THE NEW REPUBLIC

The Politics of Contraband

A Short-Adventure Supplement for use with Star Wars: The Roleplaying Game



Smugglers come and smugglers go, but the lure of easy profits remains the same ...



STAR WARS THE NEW REPUBLIC

The Politics of Contraband



RR 3 Box 2345 Honesdale PA 18431

40067

This and all other products that take place after the events of *Return of the Jedi* are the author's vision of what may have happened. The true fate of the heroes and villains of the *Star Wars* universe has yet to be revealed by George Lucas and Lucasfilm, Ltd.

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Introduction

The Politics of Contraband is a collection of short adventures revolving around smugglers in the Star Wars universe.

Each adventure is designed for a typical smuggler crew — two player characters, with a highly modified light freighter in tow. Smugglers are unique and very different than typical Rebel Alliance heroes. They are exciting, interesting, and dangerous, all in one package. They are heroes, but with rough edges: free-spirits, who answer to no one but themselves.

The setting for the adventures is in the New Republic era, sometime after the Battle of Endor, but before the events in *Heir to the Empire*. It is a time when the fledgling New Republic government is trying to assert authority and get respect, while the Empire is doing everything in its power to hold on to whatever it can. In between, there is the *fringe* — all of the independent parties, from neutral worlds, to crime lords, to huge corporations.

As a smuggler, any of these groups is a potential employer — and a potential adversary.

Using These Adventures

Each adventure is a stand-alone game, designed to be long-enough for a standard session of three to five hours of play.

They shouldn't be run one right after another, but instead work best when sprinkled throughout the course of a campaign.

Each adventure has a new section called "The Set-Up," which is aimed directly at those people who are playing a campaign. The Set-Up provides hints on how to get the player characters to the first scene of the adventure without arbitrarily saying, "You're at this spaceport, when this alien approaches you and ..."

Using the Set-Up, you can integrate these adventures into the normal flow of your campaign and game sessions, giving them a kind of "real life" quality. By using the *Set-Up* guidelines, you

can drop the characters into an adventure before they even realize what's happened.

The Characters

Here are some sample smuggler characters that you may choose to play. Use these templates for the creation of beginning characters.

Brash Smuggler DEXTERITY 2D+2 KNOWLEDGE 3D+1 MECHANICAL 4D PERCEPTION 4D STRENGTH 2D TECHNICAL 2D

Equipment: Heavy blaster pistol (5D), comlink, astromech Droid, modified light freighter, 4,000 credits standard, 55,000 credits in debt to a loanshark

Background: "There's money to be made out in space." That's all your father ever told you as a kid. Sure, he'd gone broke years ago, but he wanted you to follow in his footsteps. He wanted you to be the famous and successful freighter captain he never was.

Now, several years and plenty of bad loans later, you've found your niche. You certainly aren't getting rich, but you're living the type of life you always wanted. Your ship is fast, your smuggling compartments well hidden, and your trigger finger is quick. You've taken on the worst the galaxy has to offer and come out with your chin held high. Smuggling is the life for you.

Personality: Brash, cocky and ready to take on anything. You're old enough to know better and daring enough to go for broke anyway. Someday, you'll make it rich for that kind of attitude or die trying!

Quote: "Make it 20,000 credits and you have yourselves a ship!"

Connection With Other Characters: You could have met your co-pilot in any number of ways:

you worked together on a smuggling run, he's a friend from childhood, or you both happened to be backed into a corner by the same bad guys and found that you made a great team.

Faithful Co-Pilot

DEXTERITY 2D KNOWLEDGE 4D MECHANICAL 3D+1 PERCEPTION 1D+2 STRENGTH 2D+1 TECHNICAL 4D+2

Equipment: Heavy blaster pistol (5D), tool kits, utility belt, flares, 500 credits, datapad.

Background: Space was all you ever dreamed about. You wanted to explore the stars, and meet unusual people. You wanted to have no home other than the ship beneath your feet, and no allegiance beyond your captain. In time you learned that while you were a fair pilot — pretty good by most people's standards — your true abilities lie in fixing and tinkering with ships. You may not be able to fly full tilt through an asteroid field, but when it comes to patching together a busted hyperdrive with only tape and 20-yearold patch circuits, you're the best.

Personality: You are in many ways the opposite of your captain. He is flashy, bold, and overconfident — you are reserved and more cautious. He can always fly his way out of any trouble, and you specialize in keeping him out of it in the first place. Still, the two of you are a great team and best friends. You have a partnership that will last until the day you retire or strike it rich. Neither of which seems to be happening anytime soon.

Quote: "If he's willing to pay that much money for a simple cargo run, there's got to be strings attached. Let's at least ask for more credits ..."

Connection With Other Characters: You and the brash smuggler joined up under unusual conditions, but found that you made a great team. Your travels have introduced you to many other colorful personalities in your day.

The Ship

Type: Modified light freighter Scale: Starfighter Crew: 2 Passengers: 6 Cargo Capacity: 80 metric tons Consumables: 1 month Hyperdrive Multiplier: x1 Nav Computer: Yes Backup Hyperdrive: Yes Sublight Speed: 2D Maneuverability: 1D+1 Hull: 4D+1 Weapons: Two Laser Cannons (fire separately) Fire Control: 2D Damage: 3D+1 Shields: 1D



The Politics Of Contraband

Smugglers come, and smugglers go, but the really talented ones are able to keep their heads (and ships) when all around them lose theirs.

Adventure Background

After the fall of the Empire, the New Republic started the long process of contacting all of the known planets, and establishing their place in the new government. The galaxy is a big place, and the Republic cannot be everywhere. It is in these places the Empire still flourishes, aided by the corrupt governments they helped in the past. And some would prefer it remain this way, as having the Empire as an ally, however distasteful, has certain advantages to oppressive planetary leaders.

Recent Events

The characters find themselves sent to just such a planet. Not interested in the New Republic or the Empire, the characters are more concerned for their own skins, and their own profits. They have come to Glova to deliver a "special" mixed load of holotapes and exotic spices. "Special" due to prohibitive import duties, and repressive local standards. To camouflage the merchandise, they took on a load of Plasmaberries as dead weight. Unfortunately, no one checked to see if the locals had a problem with Plasmaberries ...

The Set-Up

• The characters should receive the contract to take the spices and holotapes to Glova. They are on the planet Kalab, and were given the cargo by Garvan Spasso, an untrustworthy low-life trader — in other words, a typical employer.

• The characters must be extremely short on cash for this adventure to work. They shouldn't have more than 1,000 credits, and shouldn't be

able to raise the needed credits by other means except through accepting the job offer in Episode One, "Sucker Play."

Read Aloud

Read this aloud to the players. Once this is complete, have them read the beginning adventure script.

You have just recently left Kalab, en route to Glova. On Kalab you took the commission of a "special" cargo, paid at the usual rates when you return and confirm the delivery. The cargo is typical contraband — exotic spices and holotapes.

So as not to appear suspicious, you fill the hold with the first thing that crosses your path, Plasmaberries. The local market is flooded with them due to unusually good weather this year, and they cost almost nothing.

You land safely on Glova in the city of Drepplin. Arrangements have been made for pick up of the special cargo, and you have even made some arrangements to sell that load of Plasmaberries. Everything seems to be going quite well. Too well.

The moment you step from the ship, everything falls apart. The receiver of the special cargo is late. But that is the least of your problems. A diminutive, balding man, with small glasses and a datapad steps up.

Episode One: Sucker Play

The characters now find themselves in an awkward situation. Unable to deliver the main cargo, they cannot get paid for that part of the trip. Unable to dispose of the phoney cargo, they may be forced to pay an incredible tax. And they have no money, so they face the confiscation of their ship. It looks like this trip to Glova and the city of Drepplin is quickly becoming a nightmare.

THE POLITICS OF CONTRABAND ADVENTURE SCRIPT

Use the following script to start the adventure. Your gamemaster will tell you what part (or parts) to read.

Gamemaster (as Inspector Smitken): "I am Inspector Smitken, Drepplin Port Import Inspector. May I please see your manifests? That will be a 50 credit filing surcharge, payable now."

1st Character (as he hands a datadisk and the credits over): What seems to be the problem?

Gamemaster: "No problem. We just want to be the most efficient we can be in tax and tariff collection. Now, according to this, you have a load of Plasmaberries in that ship?"

2nd Character: Yeah, so?

Gamemaster: "Well, that cargo is subject to Planetary Tariff Code — Alternative Minimum Tax, Article 7, section C, paragraph 3, subsection 4. 'No native grown protected or subsidized plants may be imported without being subject to a minimum tax no less than 500% of current retail selling price.' That's a tax levy of ... 45,000 credits."

1st Character: But that's five times what we can sell 'em for!

Gamemaster: "I'm very sorry, but the law is the law. What will be your method of payment?"

2nd Character: Umm, what happens if we don't pay?

Gamemaster: "We just confiscate your ship with a lien against unpaid taxes. The ship is subsequently auctioned off — the next election will be in 54 days. Are you indicating a reluctance to pay?"

1st Character: Uh, no. We were just wondering ...

Gamemaster: "Fine. This tax must be paid within one day of your initial planetfall, or the ship will be confiscated and taken to the government compound. Nothing may be off-loaded until the tariff has been paid."

2nd Character (to other character): I need to go back into the ship for a minute. You want to help me for a minute?

Gamemaster: "Due to the possibility of your trying to leave without paying the tax, which has been indicated by your earlier question, I'm afraid you can only enter your ship when escorted by security. Any attempt to remove the cargo, or take off, will meet with the most severe penalties."

1st Character: Just what we needed.





Valkanhayn Template Type: Criminal Trader Lovalty: To himself Height: 1.5 meters Species: Human Sex: Male **DEXTERITY 3D KNOWLEDGE 4D** Streetwise 6D **MECHANCIAL 3D+2** PERCEPTION 3D+1 Bargain 5D+1, con 4D+1, gambling 5D+1 STRENGTH 2D **TECHNICAL 2D**

Borke

Physical Description: Borke is rough, unsavory, and scruffy-looking. His clothes are the cheap, flashy type, more the sort worn by someone being pretentious, than by anyone with real power. His features are rough, and a deep scar runs from his left eye to below the right side of his mouth. This side of his

mouth continually twitches.

Equipment: Blaster pistol (4D damage), money pouch containing 500 credits, comlink

Background: Borke grew up on Kalab with Garvan Spasso, his current partner. After a piece of trouble on Kalab, Borke came to Glova. Within a few months, he had established himself as the premier "importer" on the planet.

Personality: Borke is a double-dealing criminal. If he thought he could make money selling his mother into slavery, he would. He has almost no shred of decency, nor is he trustworthy. However, he tries very hard to appear as if he is trustworthy; this attempt often fails miserably, and he comes off as a sleazy businessman.

Quote: "But I could have gotten that for you wholesale."

No less than a dozen planetary militia guards are stationed at their ship, and if any of the characters wish to board their ship, two security men will come with them.

Planetary Militia

DEXTERITY 3D Blaster 5D+1, dodge 4D+2 KNOWLEDGE 1D MECHANICAL 2D PERCEPTION 2D Command 4D STRENGTH 3D TECHNICAL 1D

Equipment: Blaster rifle (5D damage), blast vest (+1 to *Strength* to resist damage), comlink, red and blue uniform with gold trim

The characters can head into town or remain at their ship. As they leave the docking bay area, they encounter the recipient of the "special cargo," who is running toward them. He is Borke Valkanhayn.

Borke Valkanhayn is happy to see the characters. When informed of the problem with the cargo, he will seem quite concerned, and offer to help — he says it will take him a couple of hours to arrange "something." If the characters ask for money, he will inform them that he cannot get his hands on sufficient credits for a couple of days. He leaves, reminding the players of a "penalty" clause, making them liable for the cost of goods lost in the ship seizure — another 15,000 credits!

Good Help Is Hard To Find

Disenchanted, the characters will most likely continue into town, and attempt to figure out how to get their ship back. Their options do seem limited.

The local bars, described below, cater to a rough crowd, and the possibility exists that the characters could hire some of them to help (although most of them will, naturally, demand up front payment).

The Dive

The Dive is just that. Fights break out here at least twice an hour, and five times an hour during weekends is not uncommon. Permanent, debilitating injuries are part of the fun. All forms of gambling are also practiced here, with rigged sabacc games being a favorite of the house.

Writ Tsall

A mercenary by trade, Writ has found his way to Glova through a variety of misadventures which he'd rather not discuss. Capable with a blaster, he has a tendency to get what he wants. He will demand 500 credits for his services, upping it to 1,000 credits or 500 and off-planet passage once he figures out that the mission might be dangerous.



Glova

System: Glova **Type:** Terrestrial Temperature: Temperate Atmosphere: Type I (Breathable) Hydrosphere: Moist Gravity: Standard Terrain: Jungle and Low Hills Length of Day: 22.3 Standard Hours Length of Year: 375 Local Days Sapient Species: Human Starport: Limited Services **Population:** 100,000 (20,000 in Drepplin) Planet Function: Agriculture **Government:** Appointed Governor Tech Level: Space Major Exports: Wine, grains Major Imports: All levels of technology

Background

Glova was originally colonized more than 200 Standard Years ago. The first boom in population came when a small amount of precious metal, usable on some planets as money, and on others for technological reasons, was found. The deposits turned out to be very small, and the mining craze played out after a very short time. Eventually, Glova found its niche as a supplier of foodstuffs to other planets in this area.

Drepplin

The town of Drepplin is a very small port city (population 20,000), and as such, is a bit rough and tumble. It was founded when the colony was established, and it has remained the capital of the planet. Due to the limited population on the planet, it also serves as the planet's only spaceport.

The Government House was built out of an old plantation house, built by one of the original settlers.

Most of the buildings in the city are ramshackle constructs and the outer spaceport area is also a low-budget affair — there are simple marked lots for starships, with only refeuling and the most limited of repair services.

Drepplin Street is the main road, and it is a collection of various establishments, including bars, hotels, supply houses, and import companies. Products of every nature may be found here, although at exorbitant prices.



Captain Trask

Captain of a ship of his own, Trask was marooned here when his ship was impounded under similar circumstances. While he is more than willing to help out, his outlook on the matter is not very good.

Template Type: Brash New **Republic Agent** Loyalty: To his ship Height: 1.7 meters Species: Human Sex: Male **DEXTERITY 3D** Blaster 5D, dodge 5D **KNOWLEDGE 2D** Streetwise 3D **MECHANICAL 4D** Astrogation 6D, starship piloting 7D PERCEPTION 3D Bargain 4D, command 4D, gambling 5D **STRENGTH 3D** Stamina 4D **TECHNICAL 3D**

Starship repair 5D

Physical Description: Tall with an athletic build, Trask has brown hair in a shaggy mop, and grey eyes. Whatever the circumstances, Trask will always be found dressed as a tramp freighter pilot.

Equipment: Heavy blaster pistol (5D damage), vacuum suit

Background: Born on Hyder, Trask was raised to fly a ship. His father had been a pilot, and it was obvious from very early on that Trask would follow in his father's footsteps. At a very young age, he soloed for the first time, and thereafter was always at the controls. After his father was shot down by the Empire after being suspected of smuggling, Trask swore vengeance upon them. He has been fighting ever since.

Personality: Trask is an eternal optimist. His talent for acting has allowed him to play the part of the extremely down-on-his-luck ship captain, but he is really quite happy with the way things have gone. His enthusiasm for the New Republic is matched only by his enthusiasm for strong drink.

Quote: "There's plenty of time! Have another!" DEXTERITY 3D+2 Blaster 6D, dodge 4D+2 KNOWLEDGE 2D+2 Cultures 3D MECHANICAL 2D+2 PERCEPTION 2D+1 Bargain 3D+1 STRENGTH 3D+2 TECHNICAL 3D

Equipment: Blaster rifle (5D damage), vibroaxe (STR+2D damage), blast vest (+1 to *Strength* to resist damage), comlink, bottle of expensive liquor, bottle of cheap liquor.

Borke's Cantina

Borke's Cantina caters more to the run-of-themill citizen of Drepplin. Prices are average, and so is the food. Owned by Borke, he uses it primarily to launder money from his "importing" business. There was initially a small danger from legal authorities, but Borke makes a small "contribution" to the operating funds of several important officials, and this hasn't been a problem since. The characters will meet Trask Lucan here.

Koren Buck

A con man, Koren will play himself up as the galaxy's greatest warrior. He will demand only 200 credits up front, with 800 upon completion of a successful assault. However, he will simply take the 200 credits and run.

DEXTERITY 3D+2 Blaster 4D+1, dodge 4D+2 KNOWLEDGE 3D MECHANICAL 2D+1 PERCEPTION 4D Con 6D+2, gambling 7D STRENGTH 2D+2 TECHNICAL 2D+1 Equipment: Blaster pistol (4D dam

Equipment: Blaster pistol (4D damage), blast helmet (+1 to Strength to resist damage)

The Orchid

The Orchid is a hotel attached to Aramand's, the highest-class establishment in Drepplin. It is the only hotel in the city, and thus attracts a wideranging clientele. The service is excellent, and for those with good contacts in the government, fares are as low as 25 credits per night; the average citizen will have to pay 75-100 credits per night.

Aramand's is an expensive restaurant, catering to the upper crust. The average tramp pilot will find it difficult to gain access. There are, however, advantages to this kind of place. The most corrupt individuals in the government frequent the establishment, and anything done within its walls remains a secret as part of an "old, corrupt politicians" network.

Meals at Aramand's are very expensive (probably 50 credits per person), but definitely worth it. The chefs are all trained as gourmets, familiar with the most exquisite dishes of more than 50 races. All in all, not exactly the kind of restaurant you would expect to find on a dreary frontier world.

The complex is owned and operated by Glova's governor, Tegist Byrg, so characters must be careful in their behavior or they will attract unwanted attention.

Alistay Vaganon

She has come to Glova in answer to Byrg's invitation, and is unhappy with the facilities. She is looking for a change of setting, and will most likely seek out the characters before they find her.

DEXTERITY 3D+2 Blaster 6D+2, dodge 5D+1 KNOWLEDGE 2D Alien species 4D, streetwise 3D+2 MECHANICAL 3D+2 Starship gunnery 4D+2, starship piloting 5D PERCEPTION 3D Con 4D+2, hide/sneak 5D+1, search 4D+2 STRENGTH 2D+2

TECHNICAL 3D

Starship repair 5D

Equipment: Blaster rifle (5D damage), long, flowing cloak, comlink, 250 credits

A Job Offer

After the characters have spent some time meeting the local personalities, and possibly recruiting some hired muscle, Borke will find the characters. He will explain that he has determined how they can get their ship back and pay the fine. After moving to a more secluded booth, he continues. Read aloud, taking the role of Borke — act shifty and untrustworthy:

"Down the street, there is a big warehouse. In this warehouse is some merchandise I need recovered. The man that purchased it from me has not paid. If I can get it back, I can sell it to someone that will pay fair market value, and then I can loan the money to you to get your ship out of impound."

When the characters ask which warehouse, Borke replies, "The last one on the street, on the right. Will you take the job?" If the characters accept, he continues. "The merchandise is a rare collection of antique holotapes, not unlike that which you have brought on your ship. They are kept in a small safe, in the main office. Here is a rough map." At this point, the characters receive a rough sketch of the city (see map on page 7) and the map of the room on page 5.





Robet Makina, New Republic Ambassador

Template Type: Ambassador Loyalty: To the New Republic

Height: 1.9 meters Species: Human Sex: Male **DEXTERITY 3D** Blaster 3D+2, dodge 4D **KNOWLEDGE 4D** Alien races 5D, bureaucracy 6D, cultures 5D **MECHANICAL 3D PERCEPTION 4D** Command 6D, con 6D STRENGTH 2D Stamina 4D **TECHNICAL 2D** Computer programming/repair 4D, security 5D

Physical Description: Tall and dashing, he is clean cut and blonde haired. He is suave and dashing, and has an air of author-

ity and wealth about him.

