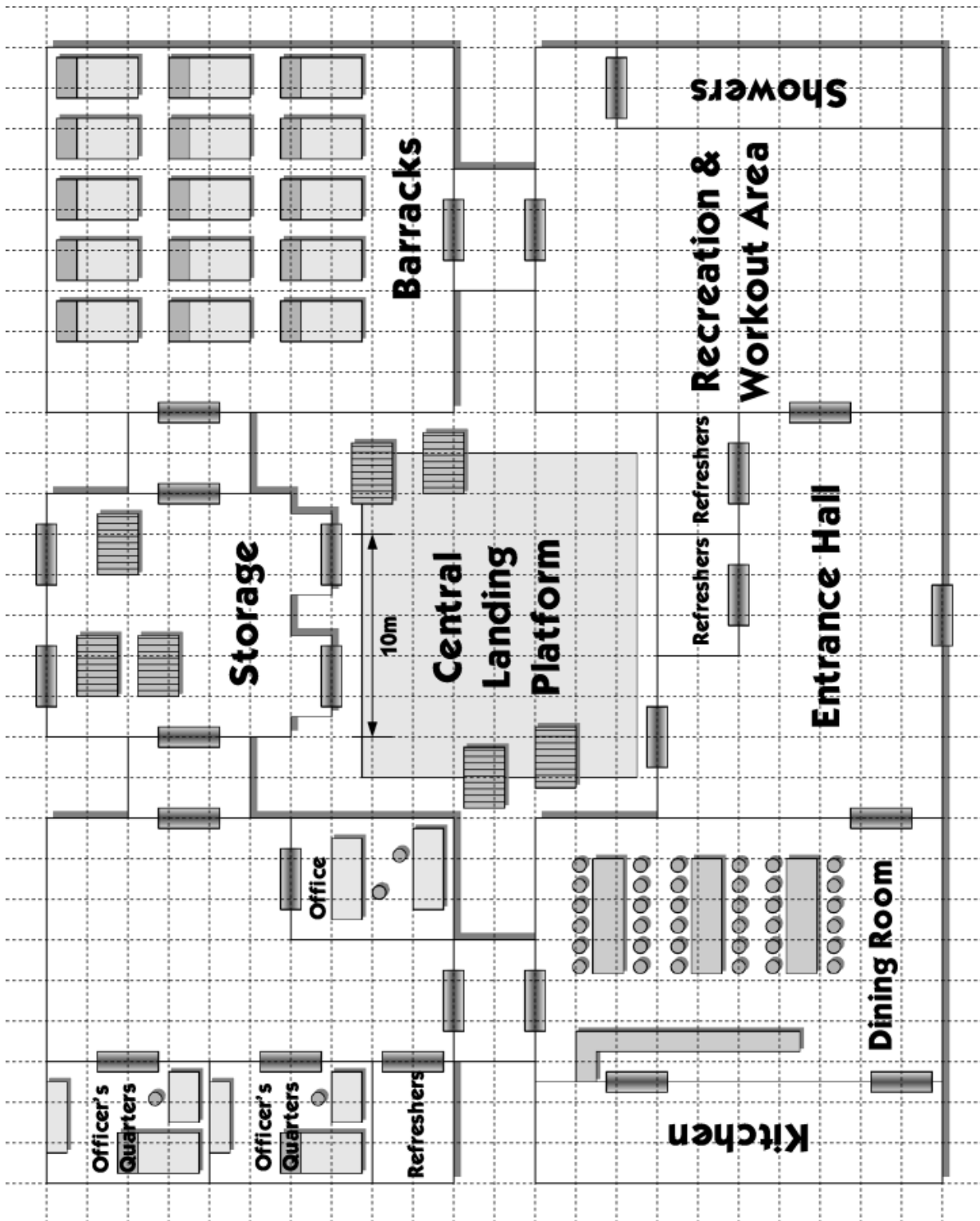
GM Aid #2: Ship Counters

The counters (created by LF Map Genius Reimer Behrends) are provided to assist you in running the space combat in this scenario on a standard 1" square battle mat. Please let us know if they're helpful, and if there is any way we can improve them.

Color coding: Light gray background = neutral, stationary stuff; white background = heroes; dark background = villains. That big, four-square ship is the Coreellian Gunship and the lumpy things are asteroids.



GM Aid #3 - Map of the Militia Base



Critical Event Summary

Incursion

1. What happened to the Thareian squad at the Militia base?

Derlynn:	<input type="checkbox"/> Killed	<input type="checkbox"/> Escaped	<input type="checkbox"/> Captured	<input type="checkbox"/> Defected
Jocund:	<input type="checkbox"/> Killed	<input type="checkbox"/> Escaped	<input type="checkbox"/> Captured	<input type="checkbox"/> Defected
Thawley:	<input type="checkbox"/> Killed	<input type="checkbox"/> Escaped	<input type="checkbox"/> Captured	<input type="checkbox"/> Defected
Sonship:	<input type="checkbox"/> Killed	<input type="checkbox"/> Escaped	<input type="checkbox"/> Captured	<input type="checkbox"/> Defected
Nawling:	<input type="checkbox"/> Killed	<input type="checkbox"/> Escaped	<input type="checkbox"/> Captured	<input type="checkbox"/> Defected

If captured, who got custody of them? (please specify)

2. Did any of the heroes notice the “echoes”?

☐ Yes ☐ No

3. Did the Thareians capture any of the heroes? If so, list player name, hero name, and RPGA # below.

GM Name, RPGA#:

GM Email Address:

Convention Name/Date

Convention Coordinator:

To report these results (for events during the month of October 2003 only), you may US mail them to:

RPGA - LIVING FORCE, PO Box 838, East Lansing, MI 48826

Or email to: LFPlots@living-force.net

Or fax to: (517) 351-0288 Attention LIVING FORCE Critical Events

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