

Decision: Coruscant

Episode 2 of the Decisions Trilogy Round One of a Two-Round LIVING FORCE Tournament

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The representatives of Thaere have demanded that the Imperial Senate Hearings, regarding the “Cularin Question”, come to a decision. A mission of paramount importance will send the heroes running a space race and an urban gauntlet to get crucial evidence to the Senate Hearings. The danger remains, however: could Cularin suffer more by winning, than by losing, this decision? An adventure for LIVING FORCE heroes levels 1-13. A diplomat would be especially helpful in this scenario, as will pilots. This scenario *must* be played after “*Decision: Almas*” (Episode I of the “*Decisions*” trilogy) and any earlier LIVING FORCE scenarios. It also *must* be followed by “*Decision: Cularin*” (Episode III of the trilogy). The sequence of events in these scenarios is important to proper enjoyment of the campaign. It is recommended that the heroes have been played through the trilogy “*The Jedi Code*”.

IMPORTANT NOTE: This is an “exit trilogy” for Year 4 of the LIVING FORCE campaign. Any LIVING FORCE hero that is played in this two round tournament, scenarios 2 and 3 of the “*Decisions*” trilogy, may NO LONGER be played in earlier-release scenarios, from Years 1 to 4. If the player has another, different hero, that hero can still be played in older scenarios.

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Decision: Coruscant 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 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. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions). Note, however, that if the new hero is played in this scenario, it cannot, afterwards, be played in any previous LIVING FORCE campaign scenarios. This and *Decision: Cularin* form an “exit scenario” for Year 4 of the LIVING FORCE campaign.

GM Overview

The time has arrived. The final, formal presentation before the Galactic Senate, to decide the “Cularin Question”, will occur in a few days. The results of the heroes’ efforts in *Decision: Almas* have provided the Cularin government with a new, crucial bit of information: the Thaeireians have themselves been in league with the Separatists, as well as with forces inimical, specifically, to Cularin.

The heroes must rush this information to the seat of the Galactic Senate itself: shining Coruscant, the world-city, core of the Republic.

But the Thaeireians will stop at nothing to prevent them from reaching their goal.

Encounter 1: In One Basket

In this briefing, Major Xirossk asks the heroes to transport some documents to Coruscant. Hidden among them will be the information, recently decrypted, which the heroes obtained from the Thaeireian agent aboard a disabled Separatist cruiser. This information could turn the tide against the Thaeireians, but it must reach the Senate in its original form, to assure authenticity.

The fate of the Cularin system hangs in the balance, and Cularin is calling upon its best.

Encounter 2: Race to Hyperspace

As expected, the Thaereians have wind of the new development. Since they still control the navigational corridors on either side of the Comet Cloud, the heroes are going to have to run the gauntlet to get to a safe hyperspace jump point. This encounter utilizes a “follow me if you dare” system for DCs, to let pilot aces and assisting heroes shine—if they don’t blow themselves up.

Encounter 3: Welcome to my Pad

As the heroes land at Coruscant, deadly assassin droids are unleashed upon them. Combat for everyone.

Encounter 4: Taxi-driver’s Terror

The heroes speed off to the Senate building, but Thaereian agents are in hot pursuit, blasters blazing. Plenty of opportunities for daredevil maneuvers, leaps between vehicles, and shootouts during the chase. The climax occurs at the very Senate building itself.

Encounter 5: Chambers.

Senator Wren has been delayed—it is hoped. Can the heroes make a presentation before the assembled member species of the Republic that will convince the Senate to ratify Cularin’s self-government, or at least force Thaere out?

Encounter 6: ... Jiggedy-Jig

The heroes are ready to head home, to receive the thanks of an adoring Cularin—or are they? A shocking revelation by the Thaereians indicates that they may not have a home to go to.

With a call to arms, the heroes are propelled into the final, all-out battle against the Thaereian forces still in the system, in *Decision: Cularin*, the final episode of the *Decisions* trilogy.

Important Notes to Judges: The presentation of this scenario is very much in your hands, as it is intended to flow very cinematically and free form, up to the actual deliberation in the Senate Chambers. The first four encounters will provide you with the “actors”, props” and central events of each scene of your “movie”, but will not be very prescriptive of how to stage each scene. This leaves you with maximum flexibility to describe each encounter as part of true-to-Star Wars, cinematic experience: plenty of speed, action, chases, explosions, and blaster fire—all the good stuff.

Hand out the Player Survey, **GM Aid #1**. It will help you customize Encounter 5. It also should give

you an idea whether or not the heroes have encountered the recurring NPCs who might make an appearance throughout the scenario.

Each encounter will begin by describing the overall scene that you are trying to stage, with suggestions for flow and drama, plus enough information so that you can judge when to end it and move on.

Encounter 4 can end with a potential combat almost on the very steps of the Senate. That one is played with the kid gloves off. However, while the heroes can be wounded, lose equipment, get ships damaged, and otherwise suffer setbacks before the end of Encounter 4, it would be very anticlimactic to actually have them all annihilated early in the scenario.

So, that should be avoided unless the heroes make terrible errors (like presuming that they are unbeatable or invulnerable). Remember, while significant and heroic hero death certainly happens in *LIVING FORCE*, it is never the active intent to kill heroes.

Now, having said that, all of the opponents that the heroes face include very competent leaders, as well as some ineffectual “extras”. In case the heroes get badly outclassed in a given encounter, each one has a “Here comes the cavalry” section, in which a figure from Cularin’s recent history may be able to lend a hand. Brief character sketches of those NPCs are included in **GM Aid #2**, for reference, for GMs who may not yet have encountered them all. If that help is not needed, then that NPC could become a “walk-on” character, to give a nod to past experiences, or may not appear: check the encounter description. The expectation is that the heroes shouldn’t need to be helped much, perhaps not at all. After all, they are the central figures in the story.

After the resolution of Encounter 4, ambulatory heroes are actually admitted to the Senate itself.

You, the judge, have a full and free hand to scale these encounters to make them interesting and challenging for the heroes, while maintaining the overall flow of the story. There are many GM Aids at the end, to make it easier for you to have all of your cast and props to hand.

It is the intent that, after the briefing in Encounter 1, Encounters 2, 3 and 4 proceed at a breakneck pace. Encounter 5 does have a lot of text to read, as it details the events of the Senate hearing, but it also provides a chance for your lead actors—the heroes’ players—to roleplay their presentations before the Senate. They get to present their points of view before the assemblage of the galaxy’s species. That requires a bit more than “It’s a big room; there’s a lot of funky aliens inside—wing it”.

Finally, in Encounter 6, they hear of the Thaereian response to what has been accomplished, and the conclusion acts as a bridge to the final scenario of this trilogy.

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 so on for high and upper tiers. In this scenario, tiers are for character levels: 1-3, 4-6, 7-9 and 10+.

Opening Crawl

The time has arrived. The final, formal presentation before the Galactic Senate, to decide the “Cularin Question”, will occur in a few days. The heroes of Cularin have provided their government with a new, crucial bit of information, which must be rushed to the seat of the Galactic Senate itself: shining Coruscant, the world-city, core of the Republic.

But the Thaereians will stop at nothing to prevent them from reaching their goal...

Encounter 1: In One Basket

Key ideas of this encounter: The heroes are briefed about the contents of the encrypted data card that was found on Thaereian agent Gura Tran, aboard a Separatist cruiser, as well as data retrieved from a Separatist base. This information could prove crucial to Senator Wren’s final presentation before the Galactic Senate, on Coruscant. The heroes are asked to get it there.

GM NOTE: The Militia had access to three sources of information that prompt this mission. These were a timed datacard and a flimsiplast that could have been retrieved from a Believer and agent called Gura Tran, plus evidence that could have been acquired either from a disabled Separatist cruiser or the Separatist base that was assaulted in *Decision: Almas*.

Heroes had an option to decrypt the flimsi in that scenario, and if they were unsuccessful, the Militia had it decoded.

If a hero wanted to be in on slicing the data in the timed datacard, the timer would have elapsed shortly before this briefing and any hero who went along in *Decision: Almas* could have maintained contact and helped. The roll can now be made as part of the lead-in to the briefing. A Computers success against DC 22/25/30/33 will do it and up to two others may assist. If the heroes were successful, they will actually be already present when any heroes not involved arrive for the briefing. Paraphrase the descriptive text, below, to suit.

If the heroes were unable to decode Gura Tran’s

flimsiplast in *Decision: Almas*, the Militia has done it. A recap: it contains information that links the Thaereians to some of 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.

The Separatist cruiser’s computers had information, but there was no time to sift it all during the assault. It was essentially duplicated in the base computers: 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.

The timed datacard was the plum, however, and it will be alluded to in the briefing. If your group did not find it or bring back Tran’s body, the same data was found in a “*heavily-encrypted data core in the Separatist base*”. Paraphrase the briefing to suit.

Once more, you are in the Cularin government Ways and Means Committee room, called upon for an important service by Major Xirossk and Senator Wren. Wren herself is conspicuous by her absence, but you already know why, as do most in the system: she is on Coruscant, making her final presentations before the Galactic Senate, demanding that the Thaereian franchise in Cularin be revoked and that Thaere make reparations for its past actions. Moreover, the Senator hopes that Cularin will have its status raised and confirmed, as a full, locally governed participant in the Republic Senate.

Master Lanius Qel-Bertok, of the Almas academy, is also present.

“I’ll keep this short,” grates Xirossk. He deposits a locked attaché case on the table. “In here is a distillation of everything that you recovered, and that we found, during your participation as part of Task Force Cularin. The real ‘thermal detonator’ of this information is the part that was found in the timed datacard, and confirmed in the base computers. Put simply, it links the new Thaereian military government with the Separatists. What they have been accusing us of, for the last year and a half, turns out they’ve been doing themselves. Not that they wanted to secede—they just wanted to make sure that they were on the winning side. Now they’re trying to distance themselves from the Separatists by accusing us—but we’re not going to let them get away with it—are you?” (Yes, he phrased it that way, “are you?”)

“We sent an encrypted message of our own to Senator Wren, but we need our original data there for examination by the Senate judiciary.

“I’d like you to take it. You’re very, very good at what you do—but more importantly, we know that we can trust you with the fate of our system.

“Osten might have done this himself—but he’s already there, representing the Militia before the Senate inquiry into the Thareian accusation that we are ‘pirates’ and ‘terrorists’. I can’t go; I’m needed here.

“I can order my Militia members, and I know that the Jedi will help—“

Master Lanius nods.

“—but I want volunteers. Some of you also have bills to pay and I respect that, so the Militia can also offer 3000 credits and we certainly won’t think any less of anyone who accepts it—you’ll have more than earned it. For one thing, you’ll have to run a Thareian blockade to get out. With the Senate’s decision near, they’ve locked down transit in and out of Cularin system entirely.

“Will you take the case to Coruscant?”

Answers to some of the possible questions:

We were involved in a run to Coruscant once before. Turned out it was a blind. *“Not this time. These are the goods, my promise. We don’t have time to be cute.”*

The Thareians know about this? *“Unknown, but if it were me, I’d assume ‘yes’. And the Thareians know most of you well enough. If they know you’re making a run on Coruscant at this particular time, they’ll likely try to stop you just on principal.”*

Where do we go, specifically? *“We’ll give you credentials as diplomatic couriers. When you get to Coruscant, to the coordinates we’ll provide, a transport will fly you to the Senate. You give the goods to Wren’s aide Sa’arli or to Wren herself—no one else.”*

If there are any Militia members among the heroes: *“You’ll go in uniform, with full accreditation as members of the Cularin Militia. That will give you the right to bear arms in defense of the couriers, even on Coruscant—but no autofire weapons or explosives or anything crazy. And tread lightly! The security level there is rabid enough that they’d likely sort out the corpses later, if you get my drift.”* GM NOTE: in other words, weapons with the "autofire" notation are not allowed nor are grenades or thermal detonators.

What about us civilians? *“Take what you like on the trip, but on Coruscant, you can’t be carrying unless you’re licensed there—or a Jedi with a lightsaber,” Osten finishes, just a tad sourly.*

You can also use the data recapped at the start of this section to answer related questions, if they arise.

If the heroes have no ship, one of the usuals can be provided: see **GM Aid #3 and Player Handout #1**.

If the heroes have no pilot among them, Osten will indicate that there is a volunteer available. Many of them are likely to know Teeloo from *Price of Business* or *Decision: Almas*. He is not fully-statted. He’s a typical Rodian who can do the “puppy dog” look very well, and who “thpeakth with a bit of a lithp”. Thareians blew up the old *Neeva Beelo*, sadly, but it wasn’t much above space junk when it went. Per tier, give him attribute-plus-skill totals of Astrogate +9 and Pilot +12, and assume that he has the feat for the ship. He stays on the ship and does not fight.

Lanius is mainly there to give his blessing and to okay Jedi becoming involved in this rather political mission: all Jedi have been forced to take sides in the Clone Wars.

Try not to drag this out; you’ll need a lot of time for Encounters 2 through 5. The heroes can get their credentials and the box, gear up, and go. The next scene joins them in flight out of the system.

Encounter 2: Race to Hyperspace

Key ideas of this encounter: The Thareians are blockading all of the safe navigational routes into and out of the Cularin system, pending the results of the Senate hearing. The heroes must avoid the Thareian blockade and lead any pursuers on a terrifying run through the Comet Cloud, dodging both fiery death from cannons, and icy death from the comet fragments.

You hurtle outwards from the twin suns Morasil and Termadus, toward the Comet Cloud. There is no point in trying to use one of the regular routes, with the nav beacon information. The Thareians will hold all those. Instead, you’ll need to gather what data you can with sensors and do some pretty fancy astrogation, followed by some pretty fancy piloting.

Once the heroes have done their Astrogation and are just entering the Comet Cloud:

A distant, Thareian customs cruiser orders you to stop and be boarded. A small group of fighters seems to be accelerating from it, in your direction—yes, six Headhunters. They won’t get to you before you’re deeper into the Cloud, but it looks as if they may be planning to give chase!

Turning back to fight the fighters outside the Cloud

would be a very bad idea: the Thaereian customs ship could then catch up and it's a Corellian Shipyards Space Cruiser—not one of the biggest by any means, but with massive turbolasers and very good shields. Also, of course, it would have the fighters helping. The big ship would be committing suicide to go into the Cloud on an uncharted course, though the small, maneuverable Headhunters will be able to follow the heroes.