Equipment: Holdout blaster (3D+2 damage), comlink

Background: Makina is the archetypical New Republic man. Born to a good family, Makina used this to his advantage. When he witnessed atrocities performed by the Empire, whom he had supported, he was shocked. He swore to overthrow the Empire, whatever it took. He joined the Rebellion almost immediately, and brought his family's resources with him.

Personality: Always willing to take a chance on someone who seems sincere, Makina will trust most people upon first meeting. However, if his trust is betrayed, it is never regained.

Quote: "Those Imperials will pay for what they have done!"

Borke does not seem to have any knowledge of any security systems, but says, "Not to worry, this guy isn't that sophisticated." He recommends the infiltration occur late at night as this will attract the least attention. He will then excuse himself to arrange the purchase of these tapes with another gentleman.

Episode Two: Sucker Play, Part Two

If the characters bother to check out the "warehouse" before nightfall, they will see that it is obviously the New Republic Embassy. The characters may opt to infiltrate the embassy or decide to go track down Borke for an explanation.

If confronted, Borke will only grin sheepishly, and explain, "It's not my fault if the New Republic ambassador is a thief!" Borke actually wants the characters arrested and simply put away — he figures that Robet Makina, the New Republic ambassador, will have the characters jailed for several years, ignoring any explanations. Then, he will simply buy out their ship by paying the import tax.

The New Republic Embassy

Built from an office building/warehouse, this turned out to be the only building available when the New Republic officials arrived. That it is riddled with listening devices is certain; that these devices are reliable is uncertain.

The Main Hall

Serving as both the entry hall for the Embassy, and the main ballroom for official functions, this room is quite large. The appointments are quite lavish, as the ambassador refused to go without certain "luxuries." Expensive tapestries adorn the walls, and fine art objects are displayed in alcoves. All the appointments come from the ambassador's personal fortune.

Ambassador's Office

Also appointed in a lush and regal fashion, this room really shows the taste of the ambassador. Art from 50 worlds decorates the office, and none of it is cheap. The safe is indicated on the map.

The Warehouse Area

Originally used as a warehouse, this space has been converted into an operations center for this sector. There are rows and rows of computers for compiling data about the sector.

In the back corner of the warehouse room are several crates filled with emergency supplies for the sector, including weapons, comlinks, survival gear, office supplies and anything else that a bustling government's representatives might need.

Garrison Rooms

These rooms house the New Republic troops. There are 65 armed troops stationed at the embassy, although many of them also perform warehouse work since duty shifts are so easy.

__STAR___ WARS

New Republic Soldiers DEXTERITY 3D+1

Blaster 6D, dodge 5D+1, melee 4D+2, melee parry 5D KNOWLEDGE 2D MECHANICAL 2D PERCEPTION 2D Command 4D+2 STRENGTH 3D+2 Brawling 4D+2 TECHNICAL 2D

Equipment: Blaster rifle (5D damage), blast vest (+2 to Strength to resist damage), club (STR+1D damage), comlink, standard New Republic uniform

Infiltration

Once the characters put their plans into motion, they will be able to make their way to the Ambassador's office quite easily. The building seems to be deserted at night, with only an occasional maintenance Droid humming by.

The room's layout will give them a rough turn, as Borke did not have the location of the safe right. With a Moderate *search* total the safe can be found. Just as they are opening the safe, the lights come on, and more guns than they have ever seen will be pointed at them by loyal New Republic troops.

Cut to Episode Three, "Turnabout."

Episode Three: Turnabout

The characters are being held in the office, and in walks the ambassador. Standing nearly two meters tall, Robet Makina is the new breed of New Republic man. He is dressed in business clothes, and was obviously already awake, apparently waiting for them.

Being a fair man, Makina will listen to the characters as they try to explain themselves. If they try to pass off a lie as the truth, he will know. He is aware of the disposition of their ship, and the activities of the local government. If they tell the truth, including the part that includes Borke Valkanhayn, Makina will exclaim "I knew it! That two-faced, son-of-a-rancor!"

After he calms down, Makina will explain. The New Republic is slowly trying to contact the worlds that made up the Old Republic and the Empire. Glova was but one world, yet its position in the sector is vital: if the Empire stops the New Republic here, adding the rest of the sector will be next to impossible due to a lack of reliable trade routes.

The Republic was aware that the Empire secretly controlled one of the planets in this sector, but they were unsure as to which it was. The connection of Valkanhayn with a plot to steal from the Embassy gives the final link they needed. They can now move against the planetary governor, Tegist Byrg.





Tegist Byrg, Planetary Governor

Template Type: Crimelord **Turned** Diplomat Loyalty: To himself Height:1.5 meters Species: Human Sex: Male Homeworld: Malo VI **DEXTERITY 3D** Blaster 3D+2, dodge 4D **KNOWLEDGE 4D Bureaucracy 5D MECHANICAL 3D+2** PERCEPTION 3D+1 Command 6D STRENGTH 2D **TECHNICAL 2D** Security 4D

Physical Description: Byrg is a large, slovenly man, weighing more than 250 kilos. His face has several chins, and he has a tendency

to drool when he is excited.

Equipment: Holdout blaster (3D+2 damage), comlink

Background: Born the son of a street beggar, he decided early on that this was not the life for him. Byrg apprenticed himself to a local thief, and his career was off — an early fencing operation led to the creation of his own personal empire. Eventually, one of his well-positioned associates gave him the governorship of Glova.

Personality: Greedy, power hungry and unpleasant. He often likes to sit in his office looking out over the slums — the squalor amuses him.

Quote: "I don't care if its someone else's ship, I want it!"

The Truth

The characters, when asked, will reveal that Borke's partner back on Kalab, Garvan Spasso, was the one that suggested the Plasmaberries in the first place. Makina says that Spasso must have known that an import tax existed and was probably trying to get the character's ship confiscated.

Both Spasso and Borke have connections in

the government on Glova, and could probably get their cargo from the confiscated ship without any problem. They will certainly get a cut from the sale of the ship.

The government on Glova is still strongly tied to the Empire and they are reluctant to cut their ties. The advantages of having the Empire's "protection" are enormous, and Byrg, the governor, has hopes of riding on the coat tails of any Imperials in the sector when they return to absolute power.

The Resolution

Makina offers the assistance of the New Republic government in the retrieval of their ship. Makina feels that this is sufficient justification to go after Byrg, since he is officially an ally of the New Republic, but secretly an Imperial sympathizer.

He decides to launch an attack on the planetary government compound for the purpose of capturing Byrg and finding evidence linking Byrg with organized criminal elements. The soldiers, excited at the prospect of action after months of endless patrol duty, quickly begin picking out their weapons for the assault — there is definitely a festive atmosphere with Makina's announcement of the attack.

The characters will be invited to participate, and even offered additional weapons for the battle. Just before the raid is set to start, Captain Trask Lucan arrives to take part. It is revealed that he was an advance scout for the New Republic, and was "set up" by Byrg, who wanted to capture his ship. He has since been stranded on the planet without the chance to reclaim his ship.

Episode Four: The Raid

The raid will begin late at night, hopefully when the government soldiers are asleep. Makina expresses his hope that the battle goes quickly, without a lot of needless casualties. He assures the smugglers that this is the only way of resolving the situation, since Byrg would definitely go down fighting if he learned that the New Republic troops were going to try to arrest him.

The Government Compound

This compound is the home of Glova's government. The compound is surrounded by a twometer tall stone fence, although no other security precautions are evident. The governor's house was the original building, and all other buildings in the compound were haphazardly added, giving the whole area a disjointed, unorganized appearance.

The Politics of Contraband

The Governor's House

TAB

The governor's house is a large plantation house built by the original settlers. There is a modified speeder bike just outside the house. Its speed code is 4D, its body is 2D and its maneuverability is 3D. There is also a landspeeder (speed code 2D, body 3D, manueverability 2D).

The Docking Bays

These were built a few years ago when the traffic in and out of the port area required the addition of impound yards. The bays are capable of holding three small, light freighters.

If the characters waste too much time, their ship will be moved to these bays to await its sale at auction. Currently, the bays are only holding Captain Lucan's freighter.

Lucan's Nightmare

Craft: Lucan's Nightmare Type: Modified Arden Industries Model 47 Light Freighter Length: 30 meters Scale: Starfighter Crew: 2 Passengers: 6 Cargo Capacity: 100 metric tons Consumables: 2 months Hyperdrive Multiplier: x2 Nav Computer: Yes Hyperdrive Backup: None Sublight Speed: 3D Maneuverability: 1D Hull: 4D Weapons: **Two Single Laser Cannons** (fire separately) Fire Control: 2D Damage: 4D Shields: 2D

Import Warehouse

This warehouse holds all impounded cargo. There is one guard on duty (same stats as the militia troops in the first episode).

Garrison

These are the bunk rooms and living quarters for the small garrison of planetary troops (their stats are given in the first episode). There are more than 100 men in the detail, but it is hard to find more than 50 in residence at one time. Morale of the unit is low, and they are as likely to run from combat as fight. Inspector Smitken uses these troops to help enforce the made-up import taxes he levies against unsuspecting trader captains.



The Action Begins

The raid begins with an explosion at the front gates of the compound, as the New Republic troops pour in through the gates, blasters firing. Makina will charge the characters with tracking down Byrg while the New Republic troops mop up the planetary militia.

If the characters take a few seconds to observe, they will see that it is not much of a battle, as the militia troops are surrendering at the first opportunity.

Finding Byrg

Byrg, being a shallow and disloyal man, has decided that this situation smacks too much of his abrupt departure from Malo VI. He has gathered a quantity of cash, his blaster, a pouch of conveniently incriminating evidence, and is currently attempting to get away.

Byrg is in the governor's house when the battle begins, and as soon as he hears blaster fire, he will head for the front door, and hopefully *Lucan's Nightmare*, the landspeeder, or the speeder bike. He will summon 12 guards to act as his personal guard as he tries to get to a vehicle, but if more than three of the guards are killed or incapacitated through gun fire he will surrender, while shouting at his troops, "Worthless fools! I will have you put in my venom-dog cages for this!"

Rewards

After the attack, Ambassador Makina will thank the characters for their help. If they were able to capture Byrg alive, he will inform them that Byrg will stand trial on various charges. If the pouch Byrg was carrying is not destroyed, the Ambassador will be very happy indeed, as it provides information on the status of the Imperial forces in the sector. It also has a list of potential safe havens for Byrg, and Makina is considering raiding several of them to help bring down the Empire in this sector.

The characters will have their ship returned by a humbled Inspector Smitken. Award the characters 1 to 2 Skill Points for completing this adventure, and give them an extra point if Byrg is captured alive.

If Byrg was able to leave in the Lucan's Nightmare, Ambassador Makina will be angry with his troops for allowing Byrg to get away, and will hire the characters to go after Byrg and take Lucan with him. He will pay them 10,000 credits for the capture of Byrg and the safe return of the ship, preferably undamaged.

If a concerted search is made for Borke Valkanhayn, it will be discovered that he disappeared during the conflict. It is suspected that he was able to slip aboard a ship that left just before the raid occurred. A check of ship logs will reveal the ship was headed for Kalab.

The Art of Betrayal

Adventure Background

The Tamarin Sector is in chaos. The period since the Battle of Endor has been demoralizing for the remaining Imperial forces. Imperial governor Lobax Resuun has struggled to maintain peace and order in his sector. He is challenged by fledgling planetary governments, their hopes raised boundlessly by the death of the dreaded Emperor. Organized crime has grown from small time gun-runners and spice smugglers to a powerful economic and military force throughout the sector.

Undaunted, Governor Resuun has maintained enough power and influence to avoid any open revolution against the New Order. Until now ...

Recent Events

Sard Nightbringer, a crimelord in the Tamarin sector, has taken it upon herself to rid her territory of the New Order and put her organization in charge of a new government. After months of building forces and saving money, she finally has made her first strike.

Nightbringer's forces invaded Imperial Research and Development Station T-1583. Sard hoped to find weapons and equipment to aid her in raids against stronger military outposts. What she found instead were plans for a brand new personal shield generator, small enough to hook to a belt and providing excellent protection in combat. After cleaning out the base, she hired several scientists to finish building the first working models of this revolutionary personal combat armor.

Nightbringer found herself in a difficult position — she had one of the greatest modern military technological development in her possession, yet no funding with which to mass produce the devices. She needs cold, hard credits to make these ideas a reality.

She has only the prototype, which will be

auctioned off in an effort to raise funds. Sard has contacted several black market organizations that would be keenly interested in buying this innovation from her.

The private auction is scheduled to be conducted aboard the *Stellar Mermaid*, a luxury liner famous throughout the galaxy for its comfort (with prices to match).

The Set-Up

• If the characters are travelling in Imperial space or meet anyone who has been travelling in Imperial space, they should hear mention that the Tamarin Sector has seen a recent upswing in antigovernment activity, led by various crimelords.

• The characters may overhear that a relatively minor crime lord in Imperial space has uncovered a fantastic new technology and she is trying to sell it off the highest bidder. No one really seems to know *exactly* what she is selling.

Episode One: Shoten Lounge

The Shoten Lounge is a bar and recreation area in the Rantine Space Station, Tamarin Sector. The character have just delivered a cargo of some kind to the station. The lounge is large and plush, rather extravagant for a spacers' bar.

The characters may be between jobs, or just looking for some time to relax away from the boredom and pressures of earning a living. The characters have several things that they can explore. Have the players read the adventure script.

The Dance Sphere

Here patrons may bounce off the "walls" of this spherical section of the building, where gravity is countered and altered by repulsorfields. This is the place for attractive beings to show off their grace, and for obese patrons to take some weight off their feet for awhile.

THE ART OF BETRAYAL ADVENTURE SCRIPT

Use the following script to start the adventure. Your gamemaster will tell you what part (or parts) to read.

Gamemaster: Yet another successful cargo run, and after refeuling and maintenance, you are left with about 400 credits each to spend. You find yourselves aboard Rantine Space Station, on the edge of the Tamarin Sector.

1st Character: We've really earned this break. I think we should go kick back a few beverages and plot our next actions.

2nd Character: Why don't we just wait for fate to rear its ugly head again. Seems to happen all of the time to us.

1st Character: You know, you're right. Anyway, time for a drink or two.

Gamemaster: The bustling crowds in the spaceport hallways are abuzz with various conversations. A young Human with a flowing green cloak tumbles into you, intent on his conversation and not what is going on around him.

1st Character: Hey buddy, watch it. A guy could get hurt not watching himself.

Gamemaster: (as Human) Yeah, sure ... no problem. (Turning back to conversation with companion) So anyway, I understand that this Governor Resuun is really cracking down on piracy in this sector ...

2nd Character: Great. Maybe we should get out of here now — you know, we're not the most respectable people around here.

1st Character: No, let's wait — there are hundreds of "honest traders" like us around here. No one will even look twice at us.

2nd Character: While we're here, we should at least check out the local hotspots. Let's check the directory.

Gamemaster: As you march up to a Droid seated behind the desk, it turns its head to you, and in a politely feminine voice asks, "What may I help you with?"

1st Character: The spacers' tavern please.

Gamemaster: (as directory Droid) That would be Shoten Lounge, just down the hall, take the turbolift to level 27.

2nd Character: Let's go ... those Corellian ales are calling to me now.

Gamemaster: As you wait patiently for the turbolift, you overhear another smattering of conversation. A Sullustan is listening intently to a Mon Calamari, who is explaining that he has heard that the Imperial forces in the sector have suffered many raids at the hands of pirates and criminal gangs. A Human interjects that those rumors are false, but neither alien seems convinced. Finally, you reach your destination ... and a few minutes later, find yourself with your first beverage, while observing the walls of Shoten Lounge's dance sphere ...

WARS

Characters entering the sphere must make Very Easy *Dexterity* checks every round inside the sphere to avoid embarrassing tumbles or collisions. The characters may also meet someone who is romantically attracted to them for an interesting subplot.

The Bar

The bartender Droids here are courteous and efficient. They are capable of speaking thousands of common languages, and mix drinks to order. They are programmed to keep company with talkative or depressed patrons, but know nothing of any real value.

Patrons

If the characters listen to the conversations around them, they will here some very interesting news snippets. Ask for one *Perception* roll from each character to represent how much they overhear; find the result on the table below.

Very Easy: The characters learn that the Empire is really cracking down on illegal shipping and smuggling. Surprise inspections are becoming more frequent.

Easy: The heroes learn what is above, but also hear that piracy and criminal activity is skyrocketing. Tamarin Sector's Imperial Governor, Lobax Resuun, has his work cut out for him.

Moderate: They learn the above information, plus an Imperial station in that sector was attacked and ransacked in the past few weeks.

Difficult: They learn everything above, plus the station was allegedly attacked by pirates and destroyed. Imperial governor Resuun is sending troops throughout the sector to find the attackers.

Very Difficult: They learn everything above, plus Resuun may soon place a substantial reward for information leading to the capture of the perpetrators.

If the traders try to converse with any of the patrons, they can get the next higher level of information from them only with superior roleplaying. The patrons will be wary and untrusting of eavesdroppers or people who ask a lot of questions.

The Job

After the heroes have had a chance to wander around a bit, a well dressed Ithorian approaches the characters. This somewhat young-looking "hammerhead" greets the group and introduces himself as Marg Sonat. He needs to hire a freighter, and would like to discuss the matter in a quiet corner.

Marg Sonat

Template Type: Ithorian Gangster Loyalty: To himself Height: 1.9 meters Species: Ithorian Sex: Male Homeworld: Ithor Age: 78 **DEXTERITY 3D** Blaster 3D+2, brawling parry 4D, dodge 4D, grenade 4D+2 **KNOWLEDGE 2D+1 MECHANICAL 2D** Repulsorlift Operation 3D, starship piloting 3D **PERCEPTION 2D+2** Bargain 4D, con 6D, hide/ sneak 4D, search 3D+1 STRENGTH 4D **TECHNICAL 2D** Demolition 4D, security 4D

Equipment: Blaster pistol (4D damage), expensive clothing, 2 thermal detonators (10D damage)

Physical Description: This young hammerhead, is brown, leathery, and strong looking.

Background: Sonat has worked for Sard Nightbringer for many years.

Objectives: Sonat wants to get sole possession of the new shield technology and if that takes Nightbringer's death — well, that's business.

Personality: Sonat is smooth, slow and calculating.

Quote: "Do you not find 5000 credits appropriate for such a small task?"

Once the characters have gotten away from the commotion of the lounge, Sonat tells the traders that he wants them to carry one large crate, weighing about half a metric ton, to Kwenn Space Station, which is six days (at hyperdrive x1) away from the station they are currently visiting.

Once there, he would like them to register the cargo on board the *Stellar Mermaid*, in his name. The cargo will be ready in eight days; he has to leave the next day. Sonat will offer 3,500 credits to begin with, and may be haggled up to 5,000



Sergeant Tenric

Template Type: Spaceport Security Inspector Loyalty: To Governor Lobax Resuun Height: 1.7 meters Species: Human Sex: Male Age: 34 **DEXTERITY 3D** Blaster 4D, brawling parry 4D. dodge 3D+2 **KNOWLEDGE 2D+2** Alien races 4D, bureaucracy 3D+2, technology 3D+1 **MECHANICAL 2D+1** PERCEPTION 3D Bargain 3D+2, command 4D, con 4D, search 5D STRENGTH 2D Brawling 3D+2, stamina 3D **TECHNICAL 3D+2** Demolitions 4D+1, security 5D, starship repair 4D+1

Equipment: Blaster Pistol (4D damage), datapad

Physical Description: Middle aged and slightly chubby.

Background: Tenric is unhappy with his position. He is going nowhere fast. Any opportunity for promotion will be seized immediately.

Personality: Impatient. Has nothing beyond his work.

