

The Enemy of my Enemy

A Three Part Adventure for the Star Wars: Edge of the Empire
Roleplaying Game by Fantasy Flight Games

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Star Wars

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The Enemy of my Enemy

The Enemy of my Enemy is a stand-alone adventure for the Star Wars: Edge of the Empire Beginner Game and Beta Game, designed to introduce new players to the rule set, as well as give experienced players a fun adventure filled with intrigue and dangerous situations. It can also be inserted into an existing campaign, to provide a unique adventure and story arc across a few sessions of play.

Included are six pre-generated player characters, whose abilities are well suited to the adventure. But if the players wish to come to the table with their own characters, they may create their own, following the rules for creating beginner characters in the Star Wars: Edge of the Empire Beta Game. The adventure assumes the use of the pre-generated characters, so player-created characters may necessitate adjustment of the scenarios in regards to the use of Obligation.

The pre-generated player characters are a rag-tag team of smugglers forced into a job they'd rather not take, where investigation and complications lead the team down a dark path of danger and betrayal. If you are planning to act as Game Master, then read on. You should read through the entire adventure prior to the start of the first session. If you are planning to play a hero in the adventure, then STOP READING NOW to avoid spoiling the adventure for you and your group. Instead, turn to the last section of the adventure, where the Player Character biographies and character sheets are located.

Starting each Session

The Enemy of my Enemy adventure is broken into three acts, designed to be run as three sessions.

Spending Experience

The pre-generated characters will gain XP as noted after each Act, using it to enhance their character builds between acts. Three versions of each pre-gen character exist, with the appropriate Act noted in the "Available XP" section on the back of the character sheet. Supply the players with the appropriate pre-gen sheet at the start of each Act. If your group runs through the entire adventure in one session, be sure to provide the updated Act 2 and Act 3 pre-gen sheets to your players at the appropriate points in the adventure.

If the group is using one or more player-created characters, be sure to allow them time to advance their characters with earned XP before the start of each Act. All character advancement should follow the guidelines set forth in the Star Wars: Edge of the Empire Beta Game.

Healing Up

Prior to the start of each session, allow everyone to recover all lost Strain – even if little in-game time has passed between sessions. If the group moves between Acts during the same session, allow them to recover all their Strain.

If a considerable amount of in-game time has passed (a week or more) between sessions or between Acts, allow characters to recover Wounds and make attempts to heal Critical Injuries. The exception to this is between Acts 2 and 3. The nature of the situation will prevent extensive

medical care – only minor first aid and natural healing. Allow the characters to heal half the Wounds they normally would.

Recap

Take a few minutes at the start of each session to remind the players of the important points of the story, and the group's goals. Ensure that everyone recalls the details and knows what's going on.

Obligation

Roll obligation results for the party prior to each session, as detailed in the Star Wars: Edge of the Empire Beta Game. Obligation tables are provided at the start of each Act, and assume the game is running with a party of six PCs. The Game Master should adjust each table according to the party makeup.

Accompanying each obligation table are suggested obligation consequences for the pre-gen characters, should their obligation be rolled.

Destiny

At the start of each session (not each Act, if the players move between acts in the same session), generate a new Destiny Pool by asking each player to roll a Force die .

Adventure Summary

The Enemy of my Enemy involves a rag-tag group of PCs, who comprise a small smuggling outfit working out of their ship, *The Idiot's Array*, a beat-up YT-1300 transport. Working together as a close crew and extended family for the past two years, the team gets a communication from

an old contact and “fixer” on Bespin, who has a simple smuggling job for them. But during the pickup, the job immediately goes south, and the PCs are forced to fight for their lives, before being drawn into a galactic investigation of dangerous figures which will threaten their lives and ultimately, their freedom.