Staging the scene: GM, the overall idea is to give the heroes something like the experience of Han Solo's flight through the asteroid field, followed by TIE fighters, in *Star Wars: The Empire Strikes Back*. The Comet Cloud is a little more forgiving. It is possible to scrape a chunk of ice or fly through a projecting spire or some off-gassing debris, without blowing up in a shower of sparkles. Here are some points to keep in mind. Once the heroes are speeding through the Comet Cloud, off the regular navigation beacon paths, there is constant tension, due to the possibility of wandering, random junk coming across their path. It would be extraordinarily dangerous to attempt to circle or loop within the cloud, far more so than simply heading straight through. Therefore, when they enter with the Thaereians on their tail, their greatest chance of survival is to lead the foe a merry chase and try to lose them or crash them amidst the icy chunks of matter there. Of course, if the heroes are fortunate enough to have a ship with a weapon that can fire to the rear arc (or multiple arcs including the rear), then they can have someone take a shot at the trailing enemy, as well.

Unknown to the heroes or Thaereians, a smuggler named Alto Janss, whom the heroes may previously have encountered in *Who Goes Thaere?* and/or *The Way of the Force*, will follow the path that the heroes and Thaereians are blazing, in considerably more safety. Alto is just using this opportunity to get a free path through the cloud and is staying at the limit of the pursuing fighters' rear sensors. However, if the heroes get in a lot of trouble, her ship the *Long Spoon* will move up and help out (if needed, see "Here comes the cavalry", at the end of the encounter).

As always, these descriptions of situations cannot anticipate every idea that clever heroes may have, nor should they. For example, forward-facing guns are of no use against pursuers, but the heroes might propose that someone acting as gunner will blast at an ice spire to lessen the damage from the imminent collision, or to send a huge fragment back into the path of a pursuer. A negotiator might want to try taunting a damaged Thaereian into following the heroes in a dangerous maneuver, as detailed below.

Try never to *penalize* ingenuity, though it won't *always* be possible to reward it.

As a rule of thumb, if it lets more heroes be useful,

if it sounds dramatic or just plain cool: it's *Star Wars*; pick a DC and let them go for it. As long as the heroes have had to use their brains, their skills and/or their "chutzpah*" to conquer, it's a meaningful victory.

(* "Chutzpah", pronounced "hootz'-pah", has occasionally been defined as the quality of one who, when on trial for the murder of his or her parents, pleads for clemency on the ground that he or she is an orphan.)

Describe the situation as the heroes near the Comet Cloud. They cannot go near the regular Thaereian blockades. This is not a situation where the heroes could glibly explain away their reasons for wanting through: the Thaereians have completely shut down entrance or exit to Cularin system, until the Senate hearing ends in a couple of days.

As they approach, they need to calculate a reasonably safe path through the Cloud, but the pilot(s) will still have to avoid junk on the way through. Appropriate skills include Survival and relevant knowledge skills such as Space Navigation or others that sound reasonable. Note that Astrogation cannot be used, because it involves calculating hyperspace routes and determining ones position only. The success level will determine the time that it takes to get through the Cloud. However, a time of 60 minutes, for example, does not mean that pursuing Thaereians would get 600 shots at the heroes. The dangers of the Cloud and all the wildly tumbling and obscuring materials mean that the enemy only get a decent targeting solution (called "fire ops", hereafter) every ten minutes or so.

One hero may assist, and if the ship stats do not specify a nav computer bonus, allow an equipment bonus of +2. The hero may Take 10 (there is no "distraction" on the way to the Cloud) but not Take 20 (these are not "off-the-cuff" calculations and extending the calculation time by a factor of 20 would take far too long). Any heroes with a cert that makes them especially proficient at getting through the Cloud may use it for a circumstantial bonus here, as well as for any other benefits that it specifies.

If a Scout successfully uses Trailblazing (Survival DC 15 or better reduces travel time by 25%. DC 25 or better reduces by 50%), then reduce the travel time and the number of fire ops accordingly. However, no matter how good the Astrogator and Trailblazer are, the time cannot be reduced to below 30 minutes (and 3 firing ops), on this uncharted path.

Plotting DC	Time to cross the Comet Cloud and number of Firing Ops
Fail DC 15/18/23/26	60 minutes. Pursuers have 6 firing ops.
15/18/23/26	50 minutes. Pursuers have 5 firing ops.

Plotting DC	Time to cross the Comet Cloud and number of Firing Ops
20/23/28/31	40 minutes. Pursuers have 4 firing ops.
25/28/33/36	30 minutes. Pursuers have 3 firing ops.

Conducting Firing Ops: these happen about every ten minutes, but not like clockwork: vary your description. Include a bit of atmospheric background about the coldly gleaming chunks of ice, drifting and smashing into each other. If the heroes were not in such a hurry, the danger would be much less, and it is very beautiful here. Usually, they occur when the heroes have to maneuver around or through some Comet Cloud obstacle, which gives the fighters (who only have to follow) a chance to close and shoot. However, this also gives a real hotshot pilot a chance to use the obstacle itself to gain safety, or to “vape” one or more of the opposition.

Resolve the firing op in this sequence:

(1) Describe the obstacle. You may use some of the flavor text given below, if you like.

(2) The pilot may either simply try to avoid the obstacle (use the DC given) or may up the ante by taking extreme chances or using fancy maneuvers. Have the pilot explain what he or she would try to do. It is then your call to allow them to raise the DC for the “follow me if you dare” path by anything from 5 to 15. For example, if the description was lukewarm, you might allow the pilot to raise the DC by no more than 5. For a hair-raising description, you could allow any margin up to +15. However, if either the heroes or the pursuing Thaereiens fail the more dangerous maneuver, the damage from the Obstacle table, below, is **doubled** before being applied.

If Teeloo is the pilot, he will never try a daring maneuver, saving his second move-equivalent in case he messes up. He also does not shoot weapons; the heroes will have to.

(3) If the pilot has no other responsibilities, then his or her turn allows one move-equivalent action and one combat action, or two move-equivalent actions. The first one is used to make whatever roll has been decided upon. Describe the result. Success avoids the hazard for the heroes. If failure is going to be disastrous, then the pilot may use the second move-equivalent action to try to make the original, lower DC (which may be the one they were trying anyway), to reduce the potential damage. If the hero makes this roll, use the normal damage listed in the table, below.

If the pilot has some other action to take for some reason (for example also firing a rear arc weapon), then he or she has only one opportunity to make or fail the pilot check. Consult the table below and apply the results of failure, if any.

(4) The pursuing Thaereiens will now attempt to follow the hero pilot, using the same DC as the hero.

Note that they each have 1 Force Point in the lower two tiers and 2 in the higher two, and will use them to try to avoid crashing, if needed! If they fail the first move equivalent action Pilot check, they will take a second move-equivalent to try to survive, *but then lose their chance to shoot.*

If the hero has used a “follow me if you dare” maneuver and two Thaereiens have failed to follow (and therefore have been damaged and/or destroyed), all the remaining ones will take the easier DC path. In that case, if they get through, you may describe a flurry of cannon fire, but they will automatically miss due to range and obstacles.

Any Thaereian that makes it past the obstacle on the first Pilot check will get to use their combat action to fire at the heroes.

Thaereian pursuers do not *automatically* blow up; they take damage as normal.

Remember, you start with six Thaereiens; they cannot be “replaced”. They are detailed in **GM Aid #2**. Once they are gone, the heroes simply have to survive the Cloud to get away.

GM, if all of your Thaereiens do terribly and would have exploded at the first obstacle, it is reasonable for you to “save” one or two, to keep it interesting. However, to be fair, any fudged survivors should never be allowed to do more than minimal damage to the heroes’ ship(s), since technically they shouldn’t have made it. They are now just there to keep it exciting and to blow up at a better moment.

Here follow the obstacles present when the firing opportunities occur. Numbers one and two should be used in that order. If you have less than 6 Firing Ops, feel free to double up on some of the others and give the hero pilot a *choice* as to which obstacle he or she wants to fly towards: the Pilot sees both situations coming. Alternatively, you can choose a low or high-damage obstacle, depending upon how damaged the heroes are. Note that some obstacles are hard to avoid, but do not do that much damage. All damage is first applied to shields and then to hull. DR applies as normal, for both shield damage and hull damage. Remember that any ship that fails while using a “follow me if you dare” DC takes **double** the listed damage: first roll, then double. E.g. 6d10x2 becomes 6d10x4. You might also wish to remember that Force points may be spent *after* making a die roll. Normally, this can only be done before the “results” are announced. Technically, the heroes know the DCs and so know “success or failure”, but they should not know the actual damage results, so it is still legitimate for them to call on the Force if you simply say, “*You swerve; it looks bad, that crystal column is coming at you point-on!*”

Let them call on the Force, if they wish to.

Really clever, dramatic ideas and maneuvers could also *earn* a given hero one Force point, your call. This is a very important mission that can directly influence all of Cularin's future, so it qualifies. Remember that it is well nigh impossible to earn more than one FP per scenario per hero, and you certainly shouldn't give the same hero more than one per encounter!

Heroes as crew: Using the rules from the RCR pp. 224-225, "Heroes as crew", note that heroes other than the pilot (and a co-pilot "assisting" if the ship permits) can still help. For example, it could be extremely useful for an Engineer to restore some lost shield points. The pursuing fighters do not have that luxury. Since a Sensor Operator cannot help by increasing the ship's Defense against the hazards (though that might certainly help if the heroes are fired upon by pursuers), the Sensor Operator may instead, with a successful DC20 and a move-equivalent action, decrease the pilot check DC against any hazard by 2. This can only be applied once per hazard.

Here is the table. Normal damages are listed: blowing a "follow me if you dare" doubles that, as mentioned above, whether it is the heroes or the pursuers who fail.

Obstacle	Base DC to avoid, and result of failure.
1. <i>A gigantic, gorgeous snowflake, the size of a cruiser, tumbles towards you! Its deadly, gleaming, bladed columns promise a truly elegant death.</i>	DC 13/16/21/24 to avoid 6d10x2 damage, from smashing through a beautiful crystal spire.
2. <i>Two titanic ice clusters crash into each other. You are caught in a storm of fragments, exploding outward from their mutual annihilation.</i>	DC 25/28/33/36 to avoid 4d8x2 damage from small chunks of ice peppering the ship.
3. <i>A "C"-shaped comet fragment lies directly in front of you, the only safe path through storms of fragments all around. The hollow part of the "C" is huge—but the fragment is tumbling...</i>	DC 15/18/23/26 to avoid a glancing blow. Unfortunately, this is a rocky, ice-covered chunk and even a grazing hit hurts, if the pilot fails: 5d10x2.
4. <i>Arcing around one icy nucleus, you find another, screened by it, rushing towards you,</i>	DC 21/24/29/32 to avoid being hit by a couple of medium-sized fragments, for a total of 6d6 damage.

Obstacle	Base DC to avoid, and result of failure.
<i>chunks of ice breaking off and tumbling around it.</i>	
5. <i>Snowball fight? On a cosmic scale, perhaps, as an absolute storm of ice shards and chunks cover your forward view. No chance of avoiding them all...</i>	DC 27/30/35/38 to avoid the majority of the storm, and 5d6x2 damage. Even a success means half damage (5d6) from odd fragments.
6. <i>Wow, a rarity! The monstrous chunk of rock hurtling towards you is much more like an asteroid than a comet fragment. And in a few seconds you'll be able to study it at arm's-length.</i>	DC 18/21/26/29, to avoid a very hard, grazing impact: 5d10x2.

If the heroes run out of pursuers, then you may simply have the pilot make the remaining Pilot checks to get out safely.

Whether or not the Thaereians have been defeated or crashed in the Comet Cloud, when the heroes exit the cloud, they can make the jump to hyperspace. Read or paraphrase:

A few more Thaereian ships, posted on this side of the Cloud, can be seen at the edge of your sensor range, as they furiously and vainly try to get to you.

As you make the jump to hyperspace, the stars elongate into their familiar display of radiating lines, and you leave your enemies behind.

Next stop: Coruscant, the World-City!

Here comes the cavalry: Alto Janss is a female smuggler whom the heroes may have encountered in *Who Goes Thaere?* and *The Way of the Force*. If the heroes get into serious trouble, she'll fly up behind the Thaereians and start shooting. She has been trailing the heroes and the fighters through the Cloud, taking it safe and following their path. She'll thank any heroes she knows from *Who Goes Thaere?* and say **"This makes us square, friends."** If the heroes needed no help, you can have her exit the Cloud just after they do and before they jump away. She'll hail them on short-range comm, thank them for showing her the way and for the entertainment, and then she'll jump to hyperspace. She does not have to make any Pilot checks up to the point where she interacts with the heroes; she followed them through. Stats for her and her ship, *The Long Spoon*, are found in **GM Aid #2**.

Encounter 3: Welcome to my Pad

Key ideas of this encounter: The heroes make it to their landing pad on Coruscant. However, the Thareians have obtained some assassin droids through their Separatist connections in the Techno Union, and the heroes have a battle on their hands, atop a spire of the world-city.

Even if you have been here before, Coruscant is unique in the galaxy, and an impressive testament to the power, wealth and antiquity of the Republic. It is a world-city; gleaming in space at a huge distance, almost like a small star itself.

As you descend towards the continuous, seemingly infinite stream of vehicles beneath the clouds, traffic control assigns you to your landing platform, not too far from the Galactic Senate.

“All ship’s weaponry must be deactivated during descent,” traffic control reminds you. “Welcome to the capitol planet of the Republic, citizens.”

Your approach is uneventful. Commercial and private traffic form a mind-boggling web among the city spires, but shipping corridors are kept clear and distinct from these.

Your landing platform towers above the many street levels and sublevels of the city. It seems to be about 50 meters in diameter, and there are no others closer than 100 meters. Although Coruscant is known for its technological beauty, you know that even the decorative pylons are functional: their tops contain elements of the planetary traffic navigational arrays, essential with all the fliers around.

News that the heroes ran the blockade was sent to the Thareians on Coruscant. They have managed to arrange for the heroes landing clearance to send them to a particular platform, and have a reception committee waiting. They also have two teams of agents on standby in case even this fails. Those teams will be seen in Encounter 4.

Allow the heroes to land on a platform high up in the cityscape, much like the one seen at the start of *Star Wars: Attack of the Clones*. Actually, very much like it, because there will be an ambush of the heroes once they have disembarked.