Quote: "Do you have a permit for that sidearm, friend?"

Spaceport Security Guards (6)

DEXTERITY 2D Blaster 4D, brawling parry 4D, dodge 3D, melee parry 3D+2 KNOWLEDGE 2D Alien races 3D MEHCANICAL 2D PERCEPTON 2D STRENGTH 2D TECHNICAL 2D Security 3D

Equipment: Blaster rifle (4D damage), club (STR+1 damage), protective vest (+2 to *Strength* to resist damage), protective helmet (+2 to *Strength* to resist damage)

credits. He specifically dictates that the cargo is not to be tampered with, or damaged in any way. He would also prefer not to have any "Imperial entanglements."

He will give them 1,000 credits when the cargo is loaded; the rest will be sent to them once the cargo is safely checked in on the *Mermaid*. When the negotiations are through, Marg will leave the table and disappear.

Episode Two: A Dangerous Cargo

The day that the cargo is due to be loaded, the characters find three labor Droids waiting to load a crate onto their ship. There is a packet with 1,000 credits attached to the top of the crate, and a data disk for the characters which can be read on any datapad. Read aloud:

Thank you for taking on this cargo. Here is the initial payment as promised; the rest will be given to you upon delivery of this crate to Kwenn Space Station. As a reminder, please do not open this crate, lest you jeopardize your contract. I will be in contact with you when you arrive at Kwenn.

- Marg Sonat

If the characters decide to look inside the crate, there is no one to prevent them. However, there are two obstacles to be overcome. The first is obvious — the crate must be opened without any signs of tampering. This will require an Easy *security* roll.

The second problem becomes apparent after it is opened. Have the opening character make a Moderate *Perception* total — if he succeeds, he notices a small amount of a light blue gel is along the edges of the crate. If any characters touch the gel, they learn what it is the hard way — it is a potent neuro-toxin which does 6D damage for five rounds. It is absorbed through the skin, and is as fluid as water — if characters try to scoop it up with anything not fully insulated, the toxin will affect them.

The crate's contents are:

Expensive clothing

• Three bottles of Alderaan Ruge Liqueur (very rare and valued at about 350 credits each)

• A variety of spices and exotic packaged foods

- An expensive digital holodisc player and selections of entertainment chips and discs
- Five blaster pistols (4D damage)

The pistols are placed underneath everything else and arranged so as to appear to be what is



being smuggled.

However the true treasure is an article of "clothing"—a large and gaudy-looking belt, which seems rather unfashionable. It is a demonstration model of the new personal shields.

An Imperial Inspection Team

Once the characters are preparing to leave, a space station repulsorsled arrives, carrying six Imperial security guards and one officer, Sergeant Tenric, the port authority inspector. He is perceptive, officious, and almost courteous. Read aloud or paraphrase:

The sergeant leaps off the sled, followed by his guards. They all seem at ease, since this is a common inspection. More than anything, they just seem to want to get this over with and get on to their next task. The sergeant steps up to you and speaks.

"All right, open her up, if you please. I am here to inspect this ship from top to bottom and I have five more to do this morning. So please keep the conversation down to answering my questions."

He will find the crate immediately and demand that it be opened up for inspection. The only way the smugglers can avoid a thorough search is to bribe the sergeant (about 300 credits should do, but the characters will have to convince him to send the guards away since he won't accept a bribe in front of them).

Otherwise, the Imperials will search the entire ship, including the crate. If the characters have

not already done so, Tenric has one of his guards open the crate — since the guard isn't being particularly careful, he smears his hand in the neuro-toxin gel and subsequently keels over screaming and dies. If the characters warn someone about the gel, the guards will take a sample, run it through a datapad scanner the sergeant has, and it will reveal that it is indeed a potent neuro-toxin.

Guests of the Governor

If the guard dies, the other guards will draw their weapons and arrest the characters. Tenric will ask them who hired them, the destination of the cargo and other matters. The characters will be taken to the space station governor's flagship for extensive questioning.

If the guards are warned about the toxin, the characters will still be taken in for questioning, but they will receive much better treatment.

Tenric has the heroes' ship secured, the cargo collected, and asks the characters to accompany him to the *ISD Retribution*, the governor's flagship, which is docked with the space station. If the players even suggest refusing, Tenric says very calmly that they may accompany him as guests, or prisoners — it's their choice.

After a short ride in Imperial shuttle, the characters are brought to the Imperial Star Destroyer *Retribution*. Governor Resuun runs his government from here, because he can move himself and his troops quickly to any area of his sector. En route, Tenric may be convinced to explain his

Cut-Away

These incidents occur between Episode Two and Episode Three.

Read aloud:

FADE IN: A large stateroom, richly decorated with expensive furniture. A short, attractive Human woman, probably in her mid-20s, sits in a large, comfortable chair. The door slides open and an Ithorian — Marg Sonat — enters the room. He takes a chair and waits for the woman's attention. She turns and smiles wickedly.

"Well?"

"The cargo has been placed aboard a smuggling ship and will arrive at Kwenn Space Station and the *Stellar Mermaid* on schedule. There is no cause for concern."

"Excellent. With the money from this we will be able to buy the weapons to oust those Imperial buffoons in no time at all."

The Ithorian hesitates for a second. The woman stares harshly at him.

"What is it Marg? You have been my second for many years — tell me what you are thinking. Is it your nagging worry that the Empire is too dangerous? They are powerless. Trust me — when this backwater sector falls, the good commanders of the Imperial Navy won't even bother to send reinforcements. They have too many other things to worry about — like the New Republic."

"Mistress Nightbringer, this is foolish. Why don't we simply take the money from the sale and use it to more ... profitable enterprises. We could all be rich beyond our wildest dreams."

The woman sighs loudly. Anger creeps over her features.

"Sarg, you have no vision. There is more to life than just wealth. Absolute power, power over the lives of millions of people, the power

actions. He will tell the characters that, if his suspicions are correct, they are about to help the Empire destroy the most dangerous criminal elements in the sector, resulting in his promotion, and probably benefits for them as well.

Once docked aboard the *Retribution*, the heroes are led to a reception room. Tenric goes ahead into the next room, and returns a few minutes later. He indicates to the characters that they should follow him.

The comfortable but stoic office beyond is occupied by Imperial Governor Resuun. He is dressed impeccably as an officer of the New of life and death. That is something worth seizing, a worthy expenditure of wealth." FADE TO BLACK.

FADE IN TO A DARKENED ROOM.

Marg Sonat sits down in a large, padded chair, obviously agitated. A Gotal, of middle age, is seated across from him. The Gotal speaks.

"Marg, here we are again, after all those years. You've come crawling back. I like someone who's not above a little self-humiliation. I thought I'd never see you again after what happened on DeGerrillion. Either that, or I thought you'd try to kill me in my sleep."

Marg clearly grimaces, his brown face flushing with embarrassment.

"Why are you here?"

"It's Nightbringer — she's insane. She's taking on the Empire. But she's got something that could make us rich! A personal shield device!"

"Us?"

"You and I! She will earn millions from this sale. Once the credits have been exchanged, we kill her and the customers, and steal the shield device and the credits. Very simple, very profitable."

"What do you need me for?"

"We have to get rid of Morgotou, from Kessel Spice Corporation. He knows me and knows you. Once aboard the *Mermaid*, you are needed to put the plan into motion. We can cover our own tracks. You can pose as a representative from the New Republic. During the auction, you should bid up the price. Then, when the deal is set, we can act."

The Gotal considers the offer. After a few seconds he smiles.

"When do we begin ... partner."

Order. He speaks softly and with confidence. He tells the characters the following:

"This officer has told me all about about the neuro-toxin on your ship. You were also smuggling very expensive goods without the proper permits. This is a *very* serious incident, and could result in your summary execution. It is clear that you acted of your own accord, is it not? What reason do we have to believe in your innocence?"

He looks expectantly at the characters. The governor knows that the characters are innocent, and also knows that they are headed for the

The Politics of Contraband

STAR

An Invitation

Greetings to Morgotou of the Kessel Spice Corporation:

You do not know me, but I have heard of you. I would like to talk business with you. The matter at hand is some new technology, of great value to you, and many others. Be forewarned that the technology will be auctioned off immediately following the demonstration.

I am going to present this new device aboard the *Stellar Mermaid* on its next voyage. I would be honored if you could attend. Just present this invitation to the receptionist at the boarding airlock, and you will be given full accommodations for you and any retainers. You will also have access to my expense account for food and entertainment.

Thank you for your participation -

Sard Nightbringer

Stellar Mermaid; he simply wants the satisfaction of forcing them to grovel and plead for their lives.

If they say anything indicating that they are innocent and were set-up or that the neuro-toxin was placed there by their employer, read aloud:

"In light of these events, I am going to make you an offer. You are to deliver your cargo on schedule, and then you are going to discover everything you can about your employer. Sergeant Tenric will accompany you, and you will report in to him regularly.

"In return, you will be absolved of any charges regarding this matter. You can save yourselves from an Imperial death camp. Since you are scheduled to dock with the *Stellar Mermaid*, I will grant you each 1,000 credits spending money for this trip to cover reasonable expenses.

"Should you refuse, your current records stand, and I shall be forced to sentence you immediately."

Cut to Episode Three, "The Silent Informant."

Episode Three: The Silent Informant

The characters set their coordinates and enter into hyperspace for a six day journey. If Tenric is aboard he treats the smugglers more like soldiers under his command, than outlaws, as he did earlier.

Midwaythrough the characters' journey, about three days away from the *Stellar Mermaid* and

Kwenn Space Station, the ship's hyperdrive cuts out after detecting a weak distress signal nearby. An Easy *Mechanical* roll can pinpoint the location — an escape pod. If Tenric is aboard, he will insist on following legal protocol and investigating.

The lifepod is floating motionless in space. If it is hailed, there will be no response except for the constantly repeating distress signal. The characters can either dock with it directly, certainly the safest procedure, or leave their ship in space suits to check it out. Docking with the escape pod requires an Easy *starship piloting* roll; failure means the ship knocked the life pod into a spin, increasing further attempts to Difficult. Using space suits and the extendable crawl tube requires a moderate *Technical* roll. Once connected, the characters may travel freely between the pod and their own ship without spacesuits. When they open the escape pod hatch, read aloud:

As you open the hatch, you are immediately overwhelmed by the smell of charred metal and fresh ozone. The interior of the pod is smoky, though the pod seems to be relatively undamaged. Sprawled on the floor is a motionless body and blood stains the floor around it.

The body is that of a Rodian; his name is Morgotou. He is quite dead. A search of his body yields a heavy blaster pistol (5D damage), two knives (STR +1D damage), a damaged protective vest, now useless, an equally damaged protective helmet, also useless, and 500 credits. There





Captain Glaucus

Template Type: Retired Imperial Captain Loyalty: To his ship Height: 1.7 meters Species: Human Sex: Male Age: 72 DEXTERITY 1D+2 KNOWLEDGE 2D Alien species 3D+2, languages 4D, planetary systems 3D+1 MECHANICAL 2D+2

Astrogation 3D+2, starship piloting 4D PERCEPTION 2D+1 Command 5D STRENGTH 2D+1 TECHNICAL 3D

Equipment: Outdated Imperial Navy uniform, monocle.

Physical Description: Old and greying, but still physically impressive.

Background: Unknown, but he has several medals on his uniform.

Personality: He is direct and to the point. His ship comes before himself, or anybody else. He seems slightly senile at first, but those around him soon realize that there is a strong intelligence and a keen wit hiding underneath that guise.

Quote: "Not on this voyage, Mister!"

Shipboard Security Guards DEXTERITY 2D

Blaster 4D, brawling parry 4D, dodge 3D, melee parry 3D+2 KNOWLEDGE 2D Alien races 3D MECHANICAL 2D PERCEPTION 2D STRENGTH 2D TECHNICAL 2D Security 3D

Equipment: Blaster pistol (4D damage), blast vest (+1 to *Strength* to resist damage)

is also an ornate scripted plaque — give the players a copy of "An Invitation."

An Easy *search* total reveals that the Rodian apparently died from shrapnel from exploding computers and sensor arrays.

A search of the pod reveals that it belongs to the *Platinum Mist*, a space yacht owned and registered to the Kessel Spice Corporation. Copies of the log say the yacht was attacked and destroyed approximately two hours ago — after Morgotou escaped in the escape pod, it too was attacked. There is no mention of what the attacking ship was.

Cut to Episode Four, "The Stellar Mermaid."

Episode Four: The Stellar Mermaid

The traders land at Kwenn Space Station. A large docking bay is taken up by the *Stellar Mermaid*. The *Mermaid* is a Corellian luxury liner measuring 500 meters in length and nearly 200 meters wide.

The smugglers should have realized that the best way to accomplish their goal is to assume the identity of Morgotou and his retainers; if they haven't, Tenric will suggest this as a course of action.

The heroes have no trouble transferring their cargo over to the *Mermaid's* holds. Once the crate is delivered, spaceport control will give the characters a small box, which contains a packet holding the rest of their credits.

To gain passage on board the *Mermaid*, all the characters need do is present the invitation to the receptionist at the boarding airlock. The characters will be provided with boarding passes, code keys to suite 118 in the fore section of the ship, and an expense account card, and a data disk with an image of Sard Nightbringer personally thanking Morgotou for coming. The message also explains that the auction and demonstration of the new device will take place at 1650 hours on the next day. The characters have a full day and a half to explore to their hearts' content ...

Living The Good Life

The cruise liner is plush. The rooms are spacious and the paneling is real borl wood. There are crew and service people everywhere and the restaurant boasts culinary delights from all arms of the galaxy. The dance hall is lit by crystalline chandeliers that stretch endlessly across ceilings of mirrored silver.

The Stellar Mermaid

Craft: Corellian ZD-8000 cruise ship Type: Luxury liner Length: 500 meters Scale: Capital ship Crew: 350 Passengers: 2200 Cargo Capacity: 20,000 metric tons Consumables: 6 months Hyperdrive Multiplier: x2 Hyperdrive Backup: Yes Sublight Speed: 2D Maneuverability: 0D Hull: 6D Weapons: None Shields: 2D

The *Stellar Mermaid* is commanded by Captain Glaucus. He is an aging human, who still wears his (slightly outdated) Imperial captain's uniform. He appears slightly senile, but he is much more perceptive than he looks. The entire crew respects him and all ship security officers answer directly to him.

Let the characters wander about the ship for a short time. Tenric will go off on his own to conduct an investigation, independent of the smugglers. Give the characters a chance to meet some of the personalities on the ship, including Natja the Hutt. They will *not* see Marg, because if he learned that they were aboard the ship, he would wonder how they got aboard and if he learned that they were posing as Morgotou and his servants, he would act against them immediately.

Show Time

The initial demonstration takes place in a private conference room in the interior of the cruise liner. When the characters arrive, Saz Tyrson, Yerkeys ne Dago, and Pari' Notgoth are already there and waiting. Soon after they arrive, Natja the Hutt is escorted in by her entourage of Jawas, who skillfully maneuver her hoverpad into the room and anchor it where she bids them.

Let the characters mingle if they wish. The other buyers will be visibly untrusting of each other, and will glare openly at the traders, if they ask a lot of questions. Notgoth will be especially unhelpful to the characters.

Yerkeys ne Dago

Template Type: Twi'lek Loanshark Loyalty: To himself

Pari' Notgoth

Template Type: Gotal Crime Lord Loyalty: To himself Height: 1.7 meters Species: Gotal Sex: Male Homeworld: Unknown Age: 55 DEXTERITY 3D+2 Blaster 4D+1, brawling parry 4D, melee 4D+1, melee parry

KNOWLEDGE 2D+1

4D

Alien races 3D, bureaucracy 3D+2, languages 4D, survival 3D, technology 3D **MECHANICAL 3D** Astrogation 4D, starship gunnery 5D, starship piloting 6D, starship shields 5D **PERCEPTION 3D+1** Bargain 4D, con 6D, hide/ sneak 4D+1, search 4D **STRENGTH 3D+2** Brawling 4D+2, stamina, 4D+1 **TECHNICAL 2D** Demolitions 4D, security 4D



Equipment: Heavy blaster pistol (5D dam-

age), protective vest (+2 to *Strength* to resist damage), vial of vernelian parasites, flashy clothing

Physical Description: Notgoth is well groomed and expensively dressed.

Background: Notgoth is posing as a representative of the New Republic, but is secretly working with Marg Sonat. Both of them will kill the buyer after the auction.

Personality: Quiet, and demonically evil.

Quote: "It's time, I believe, to bring this discussion to an end."

Height: 1.8 meters Species: Twi'lek Sex: Male Homeworld: Unknown Age: 31 DEXTERITY 2D KNOWLEDGE 4D Alien races 6D, bureaucracy 5D+1, cult

Alien races 6D, bureaucracy 5D+1, cultures 5D+2, languages 7D, planetary systems 4D+1





Natja The Hutt

Template Type: Hutt Crime Lord

Loyalty: To herself Length: 4.2 meters Species: Hutt Sex: Female Homeworld: Varl Age: Unknown DEXTERITY 1D KNOWLEDGE 3D Streetwise 6D MECHANICAL 1D PERCEPTION 2D+1 Bargain 7D+1, command 6D+2, con 5D+2 STRENGTH 3D TECHNICAL 1D+2

Equipment: Hoverpad, waterpipe, jewelry

Physical Description: Consistent with that of her species.

Background: She is a wealthy crimelord and slave trader from the outer territories. She is familiar with both the

late Morgotou, and Yerkeys ne Dago.

Personality: She is untrusting, but polite, even when angered. However, she is clearly as bloodthirsty as typical members of her species.

Quote: "Won't you clarify this matter for me?"

Jawa Henchmen (10)

Natja has 10 Jawa henchmen with her as personal escorts and aides. DEXTERITY 2D KNOWLEDGE 2D MECHANICAL 3D PERCEPTION 1D STRENGTH 1D TECHNICAL 3D

Equipment: Clean, shiny, gold robes, holdout blaster (3D+2 damage)

MECHANICAL 2D+2

PERCEPTION 4D+1 Bargain 7D, command 10D, con 8D+1 STRENGTH 2D TECHNICAL 3D Computer programming/repair 3D+1, Droid programming/repair 4D **Equipment:** Expensive clothing, datapad, blaster rifle (5D damage), comlink

Saz Tyrson

Template Type: Former Imperial Commander Loyalty: To himself Height: 1.6 meters Species: Human Sex: Male Homeworld: Corellia Age: 55 **DEXTERITY 2D** Blaster 5D, dodge 4D+2 **KNOWLEDGE 2D+2 MECHANICAL 1D+1 PERCEPTION 2D** Command 4D STRENGTH 2D+1 **TECHNICAL 1D+2**

Equipment: Slightly altered Imperial uniform, blaster pistol (4D damage), comlink

Physical Description: Slightly aging and rough-looking.

Background: Tyrson took the forces under his command and left the Empire after the Battle of Endor. He now controls over two dozen systems, and military strength is the only way he is going to keep it.

Personality: Dangerous, hot-tempered, and forceful.

Quote: "I did not say 'soon.' I said now!"

The Action Begins

Before long, an attractive woman in her middle 20s enters the room. She is expensively dressed; the characters will recognize her as Sard Nightbringer, from their invitation. Ask for an Easy *Perception* check to notice that she is wearing a belt just like those they were transporting earlier. She is accompanied by two Human assistants, who are armed with clubs. Read aloud:

The dark-haired woman approaches the podium at the front of the room and begins to speak. "Welcome, all of you. And thank you for accepting my invitation to join me on this cruise. I am your host, Sard Nightbringer, and I am prepared to demonstrate, at this time, a revolutionary device. Its secrets will be sold only to the highest bidder. At this time I need someone to help me demonstrate the product."

"How about you, gentlebeing?"

She motions to the character posing as Morgotou. She tosses a blaster pistol at him and

asks him to inspect it to make sure that it is a working model.