Act 1 – Crime in the Clouds

This act begins *in medias res*, the party having already arrived on Cloud City to pick up their smuggled cargo, only to be immediately attacked by unidentified thugs, who kill their contact. Escaping with the cargo, the party is caught and arrested by Cloud City Security, who discovers the cargo is a large cache of spice, instead of the illicit alcohol the party thought they were smuggling. Interrogated by a grizzled Sector Ranger (Marek Quay) who's been investigating a spice smuggling ring throughout the sector, he offers the PCs a bargain: be tried and incarcerated, or work for him to track the source of the drug ring and in return, he'll use his influence to reduce some of their obligations.

The party then begins an investigation to discover the reason for the attack on their fixer and determine where the shipment needs to be dropped. They must investigate their dead contact, as well as the mercenary group that was hired to attack him. Before leaving Bespin, they will be accosted by a frightening trio of chemically enhanced fighters, who leave more questions in their wake.

Act 2 – Pulling the Ears off a Gundark

Traveling to the discovered drop-off point for their cargo, the planet, Vanqor, the team's continued investigations track the spice to a notorious crime lord, Muraga the Hutt, known for arms dealing and bio-weaponry. The Hutt's men take possession of the spice during a wild hunting event on the planet, where a nature preserve for gundarks is opened up once a year. The party will need some staunch investigation to discover that the Hutt's underlings plan to hand-off the spice during the hunt, using the remote location and busy event as a cover for their dealings. This investigation will encompass the majority of Act 2.

The party will have to enter the hunt, cobbling together or negotiating the large entry fee, then tail the Hutt's men to the hand-off. Additionally, they discover more of the chemically enhanced “Stim's Soldiers” present, also entering the hunt with the apparent same goal as the party. Staking out the hand-off point will reveal that Muraga's people are delivering the spice to a group of storm troopers, just as Stim's Soliders arrive and a vicious fight begins.

After a harrowing battle in which the PCs may be forced to choose sides, the conflict ends with the appearance of the Sector Ranger, Marek Quay, who arrives with a platoon of storm troopers and reveals that he's an ISB Agent who used the PCs to lure Stim and his cohorts into the open. They are escaped subjects of an ISB black op program experimenting with spice to create enhanced combat forces. They've been working as freedom fighters intent on liberating their imprisoned brethren. All but Stim, the leader of these men, are killed on the spot by the Imperials, and Marek then arrests everyone – including the PCs – and imprisons them on an Imperial Frigate.

Act 3 – The Price of Betrayal

Inside detention cells onboard the Imperial Frigate, *Vigilant*, the party is bereft of hope until they inconspicuously receive hidden messages in their meals, from none other than Muraga the Hutt. Enraged by the betrayal, he has arranged to have the PCs released from their cells and has provided them with ship schematics. Muraga wants revenge by helping the PCs to escape, and demands that they also break out Stim (he also offers them a hefty bounty, reducing their obligations, for doing so).

Regardless of their choice, they will have the difficult task of disabling the tractor beam, then sneaking aboard their guarded ship, possibly after rescuing the Stim from a medical cell. However, the party will have to face Marek Quay before departing, then battle a wing of TIE Fighters dispatched after their escape, while frantically attempting to repair their ship's hyperdrive, which the Imperials disabled.

If successful, they can escape to freedom – and possibly to Muraga the Hutt for a rich reward.

Running the Adventure

As you read through *The Enemy of my Enemy* adventure, you will notice several colored text boxes inserted throughout the three Acts. These are designed to provide context and ready information for the Game Master.

Read Aloud Text

Several areas of the adventure will contain green text boxes (as seen below). These represent optional narrative text to be read to the players to establish mood, explain a scene, or relate events.

Read-Aloud Text will appear in a text box like this, and you are encouraged to read this text to your players.

But feel free to substitute your own narrative description as needs arise. The Read-Aloud text is merely meant to provide an aid to the GM.

Rules Reminders

Sometimes, an encounter or scenario might involve certain rules that aren't commonly remembered off the top of your head. In anticipation of this, the adventure will sometimes include blue text boxes (as seen below) to provide quick references to certain rules we anticipate being used – to prevent you from having to dig through a book.