Now, it is almost certain that the heroes will be expecting trouble, and that’s fine. If they were clever enough to scan for life forms, the problem is that Coruscant has rather a lot of them: their sensors are overwhelmed with positive readings. Still, a check at DC 21/24/29/32 would allow a very focused search as they land, and would show no life forms immediately

there. They may guess droids, and they’d be right, but cannot scan for those amidst the billions of energy signatures and power sources nearby.

If the heroes are completely paranoid and roleplay it well, however, give those concerned a bonus of +4 on the first round’s initiative, when you spring the ambush. The heroes revert to their rolled initiative on subsequent rounds.

What the heroes have to deal with is the following: the decorative pylons have hidden “assassin” droids inside them, their number and power varying by tier, as shown in **GM Aid #2**. Not all of these are actually assassin-class droids, but since they’re here to kill the heroes, we won’t quibble about terms. Dead is dead. As well, there is a droid who will act as a sniper, on a completely different platform, 100 meters away and elevated about 20 meters up. That works out to about 102 meters in a straight line from the nearest edges of the heroes’ platform. See **GM Aid #4** and **Player Handout 2** for a map of the platform and a schematic of the relative positions. Do not give the players their copy until the action starts.

Heroes will know (and have been told) that the law level on Coruscant is very high. They can only have holstered sidearms if they are licensed for Coruscant and, even then, nothing heavier. Exceptions are Jedi and their lightsabers, and Militia members in uniform, who can have handguns and non-automatic rifles or carbines.

Of course, when the attack begins, they may want to arm themselves better, and, if there are weapons to hand, fine. They can pick them up from disabled droids whose weapons are listed as “carried” on **GM Aid #2**. They may also have decided to hide illegal weapons on themselves, but that is a criminal act, and also is taking a chance on serious trouble if security forces arrive. It turns out that none such will, here, not in time. Hidden weapons could cause them serious trouble at the Senate building, also.

One exception: if the heroes were very clever and surmised a droid attack, personal ion weapons are not likely to get them into trouble, so any of those that they have are fine, including the rifle version, if they have one.

Using ship’s weaponry (or lifting the ship to target the sniper droid with such) is simply not on: Coruscant’s security forces and anti-terrorist defenses would vaporize everything on top of the platform. They’d know that; you can tell them. Ramming a droid with a vehicle that might have been brought along is an option, but the platform is not all that large for a vehicle’s movement. Note that a speeder bike cannot go off the edge of this platform without crashing: the ceiling of a bike is much too low. A swoop would be safe, if the heroes somehow had access to one.

Staging the scene: This one is a fairly straightforward shoot-'em-up, with the complication that the heroes are hundreds of meters above street level and that there is a sniper about 100-150 meters away.

The intended sequence of events is that the heroes land, disembark, and then the droids attack. Note that the droids do not know how many are aboard. They are programmed to attack when at least three heroes have arrived on the platform, or if the heroes who disembark close the ship's hatch (which they take to mean that all of the targets are out).

If the heroes do not wish to disembark before transport arrives, you can have a comcall come in from the Senator's office, saying that it's on the way and they should shut down their ship and meet it by the elevator.

The scene is intended to segue directly into the airspeeder chase and firefight of the next encounter.

You'll note that you have some tough droids and some that are essentially there for "color", as "extras". This should also help you fine-tune your combat: have the poorer droids take shots at the heroes who are not especially suited to combat, while the tough ones tackle the combat twinks. Moreover, each assassin droid has melee as well as ranged options, so if the heroes are intelligent about using cover and trying to put the ship's landing gear or hull between them and the droids, the droids may not get that many ranged shots at the heroes, but instead will close to get at them.

Keep an eye on the clock; run some rounds of combat. If the heroes get into serious difficulties, have the cavalry arrive (see below). Zelice and Meera might also be useful if the heroes can think of no way to get at the sniper, and/or have nothing with which they can shoot it. Note, per the droid descriptions, that the sniper droid has very good cover. You can always have Zelice and Meera drop onto the sniper's position, instead of the heroes' platform, and then its cover won't mean anything.

Note, also, that there are many ways in which the heroes can deal with the sniper droid: shooting it (if they are really good), Jedi using various and sundry powers to get there, and the really crazy stuff that we all love in *Star Wars*: trying to snag a passing vehicle with an ascension gun and using that to leap the chasm—you name it. As always, it's only limited by imagination, daring and skill, and the Force is a strong ally.

Challenge them, but have fun with it and don't kill them off just for trying to be dramatic, or even comedic. Cinematic penalties are preferable.

An example of a cinematic penalty for blowing a potentially-fatal roll: For example, if someone tried some insane stunt to get to the other platform and blew it, he or she shouldn't simply be street pizza: have the hero go yelling and tumbling, crashing through the window of a building and end up in someone's

whirlpool tub, or something like that, with a bunch of cuts, scrapes, bruises and vitality damage. It could even be in the building supporting the sniper droid platform, but 15 stories below, and there's some fat alien stuck in the door to the only lift tube near this floor: time to slog the stairs.

They *can* get badly hurt, and, if everything goes wrong and/or they make a lot of bad decisions, heroes *can* die. But, if so, it should be dramatic, heroic and appropriate, if at all possible.

Here are some bits of descriptive text that you may use or paraphrase. As always, feel free to make up your own.

Even on this high spire, many towers and buildings of Coruscant still reach even higher in the distance. You've made sure that you're properly attired and now you just have to get to the Senate.

As you disembark, the decorative columns across the platform open. Odd, additional elevators? Full of droids? With guns?

Here comes the Cavalry: Zelice Sturm and her Padawan Meera Lisso. Their stats are in **GM Aid #2**. If they arrive, it is they who were bringing the heroes' transport. Rather than going along with the heroes, they will turn over the vehicle and stay behind to wait for security. They can help any hurt heroes with medpacs, *Heal Another* and so forth. If you need them:

Suddenly, you see an airspeeder swoop into view, its breaking thrusters roaring. Two figures leap out of the hovering vehicle, down towards your enemies, and a pair of lightsabers ignites: one brilliant green, one lambent blue.

Have them lend a hand, but don't force the battle to last too much longer. Zelice should be able to junk a droid or two each turn, if necessary. Meera will be less capable but a lot more enthusiastic about the whole thing: typical sidekick. She may even cheerily exclaim, *"This party is over!"* She's heard Master Windu say it once, here on Coruscant, and she loves the line. Such is youth...

She has enough brains not to fight over her head, though, and in High or Upper tiers may just provide support, aid wounded, and get in a smart shot now and then.

When the droids are defeated (no "cavalry"): When the heroes have won, use the following as a bridge, or segue, to the next encounter. Do not bring in Zelice and Meera for a "hello"; save them in case they are needed in the next encounter.

If the heroes need to spend a moment to heal, let

them. If they try to “call ahead” or flag the Senate, have an annoyingly helpful droid agree to put them through, place them on hold and play Wookiee opera muzak for them. Then start the chase.

Time to catch your breath—well, maybe not. An airspeeder hurtles to a halt by your platform. It looks like a longer version of a Go-Corp Metrocab, with enough room for eight passengers. It has a snazzy, retractable roof with atmosphere shield, so you can sightsee with the added benefit of still being able to breathe at high speed. A droid voice hails you.

“Please enter, couriers. You are expected at the Senate building. I hope your trip thus far has been pleasant.”

Regrettably, that’s about as far as the idiot, automated circuits on this thing go, for conversation: obviously a recording. But it’s your ride to the Senate.

The droid controls will flash the correct identification for a Senate transport sent by Sa’arli, Wren’s aide. Get the heroes into it and send them off to Encounter 4. The stats of the vehicle are found in **GM Aid #3 and Player Handout 3**.

GM NOTE: Unless you are an absolute master at adaptation, it is inadvisable to let the heroes decide to go down the platform pylon to the street levels and try to get alternate transport. They certainly cannot walk it: a 10-minute ride by airspeeder could easily take weeks on foot. If you want to let them rent a different transport and then run encounter 4, that’s certainly possible. If someone actually brought along his or own airspeeder and he or she wants to use it, that’s fine, but it could easily be scrap by the end of the next encounter.

When the droids are defeated (“cavalry” did arrive): When the heroes and Zelice and Meera have won, use the following as a bridge, or segue, to the next encounter. It presumes that Zelice and Meera know at least some of the heroes; paraphrase if they do not.

After assuring herself that everyone is either in good shape, or being attended to, Zelice looks you over with obvious joy.

“It’s so good to see you again, even if it has to be like this. I wish that we could talk, but that will have to wait for later—Sa’arli briefed us on your mission before we came to pick you up. Take our airspeeder; we’d better explain this to the security forces when they show. Wouldn’t want anyone to mistakenly blame you for anything that happened here.”

Use the same vehicle. Off to Encounter 4.

Encounter 4: Taxi-driver’s Terror

Key ideas of this encounter: The assassin droids have been dispatched and the heroes’ transport has arrived—with Thaereians, in armed airspeeders, moments behind. Another chase ensues, this one through the airways and living canyons of Coruscant. It ends at the Senate building itself, as the Thaereians make a last, desperate attempt to stop the heroes.

You cruise with the cityscape traffic, at the legal limit. Senator Wren should be at the Senate building and waiting for you.

Your interesting view of the surroundings is punctuated by the whine of rapidly approaching engines, from the rear. Maybe it’s an escort of honor? And those blasters are likely for the 21-gun salute...

Your mission, GM, is to chase the heroes all the way to the Senate building and then to have the bad guys make a last-ditch assault on the very steps of the Senate. It would be nice if the excitement of the chase got at least one “wa-hoo!” out of your heroes, as they dramatically avoid or eliminate pursuers.

Staging the scene: This one is even more free form than the last two, GM. Your job is to portray a diving, weaving chase and gun battle through the heights of Coruscant. There are a bunch of potential obstacles and events listed below, which you can use to add color and complications to the chase.

Timing: the number of Thaereian hirelings is indeterminate. Since Coruscant is an immensely huge world-city, it is quite plausible that little groups of thugs will be in wait at various junctures along the paths to the Senate, swooping in from side-alleys and so forth. **GM Aid # 2** provides samplings of opponents, both on swoops and in airspeeders. Select instances, so as to leave yourself about 45 minutes to an hour for Encounters 5 and 6.

Start with two vehicles pursuing. Others can accelerate from further back or join from “side streets”, which at this altitude are more like “canyons” between the towering buildings of Coruscant.

At the outside, there should likely not be more than 5 or 6 pursuit vehicles and 3 or 4 “mini-encounters” or challenges, unless you have a lot of time left and your heroes are really enjoying themselves.

Make sure to give opportunities for the heroes to scrub their opponents in such a way that they won’t also take out several hundred citizens as collateral damage

from falling or exploding vehicles. Thugs crashing into the unyielding side of a monolithic building and making a splashy exit is fine; thugs plummeting into a family restaurant is bad form (unless they just crash through awnings into the vurbly-salad, or something).

GM NOTE, “action hero” vs. “irresponsible idiot”: in the unlikely event that the heroes want to do something *deliberately*, that would injure Coruscant citizens or cause huge property damage, warn them that such a thing is grounds for a DSP. Moreover, *deliberately* putting citizens in peril, or harming them or the city unduly, will potentially reduce the reward in the loot section, but that need not be mentioned. Please distinguish between dramatic and heroic things that might “scare” civilians, and things that show a callous disregard for life. Leaping from speeder to speeder to stop an assassin, even over a citizen’s speeder, is all right; things like that happen in action movies all the time. Trying to bump a citizen into the assassin’s flight path is not. Use common sense.

Some of the suggested events, below, also allow for the heroes to do a good deed, while trying to avoid being killed by Thaereians who have no such restrictions. With great heroism comes great responsibility...

Methods and maneuvers for the heroes are again left to their imaginations and yours. Perhaps they’ll try to play “chicken” with a pursuer (opposing WIL rolls or use of Bluff checks, etc.). Maybe they’ll try to reverse and fly over one, or back off thrust and let one pass beneath or beside, and heroes will jump to the other vehicle, starting an airborne melee. Heroes that are very good at negotiation might even be able to convince one or two pursuers that they can’t win, and that they should leave—if they can find a way to communicate. Of course, they can also rely on piloting to eliminate some opposition, much as if this were a pod race, or similarly to Encounter 2. Feel free to make up additional obstacles or events, using the ones below as a guide for difficulty. Piloting is one of the skills that many heroes will develop to the highest degree possible, so they may be capable of some hair-raising (and FP-worthy) stunts to shake or disable pursuers. Gauge your group.

Note that the pursuers do not have to necessarily shoot at the heroes; downing their vehicle would do nicely, too. If the heroes’ vehicle(s) get badly damaged, maybe they’ll want to borrow one from the Thaereians. Of course, technically-inclined heroes can be allowed to make rolls to jury-rig damaged systems to keep the vehicle flying.

The stats for the heroes’ vehicle are found in **GM Aid #3**. Unlike the normal, commercial version, this vehicle does have the option to disengage the droid pilot and allow manual control—thank the Force.

Here are some sample events and maneuvers, and suggested DCs for them, to give a basic idea. You do *not* have to use them in order listed; they are just ideas.

You can make up your own, using these as guides and remembering that this is to be exciting fun, not “Road Death 4000”.

There are also some “generic” DCs, to allow you to more easily tailor the scene to a group on short notice. The DCs presume that the heroes have an appropriate skill maximized, perhaps a +2 in a relevant attribute, and no special feats or equipment that help. These generic, “Average”, “Daring” and “Insane” DCs include an example of something that would be that degree of difficulty, but you certainly do not have to use those precise instances with your group.

Remember, 3 or 4 situations, involving a total of 5 or 6 pursuers should be about your maximum. Tailor events to your group, and it’s lights, camera, action!

Maneuver/Event/Complication	Suggested DC and Result
<i>There, coming out of the cross-corridor! Oh, no, it’s a school speeder bus full of little people with tentacles and fins and hairy arms and—! Well, you get the picture.</i>	Pilot 13/16/19/21 to get out of the way. However, the pursuers could run into the bus if they don’t make the maneuver. It would be better if the heroes can avoid the bus and divert or stop the current pursuers. If the heroes cannot think of anything, one pursuer will glance off the bus, but nothing terrible will happen, aside from a lot of screams of fear

Maneuver/Event/Complication	Suggested DC and Result
<i>Two enemies rush in as you pass canyon-like side streets. They’re coming in from either side. They have you bracketed and they’re preparing to fire!</i>	Pilot DC 17/20/25/28 to hold course until the last possible second, then swerve. Success means they both fire upon and collide with each other, with a very impressive, sparkly explosion. A roll up to 5 lower will just get the heroes out of the way, but then the others drop in behind and join pursuit. Of course, heroes can be shooting or doing other things as well.