An Easy *Dexterity* roll is required to catch the blaster and avoid snickers from the other bidders. A Very Easy *blaster* roll will determine that it is really a blaster pistol, not a fake, set to kill. After the inspection, Sard asks for the blaster to be handed to Commander Tyrson. She then steps from behind the podium, touches something on the side of her belt (the characters recognize it now if they did not previously). She says, "And now, my dear Commander, would you kindly shoot me before I cross the room and strangle you!"

Without further warning, Nightbringer bounds across the room toward Tyrson. He reflexively fires three shots directly into Sard's midsection. However, all three bolts appear to dissipate a matter of centimeters from her body. She continues unhindered across the room, until she reaches the confused Imperial, and snatches the blaster out of his hand. "Thank you, commander. Now that the demonstration is over I will explain."

Nightbringer describes the personal shield, explaining that it resists all kinds of energy attacks, including radiation, plasma, and blaster bolts. The energy field is transparent and does not limit any physical action. It is permeable physical objects and fine dexterity is not lost to the wearer. The major design limitation is that it needs a new power pack after 10 seconds of use.

Sard Nightbringer

Template Type: Outlaw Loyalty: To herself Height: 1.6 meters Species: Human Sex: Female Homeworld: Unknown Age: 26 DEXTERITY 3D KNOWLEDGE 2D MECHANICAL 1D+2 PERCEPTION 1D STRENGTH 2D+1 TECHNICAL 2D

Equipment: Expensive clothes, blaster pistol (4D damage), shield belt (described below)

Physical Description: Somewhat short, attractive woman in her middle 20s.

Personality: Businesslike, verging on abrasive. Very greedy.

Nightbringer's Thugs (5)

DEXTERITY 3D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D STRENGTH 4D TECHNICAL 1D

Equipment: Tunics, leggings, steel batons (STR+1D damage)

Shield Belt

Type: Wearable energy blast shield Scale: Character

Effect: Adds +4D to character's *Strength* to resist damage from energy attacks. If wearer suffers any damage, belt is overloaded and shorts out. This shield completely drains a power pack in ten seconds (two rounds).

Nightbringer begins the auction immediately, explaining only that actual credits or certified credit vouchers will be accepted. She explains that the purchaser will receive the shield technology and the belt itself at the end of the cruise.

She opens the bidding at five million credits, and after a few anxious moments Pari' Notgoth accepts the bid. Soon Natja the Hutt ups it to six, followed by Saz Tyrson upping it to seven million, and then Yerkeys ne Dago brings it to ten. Tyrson ups it to twelve, ne Dago ups it to an even fifteen. Nightbringer starts to ask for anymore bidders, when Pari' ups it to twenty.

By this time, Nightbringer has glared at the characters at least once and asked them if they came to watch or participate. Saz ups his bid to twenty-five million, followed by ne Dago increasing his bid to thirty. Natja remains suspiciously silent. Pari' ups the bid to thirty-five million, and then Saz goes to forty.

After that, Natja chuckles, her hideous laugh echoing through the room. She then bids an even one hundred million credits. Everyone else pales, and Nightbringer, after a few tense seconds, declares the item sold.

If the characters decide to participate in the bidding, it is important that Natja wins, and she will go as high as is necessary to outbid the characters or demand to see proof that the characters have access to the sums they are bidding.

As the rest of the bidders are ushered out by Marg Sonat (who entered through the back door during the action), any character making a Moderate *Perception* total will notice Marg nodding and smiling evilly at Pari'.

Episode Five: Desperate Measures

The characters are free to do as they please. If they report to Tenric, he will be pleased with the names and information they provide. Otherwise they may drink, gamble, dance, sleep, or whatever they wish. The next time they return to their room, the message light on the room comlink is flashing. When they playback the message, they see the smiling face of Natja the Hutt and hear her deep, rumbling voice. Read aloud: "Welcome, Morgotou from the Kessel Spice Corporation. I have heard much about you since you joined the company. However, I remember you looking very different the last time I saw you — body sculpting surgery perhaps? ((Evil laugh))

"I have many questions I would love to ask you. It would be a shame if, in my misunderstanding, I accidentally told someone you are an impostor. If you would, please join me this evening in my suite. Bring your guards and retainers, of course. I am in room 221, one deck above you.

"Salutations. Natja."

Natja is genuinely interested in what the heroes are doing — she has met Morgotou before, and knows he was a Rodian. She suspects them of being in league with Nightbringer to con the rest of the group out of a great deal of money.

When the characters arrive, Natja's door is open and pleasant gurgling sounds can be heard within. Natja is presently munching on a delicacy most favored by Hutts, a large bowl of live froglike amphibians. Both she and her bowl of "munchies" are on separate repulsor pads, hovering about half a meter in the air.

Natja looks at the characters for a moment. She then begins, without prelude, to ask questions about who they work for, have they had previous dealings with Nightbringer, and other issues that concern her.

Sometime during the characters' reply, her eyes go wide, she stops talking, and she begins to convulse. Within seconds she is dead, thick bluish-green blood trickling from her mouth and nostrils.

The Jawa henchmen panic. One hits the alarm on the room comlink, two more climb over to the body of their employer, two begin to sob, and the rest brandish their weapons at the characters and jabber angrily.

The Jawas will not attack the characters unless they shoot first. Before long, security men answer the signal. Try to arrange it so the security men arrive just as the characters are doing something suspicious, such as examining the body, brandishing weapons, or searching the room. The security men will arrest the characters on suspicion of murder and march them to the brig.

Under Suspicion

Over the next couple of hours, they will face a battery of questions from Captain Glaucus. He will seem convinced of their innocence — after all, killing someone in front of a room full of



witnesses and then waiting around to the arrested isn't particularly clever.

Just as the questioning is winding down, the ship's surgeon enters and explains how the Hutt died. One of the creatures she ate had a verneilan parasite placed in it. The creature is nearly microscopic at first, but it lodged itself in the back of Natja's throat, and drank her blood, growing until it nearly filled her throat. Then, when it exploded, it coated the inside of her throat with a rare neuro-toxin. At this point, the characters may ask for a chemical analysis of the toxin, and have Tenric vouch that the crate they were hauling was also coated with a neuro-toxin—a chemical analysis confirms that it was the same toxin!

A Murderer Strikes

Once they are released from the brig, the Captain asks them to tell him if they think of anything else that will help him investigate the murder. Sometime in the next few minutes, they are approached by Notgoth (posing as the New Republic representative), and asked to accompany him.

The area, whether it is a hallway or lounge, is very crowded, filled with rich patrons of the *Mermaid*. He will try to lure them to an isolated area of the ship, such as a maintenance hallway or a cargo hold. He claims to have information to offer, and would like to ask the characters some questions. He entices them by explaining the following: "I have reason to believe we are all in great danger. I think the imperial, Tyrson, is out to kill us so that only he knows that the new shielding device exists. I represent the New Republic, and I know how these people work. They are power-hungry and without conscience. It would be just his style to kill the Hutt in that manner."

Let the characters say whatever they wish to Notgoth — he knows that they are imposters, and Marg Sonat has told him that they are the smugglers he hired to bring the belts to the *Mermaid*. Sonat has told Notgoth to kill the smugglers, quickly and without incident, if possible. He pretends to accept any lies while leading them along. As soon as they are alone, he pulls out a blaster rifle and tries to kill them quickly and quietly. Of course, something should distract Notgoth so that one of his shots misses — he fails in his mission to kill the characters, but he gets away, ducking back toward the crowded halls. Cut to Episode Six, "A Game Of Tag."

Episode Six: A Game Of Tag

The characters are pursuing Notgoth, who has attempted to kill them, and thereby implied (at the least!) his involvement in the murder plot.

The chase through the ship should be complicated by several factors — whenever they get a clear shot at Notgoth, he ducks into a side room, or a crowd of innocent civilians gets in the way, forcing the characters to hold their fire. The chase should continue through the ship, as Notgoth leads them to the cargo bay, where he expects to be able to win with ease since he has such a well-developed ability to sense targets even without the benefit of sight (see *Galaxy Guide 4: Alien Races* for more information).

The characters can organize a search of the ship with the captain, but Notgoth has headed for the cargo hold and any clues the characters find should lead them there (if the players exhibit a reluctance to go, Captain Glaucus will ask the characters to help in the search of the cargo hold).

Hunt In The Dark

Notgoth has disabled the circuitry which powers the lights in the cargo hold; therefore, the characters will have to fight Notgoth in the dark, or use huge spotlights, exposing their position. Because of Notgoth's Gotal radiation and energysensing abilities, he can sense targets in darkness as well as Humans see in normal light.

The cargo bay is an expansive maze of stacked trunks and crates — a perfect place for a battle. Characters wishing to be hidden must make a *hide/sneak* roll, and Notgoth gets a +5 bonus modifier to his roll due to the fact that he can see perfectly well in the darkness. Whenever the characters move, they must make a new roll to see how well they hid themselves.

If a character wishes to spot a target, they must make a *search* roll; if it beats anyone's *hide/ sneak* roll, they can see that person. Notgoth makes his roll normally, but all characters who can't see in the dark suffer a +10 penalty to the difficulty.

This battle should be tense and dramatic, but for purposes of continuing the story, the characters should eventually corner and stop Notgoth. Notgoth will fight until mortally wounded (if he is incapacitated in the battle, count it as mortally wounded) — when so grievously injured, he manages to give the players a little more information before he dies. Read aloud:

I am beaten, but I am not your real enemy. The hammerhead, Marg Sonat, is the one who involved you. He is Nightbringer's second. ((cough)) He has turned on her and will kill everyone ... to escape with the shield. He will kill her next. ((cough)) Your vengeance is mine when you catch him.

Notgoth dies.

Stopping Sonat

The characters return to the upper decks of the cruise ship and should have figured out that Nightbringer is in grave danger. They should also know that Nightbringer's suite is where best to find the Ithorian. When they reach her wing and get within sight of her door, read aloud:

As you round the corner leading to Nightbringer's room, you are temporarily blinded by a brief flash of light from somewhere down the hall. A few seconds afterwards, you see and hear an explosion, which sends the door to Nightbringer's room sailing across the hall and impacting on the opposite wall. Smoke begins to fill the passageway, while alarms begin to sound all around you.

Marg Sonat has played his final gambit. He has killed Nightbringer, and intentionally damaged the ship in the hopes that it will be destroyed, eliminating all evidence connecting him with the crime. The explosion has caused a microscopic breach in the hull. Read aloud:

Automated voices begin blaring, "Warning! Warning! Passengers are advised to brace themselves for emergency drop to realspace! Follow instructions as indicated in your 'Emergency Evacuation Procedures' packet. Paths to escape pods are lighted; please follow holographic arrows to the escape pods."

Then, the ship lurches, sickeningly, as lights dim and darken. Most passengers are thrown to the floor, as emergency red lights begin flashing.

Have each character make a Moderate *Dexterity* roll to avoid being thrown to the floor when the ship drops to realspace. Read aloud:

The automated voice returns, this time more urgent. "Hull breach in this area. Please report to another section of the ship before compartmentalization walls seal this area off."

The characters will see warning lights at each end of the hall, as large blast-doors begin to slide down to seal off the hallway. Any character making an Easy *Perception* check will see that the doors will completely seal off the hall in one minute.

The characters are rushed out of the passageway by a half-panicked mob fleeing the area. Ask the characters for Very Easy *Dexterity* checks to avoid being trampled; failure results in 3D trampling damage to the character, and they must make a Moderate *Dexterity* check to stand up. After four rounds of facing the panicked crowd, ask any standing characters for Moderate *Perception* checks. If successful, the characters will notice a familiar hammerhead moving along with the crowd.

The characters can chase him if they succeed at Easy *Dexterity* checks every round. After seven or eight rounds of chase, read aloud:

Your prey flees with the crowd. He stops at a rapidly filling lifepod and is motioned onward by crew members, counting the passengers as they enter the pods. Sonat moves onward up the hall, and stops at an unopened life pod hatch.

Have each character make an Easy *Perception* check — if successful, they will notice that he is wearing the shield belt that Nightbringer demonstrated earlier.

If the characters attack Sonat he will use the shield, but after two rounds a warning light will flash because the power pack is drained. If he is seriously injured in combat, he will pull out a thermal detonator, set the timer for a few seconds and brag that if he is going to lose the shield, at least he will take a few petty smugglers with him.

The heroes have one round to do one of the following three things:

• Wrest the device from Sonat and switch it off (this requires a Moderate *brawling* total followed by a Moderate *Technical* roll).

• Knock the detonator from Sonat's hand and send it into space via the life pod (this requires a Moderate *brawling* roll followed by a Moderate *Dexterity* roll)

• Knock Sonat himself into the life pod and send him out with the detonator (this requires a Very Difficult *brawling* total, but two characters may combine).

If the characters fail to do any of these things, the detonator explodes, causing the normal damage for a thermal detonator. If the characters throw Sonat into the life pod, you may decide whether he dies in a magnificent fireball, or manages to escape, to haunt the characters some other time.

Resolution

Shortly after Sonat is defeated, the ship's automated warning system will come on and inform passengers that disaster has been averted and crews will begin repairing the hull so that the *Mermaid* can limp to the nearest starport.

If the shield belt is destroyed with Sonat, the characters can conduct a complete search of Nightbringer's quarters, and learn that all technical information on the belt was taken by Sonat the secret of the belt died with him.

If the belt is saved, anyone making an Easy *Technical* roll will realize that when the power pack was drained, it fused the circuits of the belt, rendering it useless and making it impossible to figure out the technological underpinnings of the device. If they find the datadisk containing the plans, the first time they put it into a datapad, a holographic projection of Nightbringer comes up, explaining, "If you are seeing this image, then this disk was obviously stolen. Because it has wrongfully fallen into your hands, you don't have the appropriate access codes, known only by me, to the data on this disk. This disk has now been erased. You have lost your chance to get the shield."

If the characters attempt to find Nightbringer's bases somewhere in the sector, they will learn that no one seems to know where her headquarters were, and it's a big galaxy, so it will be some time before the base is ever discovered. The shield technology is apparently lost ...

Rewards

Give the players 6-9 Skill Points. If the characters report back to Governor Resuun, he clears their record and gives them 10,000 credits for the elimination of Nightbringer.

Free Time

Adventure Background

The adventure begins at the spaceport of the "city" Lis'an, on the planet Antiquity. The characters have accepted a commission to fly four individuals to the planet and wait until they return, eight hours after landing. The employers made it clear that the mission would involve no personal danger, but it was a "no questions asked" situation. The 3000 credits they dropped on the table, with a promise of 3000 more when the returned to the ship, was enough to buy off the characters' curiosity.

Upon landing on the planet, the employers simply disembarked and ordered the characters to keep a comlink channel open at all times. Unless they hear otherwise, the characters have nothing to do but wait around for their customers to return.

Recent Events

Two hours after landing in Lis'an, they were contacted by their employers. They explained that their mission would take about two hours longer than they expected, so the characters would have to wait around, although they would throw an extra 1000 credits into the final payment to make up for the inconvenience. Well, time is money, and leaving two hours later with an extra 1000 credits, rather than with nothing at all, is a good deal.

However, that means that the characters are stuck in a rundown city for eight more hours with nothing to do ...

Start the adventure by handing each player a copy of the script, assigning parts one and two.

The Set-Up

• One of the characters (whoever reads the "1st Character" role in the script) should lose about 1500 credits to Woetar, a Zarian con man, while visiting the industrial world of Tekurr'k.

Lis'an and Antiquity

The city of Lis'an is a "dead spot" on this world, which is a pretty amazing concept. This planet is even more lifeless than Tatooine. It's a quiet spaceport town on the edge of the huge South Mudflats, which extend for hundreds of kilometers. The town's whole economy is based upon the growth of teggi fungal roots, one of the main ingredients of bantha fodder.

The city has about 5,000 permanent residents, mostly farmers and spaceport hired help. The only tavern is a disgusting hovel that reeks with last week's garbage and the characters would rather spend their time aboard their ship (where they are when the adventure begins). Most of the buildings are temporary plasticrete shelters which are secured to the mudflats with magnigrapple poles.

The rest of Antiquity is remarkably similar to the conditions found in Lis'an — virtually the whole planet is either mudflats, shallow seas or sheer rock mountains. While there are several other cities, all of them are just larger, more grandiose collections of plasticrete shelters.

The Story Behind the Story

The employers are an elite New Republic commando squad that has been sent here to capture an Imperial Colonel that has been in hiding since the destruction of the second Death Star, at the Battle of Endor. They are actually a back-up team; a larger, more experienced squad has been sent to the city of Karren with their own ship to also track down the colonel. Not even the Republic soldiers know the colonel's importance, nor his appearance or identity.

As far as the commandos are concerned, their mission is none of the characters' business. The reason for the character's involvement is that the Republic commandos wanted to arrive on the planet without the colonel's notice so he wouldn't have the chance to flee. They arrived in



Antiquity

System: Antiquity **Type:** Terrestrial Temperature: Temperate Atmosphere: Type I (Breathable) Hydrosphere: Most Gravity: Standard Terrain: Mudflats, low seas, mountains Length of Day: 23 Standard Hours Length of Year: 372 Local Days Sapient Species: Human Starport: Landing Field **Population:** 92,000 Government: Loose confederation of townships Tech Level: Space Major Imports: Foodstuffs, low tech, mid tech, high tech Major Exports: Teggi fungal roots

Lis'an and met their contact to find out the colonel's identity and location.

Unfortunately, they learn that the colonel has fled. This explains why they told the characters they would need a couple of extra hours.

Episode One: The Hook

Woetar has worked himself into an odd predicament. He has agreed to meet a courier in the city of Karren and deliver a package to a ship that will be arriving in six hours. The ship cannot land on the planet due to its size.

To pick up the package Woetar must travel to Karren (he won't tell the characters exactly where in Karren so that they have a reason to keep him around). There he will accept the package, rendezvous with the orbiting ship, deliver the package and collect his fare. If the characters want to know why he doesn't do this himself, Woetar will tell them that his ship suffered a minor system breakdown while making planetfall, and he needs the money from the job to purchase the appropriate software to make his ship flight-worthy.

What really happened is that on the way back to his ship, Woetar was greeted by a disgruntled ex-customer. After a merry chase, Woetar returned to his ship only to find that a few uninvited guests were keeping an eye on it.

Woetar wasn't quite sure what to do. That was when he happened to see the character's ship. Remembering that he and one of the characters were old acquaintances (so what if it cost the character 1500 credits the last time they met?),



Use the following script to start the adventure. Your gamemaster will tell you what part (or parts) to read.

1st Character: So, what do we do for the next eight hours? (*look at your wrist chronometer*)

2nd Character: (*sarcastically*) I don't know, what do you want to do?

1st Character: Maybe we can watch that holotape of you again. You know, the one where the waitress' boyfriend comes in ...

2nd Character: *(irritated)* "I don't want to talk about that. We knew this would be a slow job when we started. But we have to wait for them until they get back. Besides they paid us 3000 credits up front, and they're giving us another 4000 when they get back. That's almost three times what the trip is worth.

1st Character: Yeah, yeah, yeah, I know. But I wish something would happen to take our minds off of all of this ... *((Gesture toward where you think the town would be))* ... these people can't even build anything. I'd hate to see what they do for entertainment around here.

Gamemaster: Almost on cue, the comm board comes to life. In a strangely nasal voice you hear, "Hey you! Up there in the (ship's name)! Is your captain aboard, and is his name (pilot's name)?" The voice sounds familiar but you cannot place it.

1st Character: Yeah, who wants to know?

Gamemaster: In the same nasal voice. "Oh, I was just wondering if you wanted to sit down and try to win back the 1500 credits you lost at sabacc on Tekurr'k a few months back."

2nd Character: What in the three rings of Anstares is goin' on and who is that ...