Quick Rule Summary

- Rather than spending precious time searching through your book the GM will find quick summaries of anticipated rules for each encounter.
- These summaries are not meant to replace the proper rules, however, and simply remind the GM of how a rule works.
- When in doubt, remember to err on the side of fun! YOU are the GM, and your rulings should be what's best for your group.

Triumph & Despair

In certain encounters and scenes, you might find a yellow and red text box (as seen below). This represents suggested Triumph and Despair results for the encounter. Remember: while you, the GM, determine how Despair is spent, Triumph results are suggested by the Player. *The Triumph suggestions listed should simply represent solid suggestions you can offer your player, if they are having a tough time deciding what to do with their Triumph.*



- Triumph results, unique to the encounter area and scene, will be present here to provide a quick suggestive tool to inspire your players.



- Recommended Despair results, unique to the encounter area and scene will be present here, to give the GM creative options ahead of time.

Encounter Maps

Many encounters in *The Enemy of my Enemy* are accompanied by a map, which is referenced in the encounter details. The map presents recommended locations of PCs, threats, and other features detailed in the encounter. The listed maps (and encounters) are designed to use maps provided by Maps of Mastery™.

- These maps can be located for purchase at www.mapsofmastery.com
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STAR WARS

THE ENEMY OF MY ENEMY

It is a dark time for the galaxy. 10 years after the end of the great Republic, the iron fist of the EMPIRE slowly closes tighter on galactic freedom.

Those on the protected and civilized core worlds live in a blissfully ignorant state of control, while systems further out have become the targets of outright aggression and exploitation by the EMPIRE.

In between is the fringe, a shadow world of crime and deceit for those on the run from the EMPIRE, struggling to remain unnoticed, or who simply seek to make opportunity in the shadows...

Act 1 – Crime in the Clouds

Obligation Check

For the start of Act 1, the PCs have a higher obligation value than normally expected. This represents the party's situation, and helps ensure the Sector Ranger's discovery of the PCs illicit past, and leverage of it to gain the PCs compliance later on in the Act. Prior to the start of Act 1, roll potential obligation effects on the chart below.

Obligation Chart – Act 1

VALUE	TYPE	CONTROLLING CHARACTER
1-10	Bounty	Freeo
11-20	Family	Gand
21-30	Addiction	Osla Ban
31-40	Criminal	Race Rilson
41-50	Criminal	River Darkspin
51-60	Obsession	Rorwarr

Suggested Obligation Effects

If your obligation check is at or below the group's total threshold, the weight of their collective obligations is pressing down on their minds – leading to a great deal of stress. Each character reduces his Strain Threshold by 1 for the remainder of Act 1.

When a specific PC is indicated by the Obligation check, then that character's *specific* obligation (in all its dirty details) is discovered by the Sector Ranger, Marek Quay, during the interrogation of the PCs later in the Act, and is used in direct leverage (and threat) against them to convince them to work for Marek.

Just Another Blue Milk Run...

This Act begins in the middle of a firefight! The PCs have already arrived on the Cloud City of Bespin, to take shipment of a smuggled cargo of rare ales and spirits. Their long-time fixer and contact on Bespin, Kavin Rel, has arranged to meet the team in a cargo warehouse on the upper levels of Cloud City, where the team has arrived to collect the shipment and their delivery instructions. They have piloted their battered cargo speeder through the atmosphere, and have landed it on one of the interior loading platforms for the warehouse. Their starship, *The Idiot's Array*, is stationed at a public dock elsewhere on Cloud City while they gather their cargo. Read the following to the PCs:

The ozone smell of blaster fire fills your nostrils as you contemplate how this happened. *Again*. It was just supposed to be a simple pickup – a shipment of rare ales and spirits your contact on Bespin wanted smuggled off world. But within moments of your arrival at the warehouse, your contact suffered a critical case of *being dead*, as a blaster shot rang out from the rafters to kill him, and a group of thugs burst into the warehouse, armed to the teeth and rushing towards you with murderous intent!