Maneuver/Event/Complication	Suggested DC and Result
<i>You and your</i>	Jump DC 12/15/20/23 to get

Maneuver/Event/Complication	Suggested DC and Result
<i>pursuers have been hemmed in by traffic. There's a solid line of airspeeders between you and them. Hmmm...</i>	from hero vehicle to target vehicle. Needs to be repeated for each vehicle. GM choice as to how many. If the heroes don't like this idea, one of the pursuers, a Gungan, does. He'll try leaping 'speeders to get close enough to toss a fragmentation grenade into the heroes' 'speeder, from the top of a nearby one. He also has a blaster. Assume that he can just make each jump check. He has Balance, Jump and Tumble +5/+8/+11/+14. He has Melee (2d4 +1 vibrodagger) Base Attack Bonus of +3/+6/+8/+12 and Ranged Base (3d6, blaster pistol) of +4/+7/+10/+13.

Maneuver/Event/Complication	Suggested DC and Result
<i>Fire from your pursuers has frightened a passing Sullustan driver into losing control. Her vehicle is veering wildly and could start to plummet at any moment. Look out; she's right beside you!</i>	Options include leaping over and helping, calming her down with the Force or very authoritative commands, and so forth. Piloting DC would be around 15/18/21/24 to stay close without too much damage. Calming her through Diplomacy would take DC 17/20/23/26.

Maneuver/Event/Complication	Suggested DC and Result
<i>There's an advertising vid up ahead: six stories' worth of colorful, ionizing plasma, flashing on and off in the air as the picture changes. Anyone flying through that would have to get the timing just right or risk ionizing his or her controls.</i>	This is an option; they do not have to fly through. If they do, some pursuers will follow. Pilot DC 20/23/28/31 to time it perfectly and fly through just as the display is changing. If not, any droids aboard (including the autopilot) take 6d6 damage (FORT save for half, the autopilot fails and is fried) and the vehicle stalls and begins to plummet. Bad guys are effectively out of it and will crash into something hard. Heroes may try to Repair the situation using the Pilot

Maneuver/Event/Complication	Suggested DC and Result

Maneuver/Event/Complication	Suggested DC and Result
<i>Industrial block over there! Look at those titanic smokestacks belching fiery emissions into the air. Bet flying near them would be really dangerous...</i>	A different sort of timing issue. Heroes with knowledge of the sciences might even be able to gauge the damage that the flue gases would do: about 8d6. A Tech Specialist, or anyone who makes a Repair DC 20, would realize that with the roof closed, the airbus' protective armor might actually take most of that, but the pursuers might not. Or, the pilot could try to charge at a flue and then swerve at the last moment. Let the pilot set his or her own DC and try to make it. The pursuer(s) have a slightly lower DC, due to seeing the heroes veer off: -3 to the enemy pilot's target. Failure results in 8d6 damage to any vehicle caught in the exhaust. Passengers not totally enclosed in a vehicle save for half with a REF DC 17.

Maneuver/Event/Complication	Suggested DC and Result
<i>"Average" hero stunt to gain advantage (try to make many skills useful).</i>	15/18/23/26 (hero "specialist" likely to succeed with a roll of about 10). This should give some advantage or hurt the pursuers in some useful way. E.g. heroes' vehicle is damaged. Hero takes piece of wreckage and hurls it into

Maneuver/Event/ Complication	Suggested DC and Result
	pursuer's airspeeder, requiring a piloting check and damaging the pursuer's vehicle. Or, Balance DC to remain stable while fighting a villain atop a speeder. Failure begins to slide off and needs further STR checks, etc.

Maneuver/Event/Complication	Suggested DC and Result
“Daring” hero stunt.	19/22/27/30 (hero “specialist” likely to succeed with a roll of about 15). This should give a great advantage or eliminate (not necessarily fatally) a pursuer. E.g. Hero attempts to jump to a nearby vehicle, while traveling at speed. This requires a successful Jump roll. If the other vehicle is not directly in front or behind, it also requires a successful check (same DC) with either Tumble or Balance, to gauge relative speeds

Maneuver/Event/Complication	Suggested DC and Result
“Insane” hero stunt.	24/27/32/35 (hero “specialist” likely to succeed with a roll of about 20, and/or use of a Force Point). This should eliminate a pursuer and <i>may</i> be grounds for a Force Point award. E.g. hero pilot maneuvers under an enemy and keeps the ‘speeder in the right position for a hero to leap up and disable the enemy vehicle with a lightsaber (or a grenade slam-dunk), then fall back into their own ‘speeder. Both the pilot and hero would need to make successful checks; otherwise it turns into “chase the falling hero” time.

And, of course—they can shoot at the Thareians, too. Ho-hum...

Arriving at the Senate Building: Watch the clock. You want to have between 45 minutes and an hour left for the final encounters. Most of that will go to encounter 5; encounter 6 is more of an epilog and set-up for the next scenario.

As the heroes near the Senate building, a lucky shot from the villains could disable the engine of the heroes’ vehicle. Or, if you feel that is inappropriate (no pursuers would reasonably be left, etc.) then you can have the heroes attacked in a landing lot, instead. If you choose the latter, modify the description to suit and skip the landing problems. Try to keep the heroes

together.

The fight on the Senate steps stages nicely, though, so get the heroes there if you can.

Note that aerial pursuers will veer off, if any remain. You can have one or two not realize how close they are in time, if you like: as they approach, blasters blazing, a truly impressive barrage opens up, from an emplacement somewhere above, and vaporizes the vehicle: *nobody* approaches the Senate building with armed vehicles.

Describe the approach and whatever mechanism you wish to use to get the heroes down to the steps. By now, their vehicle might even be on its last legs, with a Fringer or an engineer type trying to hold it together. Whatever works.

If this is a forced landing, the pilot will very likely be able to control it for a rough landing (DC 13/16/21/26), but will bump and scrape along a colonnade right up to the steps of the Senate itself. If the pilot somehow misses the landing, describe the looming pavement, in case FP expenditure occurs to him or her. If the check is *still* a failure, then the vehicle will convert itself to scrap in a very nasty landing and all aboard take 4d6 vitality, Fort DC 20 for half.

Once the heroes disembark and get ready to make their dash to the Senate building, have the “Senate Attack Group” from **GM Aid #2** surge from the gathering crowd (or passers-by, or whatever works) and run a few rounds of combat. It will take five rounds before the Senate Security guards from the top of the stairs can arrive; that is the time limit on this fight. If the heroes look to be getting into real trouble, or if you are running low on time, you may end it early with the “Here comes the cavalry” section.

The steps leading to the huge, double entry doors to the Galactic Senate building form an artificial hillside: the Senate guards at the top look like dolls in the distance.

Not so the desperate-looking group rushing you from the street, as passers-by scatter...

GM NOTE: The “Here comes the cavalry” section is at the end of this encounter, as is usual.

When the villains are dealt with: the heroes can get to the towering doors that allow entrance into the Senate building. If they present their credentials, they are allowed to go in and a male Bothan guide will take them to Sa’arli, Senator Wren’s aide.

No weapons will be allowed in, with the exception of a lightsaber being worn by an accredited Jedi. The detectors in the Senate building will find anything and everything that could remotely be considered a weapon

and these will be put into safekeeping. Even “bodyguards” and members of the Militia must surrender their weapons here.

Some heroes may be upset that Jedi are allowed their lightsabers. The Bothan guide will put it (and it’s obvious that he’s reciting):

“The Supreme Chancellor has every confidence and reliance upon the Jedi, who have defended the Republic since time immemorial. Why else would he have made them leaders in our military forces, even though this has met with extreme disapproval by many inside and outside the military? Ordinary citizens should not complain: it is only fitting that the Supreme Chancellor trusts the Jedi, and ensures that they receive their due.”

Okay, everybody smirk. Yes, this stance by the Supreme Chancellor almost guarantees that anyone exposed to it will have yet another reason to resent the Jedi and to be just drooling over the prospect of them lousing up. But he can hardly be blamed for idolizing these icons like the rest of us, can he? Best the Jedi don’t let us all down...

Here comes the cavalry: You can use Zelice and Meera if they were not used at the platform. Paraphrase the entry text as needed; they can still leap down from a vehicle.

Alternatively, six Senate security guards can arrive early, from up the stairs, and call on everyone to stop. The Thaereians, desperate, will stupidly open fire on the guards and that puts the guards on the heroes’ side. Presume that the guards are straightforward soldiers with blaster rifles and ranged attack of +5/+8/+11/+14, with a full suite of appropriate feats and DR3 armor.

Encounter 5: Chambers.

Key ideas of this encounter: The heroes have finally made it into the Senates building, presenting the credentials that will allow them to deliver the crucial data to Senator Wren. But Senator Wren is not there! A frantic Sa’arli informs the heroes that the Thaereian delegation is finishing its summary, and if no one makes a rebuttal, things will go very badly indeed.

It’s the chance of a lifetime for any negotiator that the heroes may have with them, but even if they have none, some or all of them are about to be center-stage in the Galactic Senate, with all the member species of the Republic watching.

The guide leads you through corridors and up turbolifts, into the labyrinthine passages of the gigantic Senate building.

After almost five minutes of travel, he admits you to a small office, that has another, very ornate-looking portal at the opposite wall. The guide leaves as Sa’arli, Senator Wren’s Twi’lek aide, rises to meet you.

“Thank the Force! I just arrived here a few minutes ahead of you. I hope that your trip was uneventful.”

Heh. Paraphrase that if anyone is obviously shot to pieces. Allow a few people to make quick remarks, if they like. However, Sa’arli will, uncharacteristically, interrupt them almost immediately.

“Excuse me, but we have no time to lose! The Thaereian delegation is just finishing up its summary and it will be time for our rebuttal. Bring your data, please.”

She quickly motions you towards and through the other door, presumably to Senator Wren.

As you step through the portal towards some comfortable-looking couches and a control panel, it occurs to even the pilots among you that you have never seen so much space—indoors.

The portal closes behind you, and you see what billions have only viewed on holonet: the interior of the Galactic Senate Chamber. Tiny at the distance, thousands of platforms similar to your own are arranged around the interior of the titanic hemisphere. They are crowded with every type of sentient alien that you have ever seen, and a lot more that you haven’t.

A seemingly miniscule platform rises at the distant center of the space: the podium of the Supreme Chancellor and his assistants and advisors.

But your platform has no Senator Wren on it.

Sa’arli looks at you all, with desperation in her eyes.

“Senator Wren has not arrived. We haven’t been able to contact her. The Jedi and security are looking. But someone has to rebut the Thaereian claim that the militia members are terrorists and pirates, and that Cularin needs Thaereian supervision.”

Your platform suddenly detaches from the wall of the Senate Chamber, and glides on repulsors towards the center of the room.

Now you are only twenty or thirty meters away: the Supreme Chancellor’s universally recognized, benign, but stern face turns to you.

“The chair recognizes the delegation from Cularin. It is noted that Senator Wren is not present: highly irregular.

“Who speaks for Cularin?”

Who, indeed? This scene is a complete change from the breakneck pace at which the scenario has developed, to this point, but it is no less a crisis situation, on short notice. In it, the heroes have to

present their cases for Cularin's self-governance as a full member of the Republic, and for the withdrawal of the Thaereians from Cularin space. It is also an excellent opportunity to vent their feelings about Thaereian perfidy over the last two years, if done cleverly. The Thaereian platform can call out "Objection!" all they want, but they have had their say: it's the heroes' show, now.

As the fate of the entire system hangs in the balance, and as this is the Galactic Senate, a Force Point could definitely be rewarded for an impassioned speech.

GM NOTE: The "Do We Have To Say It?" section: Of course, no heroes can be allowed to bring any sort of weapon into the chamber, with the exception of a Jedi and his or her lightsaber.

It would be incredibly poor roleplay for any player to even contemplate a violent and/or terrorist act in here, or to imagine that his or her hero "discerns something not quite right about the Supreme Chancellor", or any such nonsense. No "reasonable game rationale" needs to be invoked about this, just say "no" and proceed with the game. In the extremely unlikely event that someone persists about this, keep it in mind during the discretionary roleplaying XP awards.

GM NOTE: Potential boredom alert! This scene is intended for the heroes to be able to strut their roleplaying stuff in the galaxy's biggest show. In a way, it is a "situational ambush" and can be just as exciting as a blaster battle. Some may not care. Fair enough. It is also intended to let them see that their heroism, over the last three game years, can have effects very far down the line: hence, the depositions by the NPCs who have "walk-ons". If you do use the NPCs, make sure to intersperse them with any heroes who wish to have a say, and keep them brief. Try not to lump them together into one huge block of text.

When it's appropriate to insert one, the NPC will appear on a "Testimony Platform" that will rise from the bottom of the Senate Chamber to about the center. Both the heroes and the Supreme Chancellor will be able to see it. Their information is summarized in **GM Aid #5**.

The best way to have it happen is to have NPCs *support* what the *heroes* say in the hearing, if any of the NPCs detailed have evidence to present that bears on the heroes' statements. Feel free to skip some NPCs altogether, and to fit them in as appropriate. Possible "cues" to bring on a given NPC are included on **GM Aid #5**, under the NPCs name. Do not feel restricted by these; they are just suggestions. If a hero uses a related argument, the appropriate NPC could call from the depths of the chamber and ask to be recognized.

That way, you don't deluge the heroes with boxed text.

If it is obvious to you that you have a table that has no patience whatsoever for description, or that has no sense of the amazing and gravely-important situation here, feel free to have Gavid Lermyn do his thing; have Senator Wren arrive to take over, and release the heroes to head off to next scenario's shoot-'em-up. However, there are potential Adventure and Roleplaying XP at stake here, so encourage them to say something. If anyone does, they all get party Adventure XP. Roleplaying XP, as always, is up to you.

NPC depositions: **GM Aid #5** has summaries of support that some NPCs can give. Use or adapt these as necessary. Don't stretch them out. The point is to let the heroes know that they have made a difference to an entire star system's survival, and that a lot of people are very grateful. In some cases, these particular heroes may not all have met some of the NPCs. That's all right, but it is best to tailor the support to what they have encountered. Use the responses to the Player Survey, **GM Aid #1**, to do this. The only two that are *essential* are Gavid and Senator Wren. Wren is detailed here. See "Wren's Entrance", below.

