STAR WARS®
Quick Encounters

These brief adventures seeds can be used to run quick demo adventures lasting 15 to 30 minutes. They're a good way to demonstrate the basic game mechanics. You can use pregenerated characters, or spend some time teaching players how to create their own characters, then run them through the encounters below.

Most of the scenarios take place in the Mos Eisley cantina; it's a setting most fans are familiar with, and one filled with many adventure possibilities. To help set the stage, you might try displaying a cantina map so players can get their bearings. You can find the map in the *Mos Eisley Adventure Set, Galaxy Guide 7: Mos Eisley*, or the *Star Wars Introductory Adventure Game*. You can use *Star Wars* miniatures or the stand-up characters from the intro game, too.

Rebel Contact

The characters are part of an Alliance team sent to retrieve information from a contact waiting for them in the cantina. They've been given the contact's description and an appropriate identification phrase to confirm her identity. They find their contact alone in a dimly lit booth. After making sure the characters are with the Rebels, she hands them a datacard containing vital information about Imperial fleet strengths and movements. She leaves the cantina after the exchange, warning the characters to wait before exiting so they aren't seen together. A moment later they hear blaster fire just outside the cantina; Imperial stormtroopers have gunned down their contact! Four troopers enter and begin searching for the characters. The Rebels must somehow escape, no doubt starting some kind of fire fight.

You can complicate the scenario in several ways. Drop four more troopers through the back door to block their path. Have an angry alien draw attention to them by arguing that they bumped him and spilled his drink. Toss in an Imperial spy who stands in their way or alerts the stormtroopers to their presence. To really challenge the group, post an Imperial probe droid outside the back entrance to examine and detain anyone leaving that way.

Imperial Stormtroopers. All stats are 2D except: *blaster 4D, brawling parry 4D, dodge 4D, brawling 3D.* Move 10. Stormtrooper armor (+2D physical, +1D energy, −1D to *Dexterity* and related skills), blaster rifle (4D), blaster pistol (4D).

Passage Off Planet

The characters are pursued by Imperial stormtroopers (see stats above) or bounty hunters (see stats below). They've stumbled into the cantina seeking a pilot with a ship to take them off planet and back to their base or home port. They find a smug-

gler willing to fly them, but must negotiate a good price. Do what you need to make this a roleplaying challenge. Perhaps the smuggler is greedy, or wants to avoid siding with Rebels. Maybe the characters have something the smuggler wants. Feel free to customize the smuggler to your tastes. You can even use established smuggler characters from other game books, such as *Platt's Smuggler's Guide*.

Just as the negotiations are finishing up, the stormtroopers or bounty hunters on the characters' trail enter the cantina! The group can try to slip out unnoticed—but if they're spotted, they might have to make a fighting retreat. Saving the smuggler's life or helping him in a jam might defer some of the payment, too....

If you wanted to expand this scenario, play out the starship dogfight as the smuggler's freighter tries to blast through four TIE fighters or a screen of bounty hunter ships. The characters can help plot astrogation coordinates and crew the shields and guns.

Haughty Smuggler. All stats are 2D except: *Dexterity 2D+1, blaster 4D, dodge 4D+1, streetwise 4D+2, Mechanical 2D+2, astrogation 4D+2, space transports 5D+2, starship gunnery 4D+2, bargain 2D+2, con 4D+1.* Move 10. Heavy blaster pistol (5D).

Bounty Hunter Trap

The characters are pursued by a ruthless band of bounty hunters. Intending to take shelter in the cantina, the group must find a quiet, dark corner and wait until the hunters lose their trail. What they don't realize is the bounty hunters expect them to run into the cantina...right into a trap they've set.

Once the characters have settled into a good hiding spot, they notice two hunters stride through the main entrance. Unless they're particularly perceptive, they'll probably miss the ones hiding in the shadows near the back exit alcove, or the two or three others casually mingling with the crowd or in nearby booths. Add a few outside each exit, and the characters are hemmed in. The bounty hunters don't move until the characters head for an exit. Need to spur them to action? Throw a rowdy cantina patron at them to hassle them for handouts; have a non-bounty hunter recognize them ("Hey, don't you owe me money?"); or drop in a burly bunch of aliens who claim the characters took their favorite seats. The bounty hunters inside try to push the characters toward those hiding near the exits.

Veteran Bounty Hunters. All stats are 2D except: *blaster 4D+2, dodge 4D+1, grenade 4D, melee combat 4D+2, melee parry 3D+1,*

streetwise 3D, survival 2D+2, investigation 3D+1, sneak 3D+2, brawling 3D+2. Move 10. Blast vest (+1D physical, +1 energy), heavy blaster pistol)5D), blaster rifle (5D), hold-out blaster (3D), grenade (5D), knife (STR+1D).

Bar Fight

The characters are just hanging out in the cantina when a troupe of mean-looking Weequays decide to pick a fight...for no apparent reason other than to beat up on the characters. Just as someone makes the first swing, the bartender starts screaming "No blasters! No blasters!" Although the Weequay are armed, they don't draw their weapons, preferring to pummel, toss, crush and mash the characters with their meaty fists. If they use anything as a weapon, they grab chairs, tables, and other patrons to swing and push into the characters.

If the characters don't end the fight quickly (by winning or being trounced themselves), a stormtrooper patrol enters to break things up and haul everyone down to the local lockup. In the interest of preserving some sense of order, the stormtroopers keep all combatants incarcerated overnight, just to cool off. While this usually wouldn't be a problem, it will be if any of the characters are known Rebels or wanted smugglers....

Mean-Looking Weequays. All stats are 2D except: *Dexterity 3D+2, blaster 5D, dodge 4D+2, melee combat 5D, melee parry 5D, Perception 2D+1, search 4D, Strength 4D, brawling 5D+2, stamina 4D+2.* Special abilities: complex pheromones allow Weequays of the same clan the ability to communicate silently over short ranges. Move 10. Battle vests (+1D+1 physical, +2 energy), blaster pistols (4D).