Ist Character: Would this be one short, dull, green-skinned, hairless, low-life, cheating Zarian named Woetar?

2nd Character: Who the heck is ...

Gamemaster: Same nasal voice. "So you do remember, eh! Well, if you'll allow me to come aboard, I think I have a proposition for you that you just can't refuse."

1st Character: Another scam, Woetar?

Gamemaster: "Not this time. This time it's perfectly legit. And the best part is it pays 500 credits for about six hours of your time."

2nd Character: Well, here's our chance to do something ... provided we're done by the time our customers show up. But, can we trust this guy?

1st Character: Not in the least ... that's why I'm interested. I say we at least hear him out. Who knows, maybe this will be just another milk run. By the red seas of Knores, we sure could use one to fill up the next several hours.

Gamemaster: You activate the exterior door controls.

1st Character: We are opening the hatch. We will hear your 'proposition' and it better be good or you may find yourself in the torpedo tube.

Gamemaster: "Oh, it's good alright. I'm coming aboard."

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he decided that a small fare is better than no fare at all. Therefore, he is willing to give up a percentage of the fare if they will help him out.

Woetar is getting paid about 2000 credits for his help; he's willing to offer the players 500 credits up front, although if pressed he will negotiate up to 750 credits (make opposed *bargain* rolls, but give the characters a +5 bonus to their roll). If the characters won't drop to 750 credits or less, he will withdraw his offer, although he will want to stay on the ship for as long as possible. Any character making a Moderate *Perception* roll will notice that Woetar seems very nervous.

Woetar would like to get the characters going as soon as possible, since his 'friends' (the disgruntled ex-customers) may be showing up at any time. He will not tell the characters why he can't do the job himself, only saying that, "Well, if you can't accept a favor graciously, I will find someone who can."

If the characters don't leave for Karren within half an hour, the goons will indeed show up and the character's ship will be attacked (the goons care only about getting Woetar, and are convinced that they can handle anyone who is helping the pesky con artist). When the goons show up, if asked about them, Woetar will only remark, "Who knows, maybe they heard about my deal and wanted a piece of it. You know how these locals can be sometimes!"

Obviously, if the characters give Woetar up, the adventure is over, since only he knows where to meet the contact in Karren.

The Goons

The goons are the victims of one of Woetar's notorious scams. They are local hired hands on the teggi farms who were talked into buying fake Droid diognostic software at a "great price." Woetar figured he'd be on another planet by the time they figured out that they'd been scammed. So much for timing ...

The goons are out for their money back, and wouldn't mind breaking a few of Woetar's bones while getting a refund. They assume that anyone who Woetar is talking to is a friend of his and must be in on the scam, so it's fine to blast them too.

They will flee once two of them have been injured.

Goons (5)

DEXTERITY 2D Firearms 4D+2, dodge 3D

Woetar

Template Type: Zarian Con Man Loyalty: To himself and the almighty credit Height: 1.3 meters Species: Zarian Sex: Male **DEXTERITY 1D+2** Blaster 2D+2, dodge 3D+1, running 5D **KNOWLEDGE 2D** Planetary systems 3D+2, streetwise 4D+1 **MECHANICAL 1D+1** Astrogation 2D+1, starship piloting 3D **PERCEPTION 4D+1** Bargain 6D, con 6D+2 STRENGTH 1D+2 **TECHNICAL 1D** Starship repair 1D+2



Physical Description: Woetar is indeed a short hairless creature, with thick, tough green skin. His physical presence is humorous, and he seems quite harmless — he uses this impression to run quite a number of scams, most of them successful. He has a high pitched nasal voice and a tendency to complain and whine so he can get his way.

Equipment: Comlink, sporting blaster (3D+2 damage), loose fitting tunic, 1800 credits.

Quote: "It is a good day to make a credit."

KNOWLEDGE 2D

Teggi botany 4D MECHANICAL 2D PERCEPTION 1D STRENGTH 2D+2 Brawling 4D TECHNICAL 2D+1 Droid repair 3D+2

Physical Description: Tough Humans or one of the near-Human races, they are dull-witted and very angry with Woetar.

Equipment: Slug thrower (uses *firearms* skill, 3D+1 damage, ranges: 3-5/10/15, ammo: 6, fire rate: once per round), one spare clip each, comlink, tool belts and Droid maintenance tools, moisture-proof thick trousers (for working in the mudflats).

After the battle, cut to Episode Two, "Karren."



Episode Two: Karren

The flight between Lis'an and Karren takes 25 minutes and the character's ship is allowed to land at the "spaceport" without a problem.

Karren

The spaceport is very unimpressive — a large stretch of mudflat with only one building; three transports, all decrepit and clearly held together with little more than molecular Instant Adhesive, are haphazardly placed around the control building. The control building is hexagonal and about 30 meters across, with a 10 meter tall navigation beacon.

The city of Karren is a bigger version of Lis'an — mud everywhere, temporary buildings, and a perpetually overcast and dreary sky. Aside from the residences, the characters will notice that there are about three dozen larger buildings they are also temporary structures, but they might be stores or other businesses. Woetar informs you that this "city" has about 35,000 people and is the nominal capital of the planet.

Into The City

After landing, Woetar will now give the directions to the "Twin Scales," the tavern where the characters are to meet the courier.

Woetar will explain that he should remain on the ship until they get back, in case any goons have followed him to the city. While he won't mention this, Woetar is also a little uneasy about the job.

If pressed, Woetar will go with them, but he will mention that he is afraid that more goons will notice him.

If Woetar stays on the ship, the characters' journey to the Twin Scales is an uneventful fifteen minute walk. If Woetar is with the characters, have each character make one Very Difficult *Perception* total — anyone who succeeds notices that one of the locals, dressed like a typical farm hand, is trying to keep watch on the characters. If the characters try to investigate, the worker will disappear into the shadows and not be seen again.

The Twin Scales

The Twin Scales is a run-down tavern only a few minutes walk from the spaceport. In addition to a low bar and several tables, it has four sabacc tables, one of which has been warped by water which constantly drips from the ceiling.

There are about twenty patrons currently in the bar. About half of them are dressed as farm hands or spaceport workers, and the rest are simply spacers or travellers on their way to somewhere else — anywhere else.

Woetar's instructions are simple: enter the bar at about 1400 hours, order a drink, then proceed to the sabacc table closest the rear door. Ask for 50 credits worth of chips and begin playing. An individual will then come to you and ask, "Are you from Ansek?" The reply is supposed to be, "No, never been and never want to go there!"

If the characters wish to gamble, have them make gambling rolls: if they make a Moderate total, they win 5 credits, a Difficult total gets them 10 credits and a Very Difficult total gets them 25 credits.

If the characters win one hand, there will be some obvious grumbling and several openly hostile glares. If the characters win two hands in a row, the locals will mention how rude it is of strangers to come in and take their money. If the characters win more than 50 credits or win more than two hands in a row, one of the locals will get upset and heave a chair in the character's general direction. Give the upset local the same stats as the goons in Episode One, but he has no weapons, instead having to rely on chairs (damage STR+1D) and ceramic mugs (damage STR+2) for weapons.

After two rounds of combat, the other locals will break up the fight, sending the local home and advising the characters that they should stick to the bar.

If the characters don't get into a fight, a tall, skinny human with a toothpick in his mouth will join the game. After three or four hands, he will use the passwords — he is the messenger.

If the characters did get in a fight, he will approach them, ask how they are doing, and use the passwords.

Then, the messenger will tell whoever gave the correct reply, "There's someone I think you should meet." He leads the characters to a booth on the other side of the bar, close to the front door.

The Courier

The courier is clearly humanoid, dressed in a long, dark cloak which reveals none of the person's features. When she speaks, the clearly feminine voice identifies her as a woman, and her hands are those of a normal Human. She says, "I am the courier — are you ready to complete your agreement?"

If Woetar isn't with the characters, she will ask, "So where is the amphibian?"

She then passes a small pouch to the Human

who brought the characters over. He opens it, checks its contents, and quickly vanishes out the front door, leaving the characters and the courier alone. She will ask them if they have a ship ready for transport and that she is in a hurry. During the course of their conversation, a halffilled drink mug will bounce off the table, splattering the characters with thick, gooey red liquid with a strong, acrid odor — another fight has broken out at one of the sabacc tables (this incident is purely for color and flavor, although some characters may decide to join in the fight).

If asked, she will give no name or other information. She will say, "I'm not an information broker, just a courier who's patience is being stretched. My boss' business isn't mine. I just do what I'm told. Let's go."

She will then rise, and leave the bar, expecting the characters to lead her to their ship. If the characters ask for payment, she will say that they will get their money once they have left the spaceport.

Episode Three: The Problem

The characters can make it back to the spaceport without any problems. But once at the spaceport the problems will begin to escalate.

First, the characters will find that there are six local police officers waiting for them upon their return. If Woetar is with the characters, he will see them just as he turns a corner, and duck back around. He will refuse to go to the ship unless the characters lure the police away.

If the characters want to know what's going on, the police will inform them that they have been instructed to detain the ship until the next day. They are looking for Woetar (they describe him as a "green, hairless alien con man"), who is wanted for the scams he has run in Lis'an. The police know that Woetar came to Karren on board the characters' ship and it will be held until Woetar is captured.

If Woetar remained on board and the characters decide to hand him over to the authorities, the characters will find that he has disappeared. The police will allow one character to board the ship, but one officer will accompany him on board.

If Woetar was with the characters, while they are learning what the story is, Woetar will try to slip away if at all possible.

The courier will not find any of this amusing and will voice her annoyance.

The Courier

The "courier" is actually the Imperial Colonel in disguise — the very same one that the characters' employers, the New Republic commandos, are trying to capture. The colonel has no desire to reveal her true identity, and will always talk as if she's "just following orders."

Template Type: Imperial Colonel

Loyalty: To the Empire Height: 1.6 meters Species: Human Sex: Female Age: 30+ **DEXTERITY 4D** Blaster 6D+1, dodge 6D+1, heavy weapons 5D **KNOWLEDGE 2D+1** Streetwise 4D+2 **MECHANICAL 2D+1 PERCEPTION 4D** Bargain 6D, command 6D+2, con 5D+2 STRENGTH 3D+1 Brawling 5D, martial arts 6D **TECHNICAL 2D**

Special Abilities: *Pressure points:* The colonel knows a special form of martial arts designed to inflict great pain without permanent injury. When rolling damage, add +2D to the colonel's *Strength*, but treat it as stun damage.

Physical Description: The colonel is disguising her identity with a long, dark green cloak. If she pulls it back, she is a very attractive woman in her early thirties, with dark brown hair and brown eyes. She has a maliciously evil smile. Her speech is cold, lacking warmth and emotion – she clearly expresses that she has more important things to do than bother with a few petty smugglers, even though she desperately needs them to get off the planet.

Equipment: Blaster rifle (5D damage), 1000 credits.


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Karren Police (6) DEXTERITY 3D Blaster 4D+2, dodge 4D KNOWLEDGE 1D MECHANICAL 2D PERCEPTION 2D STRENGTH 3D Brawling 4D TECHNICAL 1D

Physical Description: The police clearly look the part, with shiny new uniforms and weapons to match. They are young (early 20s) and eager to do their job well.

Equipment: Blaster rifle (5D), comlink, black and tan uniform (+1 to *Strength* to resist damage).

Personality: Curt and to the point. They will be polite and explain to the characters that they are being detained, and will be helpful if the characters are pleasant. If the characters are belligerent, all of them will be locked up overnight.

Getting Out Of This Mess

If the characters simply turn Woetar over to the authorities, they can leave any time. This is fine with the courier. Cut to Episode Four, "The Chase."

The character's also have the option of blasting out of the spaceport, although there will be complications to that. See "Blasting Out."

If Woetar has disappeared and the players decide to hunt him down, things get a little more

complicated — they have to find Woetar and turn him over to the police before the courier's deadline. Turn to "Hunting Down Woetar."

Hunting Down Woetar

Woetar has learned that the law is after him and has taken flight. He has headed into the city, and is trying to keep a low profile while contacting the captains of the other tramp freighters for a ride off the planet. The characters should simply ask around, and the hunt for him can take as long or as short as you wish — give the players just enough of a chase to keep them interested, and not so much that they get bored.

If the characters capture Woetar and turn him over to the police, they are allowed to leave without incident. Turn to Episode Four, "The Chase."

If the characters blast out of the spaceport because they refuse to turn Woetar over to the authorities, turn to "Blasting Out."

If the characters have to hunt through the city for Woetar, they may have a chance encounter with their employers, the Rebel commandos. Since this adventure is dependent upon the players not knowing that they are "saving" the Imperial colonel from the Rebel commandos, this must be staged so that the characters don't immediately find out what is going on — the courier, for some reason, cannot be with the characters when they meet their employers. The



characters may mention that they were simply hired to pick up a cargo, and the Rebel commandos won't discuss their business in the city.

The characters may also run into the main team of commandos, six in all (they're all Humans), who are dressed as common spacer ruffians. These commandos will open fire on the characters immediately if the colonel is with them. If not, they may simply have a chance meeting with the characters, and there will be no direct conflict until Episode Four, "The Chase."

Elite New Republic Commandos DEXTERITY 2D+2

Blaster 4D, brawling parry 5D, dodge 3D, melee 4D, melee parry 3D+2 KNOWLEDGE 2D Streetwise 3D+1, survival 2D+2 MECHANICAL 1D+2 Repulsorlift operation 2D, starship piloting 3D, starship gunnery 3D+2 PERCEPTION 2D Con 3D, hide/sneak 4D+1, search 5D+1 STRENGTH 2D Brawling 3D TECHNICAL 1D+2 Demolitions 2D+2, security 2D+2 Equipment: Blaster pistol (4D damage), comlink, protective vest (+1 to Strength to reduce

Blasting Out

The characters decide to leave the spaceport in typical smuggler fashion — guns blazing! If they go out fighting, after they have been in flight for about half a minute, they find that the city of Karren has sent four cloud cars after them.

The pilots have operation codes of 4D and gunnery codes of 3D.

Cloud Cars

Scale: Speeder Speed Code: 3D Maneuverability: 2D Body Strength: 3D+1 Weapons: Double Laser Cannon (fire-linked) *Fire Control:* 2D *Damage:* 4D

Episode Four: The Chase

With the courier safely on board, the characters can now make their way to the rendezvous point.

If Woetar is aboard and any of the characters make a moderate *Perception* roll, they will notice Woetar talking to the courier in an attempt to be discreet. Woetar is trying to get the courier to give him the 1500 credits now without the characters noticing what is going on. The courier will refuse, only offering payment upon the rendez-

damage)

vous with the other ship. Woetar will get very upset with the courier and if the character's didn't notice before, they will definitely notice Woetar's sudden change of mood with an Easy *Perception* roll.

If Woetar isn't aboard the ship, the courier will simply retreat to the passenger section and will refuse to discuss or otherwise fraternize with the crew. She will only pay upon rendezvous with the ship.

The Final Showdown

Just as the characters notice Woetar's mood or begin to seriously pester the courier for money, their sensors will pick up two ships on an intercept course with theirs.

With an Easy *Mechanical* check they can use their sensors to determine that one ship took off from near Karren, while the other has just arrived in system from hyperspace. The first ship will catch up to the characters' ship in about five rounds, while the other ship will take at least two minutes to catch up to the characters' ship.

If the characters make an Easy *Mechanical* total, their ship's sensors will tell them that the first ship's guns and shields are being charged and readied for combat; the ship itself is a highly modified freighter. With a Moderate *Mechanical* total, the character will be able to figure out that the second ship is an Imperial *Carrack*-class Cruiser.

A Challenge

The first ship will close in, hailing the characters' ship, demanding that it return to Karren to land and turn over the courier.

If the characters don't cooperate by the time the ship closes the gap, it will open fire and attempt to shoot down, but not destroy, the characters' ship. At this point, the ship's sensors will tell the characters that the other ship is a *Carrack*-class Cruiser if they didn't already know what it was.

If the characters turn around they will miss their rendezvous and therefore forfeit their fare. If the characters attempt to do this, the courier will draw her weapon and threaten to kill anyone who doesn't do as she says. She will demand that the characters continue on to rendezvous with the larger ship.

Modified Attack Freighter

This is the main Rebel commando ship. Scale: Starfighter Speed Code: 3D+1 Maneuverability: 1D+2 Body Strength: 4D Weapons:

Four Laser Cannons (fire-linked) *Fire Control:* 3D *Damage:* 5D **Double Laser Cannon Turret** (fire-linked) *Fire Control:* 2D *Damage:* 4D+1

Shields: 1D

If the characters survive long enough for the Imperial ship to arrive, the freighter will veer off, and blast into hyperspace before the star destroyer can shoot it down. As far as the main team of commandos is concerned, the colonel got away, so they should leave the system before their ship is identified by the Imperials.

Carrack-class Cruiser

Scale: Capital Speed Code: 4D Maneuverability: 2D Body Strength: 5D Weapons: 10 Heavy Turbolasers (fire separately) *Fire Control*: 1D *Damage*: 7D 20 Laser Cannons (fire separately) *Fire Control*: 3D *Damage*: 2D 5 Tractor Beam Projectors *Fire Control*: 2D

Damage: 4D

Shields: 2D+2

As soon as the attacking freighter disappears, the cruiser will order the characters' ship to prepare for docking. If the players are worried (which they should be), the courier will reassure them that this is what is supposed to happen.

As soon as the tractor beams have brought the ship in close and a docking tube is extended near the exit hatch, the courier will exit and set a pouch near the exit hatch. It contains 1500 credits. She will then tell them, in a sarcastic tone of voice, "Thank you for your services. You may leave now."

If Woetar is on board, he will attempt to grab the pouch first, and then take his cut before giving the rest to the characters.

The characters will see five individuals dressed in black uniforms near the airlock and make their way to the courier, who is now walking toward them. Moderate *Perception* rolls will allow the characters to hear key words like "Colonel," "Empire," "Grand Admiral."

If the characters don't leave as instructed, the

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Imperial officers will at first give them a warning, and then imprison them for their sheer stupidity.

Conclusion

If no conflict was caused on the cruiser, the characters will arrive back at the Lis'an spaceport with plenty of time to spare. Woetar, if with the characters, will take his leave and the characters are on their own until their employers return.

If the courier was delivered safely to the cruiser, the passengers will return disgruntled and upset. They will pay the characters, nonetheless, but seem quite upset. During the course of their trip back, one of the player characters should overhear one of the employers complaining that an Imperial colonel, aided by some "no good spacers," got away from the main New Republic commando team, and that team fled the system before they could get a clear identification of the freighter that rescued the colonel.

If the courier was not delivered to the cruiser, for whatever reason, the employers show up on time, with the colonel bound and gagged. Without any explanation, the employers will ask the smugglers to take off — quickly — before some of her friends show up. Upon seeing the characters, the colonel will recognize the characters from the bar and go into a fit of delirium thinking that the entire ordeal was a setup by the Rebel and the characters.

Rewards

Aside from the credits due them, award the characters one to three Skill Points based on their performance.

The Right Place ...

Adventure Background

Vohrkrewel had a problem. He was a wanted man — wanted throughout this entire sector. The Imperials had every law enforcement officer on the planet of Celanon looking for him, and all because he had been selling information to both the New Republic and the Empire. Some people have no sense of humor.

Vohrkrewel had one thing going for him though — nobody on the planet knew what he looked like. That had its advantages.

His first priority was to find some way off this trade planet. That required a *patsy*—someone to draw Imperial attention away from him while he did his next job for the crime boss Jorkat the Render. Finding a suitable candidate wouldn't be too hard. He needed someone gullible, easily manipulated, and cocky. Typical smugglers.

Vohrkrewel toyed with his drink, and glanced around the dim interior of Gularg's Libation Emporium. A milling crowd of drunken refuse met his gaze. Somewhere in the smokey depths a chair smashed over what passed for a head and a wet squishy sound issued forth. Just a normal afternoon at Gularg's.