Tongue-tied: If the heroes have absolutely no speakers amongst them, or feel that they have nothing to say, don't torture them. You could prompt with an NPC supporter. If that works, let them carry on. If they do not want to be center-stage, then have Gavid and Senator Wren arrive on the scene.

Wren's Entrance: At an opportune moment, preferably when an NPC is giving a testimonial, the heroes' platform rises to reattach to Senator Wren's office valve and the Senator comes through—with her daughter, Night. She quickly squeezes the heroes' hands as the platform moves out and down, coming to a halt only a short distance from the platform of the Supreme Chancellor. Describe this; then have Wren make her short speech.

"Supreme Chancellor Palpatine, members of the Republic Senate, I ask that you excuse my tardiness in arriving. General Kenobi, of the Coruscant Jedi Temple, is currently handing over to Security forces the survivors of those who attempted to waylay my daughter and myself."

There is a rumble throughout the Senate.

"Not all of you will know my shame," she says while she causes the platform to slowly turn in place, surveying the thousands here, "but this is not the first time that dark forces have attempted to silence my voice. Once, they succeeded. The testimony from former Thaereian Colonel Rast'tul's trial is on file."

Night gives her a quick hug.

“My people forgave me and that was the start of both our most determined resistance to the Thaereian Navy and their agents in Cularin, who have for nearly three years continuously abused their appointment as Republic Security forces. The proofs that we have laid before you, and that these heroes of Cularin have brought before you today, are endless and irrefutable.

“Members of the Senate—Supreme Chancellor—What say you?”

Finishing up: A die roll mechanic would be pointless, as far as one result is concerned, because that is decided for the sake of campaign flow: the Thaereians will be ordered out of Cularin system.

However, hero participation will mean the difference to a point that is just as important to Cularin’s citizens. A separate issue is whether, once the Thaereians go, Cularin will be viewed as self-governing, full member of the Republic, or still a “colonial” system, needing outside protection.

Have the heroes nominate a spokesperson, to make a Diplomacy roll. The hero may not take 20 (there definitely is a possible consequence of failure) or 10—unless the Diplomat is part Scout and has Skill Mastery (Diplomacy), which is unlikely. Every hero who attempted to speak for Cularin may add +2 for assistance if the player actually roleplayed it, no roll needed. Otherwise, the usual DC10 to assist is necessary. Of course, calling on the Force would be absolutely appropriate, too. Remember, a hero can see the roll, but not know the result, before deciding whether to expend a point. Any one of the heroes who spoke may contribute the point, but only one can be spent on the roll. There is one hidden penalty to this roll: if the spokesperson is a Jedi, the roll is at –4, because the speaker is attempting to influence Supreme Chancellor Palpatine.

The required, base DC target is 40, “nearly impossible”. It is not tiered.

The results follow in the next section.

The Supreme Chancellor speaks: once the testimony is over, the heroes may be interested in the verdict. Whether the roll was a failure or a success, the following first part is read:

The Supreme Chancellor has been listening impassively, impartially, sternly, to all that has gone on. For the last little while, whenever one of the Bureaucrats has attempted to whisper something into his ear, he has waved him or her off.

He is the very image of an elder statesman, his white hair haloing his wise and beneficent face.

He rises and moves to the front of his podium, and a hush falls on the Senate.

“Representatives of Cularin and of Thaere, I have

heard both of your positions, and, indeed, the ‘Cularin Question’ has been brought up several times in the Senate.

“I will now make my recommendation to the Senate.”

It seems certain that the Senate, which is hanging upon Palpatine’s every word, will fall over itself to take his advice. The man fairly radiates presence.

“I recommend that the Senate revoke the Thaerian government’s franchise within Cularin, and that all elements of the Thaereian Navy withdraw immediately.”

There is a roar of approval from the Senate, but you hear Wren, beside you, murmuring “Not enough”.

“Objection!” screams the member for Thaere, “Supreme Chancellor, you yourself recommended us, originally. What are you saying?”

Palpatine turns his solemn and kindly gaze upon the man, who seems to turn to stone under that mild regard.

The Supreme Chancellor replies, in a quiet voice that nonetheless reaches into every nook and cranny.

“What I am saying is. Get. Out.”

The Thaereians appear to take that literally: their platform veers crazily away to dock with the Senate dome, and they disappear through the doorway.

The Supreme Chancellor now turns and looks directly at all of you. His eyes are bright and they seem to see far more than simple appearance.

There is a feeling as if your life is about to turn a corner.

“I am most impressed by the passion and dedication shown by the representatives of Cularin, especially the—impromptu ones, today.

“The Republic has need of such individuals in these times of trouble. You may be sure that I will follow your careers with great interest.”

If the Diplomacy Roll was a success, add:

He looks up and around the Senate again.

“I further recommend to this body that the endless deliberations about the sovereignty of Cularin be brought to a close. Cularin’s self-governance should be recognized, and Cularin take its place as a full, voting member in the Republic Senate.”

And with that, the tears start in Senator Wren’s eyes, and Night cheers out loud.

Here comes the cavalry: Senator Wren, as detailed above in the “tongue-tied” section.

Encounter 6: ... Jiggedy-Jig

Key ideas of this encounter: The heroes are to head for home, with Senator Wren's thanks and the gratitude of a whole system awaiting them. It may be that the Senate has ratified Cularin self-government and full Senate participation, or they may still be deliberating that, now that the Thaereians have been ordered out. However, a shocking revelation is made. Thaere has presented the Senate with a fait accompli: they occupy the system, and call upon the Senate to leave well enough alone.

Senator Wren assures the heroes that this cannot yet be true, but that it means that Thaere is willing to oppose the militia in a final battle. She urges them to get home with all speed, and to do whatever they can to aid the militia until she can mobilize Republic aid.

Paraphrase if you didn't use Thurm Loog in encounter 5:

Senator Wren's office is rather crowded, with all of the individuals who supported you at the Senate present, except for Thurm Loog, who seems to be off wheeling and dealing somewhere.

"I just feel so glad that we finally have someone supporting us," says Wren, still somewhat dazed by success. "If only the Senate will ratify quickly. I can tell you, I'm one person who finally understands the need for emergency executive powers. If the Supreme Chancellor could simply have made the decision himself, this would all be over and done."

Sa'arli suddenly bursts in from the reception room. Her natural hue is several shades paler.

"Senator--"

She stops, unable to continue for a moment.

"Go on, Sa'arli," urges Wren.

"The Thaereian delegation, and the few supporters that they have left, have put a motion before the Senate, to stay the decision. They say that it would be pointless, because their forces are already in control of Cularin, and the Senate should leave well enough alone. They say that they invaded a day ago, in response to the Militia's terrorist actions!"

Amazingly, Senator Wren looks relatively calm.

"That's nonsense-- but it may well be what they intend, if they can bog things down here. I'll have to get back in there and get this dealt with—and get us some help."

She looks at all of you.

"You can stay here—or you can get back to Cularin, join up with Xirossk and our forces, and do what's necessary to keep us independent—up to and including kicking Tramsig and his forces clear out of the system. We have the right, now. What do you say?"

Well, if they want to play the next scenario, one hopes they'll say, "Let's go."

Conclusion:

Your wounds seen to, newly equipped, and with the battle of your lives ahead, you blast off for the stars once more. One thing is sure: when you have finished the job to come, the Cularin System will never be the same.

Here comes the cavalry: Well, actually, GM—it's the heroes, this time...

Here Ends, "Decision: Coruscant"

Head for the loot section. The gearing up for next scenario actually begins now.

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 get the data to the Senate and speak for Cularin? 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 ½ adventure experience. If the heroes got to the Senate with the data, but did not speak for Cularin, award them ¾ adventure experience.

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

As of the end of this scenario, "Decision: Coruscant", there will be no more Low Tier scenarios released for this LF Campaign. After the regular XP award for this scenario, if any of the heroes at your table are below Character Level 4 (have less than 6000 XP), the player may increase the XP of their hero *to* 6000 points total (not *by* 6000), so that they have just reached 4 total character levels. Please annotate "level bumped to 4, new total 6000 XP" on the player's hero log.

If a hero dies in Year 5 of the campaign (or in Decision: Cularin, the next scenario), a new hero may be created with 6000 XP, at Character Level 4 (or possibly higher, see below). The hero is created as a normal, L1 hero, according to the most recent HCG edition, and then leveled up through three more levels following standard rules, as if the hero had earned each level in sequence. The hero will begin with 6000 XP, at the end of the process.

If a hero dies at higher than 8th level, the player will be able to start a new hero at one half of the dead hero's level, one XP into the level. If the hero had an odd-number level, then that is rounded down, but the hero then receives enough XP to be exactly halfway to the next level. E.g.: if your 10th level hero dies, your replacement character may be L5 (1 XP into it). If your hero was 11th level, the replacement starts at L5 with enough XP to get exactly halfway to L6.

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.

Note: any hero who was wounded at the end of this scenario will have been fully healed by doctors and Jedi.

Each hero gets 3000 credits, unless they refused that offer in encounter 1.

One hero at the table receives the cert Merr-Sonn Targeter Ranging Scope, if the sniper droid was defeated and if the scope was recovered. The droid and the rifle are confiscated by Coruscant security.

Each hero gets the cert "The Attention of Supreme Chancellor Palpatine".

Each hero gets one out of the three certificates: "Mission Armor Outfit", "Mission Weapon Outfit" or the "I've Got A Pulse!" certificate. If the player elects to take "Mission Armor Outfit" or "Mission Weapon Outfit" they usually receive the "enhanced" version of

the cert. There are two cases in which the hero only receives the "standard" version: (1) if they have the cert "Disgust of Senator Wren", or (2) if they recklessly and purposely endangered civilians or property while on Coruscant (see encounter 4 GM note, "action hero vs. irresponsible idiot"). In either of those two cases they receive the "standard" version of the cert only. The "Disgust of Senator Wren" is now voided, if it took effect here: she does not bear a grudge forever.

Again, each hero may have only **one** out of the three cert choices. It is possible for all the heroes to select the same choice, however, so you may need to make extra copies.

Player Handout 1: Available Starships and Vehicles

Encounter 1

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. No fighters are available for this mission.

Kuat Systems Engineering Wayfarer-class Medium Transport

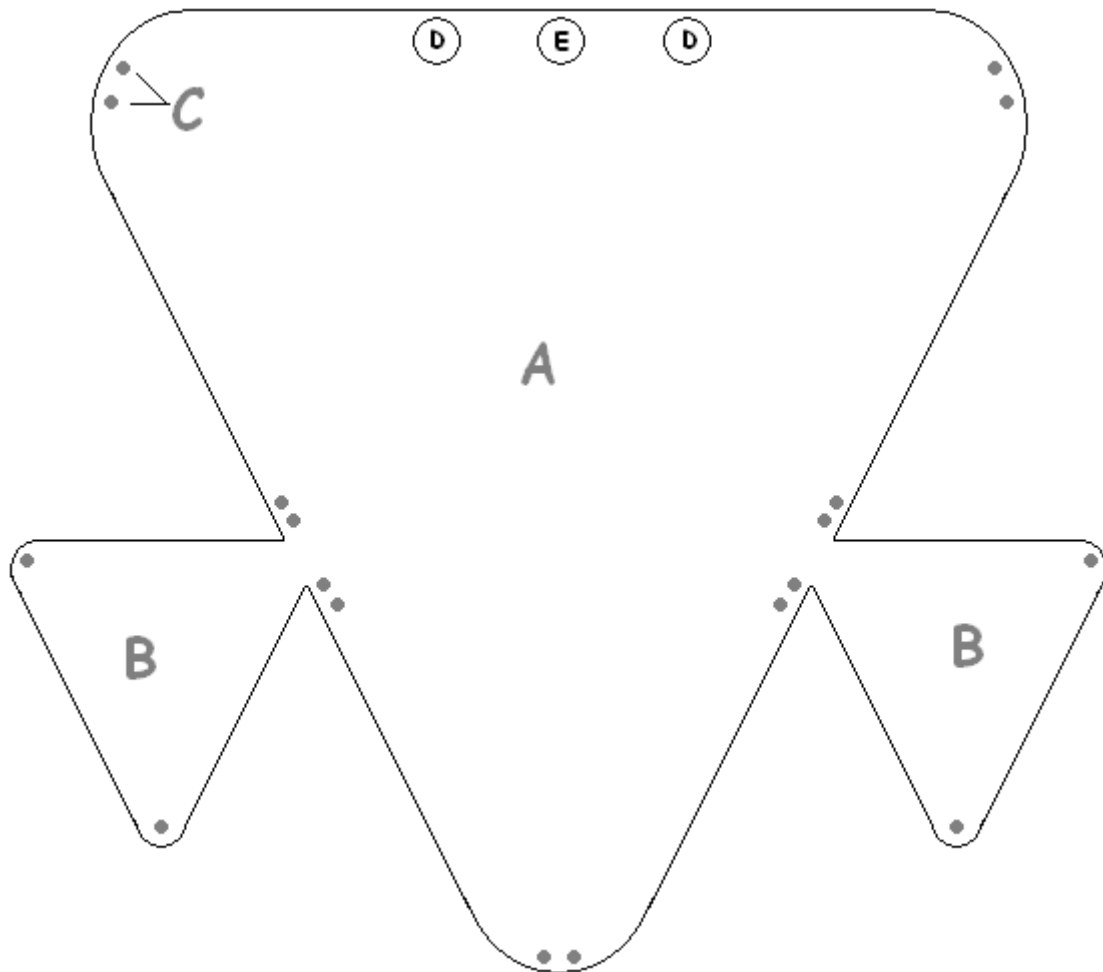
Class: Space Transport; **Cost:** 202,500 (new), 130,000 (used); **Size:** Medium (82 meters); **Crew:** up to 10; **Passengers:** 6; **Cargo Capacity:** 220 metric tons; **Hyperdrive:** x2, x14 backup; **Consumables:** 3 months; **Initiative:** hero; **Maneuver:** +0 + skill; **Defense:** 20 (+10 armor); **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, + hero skill); **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, + hero skill); **Damage:** 6d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

Player Handout 2: Landing Pad

Map of the landing platform and schematic of the relative positions of the heroes and the sniper.