The ensuing encounter is a tough firefight between two groups of minion thugs and a henchman leader. They are paid mercenaries (members of the Brotherhood Mortalis) hired to kill Kavin Rel and anyone associated with him, and then steal the cargo. Due to the nature of their contract, and the fact that the brotherhood's punishment for failure is death, the mercenaries will fight to the last man, or until the PCs manage to escape. They will not be talked down, or bribed.



- Stacked cargo crates become collateral damage, falling over to block off ranged foes.
- Shattered conduits begin spewing gas, providing concealment for the PCs.



- A wild shot shatters a security monitor, setting off a shrieking alarm.
- The repulsor-sled is damaged, breaking down.

It will be up to the PC's whether they want to escape with the cargo or not, but it should be stressed that their planned payment for delivery was substantial. If the party makes it to their transport and departs, the attackers will not have the means to pursue them.

Scene Details

The warehouse is a massive area; a maze of crates, gantries, and cargo trams. The following are the pertinent details of the scene:

- The ceilings are very high, at Long range from the floor, and shrouded in darkness.
- The lower areas of the warehouse are dimly lit from floor lighting and the daylight streaming in from the open loading platform door.

- The warehouse is deserted, except for the PCs and their foes (Kavin ensured a pickup point and time that would be free from prying eyes.)
- Nearby computer terminals, marked **T** on the map can be sliced into to control the loading cranes, open or close doors or tram bridges, and control the lighting and internal alarm system.
- The cargo to be smuggled consists of 2 crates (each with silhouette 1), marked **CC** on the map, on a repulsor-sled, which can be moved at the same speed as a character, with little effort. The PCs also begin in this area. It is at extreme range from the PC's cargo airspeeder, *The Bantha*, in the upper left corner of the map.
- The Barabel Mercenary Captain begins the scene already perched atop the tallest loading crane (Medium range from the floor), as a solid sniping position, marked **B** on the map. He is at long range from the PCs and crates.
- Two groups of 3 Mercenary Minions enter the scene from the northern warehouse entrance, marked **M** on the map, at long range from the PCs and crates.

Jumping and Climbing

- Characters may attempt to jump open gaps in the tram track. This requires an average (◆◆) Athletics check, with ■ added if the character doesn't spend a maneuver to get a running start.
- Climbing silhouette 2 or larger crates requires an easy (◆) Athletics check as a maneuver. Climbing one of the loading cranes is an average (◆◆) Athletics check.
- If a character is actively targeted by foes (being fired upon) during an Athletics check, be sure to add ■ to the dice pool to represent the circumstances.

Falling

- Characters knocked off a crane or other elevated area suffer falling damage depending on the range of the fall:
 - Short:** 10 Wounds and 10 Strain
 - Medium:** 30 Wounds and 20 Strain
 - Long:** Incapacitated with a Critical Injury (at +50 to the roll) and 40 Strain
- A character can reduce falling damage with an average (◆◆) Athletics or Coordination check. Each ✨ reduces the Wounds suffered by one, and each 🌀 reduces the Strain suffered by one. A 🌀 result might even reduce the range band of the fall, as the character finds a way to slow his descent.

BARABEL MERCENARY CAPTAIN

Brawn 4 Cunning 3 Presence 1
 Agility 3 Intellect 3 Willpower 2

Skills: Brawl 2 (◆◆◆◆), Ranged (Heavy) 1 (◆◆◆◆), Perception 1 (◆◆◆◆), Survival 2 (◆◆◆◆), Vigilance 1 (◆◆◆◆)

Adversary 1: Upgrade incoming attacks by 1
 Soak: 5 Defense: 0
 Wound Threshold: 15
 Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Rifle (Ranged [Heavy] [◆◆◆◆]); Damage: 9; Critical: 3; Range: Long; Stun Setting), Brass Knuckles (Brawl [◆◆◆◆]); Damage: 5; Critical: 4; Range: Engaged; Disorient 3)

MERCENARY MINIONS (3)