The airlock opened and in stepped a small group of newcomers. Vohrkrewel could tell from their expressions that they were new to the planet. "I may have found my decoys," thought Vohrkrewel, "and from the looks of them, this will be easier than I thought."

The Set-Up

• The characters have safely delivered a cargo or for some other reason are visiting the trade planet of Celanon. The characters are just looking for a simple tavern, some place to get a cold drink ... • For more information on Celanon, refer to *Planets of the Galaxy, Volume One.*

Episode One: The Wrong Time

Read aloud or paraphrase.

You find yourselves once again nearly broke and without the prospect of employment. You've landed on Celanon, a major commerce planet and you've heard that you can get anything you want in Celanon City, provided you're gutsy enough.

When you docked at the space port, you were told that the best place in town to find employment is Gularg's Libation Emporium, over in the old city section of town. Gularg's is nearly legendary for being the rowdiest, seediest and most dangerous tavern this side of Ka'Dedus. You'll fit right in.

At this point have the players read the script. Gularg's is located in the center of a maze of alleyways and winding streets. A huge neon sign blinks feebly above the massive airlock leading within.

Once the characters enter the bar, read the following description:

Gularg's Libation Emporium looks like an enormous cavern. Dank stairs lead down into dark depths, where the sounds of drunken revelry can be heard. Inhuman wailing can be heard within, or is that the local music? As you descend the stairs, a repulsive stench wafts up to greet you. Smoky air hangs heavy in the foul cavern below.

Upon stools and at countless tables rest dozens of inhabitants, some human, most not. As you make your way forward to the bar, several sets of sensory organs scan you from various



THE RIGHT PLACE ... ADVENTURE SCRIPT

Use the following script to start the adventure. Your gamemaster will tell you what part (or parts) to read.

1st Character: So here we are ... Gularg's.

2nd Character: Look at this place. It's a dive. This is almost as bad as that place on Antiquity. I bet you that someone will die from food poisoning before we leave tonight.

1st Character: You're really letting your imagination get the best of you. I'm sure it's a charming place ... you go down the stairs first.

2nd Character: Whatever you say.

Gamemaster: The stairs leading down to Gularg's are covered with brown, watery muck, and as you step on them, there is a certain "give" to them, as if they were about to collapse. As you reach the bottom stair, you see the airlock ahead.

2nd Character: An airlock? What do they need an airlock for?

1st Character: Atmosphere.

2nd Character: I know that. I mean, what kind of atmosphere?

1st Character: No! No! Mood, you know, ambience. We know that if we're going to get a cargo out of this lousy city, we have to go here.

2nd Character: I guess. I just didn't trust that Nalroni. He looked like he was trying to con us.

1st Character: He's a Nalroni. They all give people that impression. Now relax ... and go through the door first.

Gamemaster: As you open the door, loud wailing greets your ears. The sights are amazing, even to your jaded eyes. A drunken Rodian stumbles toward the airlock, and topples over in a heap. Before anyone else can react, a Wookiee grabs him, and hurls him toward the back of the bar, with a savage war cry. 1st Character: Just in time for the party.

2nd Character: I'll look for a table, you get the drinks.

Gamemaster: As soon as you step inside, chairs begin flying in every direction, amidst screams and shouts. A bottle goes flying over your heads and smashes into the frame of the airlock. A Gamorrean bouncer turns his attention from the street outside toward you. Drool slides from his mouth to his stained neon-yellow tuxedo. He grabs what's left of the bottle and points at you.

1st Character: Hey pal, wasn't me.

2nd Character: Just what we need ... a bar fight.

Gamemaster: The Gamorrean grunts twice and roughly shoves his way past you into the melee. Seconds later, a pair of Jawas go flying over the tables to the left of you, to land on a steaming plate of ... something. Soon, the ruckus dies down, as no less than a dozen aliens and Humans are roughly led by several bouncers to the front door. Over it all, you can hear the deep pitched laugh of a Hutt. Then, you see the creature sitting upon a platform behind the bar. He has several scars on his face and an eye patch. With a hearty laugh he motions to you. Then, in strongly accented Basic he tells you, "Welcome to my place ... Gularg at your service. A great fight, wasn't it? Now, what will you have?"

2nd Character: I've got a bad feeling about this.

1st Character: Be quiet and order a drink from the nice Hutt ... (*whispering*) before he has us fed to something.

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parts of the room.

On a raised platform near the rear of the room are five beings providing the ... music. A wildly flashing sign proclaims that they are "Bartru and the Blaster Rays." The apparent leader of the group, a Devaronian, is currently smashing his oboe-like instrument through a bank of speakers, much to the approval of the crowd.

Behind the bar is a one-eyed Hutt. He smiles at you and croaks, "Can I get you somethin??"

Allow the players to wander around the bar and interact with the various personalities described below. When the action wanes, use the random bar happenings to liven things up. When you think your players have had enough fun, go on to Episode Two, "A Chance Meeting."

Gularg

Template Type: Hutt Bartender Loyalty: To himself Length: 4.7 meters Species: Hutt Sex: Hermaphrodite Homeworld: Varl Age: 597 **DEXTERITY 2D** Blaster 4D, dodge 3D **KNOWLEDGE 2D** Alien races 5D, cultures 4D, streetwise 4D, xeno-mixology 4D **MECHANICAL 1D PERCEPTION 2D** Bargain 3D, con 3D, gambling 4D STRENGTH 3D Brawling 3D, stamina 4D **TECHNICAL 2D** Security 3D

Equipment: Blaster pistol (4D damage), 2 grenades (5D damage), datapad with "The Orgil Guide to Bartending."

Physical Description: Gularg is a fairly normal Hutt in that he is physically repulsive. His splotched, mottled complexion is broken by occasional patches of a bluish fungal growth. He has several scars across his flabby face and wears a patch over his left eye.

Background: Gularg left his home planet at an early age for the thrill of exploration. He soon found himself enthralled by the vast number of other life forms in the galaxy. Gularg's great joy in life was meeting and speaking with new beings. He found the best place to meet people was in bars. The rest is now history.

Personality: Gulargis an anomaly among Hutt's as he is a very jovial and pleasant fellow. Gularg enjoys serving his clientele and all the excite-

ment that running this sort of bar brings. He loves a good brawl and will not usually break up the ones that start in his establishment until weapons come out. When that happens, Gularg will throw himself into the fray with a gleeful chortle and begin to crack skulls.

Quote: "Please, no blasters in my bar ... here, hit him with this chair."

Jezzable

Template Type: Floozie Loyalty: Huh? Height: 2 meters Species: Human Sex: Female Homeworld: Celanon Age: 27 DEXTERITY 3D+2 Blaster 4D+2 **KNOWLEDGE 3D** Streetwise 5D **MECHANICAL 2D+1 PERCEPTION 4D** Bargain 5D, con 5D, seduction 6D STRENGTH 2D+2 **TECHNICAL 2D+1**

Equipment: Makeup bag, clutch purse, holdout blaster (3D+2 damage)

Physical Description: Jezzable is a gorgeous but naive creature. She has long flowing red hair and green eyes. With her flawless complexion and her knock-out figure, it's no wonder her boyfriend is so jealous.

Personality: Jezzable is a horrible flirt and loves to have men of all species fight over her.

Quote: "Oh! You're a freighter pilot ... that must be terribly interesting! I'll just snuggle close to you and you can tell me all about it."

Brooser

Template Type: Tough Native Loyalty: To himself Height: 2.2 meters Species: Human Sex: Male Homeworld: Celanon Age: 37 **DEXTERITY 3D+2** Brawling parry 5D+2, melee 6D+2, melee parry 4D+2 **KNOWLEDGE 2D** Streetwise 3D MECHANICAL 2D+1 PERCEPTION 3D+2 Gambling 4D+2 **STRENGTH 4D** Brawling 6D, lifting 5D, stamina 5D **TECHNICAL 2D+1**

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Equipment: Work clothes, brass knuckles (STR + 1D damage; Very Easy difficulty)

Physical Description: Brooser is a huge man ... actually man may not be the best word, as he appears more simian than anything else. Brooser weighs in at over 150 kilos, all of it muscle save for the Jargridian Brandy belly around his waist. Jorgan Blech, captain of the freighter *Bold Dove*, made the mistake of likening Brooser to a Wookiee. What was left of Jorgan after Brooser was done was then beaten by a Wookiee for the insult to his people.

Personality: Brooser enjoys fighting and gambling, in that order. The only thing he loves more than a good fight is his steady girl, Jezzable. Brooser is insanely jealous and will fly off the handle at the smallest provocation. Jezzable provides lots of provocation.

Quote: "GHHHRRRRRR!" <Insert the sounds of breaking furniture>

Random Bar Happenings

• Raid! A squad from the Celanonian Organized Protectorate raids the establishment to check for legal identification and to do a spot check for criminals — anyone with a criminal record on Celanon will be arrested unless the character can make a Difficult *con*. The troops, all Nalroni, are also looking for Vohrkrewel.

Celanon Organized Protectorate Troops (8)

DEXTERITY 2D Blaster 5D, dodge 5D+1, melee 5D, melee parry 4D+2 KNOWLEDGE 4D Streetwise 5D+1 TECHNICAL 2D PERCEPTION 5D Bargain 6D+2, command 6D+1, con 7D+2 STRENGTH 3D MECHANICAL 2D

Equipment: Blaster pistol (4D damage), goldtrimmed blast vest (+2 to *Strength* to resist damage), blast helmet (+1 to *Strength* to resist damage) with attached comlink and light-sensor scopes (+1D to hit with ranged weapons in darkness)

• A fight erupts! Chairs and tables fly! If the characters do not get involved, the fight will end in 2D rounds. The fight is between a Wookiee (use the character template on page 137 of *Star Wars: The Roleplaying Game*) and a Defel (see page 29 of *Galaxy Guide 4: Alien Races*). The argument started over who could drink more, and quickly degenerated over who has the nicer fur. A peace-ful settlement is unlikely and anyone trying to

talk to the two is likely to find himself in battle with both. This encounter could be built up to by making casual references to the two creatures sharing a few drinks at first, and then seeming to get argumentative a few minutes later, and then really nasty, until the fight finally does break out.

• Flirtatious advance. One of the characters (roll randomly or pick your favorite) is sent a drink. If the character inquires as to who bought it for him, Gularg points out Jezzable at a nearby table. Regardless of their reaction, Jezzable will join the character a few moments later. She will make pleasant small talk with the character until Brooser notices. When this happens, go to the next encounter.

• **Punched out!** Brooser (or another random gamemaster character) has decided "he doesn't like your face." He goes out of his way to provoke a confrontation, starting with pushing and name calling; he quickly works up to full-fledged physical violence. Every round of actual combat, there is a 2 in 6 chance of more bar inhabitants becoming involved. Gularg will not lift a finger to stop the fight until any kind of blaster weapon is used. When this happens, he will tumble and slither into the fray and attempt to disarm and chastise the offender.

• **Challenged.** A random character is challenged by a bar inhabitant to a game of skill. This game is of the sort played in bars, something like zerogravity fuse-balls. Give the challenging character a *gambling* skill of 5D. This is a good way for characters to befriend possible contacts.

• **Mistaken Order.** The wrong food or drink is delivered to the characters. This effects can vary from humorous (like a drink which turns the character's skin blue for 48 hours) to deadly (like being delivered a dish of live and angry Forntarch).

• Job offer. The characters are contacted and offered employment. This can be used to lead the characters into another short adventure, or to divert them from their true goals. Unless you have another encounter in mind, use this encounter to go to Episode Two, "A Chance Meeting."

• Mistaken Identity. The characters are once again in trouble, but this time it's not their fault. Really. This encounter can be good or bad. Perhaps they are mistaken for the stars of "Marl Blazestar: Mercenary For Hire", a local holo-vid show. Maybe the players are thought to be a group of bounty hunters that are here to kidnap the leader of Bartru and the Blaster Rays.

• Befriended. Roll randomly for the characters

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— one of them has gained a friend. A drunken bar inhabitant has taken a liking to him and wants to follow him around until he is threatened. He will be fanatically loyal to the character and will shout his praises to all around. This can have both good and bad effects — nearly all information the drunk has can be gotten by the player; how much he knows is at the gamemaster's discretion.

• Hustled. One of the characters is asked to join in a local game of chance, but this time the character has no chance. He is being hustled by an expert (gambling skill of 9D). The hustler will lose a few games and then suggest that "we put some money on the game, just to make it interesting." Once the stakes get high, the character will find his luck suddenly turn on him. Failure to pay off a bet can lead to the encounter "Punched Out!"

Episode Two: A Chance Meeting

When the players have had enough fun with the inhabitants of Gularg's, it's time for the actual scenario to start. Read aloud or paraphrase:

From out of the shadowy recesses of the establishment steps a tall, wiry looking man dressed in a black one-piece jumpsuit. Over this he wears a stylish grey trench coat. He is immaculately groomed and styled. His beady grey eyes look you over.

"Hey boys, you were supposed to be here nearly an hour ago. Here's the 500 credits we promised you if you showed up. Where do you want to talk about the job? How 'bout that table over in the corner? And by the way, we heard about you, Vohrkrewel. There isn't going to be any renegotiating; we aren't paying you a cred more than the 10,000 we agreed on."

The thin man forces his way to the table he indicated and sits. He looks at you expectantly.

When the characters join the thin man, he will tell them his name is Krovas, a minor enforcer working for Jorkat the Render, a major crime boss on Celanon.

He is actually Vohrkrewel, an infamous smuggler who is currently wanted by both the Imperial government and the Rebels. Vohrkrewel would very much like to lead all of his pursuers away from Celanon on a wild mynock chase.

The characters look like just the creatures he needs. "Krovas" will offer them the chance to smuggle a load of valuable Mk XII Smartgunner chips to the Isen system for delivery to the infamous pirate chief Octavious Jupiter Scragg.

The chips are the newest generation of smart

weapons technology and are nearly four years away from actual release. The introduction of these chips into the pirate fleet could cripple shipping in the surrounding systems, but don't tell the players this unless they ask.

"Krovas" will continue to refer to one of the characters as Vohrkrewel throughout their dealings with him. If the players insist that there is no one named Vohrkrewel among them, "Krovas" will slyly wink at them and tell them he understands the importance of keeping a low profile.

"Krovas" will explain the job and give them as much of the above information as you feel is appropriate. If the characters agree to the job, go to "Set Up and Knocked Down." If they refuse the job, go to "Up Against a Wall."

Vohrkrewel Yahrkar

Template Type: Brash Pilot Loyalty: To himself Height: 2.1 meters Race: Human Sex: Male Homeworld: Unknown Age: 37 DEXTERITY 3D+1 Blaster 6D+1, brawling parry 4D+1, dodge 5D+1, melee 6D+1, melee parry 4D+1 KNOWELDGE 2D+1 Alien races 3D+1, bureaucracy 5D+1, planetary systems 5D+1, streetwise 7D+1, technology 4D+1

MECHANICAL 4D+1

Astrogation 5D+2, starship gunnery 7D+2, starship piloting 9D+2, starship shields 4D+2

PERCEPTION 3D

Bargain 6D, command 5D, con 9D **STRENGTH 2D+1** Brawling 5D+1, stamina 4D+1 **TECHNICAL 2D+2** Starship repair 6D+2

Equipment: Vibroblade (STR + 1D+2 damage, Moderate difficulty), heavy blaster pistol (5D damage), bounty hunter armor (+1D to *Strength* to resist damage, -1D to *Dexterity*)

Physical Description: Vohrkrewel is a tall and thin man, with thin, dry lips that cover a perfect set of teeth. His heavily lidded eyes give him a perpetually sleepy look. His long sharp nose gives his entire face an avian quality. Vohrkrewel is always immaculately groomed and, when not on the job, takes great pride in his specially tailored wardrobe.

Background: Almost nothing is known about the origins of the man named Vohrkrewel. In fact, the only thing that is confirmed is that he has



risen to the top of the smuggling field in the past few Standard Years despite the fact that no one seems to know what he looks like.

Personality: Vohrkrewel is a nasty, doubledealing rogue, but at least he's pleasant about it. Vohrkrewel prides himself on his ability to control his emotions, even when rubbing out a rival or fighting for his life; he never raises his voice or loses his temper. The fact that he seems so cheerful throws a lot of beings off in their dealings with him.

Up Against a Wall

If the characters will not take the bait, you will have to gently nudge them into it. One suggested way is to have "Krovas" plant the chips on the characters' ship and then call the Imperials and tell them that one of the characters is Vohrkrewel.

This should create a great opportunity for a running chase, with the characters having to blast their way out of Celanon City. Read "An Unexpected Switch," and cut to "What A Way To Go."

When they make the jump to hyperspace, they find that a very unusual computer glitch has thrown their ship on a course they never set. They cannot override this new course—they are simply going where someone else has sent them. Cut to "Cruising Through Hyperspace."

When they emerge from hyperspace, they find themselves in the Isen system — cut to Episode

Four, "End Game."

Set Up and Knocked Down

Read aloud or paraphrase:

Krovas stands up to leave. He straightens his clothing and looks down at you.

"I will arrange to have the package loaded onto your ship and will have it filled with fuel. Be prepared to leave in one hour. Talk to no one. There are interested parties everywhere and it would not do to have interference with your mission. You have a reputation for being the best, I trust this mission will be routine for you."

With a final flourish of his coat, Krovas leaves you to talk among yourselves.

The characters will have one hour to prepare themselves for the coming adventure. Allow them to use this time to purchase equipment and make preparations for the trip. Celanon City has a reputation for being a place where anything can be bought, for the right price. Allow your characters to make use of this.

An Unexpected Switch

While the characters are busy preparing for their journey, Vohrkrewel is not idle. He is busy having the characters ship filled with fuel.

He is also setting up the characters — he has loaded a cargo of phony smartgun chips on their

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ship, and notified the local Imperial authorities that the infamous Vohrkrewel (giving a description to match one of the player characters) is preparing to smuggle the chips off planet. He has also told the Imperials that the characters are headed for the Isen system. The real Vohrkrewel believes that this will occupy the Imperials while he sneaks away undetected, with the real load of chips.

The plan is foolproof. Little did he know ...

Unknown to Vohrkrewel, an error was made by his faithful general servant Droid. While he was away, setting up the characters, the Droid noticed a small flaw in one of the phoney chips. It determined that this flaw may interfere with its master's plan, so it took the false chips back to Teelian's Electronic Emporium, where Vohrkrewel purchased them, to get a refund.

While the ship was unoccupied, a servant of Jorkat the Render arrived with the real chips and secreted them in the cockpit of Vohrkrewel's ship.

Upon arriving on his ship, the *Black Death*, Vohrkrewel found the real chips in the cockpit and assumed that they were the false ones. Scooping them up, he delivered them to the characters' ship just moments before their arrival. Unknown to Vohrkrewel, he has just loaded a priceless fortune aboard the characters' ship and has sent the Imperial fleet after it!

What A Way To Go

Read aloud or paraphrase:

Your ship can be seen just across the docking bay. Two astromech Droids are removing the refueling equipment from your ship and it seems ready to go. In fact, things really do seem to be looking up — full fuel tanks, 500 credits in your pocket and the promise of another 10,000 upon a delivery that was just dropped into your lap.

All seems right with the world and not even that squad of Imperial Storm Troopers taking up battle formation near the bay entrance could ruin your mood.

The captain of the Imperial strike team motions to you as his squad members take up defensive positions around him. Read aloud:

The squad leader shouts to you, "Vohrkrewel Yahrkar, you are under arrest. You and your companions throw down your weapons and you will be terminated painlessly. Resist and you will suffer. Decide now!"

If the characters give up (not likely), you can have the fun of running them through an exciting adventure in an Imperial hard labor death camp. They will be unable to convince anyone that they are not at least somehow involved with Vohrkrewel.