MAP KEY

- | | | |
|----------|-----------------------|--|
| A | Spaceship landing pad | This landing pad is large enough to land most passenger spaceships. |
| B | Escort landing pad | These landing pads are large enough to land up to two starfighters. |
| C | Navigation beacons | These 1m tall shafts hold navigational sensor arrays as well as visible light beacons. |
| D | Decorative columns | The tops of these ornate columns are festooned with antennas. |
| E | Elevator cupola | This elevator leads to other landing pads and, eventually, street level. |

Player Handout 3: The Senate Transport.

Go-Corp Utilitech Metrobus. This vehicle is the heroes' "taxi" to the Senate. It is adapted from the "Metrocab" on p. 70 of the Arms and Equipment Guide. See that listing for additional detail. Note that this airspeeder has a retractable roof and activates a small atmosphere shield when it's down. Closing it takes one full round, after which it provides full cover. However, none of the heroes could then shoot or do amazing stunts, as it has no "windows". With top retracted, the vehicle still provides half cover to the occupants. Unlike the normal, commercial version, this particular vehicle does have the option to disengage the droid pilot and allow manual control.

Class: Airspeeder; **Cost:** 22,000 (new), 7,500 (used); **Size:** Huge (8 meters); **Crew:** 0 (droid pilot, Skilled +4); **Passengers:** 4; **Initiative:** +0 (-4 size, +4 crew); **Maneuver:** +0 (-4 size, +4 crew); **Cargo Capacity:** 100 kilograms; **Max Velocity:** 240 km/h (4 square/action); **Defense:** 16* (-4 size, +10 armor); **Hull Points:** 40 (DR 15); **Altitude:** Low.

**Provides full cover to the pilot and passengers if roof is closed, 1/2 cover if open.*

GM Aid #1: Player survey

Please check the boxes of the scenarios that you have played **and that this hero has experienced**. There are also a few questions to help customize some encounters. It is assumed that all heroes will have encountered or run a mission for Master Lanius, Osten Dal’Nay, and possibly Major Xirossk.

Hero name: _____

Has your hero been played in the scenario *Price of Business*? YES [] NO []

Has your hero been played in any other scenario involving Nirama, or have you done any “jobs” for him? YES [] NO []

Has your hero been played in *Who Goes Thaere*? YES [] NO []

Has your hero been played in the trilogy *The Jedi Code*? YES [] NO []

Are you acquainted with the LF campaign character Thurm Loog? YES [] NO []

Has your hero met or run a mission for Senator Wren, or her aide, the Twi’lek Sa’arli (example: the scenario *Who Goes Thaere*?)? YES [] NO []

Does this hero have the certificate “Disgust of Senator Wren”? YES [] NO []

===== Tear Off Here =====

GM Aid #1: Player survey

Please check the boxes of the scenarios that you have played **and that this hero has experienced**. There are also a few questions to help customize some encounters. It is assumed that all heroes will have encountered or run a mission for Master Lanius, Osten Dal’Nay, and possibly Major Xirossk.

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Does this hero have the certificate “Disgust of Senator Wren”? YES [] NO []

GM Aid #2: NPCs and Combat Statistics, page 1 of 10.

Encounter 2: Race to Hyperspace

Thaereian Interdiction Fighter Pilots, by Tier. There will always be six of them. Note that the ships do not vary, only the crew quality. They have been shown by tier, for ease of reference. Use their maneuver rating for all Pilot challenges in the encounter.

Low Tier (Levels 1-3)

Incom/Subpro Z-95 Headhunter Starfighter (6)

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 (4 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10) (Number of missiles reduced from 6. The Thaereians are running low on ordnance and will use missiles only reluctantly.)

Middle Tier (Levels 4-6)

Incom/Subpro Z-95 Headhunter Starfighter (6)

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. The Thaereians are running low on ordnance and will use missiles only reluctantly.)

High Tier (levels 7-9)

Incom/Subpro Z-95 Headhunter Starfighter (6)

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. The Thaereians are running low on ordnance and will use missiles only reluctantly.)

GM Aid #2: NPCs and Combat Statistics, page 2 of 10.

Upper Tier (levels 10-12)

Incom/Subpro Z-95 Headhunter Starfighter (6)

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. The Thareians are running low on ordnance and will use missiles only reluctantly.)

Here comes the cavalry:

Alto Janss, Human female smuggler, Scout 3/ Scoundrel 5; Init +1; Def 17, DR4; Spd 10m; VP/WP 40/10; Atk +5 melee (2d6 vibroblade); +6 ranged (3d8 or DC18 stun heavy blaster); SV Fort +3, Ref +8, Will +4; SQ Illicit barter, Lucky 1/day, Precise attack +1, Skill Emphasis: Knowledge: (streetwise) Cularin System Criminal Subculture, Trailblazing, Heart +1; SZ med; FP 5; DSP:1; Rep +2; Str 10, Dex 14, Con 10, Int 14, Wis 12, Cha 17.

Skills: Appraise +8, Astrogate +4, Bluff +9, Computer Use +9, Diplomacy +13, Disguise +7, Forgery +6, Gather information +11, Hide +6, Knowledge: Cularin System Criminal Subculture +9, Knowledge: Spacer Lore +6, Knowledge: Business +8, Knowledge: Bureaucracy +7, Knowledge: Politics +4, Knowledge Cularin System +12, Knowledge: World Lore +3, Listen +5, Move Silently +6, Pilot +7, Profession: (Smuggler) +7, Search +6, Sense Motive +9, Spot +7, Gamble +2, Spoken Languages: Basic, Sullustese, Huttese, Bothese, Shyriiwook, Durese, Read/Write Language: Basic, Sullustese, Bothese. Other Language: Lekku.

Feats: Weapon proficiencies: blaster rifles, blaster pistols, simple weapons, Point Blank Shot, Starship Operation (space transports), Skill Emphasis: Diplomacy, Skill Emphasis: Knowledge: Cularin System, Trustworthy, Sharp Eyed.

Equipment: Heavy blaster pistol (license is “in her other pants”), armored flight suit, datapad, stun grenade, vibroblade.

Description: Alto Janss is not tiered. She has auburn hair, hazel eyes, is very good looking. High cheekbones, coffee-and-cream skin. Her hair is cut short but feminine. She can out-con and out-negotiate just about anyone she’s met.

Tactics: Sneak up on the Thareians from behind and blow them to space dust. Remember, she has Lucky 1/day and Precise Attack +1 and 5 Force Points. Her personal combat stats should not be needed, but they are included for consistency, as the heroes will likely have met her.

The Long Spoon, Alto’s ship: treat it as a highly modified freighter. Use the stats for the Wayfarer class in **GM Aid #3**, if she has to fight. The ship looks somewhat more lozenge-shaped than a Wayfarer, but the stats will do.

GM Aid #2: NPCs and Combat Statistics, page 3 of 10.

Encounter 3: Welcome to my Pad

Droid Ambush composition, by Tier. Note that all of these droids are of Separatist manufacture and do not exactly resemble the ones from Star Wars Episode 1: *The Phantom Menace*. However, the stats are similar. The Upper Tier droids, while using stats similar to the Droidekas, are still walking droids. Against non-combatant class heroes, use one each of the “extra” droids shown. Against heroes with a goodly number of combat class levels, you may use one each of the “competent droids” shown. The sniper is always an “extra”. To each mix, also add two more “extras”, to give the illusion of odds against. This is already included in the extras’ “number appearing”. Example: hero group has 3 non-combat types and a soldier. Droid ambush consists of 5 “extras” (1 for each noncombatant + 2 for the whole hero group) and 1 “competent” droid (for the soldier. Also, there will be one “extra”, acting as the sniper droid. Total number of droids equals 7, with 6 on the local platform and one further away. The six exit the pylons in two groups of three. Adapt this as needed for your group.

These droids have no personalities and know nothing. They “woke up”, with instructions to shoot everyone on the platform and then walk off it.

Low Tier (levels 1-3)

“Extra” droids, stats similar to Baktoid Combat Automata B1 Series (1 per non-combat class hero, + 2 more for the whole hero group): Thug 2; Init -3 (-2 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), carried blaster rifle (not part of droid), integrated comlink, remote receiver (500 km range), vocabulator.

Skills: Irrelevant.

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

Tactics: Use ranged combat unless there is no LOS; otherwise, move up and engage. **“Roger-roger-get-them-argh-there-goes-my-arm!”** Use these “extras” against Low Tier heroes unsuited to combat. Against competent combatants, you may use 1 each of the slightly better “Competent Droids”, below.

Competent droids, stats similar to Baktoid Combat Automata B1 Series (1 per combatant class hero): Thug 4; Init -1 (-2 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), carried 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).

Sniper droid (1): use one of the “extra” type droids. It has a Merr-Sonn Targeter Ranging Scope on its blaster rifle, which eliminates negates the range penalties for the first two range increments. This sight is certified: if retrieved, it can be kept. The sniper will usually have not more than one or two increment penalties, as a result.

Mid Tier (levels 4-6)

“Extra” droids, stats similar to Baktoid Combat Automata B1 Series (1 per non-combat class hero, + 2 more for the whole hero group): Thug 4; Init -1 (-2 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), carried 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).

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Mid Tier (levels 4-6), continued.

Competent droids, stats similar to Baktoid Combat Automata B2 Series (1 per combatant class hero):

Walking Battle Droid: Soldier 1; Init -1 (-2 processor, +1 Dex); Defense 13 (+2 class, +1 Dex); DR 3; Spd 10 m; VP/WP 10/10; Atk +2 melee (2d6+1, vibroblade) 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), carried blaster rifle, carried vibroblade, 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).

Sniper droid (1): use one of the “extra” type droids. It has a Merr-Sonn Targeter Ranging Scope on its blaster rifle, which eliminates negates the range penalties for the first two range increments. This sight is certified: if retrieved, it can be kept. The sniper will usually have not more than one or two increment penalties, as a result

High Tier (levels 7-9)

“Extra” droids, stats similar to Baktoid Combat Automata B2 Series (1 per non-combat class hero, + 2 more for the whole hero group): Walking Battle Droid: Soldier 3; Init -1 (-2 processor, +1 Dex); Defense 15 (+4 class, +1 Dex); DR 3; Spd 10 m; VP/WP 26/10; Atk +4 melee (2d6+1, vibroblade) or +5 ranged (3d8/19-20, blaster rifle); SV Fort +3, Ref +1, Will +0; FP 0; DSP 0; Rep +0; Str 12, Dex 12, Con 10, Int 8, Wis 8, Cha 6.

Equipment: Armor (light), carried blaster rifle, carried vibroblade, 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).

Competent droids, stats similar to Droideka-Series Battle Droid (1 per combatant class hero): Thug 9; Init -1 (-2 processor, +1 Dex); Defense 15 (+3 class, +1 Dex); DR 6 (shields); Spd 10 m; VP/WP 0/18; Atk +10/+5 melee (1d4+1, hand) or +10/+5 ranged (3d8/20, repeating blaster); SV Fort +10, Ref +4, Will +2; FP 0; DSP 0; Rep +0; Str 13, Dex 13, Con 18, Int 6, Wis 8, Cha 6.

Equipment: Armor (light), repeating blaster (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).

Sniper droid (1): use one of the “extra” type droids. It has a Merr-Sonn Targeter Ranging Scope on its blaster rifle, which eliminates negates the range penalties for the first two range increments. This sight is certified: if retrieved, it can be kept. The sniper will usually have not more than one or two increment penalties, as a result

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Upper Tier (levels 10-12)

“Extra” droids, stats similar to Droideka-Series Battle Droid (1 per non-combat class hero, + 2 more for the whole hero group): Thug 9; Init -1 (-2 processor, +1 Dex); Defense 15 (+3 class, +1 Dex); DR 8 (shields); Spd 10 m; VP/WP 0/18; Atk +10/+5 melee (1d4+1, hand) or +10/+5 ranged (3d8/20, repeating blaster); SV Fort +10, Ref +4, Will +2; FP 0; DSP 0; Rep +0; Str 13, Dex 13, Con 18, Int 6, Wis 8, Cha 6.

Equipment: Armor (light), repeating blaster (integral, cannot be removed), remote receiver (500 km range), shields (DR 8).

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).

Competent droids: Tracked Assassin Droid E522 Series (1 per combatant class hero): Scout 2/Soldier 4; Init +1 (+1 Dex); Defense 14 (+3 class, +1 Dex); DR 7; Spd 6 m; VP/WP 40/19; Atk +9 melee (1d6+4, 2 claws) or +6 ranged (3d8/19-20, heavy repeating blaster) or +6 ranged (3d8/19-20, ion cannon) or +6 ranged (DC15 neurotoxin, needler gun, see p. 375 RCR); SQ Trailblazing, neurotoxic needles, hunter-seeker missiles; SV Fort +10, Ref +4, Will +3; FP 0; DSP 0; Rep +2; SZ Med; Face/Reach 2m by 2m/2m; Str 18, Dex 13, Con 19, Int 11, Wis 11, Cha 12. Equipment: Armor (heavy), heavy repeating blaster, ion cannon, needler gun, hunter-seeker missiles (x6), sensors (infrared vision), weapon mounts (x2), locked access, vocabulator.

Skills: Hide +9, Intimidate +5, Listen +6, Move Silently +9, Speak Basic, Speak Binary, Spot +9, Survival +9.

Feats: Ambidexterity, Armor Proficiency (light, medium, heavy), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Exotic Weapon Proficiency (needler gun), Multishot, Point Blank Shot, Precise Shot, Rapid Shot, Track.

GM NOTES: This droid is in all respects the same as the one listed in the RCR, p. 375. Please read the listing for specifics about the needler toxin and the missiles. Note that if you choose to fire a hunter-seeker missile (one action to get lock), then it will travel the distance to the heroes in one round. Thereafter, if it misses, check again every 1d4 rounds, as per the rules. If the droid is incapacitated, the missile shuts down and does not detonate (or, if it is in clear air, you may have it blow up for effect). This droid has only 2 hunter-seekers, not a full load of 6.

Sniper droid (1): use one of the “extra” type droids. It has a Merr-Sonn Targeter Ranging Scope on its blaster rifle, which eliminates negates the range penalties for the first two range increments. This sight is certified: if retrieved, it can be kept. The sniper will usually have not more than one or two increment penalties, as a result

Here comes the cavalry:

Meera Lisso: Human female Thug 3/Jedi Guardian 2; Init +2 (Dex); Defense 14/15 (+2 classes, +2 Dex, possible Deflect [Defense+1]); DR 2; Spd 10 m; VP/WP 23/12; Atk +5 melee (2d8+2 lightsaber used 2-handed, or 1d4, Martial Arts,) or +6 ranged (no ranged weapon usually carried); SQ none; SV Fort +4, Ref +6, Will +6; FP 3; DSP 0; Rep +0; Str 12, Dex 14, Con 12, Int 12, Wis 12, Cha 15.