Brawn 2 Cunning 2 Presence 2
 Agility 3 Intellect 1 Willpower 1

Skills: (for group of 3; downgrade by 1 for each dead minion): Cool (◆◆◆◆), Melee (◆◆◆◆), Ranged (Light) (◆◆◆◆)

Soak: 4 Defense: 0
 Wound Threshold: 15 (5 each) (Crit deals 5 wounds)
 Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Pistol (Ranged [Light] [◆◆◆◆]); Damage: 6; Critical: 3; Range: Medium; Stun Setting), Vibro-knife (Melee [◆◆◆◆]); Damage: 3; Critical: 2; Range: Engaged; Pierce 2; Vicious 1)

Map of the Shipping Warehouse ("Mass Transit II"© - Cargo Docks)



Fly the Friendly Skies

After escaping from the warehouse via their cargo speeder, the team of heroes will need to quickly return to their ship and beat a hasty retreat from Bespin. The problem is that the firefight has alerted Cloud City Security Forces who will dispatch part of the Wing Guard to attempt to intercept the team's cargo speeder. Read the following to the PCs:

Racing out of the warehouse, the bright sun shining off the lofty clouds of Bespin is blinding, but before you can celebrate your departure, you hear the unmistakable whine of speeder engines in the distance, and see the telltale silhouettes of two of the Bespin Wing Guard's Cloud Cars. A blaster cannon bolt suddenly fires across your bow... a warning shot, followed by a rough voice that begins broadcasting over the comm., "Warning... Discontinue your current course and heading. You will be escorted to a security platform for questioning and a search of your craft. Respond..."

Scene Details

Two Wing Guard Cloud Cars will approach the speeder, firing a warning shot, and broadcasting communication demanding that the PCs follow their escort to a security platform for landing and immediate search. The PCs have the option of fighting, but it should be made clear that *The Bantha*, their junker of a cargo speeder, is no match for the speed and armaments of the Cloud Cars.

The pilots might be deceived or talked down, but this will ultimately result in buying the PCs more time; the Wing Guard has their orders, and they will not disobey them. If the heroes do attempt to escape or fight back, the Wing Guard will focus their attacks on the speeder components to disable the craft – not destroy it. If the cargo speeder is disabled, the Wing Guard will simply tow it to the landing platform.

Component Hits (Small Ships)

- A gunner can choose to attempt to directly target a ship's components with his attack by adding ■■ to his combat check.
- If the attack hits and deals damage, the character selects a single component hit from Table 7-10 (pg. 163 Beta Book), which is knocked offline and rendered inoperable until the end of the following round. The attacker cannot generate an additional critical hit if one is rolled.
- The attacker may also spend ☹☹☹ to render the component inoperable until properly repaired.

"The Bantha", Cargo Airspeeder

Silhouette: 3 Speed: 1 Handling: -1

Defense: 0 Armor: 1

Hull Trauma Threshold: 10

System Strain Threshold: 10

Weapons: Autoblaster (Fire Arc Forward) (Gunnery; Damage: 3; Critical: 5; Range: Close; Autofire)

Storm IV Cloud Car

Silhouette: 2 Speed: 4 Handling: +1

Defense: 0 Armor: 1

Hull Trauma Threshold: 5

System Strain Threshold: 7

Weapons: Light Blaster Cannon (Fire Arc Forward) (Gunnery [◆◆◆]; Damage: 4; Critical: 4; Range: Close; Linked 1)

The Cargo

The PCs may begin to suspect they're smuggling more than expensive booze, and try to open the crates – especially if they've bought themselves some time through clever words. Both crates are sealed with a top-of-the-line lock, which will require a hard (◆◆◆) Computers or Mechanics check to crack. Alternatively, a character may attempt a hard (◆◆◆) Athletics check to pry open one of the containers. If the character uses a tool to assist, such as a pry bar, add ■ to the dice pool.

If broken open, the party will discover their true cargo: not ales and spirits, but spice – high grade glitterstim packaged for bulk distribution. A quick estimate would put both crates at over half a ton of the stuff. (If the PCs fail to open the crates on their own, Cloud City Security will do the honors for them, once they reach a safe landing zone and search the speeder.)