If the players decide to fight (by far the best decision), they must defeat six Imperial stormtroopers (normal stormtrooper stats) and



one trooper captain (+1 die in every skill over normal trooper).

Standard Stormtroopers DEXTERITY 2D Blaster 4D, brawling parry 4D, dodge 4D KNOWLEDGE 2D MECHANICAL 2D PERCEPTION 2D STRENGTH 2D Brawling 3D TECHNICAL 2D

Equipment: Stormtrooper armor (adds +1D to *Strength* to resist damage, but reduces *Dexterity* and all related skills by -1D), blaster rifle (5D damage), one grenade (4D damage)

If the battle lasts for ten of more rounds, there is a one in six chance every five rounds that another squad of four troops will enter the fray.

Once they characters are past the troopers, the fun continues. They are, if they bother to check, denied clearance to take-off. Due to the heavy traffic at the starport in Celanon City, the pilot will have to make a Moderate *starship piloting* to navigate the traffic immediately around the city. If this roll is successful, the pilot manages to squeeze and roll his ship between the incoming and outgoing traffic and make it into space. If the roll is failed, there has been a collision; roll on the starship damage table for the effect of the collision.

When the characters manage to get out of the atmosphere of the planet Celanon, they are not out of trouble yet. Four TIE/In starfighters (sublight speed 5D, maneuverability 2D, hull 2D, blaster cannon: fire control 2D, 5D damage) and a TIE Interceptor (sublight speed 5D+2, maneuverability 3D+2, hull 3D, four laser cannons: fire control 3D, 6D damage) are waiting in orbit for them. The ships are piloted by standard Imperial pilots (*starship piloting* 5D, *starship gunnery* 4D) and should not be an insurmountable threat for the characters but should provide a few tense moments for our smugglers. Fudge rolls if necessary, but remember to keep the action rolling.

Read aloud or paraphrase:

Your ship quickly climbs out of the thick, heavy atmosphere of Celanon, and into the inky blackness of space. You begin to feed the data for your jump to hyperspace into your onboard navigational computer, when five familiar shapes, TIE fighters, are spotted zooming towards your ship from the planet below. There is no way for you to make a jump before the computer finishes plotting your course. There is only one option — fight! As you prepare yourselves for battle, chatter from the incoming fighters can be heard over your comlink:

(Crackle) "Cugle ... Vance ... You stay on my flanks. We will hold positions while Yarnar and Ross make their first pass. Got it?"

(Hiss) "Got ya boss. It'll be just like shootin' Freiloid in a barrel."

Two of the TIE Fighters break formation and begin to accelerate toward your ship!

Once the players have defeated the TIE fighters, go on to "Cruising Through Hyperspace."

Cruising Through Hyperspace

By this time, the characters may be wondering just what is going on and who this Vohrkrewel is. While they are in their journey to Isen, they can do some work to try to find out just what the heck is going on. Some possible ways for them to gain information are as follows:

• Use their memory. Roll their *streetwise* skill to see if they can recall the name Vohrkrewel. If they make an Easy difficulty, they can seem to vaguely remember the name at the minimum; for each +3 points they get over the difficulty number, give them one of the facts below:

• Vohrkrewel is the name of an infamous space rogue that sometimes operates in this sector.

• Vohrkrewel is said to have done jobs for both the Imperials and the Rebel Alliance/New Republic in the past; he has also worked for just about everyone else, too.

• Vohrkrewel is rumored to be extremely paranoid and has never let any of his clients see his face.

• Vohrkrewel is known to be crafty and willing to use unsuspecting people as pawns in his power games.

• Vohrkrewel has recently betrayed both the Empire and the New Republic, and as such is currently wanted by both groups.

They may check their computer's data files for information on Vohrkrewel. This requires a Moderate *computer programming* total, and only the first two facts can be learned from computer records.

They can check their cargo. If they didn't accept the proposition from "Krovas," have one of the characters find the stashed phony chips. The cargo will prove to be exactly what "Krovas" said it was — a 30-millimeter-long box of computer weaponry chips (most of the box is filled with packing material; there are only about 100 chips in the crate). This may confuse the characters if they believe that they have been set up as decoys.

The chips are supposed to be false, but a series of unhappy circumstances led to Vhorkrewel placing the real chips on the characters' ship.

The characters can check into the names "Krovas" or "Jorkatt the Render." A Moderate *streetwise* roll will allow the players the following information on them:

• Jorkatt the Render is a Nalroni and the reputed head of the Triathoggoth organized crime clan in Celanon City. He has managed to garner several fortunes over the last several years by running a series of smuggling operations in the Celanon sector. He supplements his income through extortion, murder and protection rackets. It is said that Jorkatt will not tolerate failure by any of his underlings and none of them ever get the chance to fail more than once. It is also said that he is no fun at parties, but not to his face.

• Krovas is, or rather was, one of Jorkatt's chief lieutenants until an unfortunate incident cut his career short. He was found dead after a swimming accident, although why he was swimming with plasticrete bricks in his pockets was never satisfactorily explained.

The players may come up with some other clever method. Use your own judgment and award the players some or all of the above information if they come up with another method or line of inquiry that is interesting.

When the characters have either some idea of what is going on or are totally confused, end this scene and go to the final episode, "End Game."

Episode Three: End Game

By the time our gutsy space rogues have blasted out of Celanon City, our friend Vhorkrewel has realized that they are carrying the cargo given to him by Jorkatt the Render.

This is unfortunate since he has just finished giving the Imperials an "anonymous" tip as to where "Vhorkrewel" was heading. He now has no choice but to go to Isen system and retrieve the real chips from the characters before the Imperials get them or blast them into dust. Sigh ... a villain's work is never done.

The Imperials were delighted to get a tip as to where that annoying Vhorkrewel was heading. Orders were sent to the closest ship to the sector and while it isn't an Imperial Star Destroyer, it has more than enough firepower to destroy that pest forever ...

Read aloud or paraphrase:

After several hours in hyperspace, your ship emerges to realspace in the Isen system. The Isen system is nothing but a massive asteroid belt, and while it is annoying to navigate in, it should be no trouble; after all, it's not like you'll have to do any fancy flying here. You quickly navigate through the mass of stellar debris to your rendezvous position.

Time passes.

After several moments of waiting, a ship appears on your sensors, but the signature is not what you expected. As the ship gets closer you can see flashes of the ship's weapons as they flick out and destroy incoming asteroids. From the flickers of the explosions you can make out that the ship is an Imperial Star Galleon!

You are unable to contain your shock as the ship begins descending upon you and beams of plasma energy crackle across the void towards your ship.

The characters will find it impossible to jump into hyperspace because of the density of the asteroid field around them. This means they have little choice but to fight. It may look like certain doom for the characters and they may think that they have no way out.

Encourage these feelings, even if they're totally without basis. The Galleon is having troubles of its own in the asteroid belt. As it is too large to successfully maneuver around them and its shields are weakening quickly, six of its ten weapons are busy destroying incoming debris. Also, due to several early hits, the Galleons shields are only working at one-half efficiency (reflected in the ship's stats).

Imperial Star Galleon

Scale: Capital ship Sublight Speed: 1D+2 Maneuverability: 1D Hull: 5D+2 Weapons: 10 Turbolasers (fire separately) *Fire Control:* 3D *Damage:* 4D Concussion Missiles *Fire Control:* 5D *Damage:* 5D Shields: 1D

As soon as it looks like the characters are doomed to certain destruction and capture, read aloud or paraphrase:

It looks as though all is lost. Your small ship

has sustained heavy damage, several control systems are unresponsive, and the Galleon is moving in for the kill.

Suddenly, beams of energy strike the rear of the Galleon and a breach in her shields becomes obvious. Minor explosions shake the behemoth and a small, fast ship painted to look like some sort of bird of prey whizzes by, its guns spewing forth energized death.

With a couple of quick passes, the Galleon is reduced to dust in a spectacular pyrokinetic display. The tiny warbird turns on your ship and her weapons speak again. To your horror, your shields give out entirely. Your vid-screen flares to life.

Episode Four: The Meeting

Read aloud or paraphrase:

A familiar face can be seen piloting the other ship — Krovas from Gularg's. Krovas looks down his long thin nose and smiles at you.

"I thank you for your efforts on my behalf. I was having such terrible trouble with those Imperial buffoons and you did such a marvelous job of diverting their attention away from me.

"Unfortunately, a mixup occurred back on Celanon and instead of ending up with the decoy chips, you somehow got the actual ones. I do apologize for the inconvenience, but please turn them over to me or I will be forced to destroy you. But, if you turn them over to me, I'll let you live, and I'll even give you an extra 2,000 credits for your time. And remember that Vohrkrewel keeps his word ... within reason."

The players have several options at this point. They can try to fight Vhorkrewel's ship, the *Blood Hawk*. With their shields disabled, this could be a *very* dangerous choice. The only thing in their favor is that Vhorkrewel cannot risk destroying their ship because it has the chips.

The Blood Hawk

Craft: Mestapol Zephyr Light Combat Fighter Scale: Starfighter Length: 50 meters Crew: 1 Passengers: 2 Cargo Capacity: 300 kilograms Consumables: 1 month Hyperdrive Multiplier: x1 Nav Computer: Yes Hyperdrive Backup: Yes Sublight Speed: 4D Manuverability: 3D+1 Hull: 4D Weapons: Two Laser Cannons (fire-linked) *Fire control:* 3D *Damage:* 5D Photon Torpedoes *Fire control:* 2D *Damage:* 10D Shields: 3D

Another option the players have is to try to run. In this case Vhorkrewel will react in the same manner as if they try to fight — he will simply try to keep up with them and knock out their ship's systems.

Since he didn't plan on this kind of confrontation, Vhorkrewel doesn't have any elaborate traps set up, and will suggest a simple docking between the two ships. He will come to the docking tube armed to the teeth (two blaster rifles, a hold-out blaster, and his bounty hunter armor), intending to use his half-dozen small-blast grenades (normal damage, but at half the blast radius of normal grenades) if the characters take action against him.

If the characters go along with his plan, he will give them their 2000 credits, and be off from the system without any further hostilities. Except for the entire Imperial fleet searching for their ship, they will be none the worse for the experience.

If the players capture or kill Vohrkrewel, they can loot his ship for 15,000 credits worth of booty and use him or his body to get the Imperials of their backs. If they sell the chips, they are worth no less than three million credits, but they have to be very careful about where they try to sell the chips — they will probably attract a lot of official attention, not to mention probably give them away for a ridiculously low price if they don't scout around first.

It is strongly suggested that Vhorkrewel not die if there is violence — allow him an escape, even if he can't get the chips. When the characters try to unload the chips somewhere else, somehow, someway, the infamous pirate has found them and is pulling the strings behind the scenes, and he will exact some kind of suitable revenge.

Rewards

In addition to any credits they have gained, each character should be rewarded one to three Skill Points.

Easy Money

Adventure Background

Seikosha is an undeveloped jungle planet in the Borderland Region, an area still actively contested by the New Republic and the remnants of the Empire. In recent months, Seikosha has become the haven for a large number of criminals since the Seikoshans have maintained neutrality throughout the war, and their planet is now conveniently situated in the Borderland Region, between the Empire and the New Republic.

A large number of off-world spacers and bounty hunters frequent the seedy bars and impromptu landing fields, hoping to turn a profit selling whatever dubious services they possess. Since the Seikoshans have barely entered into production and manufacturing of basic goods, the crimelords have need of certain high-tech items, namely Droids and weapons.

The Set-Up

• Simms Jonndril, an acquaintance of the characters, has hired them to transport a cargo of outdated Astromech Droids (R1 series) and 100 blaster carbines from New Republic space to Seikosha.

• The characters are to contact Janelle Serap, the most powerful of the Seikoshan crime-lords, and collect a cool 10,000 credits upon delivery of the contraband: "Just easymoney, my friends. Simple, clean, easy money."

A Complication

What Jonndril *didn't* tell the characters is that R1-T4, one of the Droids, is carrying some coded Imperial data, pinpointing one of the Emperor's hidden weapons vaults. The data is so well encrypted that even the most professional "slicers" will be unable to decode it; only Serap has the necessary codes to download the data.

Seikosha

System: Breago **Type:** Terrestrial Temperature: Hot Atmosphere: Type I (Breathable) Hydrosphere: Moist Gravity: Standard Terrain: Jungle Weather: Violent thunderstorms and downpours Length of Day: 28 Standard Hours Length of Year: 422 Local Days Sapient Species: Seikoshans (N); a variety of off-world colonists. Starport: Limited Services **Population**: 230,000 Planet Function: Trade, criminal hideout Government: Criminal Hierarchy Tech Level: Feudal Major Exports: Liquor, Information Major Imports: Information, Weapons, High-tech equipment

Episode One: Welcome To Seikosha

As the characters enter orbit and signal Serap, they are instructed to await landing co-ordinates for Serap's landing strip. Read aloud:

The planet Seikosha is unimpressive from orbit, an unappealing green-brown mudball, cloaked by steel-grey clouds that seethe with the planet's near-legendary violent weather. Within moments of establishing orbit, the comlink crackles to life, and a flat, emotionless voice says: "Attention, orbiting ship. Identify yourself immediately."

The characters can stall if they like, but this

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should not be encouraged. They are dealing with Serap's people, and she is likely to be annoyed or angry with the characters if they mess around. Her temper is legendary, and perhaps mentioning this to the characters will help pick up their pace. After the characters have indentified themselves, read aloud:

After a few anxious moments, the comlink again crackles with static. "Attention vessel. You are to land immediately. Planetside coordinates are now being transmitted. You will land outside the city of Cairn."

The co-ordinates match the southwest corner of a large clearing, near the only major city that sensors can find. Any deviation from the suggested course will land the ship in the planet's choking jungle foliage.

As soon as your ship dives down into the tumultuous atmosphere, proximity alarms sound throughout the ship as four starfighters are headed straight you in attack pooture.

A Warm Reception

The characters can fight, run or try to communicate with the incoming fighters. The battle begins above the massive storm clouds of Seikosha. Below them, the sky will be periodically lit up by huge flashes of lightning and they will be buffeted by the shock wave of the energy discharge even though they are many kilometers away.

Have the piloting character make a Moderate *planetary systems* total. If successful, the pilot will realize that entering the storm clouds with shields activated will create a massive atmospheric static electric discharge, disabling the shields, and probably forcing the ship to crash.

If the ship enters the clouds with shields up, read the following:

As you enter the turbulent atmosphere of Seikosha, you see brilliant flashes of blue-white light dance and leap across the shields. The controls begin to buck violently, and suddenly, with a huge rumble, lighting begins to arc wildly across the sky.

The static discharge will foul the enemy fighters' sensors and visual contact with the characters' vessel, so they won't have to worry about them. Unfortunately, the pilot will be forced to drop the shields to maintain control, leaving the ship vulnerable to the lightning discharge. The pilot must roll a Difficult *starship piloting* check, or the ship will be struck with lighting and crash. If the vehicle crashes, cut to Episode Three, "The Jungle." If the pilot makes the roll, cut to Episode Two, "Cairn."

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Fighting

If the characters fight, or attempt to communicate, run combat normally. The fighters will not respond to communication attempts, and will immediately attack. The fighters are intent on downing, but not destroying, the characters' ship. If the characters manage to defeat three of the attacking fighters, the fourth will turn tail and run; continue on to Episode Two, "Cairn." If the characters' ship is downed, cut to Episode Three, "The Jungle."

When the characters try to dive through the cloud cover to land near Cairn, they must make a Difficult *starship piloting* roll to break through without losing control. If they retain control, they land at Serap's landing strip, on the Southwest edge of Cairn, and cut to Episode Two, "Cairn." If the character fails the roll by less than five points, the pilot will have a few tense moments as the ship nearly crashes into the jungle, but he can bring it in for a landing. If the pilot fails the roll by more than five points, lightning strikes the ship, ionizing its controls and it crashes into the jungle, so cut to Episode Three, "The Jungle."

Enemy Fighters (4)

Craft: Incom/Subro Z-95 "Headhunter" **Type:** Starfighter Length: 11.8 meters Crew: 1 Passengers: None Cargo Capacity: 85 kilograms Consumables: 1 day Hyperdrive Multiplier: None Nav Computer: None Sublight Speed: 3D+2 Maneuverability: 1D Hull: 4D Weapons: Two Triple Blasters (fire linked) Fire Control: 1D Combined Damage: 3D **Concussion Missiles** Fire Control: 1D Damage: 7D Shields: 1D **Pilots:** starship piloting and starship gunnery at 4D

Episode Two: Cairn

If the characters manage to land in Cairn, they are greeted by Jasta Finn, a grim-looking Human, well-known for his ruthlessness and brutal efficiency: he's a trained, expert killer. Read aloud:

You manage to break through the clouds and are descending towards the only real clearing

on the planet, the "city" of Cairn, a ramshackle collection of buildings laid out with little logical scheme. A layer of mist seems to shroud the whole city and the sight of the grim place fills you with a brief flash of dread. This is *not* a nice place.

The landing field is little more than tightlypacked dirt, surrounded by concrete walls. Standing at the foot of the landing ramp is a dark-haired Human, visibly armed. He carries himself with the demeanor of a professional killer who knows his work. "My name is Jasta Finn," he says. "Serap says she would like me to inspect the merchandise. Now."

Jasta will tolerate any protests about letting him aboard, but only briefly. If the characters annoy him (and he is rather easily annoyed), he will signal his henchmen (a Gamorrean named G'Nung and an assassin Droid named LXC-3TF) and demand some cooperation.

If the characters obey and let Jasta aboard, he will inspect the weapons briefly, and concentrate on the Droids. Characters with an Easy *Perception* total may notice that he appears to be looking for a specific Droid.

Any character asking questions can learn a bit about Cairn, specifically that they were attacked in orbit by Lydenn Carridon, Serap's foremost competitor. For some reason, this particular load of Droids is extremely important to Serap.

If the characters ask about the R1 unit that Jasta is paying attention to, they will curtly be told to mind their own business for their own good. The Droid is designated R1-T4. Read aloud:

After examining the Droids, Jasta fixes you with his particularly icy stare and sardonic smirk and says "Meet a Sullustan named Tannor Nuum, in the back booth of the Event Horizon. Payment and delivery will be arranged there. G'Nung here will lead you to the bar." He gestures to the nasty-looking Gamorrean, who is picking his teeth with what looks suspiciously like a Human rib bone. He grunts at you and drools a bit. Jasta turns quickly on his heel and departs in his landspeeder.

Jasta Finn

Template Type: Bounty Hunter Loyalty: To Janelle Serap Height: 2 meters Species: Human Sex: Male DEXTERITY 4D Blaster pistol 8D+2, blaster rifle 7D+1, brawling parry 6D, dodge 5D+2, melee 6D, melee parry 6D



KNOWLEDGE 2D+2 Streetwise 6D MECHANICAL 2D+2 Repulsorlift Operation 6D+2, starship piloting 6D PERCEPTION 3D Hide/sneak 4D, search 4D STREGNTH 3D+2 Brawling 6D+2 TECHNICAL 2D Security 2D

Equipment: Heavy blaster pistol (5D damage), protective vest (+1 to *Strength* to resist damage), 1000 credits, hold-out blaster (3D+2 damage, hidden in left boot)

Physical Description: Dressed in black pants and a long grey tunic, beneath a lightweight flowing caftan. He has greying black hair and a scruff beard. He has a long scar beneath his right eye and always seems to have a sardonic smirk etched on his features.

Background: Little is known about Jasta Finn, save that he has a reputation for brutality and ruthlessness. He is very loyal to Janelle Serap, and there is a persisting rumor about a romantic link between the two.

Personality: Glacially calm, capable of rapid decisions under fire. He has a keen awareness of his abilities, and knows that he can best just about everyone on Seikosha.

Quote: "Don't cross Serap, boy, or you cross *me*. And if you cross *me*, you're meat, get it?"