Equipment: Jedi Padawan garb, Jedi utility belt, lightsaber (bright blue blade), medpac.

Skills (including Feats and attribute mods): Climb +2, *Battlemind* +6, *Empathy* +3, *Enhance Ability* +6, *Force Defense* +7, *Friendship* +5, Intimidate +4, Jump +2, Knowledge (Local) +2, Knowledge (Jedi Lore) +3, and Pilot-3 (cross-class, with Dex bonus).

Feats: Armor Proficiency (light), Control, Force Sensitive, Martial Arts, Mettle (+2 to Battle mind and Force Defense, factored in above), Quickness (+3 Vitality, included), Exotic Weapon Proficiency (Lightsaber), Weapon Group Proficiencies (blaster weapons, simple weapons).

Jedi Specials: Deflect (Defense +1).

(Continued next page.)

GM Aid #2: NPCs and Combat Statistics, page 6 of 10.

Description: Meera is a beautiful young Human woman with very dark skin and long hair dyed golden. She is athletic, but not a dedicated athlete. She has had martial arts lessons. Meera is 20. She spent many years searching for something that she could not visualize or explain, something that would give meaning to her life. After the events of “*Padawannabes*”, Master Lanius tested her and determined that she had the ability to learn the Way of the Force. He also introduced her to the Tarasin, so that she might decide whose way would suit her better. She was not sure if she was “worthy” to become a Jedi. Three months after the events of “*The Dark Side Beckons*”, she joined the Almas Academy and was introduced to Zelice Sturm. This is their first time away from the Academy and the first time that they have traveled as Padawan learner and Master. If she recognizes any of the heroes from the events of *Padawannabes*, she’ll be overjoyed to see them, not that she may have time to say so.

Tactics: see Encounters 2 and 5. Note: Meera is not tiered; she has five levels at this time. Keep her Battlemind and Enhance Ability in mind, as well as her Force Points. On entering battle, she might even cheerily exclaim, “*This party is over!*” She’s heard Master Windu say it once, here on Coruscant, and she loves the line. Such is youth...

She has enough brains not to fight over her head, though, and in High or Upper tiers may just provide support, aid wounded, and get in a smart shot now and then

Low and Middle Tier (Levels 1-3, 4-6)

Zelice Sturm (formerly The Black Queen), Human Female Jedi Guardian 7; IM +8 (DEX, Improved Init.); Def 20/22 with ignited lightsaber (+4 Dex, +6 Class, Class special), DR 5; Spd 10 m; VP/WP 60/12; Attack +12/+7 melee (3d8 lightsabre); SQ DR 5 (mastercrafted armor); SV Fort +6, Ref +9, Will +4; SZ M; FP 5 (+3d6 Light, will never use Dark); DSP 0; Rep 2; Str 10, Dex 18, Con 12, Int 16, Wis 10, Cha 14.

Equipment: lightsaber (bright green blade), mastercrafted (+2) combat jumpsuit, Jedi utility belt, 2 medpacs. Zelice has constructed her own lightsaber. The +1 to attack is factored in, above.

Skills (attribute mods included): Computer Use +4, Craft (Lightsaber) +7, Intimidate +5, Jump +6, Knowledge (Jedi Lore) +5, Knowledge (Criminal) +5, Pilot +6, Tumble +9.

Force Skills: Battlemind +11, Empathy +5, Enhance Ability +5, Force Stealth +16, Heal Self +5, Heal Another +3, Move Object +10. Never uses dark side Force skills.

Feats: EWP: Lightsaber, Armor (light) (purchased feat), Force Sensitive, Improved Initiative, Skill Emphasis (Force Stealth), Weapon Finesse (lightsaber), Weapons G.P. (simple, blaster pistols).

Force Feats: Alter, Burst of Speed (Knight Feat), Control, Force Flight, Sense.

Jedi Guardian Specials: Deflect (Defense +1, attack –4, extend defense and attack), Increased lightsaber damage (3d8).

Description: Zelice wears the classic Jedi Master’s tunic and hooded cloak, usually with the hood thrown back. Zelice Sturm looks to be in her late twenties. Her skin is fairly pale, not very tanned. Her hair is a glossy black; so black it seems almost to have blue highlights.

She exudes confidence and trust in the Light Side of the Force. She also wears an object on a thin chain around her neck: it looks like a thin sliver of metal, from some bladed weapon. (GM Note: not that it would be obvious simply by sight, but this is a sliver of a Ryyk blade that once belonged to Master Kirlocca. It was a gift to Zelice and she treasures it.)

Tactics: see Encounters 2 and 5. Her tactics are thoroughly explained. Do not forget her Force Points and Battlemind, or her ability to enhance her stats.

GM Aid #2: NPCs and Combat Statistics, page 7 of 10.

High Tier (Levels 7-9)

The Black Queen (Zelice Sturm), Human Female Jedi Guardian 10; IM +8 (DEX, Improved Init.); Def 21/25 with ignited lightsaber (+4 Dex, +7 Class, Class special, Feat), DR 5; Spd 10 m; VP/WP 84/12; Attack +15/+10 melee (4d8 lightsaber); SQ DR 5 (mastercrafted armor); SV Fort +8, Ref +11, Will +5; SZ M; FP 8 (+4d6 Light, will never use Dark); DSP 0; Rep 3; Str 10, Dex 18, Con 12, Int 16, Wis 10, Cha 15.

Equipment: lightsaber (bright green blade), mastercrafted (+2) combat jumpsuit, Jedi utility belt, 2 medpacs. Zelice has constructed her own lightsaber. The +1 to attack is factored in, above.

Skills (attribute mods included): Computer Use +4, Craft (Lightsaber) +7, Intimidate +5, Jump +6, Knowledge (Jedi Lore) +5, Knowledge (Criminal) +5, Pilot +6, Tumble +9.

Force Skills: Battlemind +14, Empathy +7, Enhance Ability +5, Force Stealth +19, Heal Self +5, Heal Another +7, Move Object +13. Never uses dark side Force skills.

Feats: EWP: Lightsaber, Armor (light) (purchased feat), Force Sensitive, Improved Initiative, Skill Emphasis (Force Stealth), Weapon Finesse (lightsaber), Weapons G.P. (simple, blaster pistols).

Force Feats: Alter, Burst of Speed (Knight Feat), Control, Force Flight, Lightsaber Defense, Lightsaber Form V, Sense.

Jedi Guardian Specials: Block, Deflect (Defense +2, attack -3 [due to Form V], extend defense and attack), Increased lightsaber damage (4d8).

Description: Zelice wears the classic Jedi Master's tunic and hooded cloak, usually with the hood thrown back. Zelice Sturm looks to be in her late twenties. Her skin is fairly pale, not very tanned. Her hair is a glossy black; so black it seems almost to have blue highlights.

She exudes confidence and trust in the Light Side of the Force. She also wears an object on a thin chain around her neck: it looks like a thin sliver of metal, from some bladed weapon. (GM Note: not that it would be obvious simply by sight, but this is a sliver of a Ryyk blade that once belonged to Master Kirlocca. It was a gift to Zelice and she treasures it.)

Tactics: see Encounters 2 and 5. Her tactics are thoroughly explained. Do not forget her Force Points and Battlemind, or her ability to enhance her stats. Note: due to Lightsaber Form V, The Black Queen may deflect any blaster bolt that misses her by TEN (10) or less, rather than the customary 5 or less.

Upper Tier (Levels 10-12)

The Black Queen (Zelice Sturm), Human Female Jedi Guardian 13; IM +8 (DEX, Improved Init.); Def 23/28 with ignited lightsaber (+4 Dex, +9 Class, Class special, Feat), DR 5; Spd 10 m; VP/WP 108/12; Attack +18/+13/+8 melee (4d8 lightsaber); SQ DR 5 (mastercrafted armor); SV Fort +9, Ref +12, Will +6; SZ M; FP 11 (+5d6 Light, will never use Dark); DSP 0; Rep 3; Str 10, Dex 18, Con 12, Int 16, Wis 10, Cha 16.

Equipment: lightsaber (bright green blade), mastercrafted (+2) combat jumpsuit, Jedi utility belt, 2 medpacs. Zelice has constructed her own lightsaber. The +1 to attack is factored in, above.

Skills (attribute mods included): Computer Use +4, Craft (Lightsaber) +7, Intimidate +6, Jump +6, Knowledge (Jedi Lore) +5, Knowledge (Criminal) +5, Pilot +6, Tumble +9.

Force Skills: Battlemind +17, Empathy +7, Enhance Ability +11, Force Stealth +22, Heal Self +5, Heal Another +7, Move Object +16. Never uses dark side Force skills.

Feats: EWP: Lightsaber, Armor (light) (purchased feat), Force Sensitive, Improved Initiative, Skill Emphasis (Force Stealth), Weapon Finesse (lightsaber), Weapons G.P. (simple, blaster pistols).

Force Feats: Alter, Burst of Speed (Knight Feat), Control, Dissipate Energy, Force Flight, Knight Speed, Lightsaber Defense, Lightsaber Form V, Sense.

Jedi Guardian Specials: Block, Deflect (Defense +3, attack -2 [due to Form V], extend defense and attack), Increased lightsaber damage (4d8).

(Continued next page.)

GM Aid #2: NPCs and Combat Statistics, page 8 of 10.

Description: Zelice wears the classic Jedi Master's tunic and hooded cloak, usually with the hood thrown back. Zelice Sturm looks to be in her late twenties. Her skin is fairly pale, not very tanned. Her hair is a glossy black; so black it seems almost to have blue highlights. (GM Note: not that it would be obvious simply by sight, but this is a sliver of a Ryyk blade that once belonged to Master Kirlocca. It was a gift to Zelice and she treasures it.)

She exudes confidence and trust in the Light Side of the Force. She also wears an object on a thin chain around her neck: it looks like a thin sliver of metal, from some bladed weapon.

Tactics: see Encounters 2 and 5. Her tactics are thoroughly explained. Do not forget her Force Points and Battlemind, or her ability to enhance her stats. Note: due to Lightsaber Form V, The Black Queen may deflect any blaster bolt that misses her by TEN (10) or less, rather than the customary 5 or less.

Encounter 4: Taxi-driver's Terror

Thaereian agents: the scenario does not intend these to be a serious threat, at this point; they are here to make the ride to the Senate interesting and dramatic. The agents are of various species; feel free to use your favorite alien. For simplicity, use the stats given here in case the pilots and shooters get into a personal fight. They are not tiered; they are "extras". Their vehicular stats follow their personal stats.

Thaereian aerial ambush, various Scoundrel 2 (2 in a vehicle, 1 on a swoop); IM +7; Def 15; Spd 10m; VP/WP 10/12; Atk +2 melee (2d6+1, vibroblade); +4 ranged (3d8, blaster rifle, or heavy blaster pistol if ever in range); SV Fort +1, Ref +6, Will +1; SQ DR4, Illicit barter, Lucky 1/day; SZ med; FP 0; DSP: 2; Rep +0; Str 12, Dex 16, Con 12, Int 10, Wis 12, Cha 12.

Skills: Balance +5, Demolitions +4, Disguise +4, Hide +7, Jump + 6, Knowledge: Streetwise +5, Move Silently +7, Pilot +6, Profession (mercenary) +5, Listen +4, Spot +4, Tumble +6.

Feats: Improved Initiative, Point Blank Shot, Weapons Groups.

Equipment: Heavy blaster pistol, vibroblade, blaster rifle.

Description/Group equipment: There is one medpac per agent.

Tactics: Remember Lucky 1/day. A bonus has been promised to the ones that dispose of the heroes first, so they aren't cooperating very well. They will target the vehicle or the heroes, as appropriate. They can be suckered into following a pilot who is too good for them.

Thaereian agents on swoops.

TaggeCo Air-1 Swoop

Class: Airspeeder; **Cost:** 6,000 (new), 2,000 (used); **Size:** Medium (2.4 meters); **Crew:** 1 (as above); **Passengers:** 0; **Cargo Capacity:** 4 kg; **Initiative:** +3 (+3 crew); **Maneuver:** +4 (-2 equipment penalty, +6 crew); **Defense:** 12* (+2 armor); **Shield Points:** 0; **Hull Points:** 15 (DR 5); **Atmospheric Speed:** 600 m (10 squares/action); **Max Speed in Space:** not applicable; **Maximum Altitude:** 1,000m.

Weapon: Laser Cannon; **Fire Arc:** Front; **Attack Bonus:** +8 (+4 crew, +4 fire control); **Damage:** 4d8; **Range Increment:** 20m.

** provides no cover to pilot.*

Thaereian agents in vehicles.

MandalMotors Shadow IV Civilian Airspeeder

Class: Airspeeder; **Cost:** 50,000 (new), 25,000 (used); **Size:** Huge (6.5 meters); **Crew:** 1 (as above); **Passengers:** 1; **Cargo Capacity:** 10 kg; **Initiative:** +1 (-2 size, +3 crew); **Maneuver:** +4 (-2 size, +6 crew); **Defense:** 13* (-2 size, +5 armor); **Shield Points:** 0; **Hull Points:** 40 (DR 5); **Atmospheric Speed:** 800 m (13 squares/action); **Max Speed in Space:** not applicable; **Maximum Altitude:** 1,000m.

Weapons: None. This is an unarmed, civilian version of the Shadow V. One of the agent pilots, while the other uses his blaster rifle.

**Provides full cover to the pilot and passengers if roof is closed, 1/2 cover if open.*

GM Aid #2: NPCs and Combat Statistics, page 9 of 10.

Senate Attack Group: These people are considerably more competent than the aerial pursuers, but they are unlikely to hold out against the heroes. They are also under-equipped and using poor strategy; they were called up in a hurry, as insurance to prevent the heroes getting the case to the Senate. The Thareians only had bits and pieces of information, this time, and have thrown in just about every “sleeper thug” and agent that they had nearby. They were also really hoping that the assassin droids would handle the heroes.