LXC-3TF

Template Type: Assassin Droid Loyalty: To Jasta Finn Model: Unknown Height: 2.3 meters DEXTERITY 3D+1 Blaster 5D+1 KNOWLEDGE 2D MECHANICAL 2D PERCEPTION 3D+1 Search 5D+2 STRENGTH 2D TECHNICAL 2D Equipped With:

• Body armor (adds +4D to *Strength* to resist damage)

• Blaster cannon (6D damage, mounted into left arm)

• Portable proton torpedo launcher (9D damage, mounted into right arm; has three torpedos)

Physical Description: A large, armored, matteblack killing machine. It communicates in Basic.

A Quote: "RUN TERMINATION PROGRAM: DESIGNATE TARGETS AT MARK FOUR, MARK SEVEN AND MARK EIGHT. RUNNING ..." (This is usually followed by a lot of blaster fire.)

G'Nung

TAR

Template Type: Gamorrean Thug Loyalty: Pretends to be to Jasta Finn; actually to Chiron Drebbick Height: 1.4 meters Species: Gamorrean Sex: Male **DEXTERITY 3D** Brawling parry 4D+1, melee 4D+2, melee parry 4D+1 **KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D STRENGTH 4D** Brawling 5D+2, lifting 4D+2 **TECHNICAL 1D** Equipment: Axe (STR+1D damage)

The Event Horizon

When the characters go to the Event Horizon, read aloud:

G'Nung leads you to the Event Horizon, a bar frequented by spacers. Outside, a crude sign states "No Droids" in Basic.

Passing through the arched wooden doorway, you enter a cramped, dimly lit, dingy room. The place smells like a dewback stall. A Twi'lek is tending bar, serving drinks and intermittently scrubbing at a blood-stain on the bar top.

A pair of Ithorians are slowly taking turns throwing odd-shaped dice and sipping their smoking, green-colored beverages. Evil-smelling smoke is drifting from a booth where a horribly disfigured Human is searing his stillsquealing meal with a modified blaster set on low power.

The denizens of the Event Horizon are the dregs of a hundred worlds, guilty of various crimes in virtually every star system. They all watch you, the newcomers in Cairn, and a number of appendages are all fingering a variety of illegal weapons.

The conversation between the bar's patrons briefly ceases as everyone in the bar examines you. You momentarily remember Simms Jonndril talking about a favorite haunt of his on Thorsgild. He called it the "Blood Bucket," as you recall. From Jondril's colorful description, the Blood Bucket was a high class establishment compared to this black hole.

The back booth where you are to meet Tannor Nuum is empty.

The characters now have a few moments to interact with the bar's inhabitants, although they

will be better off just ordering a beverage and keeping their heads low. The Gamorrean remains by their side, but nods to a table with two other Gamorreans.

After a few minutes, they are met by Chiron Drebbick, who identifies himself as an aide to Lydenn Carridon, the local crime lord who is second only to Janelle Serap and who also tried to shoot down the characters' ship when they first arrived on Seikosha. He gathers the group into the back booth by claiming that Tannor Nuum sent him. Read aloud:

An immaculately dressed Human, visibly armed, but relatively calm and pleasant in demeanor, approaches you and says, "Welcome to Cairn. I believe you have some merchandise aboard your ship that I require."

He smiles for a moment, and then in a muted voice says, "Tannor Nuum is quite dead, I assure you. I'm afraid your arrangement with Janelle Serap is null and void. I am prepared to make you a counter-offer for the merchandise aboard your ship. An offer that you would be well advised to take, my friends."

The characters can negotiate with Drebbick, who will offer to pay them 5,000 credits for the cargo on their ship. Drebbick will ask for information about whatever security arrangements the characters have installed on their ship and where the ship is currently located. If they agree to volunteer this information, Drebbick will smile and say "Thank you, grubbers." and signal G'Nung and the other two Gamorreans to attack.

If the characters *don't* negotiate with Drebbick, he will still signal the Gamorreans to beat up the characters. Drebbick will leave the bar while the characters are being abused.

The characters will receive no help from anybody in the bar when the fight breaks out. At the first sign of trouble, several weapons will be drawn, but the patrons will hold their fire unless fired upon themselves.

Chiron Drebbick

Template Type: ISB Infiltration Agent Loyalty: To the Empire Height: 1.7 meters Species: Human Sex: Male DEXTERITY 3D+1 Blaster 6D+2, brawling parry 4D, dodge 4D+1 KNOWLEDGE 7D* MECHANICAL 3D+2 Repulsorlift Operation 5D PERCEPTION 3D Bargain 5D+1, con 5D+1, hide/sneak 4D+1, search 6D+2 **STRENGTH 3D** Brawling 4D, stamina 7D* **TECHNICAL 6D+1*** Demolitions 7D+2, Droid programming/repair 7D+2, security 7D+2

* Drebbick has been treated with Mnemiotic drugs to enhance learning and physical ability.

Equipment: Various false ID's, encrypted comlink, heavy blaster pistol (4D damage), security tool kit, Droid repair kit, hold-out blaster (3D+2 damage, hidden in left sleeve), 1,500 Credits

Physical Description: Tall and gaunt, with short, close-cropped blond hair and blue eyes. He is usually impeccably dressed in blacks, greys, and whites. Seems to maintain and air of casualness, but is usually ready for anything.

Background: Chiron Drebbick is an ISB agent posing as an aide to Lydenn Carridon, a moderately powerful crimelord on Seikosha. His primary goal is to obtain the data hidden aboard the characters' Droid cargo, and is more than willing to kill to get it. He will introduce himself to the characters as Carridon's employee, and will not immediately reveal his identity as an Imperial.

Personality: Very calculating, always weighing situations to see how he can end up on the winning side. He will kill if he deems it necessary, but he prefers to manipulate others into killing for him.

Quote: "I'm afraid I'm forced to alter our deal, grubber."

Gamorrean Thugs (2) DEXTERITY 3D Melee 4D+2, melee parry 3D+2 KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D STRENGTH 4D Brawling 5D TECHNICAL 1D Equipment: Axe (STR +1D damage)

Read aloud:

You hear G'Nung and two other Gamorreans crack their knuckles and move towards you, drooling and snorting, to attack hand-to-hand. The Gamorreans are encrusted with a layer of parasites and grime, foul-smelling and filthy. They're obviously devoted to their work ... namely making off-worlders like you *bleed*. A lot.

Everyone steps out of the way and draws a weapon as the Gamorreans move to intercept you. The Twi'lek barkeep is screaming "No blasters!! No blasters!!" as he dives for cover. No one moves to assist you, and several creditvouchers change hands as the onlookers begin betting. It looks like the odds are 5-to-1, in the Gammoreans' favor ...

Running The Fight

For a bit of atmosphere, or comic relief, mention how money is changing hands as the characters fight. Credits are clattering around, and the onlookers begin rooting for whoever is making them money.

The Gamorreans will only brawl as long as the characters don't use any weapons. Once a player characters starts firing, everyone in the bar gets behind cover and starts randomly shooting the place up. If the other patrons have started firing, they will mostly shoot at each other. Roll to see if a stray shot or two is fired at the characters (use a base *blaster* skill of 3D+2). This kind of chaos will give the characters an excellent opportunity to escape.

If the characters fight and lose to the Gamorreans, they will be knocked unconscious. Cut to, "The Empire's Man." If they surrender, the same thing will happen to them.

If the characters fight and win, a few minutes later, they will be contacted Jasta Finn, who will give them all of the money they are owed (10,000 credits) and comment that their ship is unloaded and ready to go. The characters are harrassed by the Gamorreans and cut to "Chase Through Cairn."

The characters may also try to escape. If they try this technique, cut to "Chase Through Cairn."

Chase Through Cairn

The characters can retreat on foot or steal a bog hopper parked outside. As they burst from the Event Horizon, read aloud:

As you (pick yourself up off the ground/burst out of the Event Horizon) you see G'Nung and the other Gamorreans snarling curses at you and roaring in rage as they begin storming towards you. They are readying their weapons and the street is emptying rather rapidly, as Seikoshan and off-worlder passers-by scurry for cover, daunted by the sight of the enraged alien thugs.

Nearby are a few of the local landspeeder variants, "bog-hoppers." They appear to be unattended. Across the street are a variety of alleys and streets that you can, in all probability, reach.

No matter what happens, the characters will be persued. If the characters grab bog-hoppers, one of the characters will notice that another



bog-hopper, this one with a heavy blaster cannon mounted on it and a Gamorrean pilot, pulls out from around a corner and the Gamorreans bound in.

If the characters are getting away from the Gamorreans, two speeder bikes (speed code 5D+1, maneuverability 3D, body strength 2D), with much more competent drivers (repulsorlift operation 5D, heavy weapons 4D) will join the chase; they have light blaster cannons with a *fire control* of 1D and *damage* of 3D+1. Eventually, the charaters will be herded into a trap. Cut to, "Captured!"

Captured!

As the chase drags on, read aloud:

You can hear the whine of the repulsorlift engines of your pursuers a short distance away. Maybe you can lose them in the twisting alleys and winding, narrow streets of Cairn ... maybe.

Then, as you round a bend, you see movement above and ahead of you. Quicker than you can react, you see a thin mesh rope net spring up across the alley and you feel the numbing touch of a stun blast from the shadows of a nearby alley. You spin into unconsciousness, oblivious to what is going on around you ...

Cut to, "The Empire's Man."

The Empire's Man

Read aloud:

You awaken to see the tall form of Chiron Drebbick, your new acquaintance from the Event Horizon, standing above you, brandishing a blaster. "Welcome back," he says. "I am rapidly losing patience with you. You don't know who you are dealing with ... fools."

The room you are in is windowless, with two doors. The room is featureless except for a small desk, a storage unit, two cots, and two bland-looking Humans, also armed with heavy blasters.

Drebbick's Henchmen

Template Type: ISB Enforcers (Disguised) DEXTERITY 2D Blaster 4D, brawling parry 4D, dodge 4D KNOWLEDGE 2D MECHANICAL 2D PERCEPTION 2D STRENGTH 2D Brawling 3D TECHNICAL 2D ALL OTHER ATTRIBUTES: 2D

Equipment: Heavy blaster pistol (5D damage), comlink, grey tunic and pants, high black boots

Chiron Drebbick will reveal the truth about R1-T4 (that is has the plans to one of the Emperor's hidden weapons valuts), and that he wants to have it for the benefit of the Empire, not some petty criminals. Unfortunately, the Droids have already been removed from the characters' ship, and armed force will be required to retrieve them.

The characters will be left on their own for several hours, bound with binders at their arms and ankles. Then, Drebbick and his henchmen



return, explaining, "The Droids are ours and we are ready to leave." He roughly hoists the characters up and carts them to their ship in the starport.

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A Humiliating Death

While Drebbick prepares the ship for takeoff, he explains that the characters will be left to die in the jungles, while he takes the Droids to Imperial sector headquarters to decode the data.

A few minutes later, Drebbick has the characters hauled to an exit port on the ship, and removes the binders. He opens the hatch to the jungle many meters below, and unceremoniously dumps the characters out of the ship. Fortunately for the characters, they manage to land in an exceptionally cushioned tree, taking only 2D damage despite the fact that they fell nearly 40 meters.

Not Even The Empire Escapes

The characters will probably want to take a few minutes to assess their situation. However, they will hear a loud roar overhead — looking up, they will see six Z-95 Headhunters blasting through the sky, headed straight for their ship. With a few quick maneuvers and fancy shots, the Z-95's cripple the ship, and it plummets to the jungle, only seven or eight kilometers from where the characters are. Cut to Episode Three, "The Jungle."

Episode Three: The Jungle

The characters find themselves in the jungle, either because they crashed here in Episode One or were thrown out of their own ship by Drebbick at the end of Episode Two.

If the characters' ship crashed here in Episode One, their ship is damaged, and requires an ion emission control flap (cost 650 credits, available in Cairn) and a Difficult *starship repair* total to repair. As they crashed, they managed to locate Cairn, and will have to walk roughly ten kilometers to the south.

If the characters were placed here by Drebbick, their ship crashed about seven or eight kilometers to the north; Cairn is about ten kilometers to the south. The characters can choose to travel to either area.

After the characters have tromped through the thick, wet jungle for a few minutes, cut to "The Sid'Han"

The Sid'Han

Read aloud:

The jungle is extremely thick and muddy, and progress is slow. The heat is oppressive and steam curls towards the canopy of broad-leafed trees overhead. The ground is wet and heavy and you are frequently forced to detour around several deep puddles and swamps. So much for





Seikoshans

Seikoshans are extremely tall, reedy humanoids with light green skin. Virtually hairless, they have a small amount of black hair at the top of their heads. They have unblinking red eyes, and shallow crenellations from the bridge of the nose to the top of their cranium. They generally wear homespun cloth tunics and breeches, and carry their belongings in large backpacks.

They are generally even tempered, but a handful of rebel Seikoshans despise the despoilment of their planet and the mistreatment of their fellow Seikoshans by the new crimelords. These rebels are willing to embrace unfamiliar technologies and violent methods to remove the unwelcome visitors.

Height: 2.5 meters **DEXTERITY 3D** Stranglestick 4D **KNOWLEDGE 2D MECHANICAL 1D** PERCEPTION 3D STRENGTH 3D+1 **TECHNICAL 1D**

Stranglesticks: Seikoshan males tend to be experts with stranglesticks - spear-length rods with forked ends that a thin strip of leather is threaded through. The strap can be tightened to restrain a target quickly and quietly. The stranglestick does 4D combat damage if the victim struggles. If the victim cooperates, the stranglestick does no damage, but merely acts like a harness.

"easy money."

Roll a secret Difficult Perception check for each character, and if successful they realize there is something odd about a nearby puddle. The Sid'Han attacks moments later.

The Natives To The ... Rescue?

If the characters are losing to the mud crawler, a dozen Seikoshans attack, trapping the characters with stranglesticks and killing the creature. If the characters kill the Sid'Han, the Seikoshans confront them a moment later, anyway.

A Rebel Camp

The characters are taken to the Seikoshan rebel camp. As they travel through the jungle, they will notice the camp. Read aloud:

The Seikoshan camp is a superb example of natural structural engineering. It is set in a depression in the ground, and the surrounding trees have grown together to form a dome over the camp ... easily hidden, and even easier to defend. The Seikoshans stare unblinkingly at you, looking haggard and worn, but determined. They are all armed with an odd variety of blasters and swords, spears and axes. The silence in the camp is very unnerving.

After the characters have been brought into the camp, they will be approached by a short Human smoking a noxious-smelling cigar. He is Kade Darven, a New Republic spy, who will inform the characters exactly what the cargo they carried is, if they don't already know. He will mention a rumor that an ISB agent is in Cairn posing as the aide to a local crimelord.

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Darven will have the characters disarmed, and asks them to help retrieve the cargo, offering to give them 5,000 credits and any replacement parts they need to get their ship operational.

While the characters are in the camp, Darven will explain that the Seikoshans want to rid their planet of the crimelords, and will subsequently support the New Republic. Darven wants the data in R1-T4 for the New Republic. If the characters agree, Darven will release them and accompany them to the ship. If they don't comply with Darven's request, they will be held captive but be dragged along with the Seikoshan war party as they go to retrieve the Droids — "We can't let you reveal our location, no?" is Darven's excuse.

Things Get Really Interesting

As the Seikoshans and characters are tromping through the jungles, they will be attacked by one of two groups:

• If the characters were shot down in the first episode, they will be attacked by Drebbick, his henchmen and the Gamorreans, as they are on their way to the character's ship to retrieve the Droids.

• If the characters were left in the jungle by Drebbick in Episode Two, they will encounter Jasta Finn and LXC-3TF on their way to the crash site. Jasta's reaction depends on how things went earlier — if the characters did as they were told, Jasta will expect them to help him in getting the Droid back (or else); if the characters were *difficult*, Jasta will attack for personal revenge. Jasta will also have three typical henchmen in tow.

Jasta's Henchmen

DEXTERITY 3D Blaster 6D, dodge 5D, grenade 4D KNOWLEDGE 1D MECHANICAL 2D PERCEPTION 2D Hide/sneak 3D+2, search 4D+1 STRENGTH 3D TECHNICAL 1D

Equipment: Blaster rifle (5D damage), blast vest (+1 to *Strength* to resist damage), blast helmet (+1 to *Strength* to resist damage), two grenades (4D damage), comlink, jungle environment suit with survival rations

• The characters may also encounter a group of six hired guns from Lydenn Carridon, the rival crimelord who tried to shoot them down in the first episode. These goons will have the same

Kade Darven

Template Type: New Republic Operative Loyalty: To the New Republic Height: 1.5 meters Species: Human Sex: Male **DEXTERITY 3D** Blaster 5D, dodge 5D, grenade 3D+2 **KNOWLEDGE 2D MECHANICAL 1D PERCEPTION 1D** Hide/sneak 3D+1, STRENGTH 3D Brawling 4D+1, **TECHNICAL 2D** Medicine 4D, starship repair

6D

Equipment: Heavy blaster pistol (5D damage), 2 grenades (4D damage), comlink, camouflage clothing, beckon call, supply of Irdonian self-lighting cigars, blaster rifle (5D+2 damage)

Physical Description: A short, stocky Human, with a penchant for smoking foul smelling cigars. He is dressed in camouflage clothing. He speaks with a thick, lilting brogue.

Background: Kade Darven is an infiltration agent for the New Republic and is concerned about rumors of similar Imperial activity on Seikosha. Upon arriving, he realized that the natives despised the offworlders, and wanted to rid the planet of their presence. Agreeing to help them, he has been secretly amassing weapons and medical supplies and is storing them in the Seikoshan rebel camp and training the Seikoshans in guerilla tactics.

Running Kade Darven: Darven can be used to bail the characters out of a tough jam. He strongly dislikes the Imperials, and is anxious to obtain the data from the characters. He will be honest in his dealings with the characters, and will fight to keep them alive as a matter of principal.

Quote: "Aye, laddie! 'Tis a shame dat ye haf stumbleded into our hidey-hole, yes?" Kade ends every sentence with "Yes" or "No."

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stats as Jasta Finn's henchmen, except for *blaster* at 5D and *dodge* at 4D. Carridon's henchmen will also have a vested interest in killing Drebbick since he has betrayed Carridon.

• All groups will have two armed bog-hoppers, as used in Episode Two.

• For an interesting twist, you might have both groups meet and fight each other, with the characters in the middle of things.

All groups have placed a high priority on getting the Droids, and the conflict with the Seikoshans is truly secondary. They will try to get by the Seikoshans and get on with their mission as soon as possible.

Conclusion

From here on out, it is a race and/or battle to get the Droid. If the characters deal with the Darven, they will receive 4,000 credits and a pardon for any past criminal activity short of murder from the New Republic. They make enemies out of everyone else. Serap will put a 10,000 credit bounty on them, and Jasta will try to collect. Not pretty. They will become wanted criminals by the Empire. Darven will also get the parts they need to repair their ship.

If the characters deal with Serap, they will receive the 10,000 credits (as agreed) and they will be considered in the future for other contracts. Their ship will be overhauled and repaired at no charge. The Empire will want the characters' hides, but none of the other crimelords on the planet will bother the characters about the cargo crossing Janelle Serap is too dangerous.

If Carridon's goons get the Droid, the characters receive nothing — no money, no parts and no help. They are on their own.

If Drebbick comes out on top, the characters also receive nothing.

If the characters keep the data, they will be chased by all interested parties. Any attempts to decode the data will erase it, leaving them in a much worse situation than before. A professional slicer may be hired to examine it, but he will claim that the code is so obscure that he/she/it cannot decode it.

Give each character three Skill Points for their actions; if they cooperated with the New Republic, and Kade Darven got the plans, increase this to four Skill Points.

The Saga Continues! DARK FORCE RISING S O U R C E B O O K





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