Number appearing: use one of these, per hero that is very combat-capable. Use one of these per two heroes that are not very combat-competent. Round fractions of enemies down. Badly hurt combat heroes count as non-combat heroes. You may consider the enemy agents Human or describe them as aliens for “color”, but it’s easiest to use the stats given for all. There is a note regarding tactics for all tiers, at the end. They are a team of professional hit-beings, hired via cutouts and blinds. It will be possible to trace this attempt back to Thare eventually, but not right now.

Low Tier (levels 1-3)

Thareian Wetwork team, various Scoundrel 2 (see above for number appearing); IM +7; Def 15; Spd 10m; VP/WP 10/12; Atk +2 melee (2d6+1, vibroblade); +4 ranged (3d8, heavy blaster pistol); SV Fort +1, Ref +6, Will +1; SQ DR4, Illicit barter, Lucky 1/day; SZ med; FP 0; DSP: 3; 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, Weapons Groups.

Equipment: Heavy blaster pistol, vibroblade.

Description/Group equipment: There is one medpac per agent.

Tactics: Attack to kill and get the attache case. Run if into wounds and still conscious.

Mid Tier (levels 4-6)

Thareian Wetwork team, various Scoundrel 4 (see above for number appearing); IM +7; Def 16; Spd 10m; VP/WP 22/13; Atk +4melee (2d6+1, vibroblade); +7 ranged (3d8, heavy blaster pistol); SV Fort +2, Ref +7, Will +2; SQ DR4, Illicit barter, Lucky 1/day, Precise Attack +1; SZ med; FP 0; 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 +7, Knowledge: streetwise +5, Move Silently +9, Pilot +4, Profession (Spy) +7, Listen +7, Spot +7, Tumble +7.

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

Equipment: Heavy blaster pistol, vibroblade.

Description/Group equipment: There is one medpac per agent.

Tactics: Attack to kill and get the attache case. Run if into wounds and still conscious.

High Tier (levels 7-9)

Thareian Wetwork team, various Soldier2/Scoundrel 6 (see above for number appearing); IM +7; Def 18; Spd 10m; VP/WP 40/13; Atk +7/+2melee (2d6+1, vibroblade); +9/+4 ranged (3d8, heavy blaster pistol); SV Fort +4, Ref +8, Will +3; SQ DR4, Illicit barter, Lucky 2/day, Precise Attack +1; SZ med; FP 1; DSP: 4; Rep +1; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

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

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

Equipment: Heavy blaster pistol, vibroblade.

Description/Group equipment: There is one medpac per agent.

Tactics: Attack to kill and get the attache case. Run if into wounds and still conscious. Note that each has 1 Force Point.

GM Aid #2: NPCs and Combat Statistics, page 10 of 10.

Upper Tier (levels 10-12)

Thaerican Wetwork team, various Soldier 5/Scoundrel 6 (see above for number appearing); IM +7; Def 19 (plus potential Dodge bonus); Spd 10m; VP/WP 58/14; Atk +10/+5melee (2d6+1, vibroblade); +12/+7 ranged (3d8, heavy blaster pistol); SV Fort +6, Ref +8, Will +3; SQ DR4, Illicit barter, Lucky 2/day; Precise Attack +1; SZ med; FP 1; DSP: 5; 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 (Spy) +9, Listen +8, Spot +8, Tumble +12.

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

Equipment: Heavy blaster pistol, vibroblade.

Description/Group equipment: There is one medpac per agent.

Tactics: Attack to kill and get the attache case. Run if into wounds and still conscious. Note that each has 1 Force Point.

GM reminder: 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 this was a serious attempt upon them, unless the dice have smiled, or they are simply very, very good. Heroes almost never think to retreat from battle: in this case, up the stairs towards the guards is a very viable option. The agents would have to either attack the guards as well or cut and run. The heroes’ credentials would put them in the right. As the encounter suggests, feel free to have the cavalry arrive: by now, your heroes could be pretty worn down.

Here comes the cavalry: It is possible that if Zelice Sturm and Meera Lisso were not used in Encounter 3, they may appear here, instead. See their stats, above. Otherwise, the Senate security guards are detailed in the encounter.

GM Aid #3: Starships and vehicles available to heroes that need one.

Encounter 1

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. No fighters are available for this mission.

Kuat Systems Engineering *Wayfarer*-class Medium Transport

Class: Space Transport; **Cost:** 202,500 (new), 130,000 (used); **Size:** Medium (82 meters); **Crew:** up to 10; **Passengers:** 6; **Cargo Capacity:** 220 metric tons; **Hyperdrive:** x2, x14 backup; **Consumables:** 3 months; **Initiative:** hero; **Maneuver:** +0 + skill; **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, + hero skill); **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, + hero skill); **Damage:** 6d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

Encounters 3 and 4

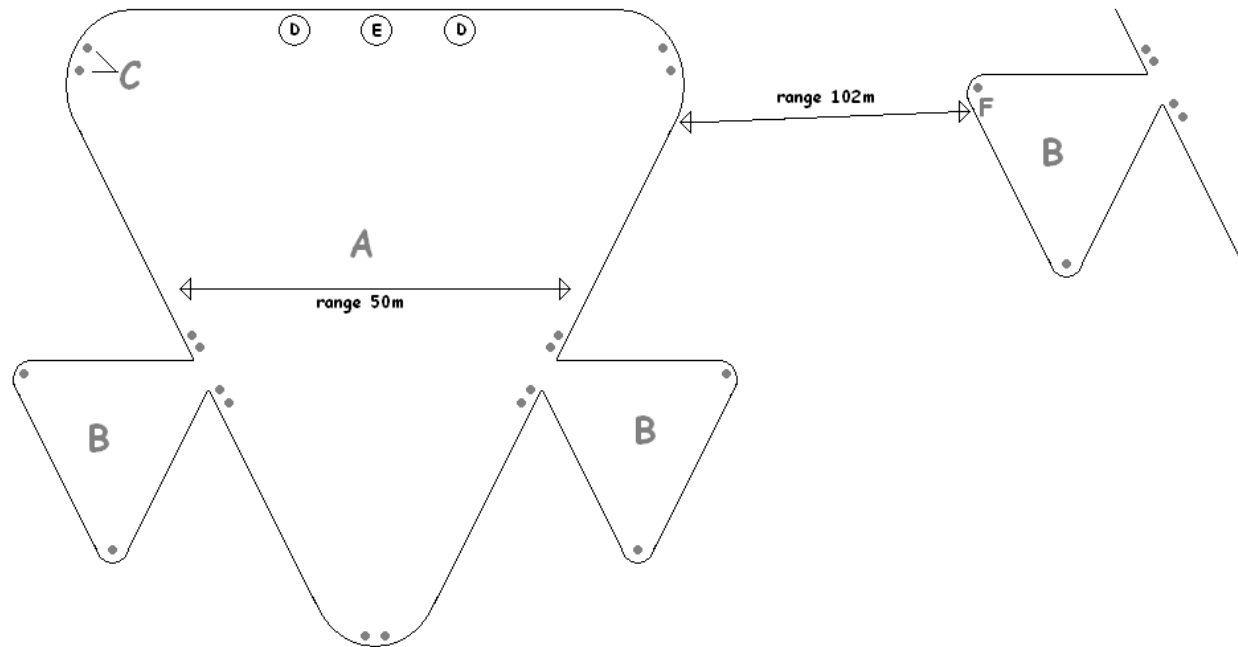
Go-Corp Utilitech Metrobus. This vehicle is the heroes' "taxi" to the Senate. It is adapted from the "Metrocab" on p. 70 of the Arms and Equipment Guide, with a few modifications. See that listing for additional detail. Note that this airspeeder has a retractable roof and activates a small atmosphere shield when it's down. Closing it takes one full round, after which it provides full cover. However, none of the heroes could then shoot or do amazing stunts, as it has no "windows". With top retracted, the vehicle still provides half cover to the occupants. Unlike the normal, commercial version, this particular vehicle does have the option to disengage the droid pilot and allow manual control.

Class: Airspeeder; **Cost:** 22,000 (new), 7,500 (used); **Size:** Huge (8 meters); **Crew:** 0 (droid pilot, Skilled +4); **Passengers:** 4; **Initiative:** +0 (-4 size, +4 crew); **Maneuver:** +0 (-4 size, +4 crew); **Cargo Capacity:** 100 kilograms; **Max Velocity:** 240 km/h (4 square/action); **Defense:** 16* (-4 size, +10 armor); **Hull Points:** 40 (DR 10); **Altitude:** Low.

**Provides full cover to the pilot and passengers if roof is closed, ½ cover if open.*

GM Aid #4: Landing Pad

Map of the landing platform and schematic of the relative positions of the heroes and the sniper.



PLAYER VERSION OF MAP KEY

A	Spaceship landing pad	This landing pad is large enough to land most passenger spaceships.
B	Escort landing pad	These landing pads are large enough to land up to two starfighters.
C	Navigation beacons	The 1-meter tall shafts hold navigational sensor arrays as well as visible light beacons.
D	Decorative columns	The tops of these ornate columns are festooned with antennas.
E	Elevator cupola	This elevator leads to other landing pads and, eventually, street level.

GM VERSION OF MAP KEY

A	Spaceship landing pad	This is where the heroes land.
B	Escort landing pad	This is where the heroes can land starfighter sized, escort craft.
C	Navigation beacons	The 1-meter tall shafts hold navigational sensor arrays as well as visible light beacons.
D	Decorative columns	This is where the droid attackers are hidden.
E	Elevator cupola	These are the real turbolifts.
F	Sniper	Positioned about 100m east and with a 20m elevation.

GM NOTE: distance between the two landing pads is not to scale.

GM Aid #5: Senate NPC “Walk-ons”, page 1 of 2.

Remember; try to put these in between opportunities for the heroes to speak, preferably matching them in support of a point that a hero has just made. If your table can’t stand listening, try to fit in Loogg and Lernyn, and then go to Senator Wren, detailed in the encounter.

Name of character/Scenario(s) encountered	Statement/Support offered
<p>Osten Dal’Nay</p> <p>Possible “cues”: Separatist accusations, Thaereian lies, Cularin loyalty, Colonel Rast’tul, the attaché case.</p>	<p><i>The leader of the Cularin Militia, and former Thaereian soldier, stands to ramrod attention in his uniform.</i></p> <p><i>“Mr. Speaker, Spokesbeings of the Galactic Senate. It is a matter of record that I was once a soldier of Thaere and that I now lead the Cularin Militia, one of the bravest and most dedicated collections of beings it has ever been my pleasure to know. I have brought a deposition by Major Xirossk of the Cularin Militia, who has remained behind to help safeguard the system. I have also submitted for review the reports of Colonel Ardine and Captain Meeba, who led a recent, joint task force in which the Militia and these specialists--” -- he looks at you—“participated. Those representatives for Cularin have also delivered an attaché case, at considerable risk to themselves. Its contents will prove conclusively that all Thaereian allegations against the government of Cularin, against myself, and against the Militia, are false. If anyone has been playing games with the Separatists, it’s Thaere. They’ve been trying to dupe the Senate for years.”</i></p> <p><i>A roar of noise greets this statement, as the Testimony platform lowers once more into darkness.</i></p>
<p>Nirama</p> <p>Possible “cues”: Thaereian secret bases, attempts to benefit from Cularin resources, Thaereian association with pirates, not doing their job, etc.</p>	<p><i>The Testimony platform rises, and on it you see one of the last people you’d expect here: Nirama! Clad in a gorgeous but understated tunic, he addresses the Senate firmly.</i></p> <p><i>“Mr. Speaker, Spokesbeings of the Galactic Senate. I have known several of these beings for many months. They are of the highest caliber of trustworthiness. They have risked their lives numerous times against the Thaereians. I have submitted, for the scrutiny of the Senate, proof gleaned through association with these people, and from—other sources. It will show conclusively that the major Thaereian interaction with smugglers and pirates in our system was to work with them and profit from them!”</i></p> <p><i>Another barrage of sound echoes around the Senate.</i></p>
<p>Thurm Loogg</p> <p>Possible “cues”: Economy, resources, Thaereian lies and secret bases, Metatheran Cartel, allies of Cularin (or lack thereof).</p>	<p><i>The platform rises, and a murmur from the Senate indicates that most of the beings here do not know who the next speaker is. However, Sa’arli is frankly goggling, because the being addressing the Senate is someone almost everyone in Cularin recognizes—Thurm Loogg.</i></p>

	<p><i>The portly, grinning Caarite spreads his hands.</i></p> <p><i>“Mr. Speaker, Spokesbeings of the Galactic Senate. I have presented my credentials as the pro tem speaker for the Metatheran Cartel, to this—dare I say ‘august’—body? Moreover, I am soon to be appointed as the new Trade Commissioner for the Cartel, in Cularin! Why? Because we in the Cartel loooooove Cularin!</i></p> <p><i>“In behalf of my very powerful and economically important consortium, I have taken the liberty of filing reports and evidence of some very shady and nasty dealings that the underhanded Thaereians have had, for the last several years. They would be entirely unfitting competit—er, investors, in the new time of prosperity that must follow your no doubt insightful and just decision. In short, my organization absolutely supports the people of Cularin in their time of need, and will back those fine beings on the Cularin platform one hundred percent—plus interest!</i></p> <p><i>“Also, our massive warship, which remains in orbit right over the main settlements of Cularin, will continue to remain fully stocked with bombs and missiles to help guide the system into its bright and prosperous future.”</i></p> <p><i>The platform sinks, amid general hubbub. Certainly the bureaucrats beside the Supreme Chancellor perked up at the mention of the Cartel.</i></p>
<p>Gavid Lermyn</p> <p>Possible “cues”: His name, mention of the assassination attempt or events of Padawannabes. Also might be cued by mention of the fact that a military junta has now supplanted the Thaereian government that was originally given the patrol franchise.</p>	<p><i>The platform rises again, to reveal a middle-aged Human in a business tunic.</i></p> <p><i>“Mr. Speaker, Spokesbeings of the Galactic Senate. If it were not for the intervention of heroic citizens of Cularin, I, a Thaereian, would not be here today. My name is Gavid Lermyn and I was once a diplomat for my people. I have come here from the Thaere system, where I have been in hiding, among what has recently become a resistance movement against the military government. Osten Dal’Nay arranged for me to safely arrive, to testify.</i></p> <p><i>“I am prepared to fully corroborate what the representatives of Cularin have said, and I also wish to plead for help in ousting the gang of self-serving opportunists and expansionists that have taken power in my home system.”</i></p> <p><i>At this, there is an explosion of sound within the Senate Chamber, and the Supreme Chancellor calls for order as the platform recedes.</i></p>