Alternate Scenarios

In the unlikely event that the PCs manage to escape or fight off the Wing Guard and make it to their docked ship, they'll find that *The Idiots' Array* has been impounded by Cloud City Security (under the orders of the Sector Ranger) and a large security force waiting at the docking bay. While it's important not to make your party feel "railroaded", it should be made apparent to them that the Sector Rangers have been on to the entire operation since the PCs landed. All this will ultimately lead to the encounter with Marek Quay, and the Game Master should try to creatively encourage the party down this route.

A Scratching of Backs

Arrested upon landing, the party will witness the search of their speeder and the discovery of the smuggled spice cargo. Read the following to the PCs:

As your hatch opens with a whine, over a dozen Cloud City Security officers train blasters on you and motion you off the speeder. Commandeering your weapons and leading you out of the way, their commander calmly says, "Please step aside and place your hands on your head. Our security system detected your speeder exiting the scene of a recent crime. We are conducting a routine search of the vehicle, and would like to ask you some questions." In the distance, you see a rough-looking figure in the uniform of a Sector Ranger watching you thoughtfully, with a satisfied look in his eye.

Almost immediately, the security personnel will discover the cargo of spice, without much surprise. Provide the PCs with a hard (◆◆◆) group Perception check to overhear conversation between the security officers and the Sector Ranger. Success will allow the party to overhear comments between the officers noting that they've found "what they expected to find." ☹☹ can be spent to overhear comments from Marek to the officers, advising that Marek thinks the PCs might be small fish in this operation, but he'll get what he wants to out of them.

Group Skill Checks

- When the party makes checks as a whole, the GM may call for a single check combining the highest relevant skill rank and characteristic in the party.
- For the Perception check (if using the pre-generated player characters), the group Perception check would be ◆◆◆ (Using Race Rilson's Cunning of 3 and Freeo's Perception rank of 2.)

After the discovery of the spice, the PCs are then formally taken into custody and led away in binder cuffs to a nearby security office.

The Interrogation

In custody, the PCs are kept in binder cuffs and placed together in an interrogation room. Read the following to your PCs to set the scene:

Huddled in a stark interrogation room for what seems like hours, you've all been seated around a durasteel table and enjoying the view of bare metal walls intimidating lighting while a lone, dispassionate security officer stands guard at the door. He's resolutely ignored any attempts at communication, but stiffens and salutes as the figure in the Sector Ranger uniform you saw earlier enters, motions the guard outside, and shuts the door.

Pulling out a chair and setting down a stack of datapads and a steaming cup of dark liquid, he furrows his brow and begins reviewing the information on the pads while shaking his head.

Marek Quay will introduce himself as the Sector Ranger for the Anoat Sector. His dark eyes don't hide a very gruff and down-to-business personality, and he should come off as the classic grizzled law enforcement officer. Marek's interrogation technique is fairly straightforward; he won't attempt to lean on the PCs for information, because he already knows exactly what he needs. The true purpose of his "interrogation" is to frighten the group and convince them to work for the Rangers.

Interrogation Details

Marek will begin by asking the PCs directly about their involvement in the spice smuggling operation:

- How long have they been smuggling spice?
- Would they like to begin cooperating immediately by informing him of any hidden compartments on their ship where more spice can be found?

If the PCs express bewilderment about the spice, or any fore-knowledge of it, Marek will respond feigned incredulity:

- He will advise that the PCs are known smugglers (he will pick up and begin reviewing his datapads) and their ship has been implicated in numerous criminal activities.
- Marek will threaten the PCs with immediate incarceration, advising that this amount of spice is enough to have them all sent to prison for the rest of their lives.

Once he feels the party understands the weight of their situation, he will play his trump card: *"Of course... instead of that... there is another option."*

- He will advise the PCs that he might just believe their story – but frankly, he doesn't care. He reveals he's been investigating a large spice ring in the sector for some time, with limited success. His biggest break was tracking a shipment to the now-dead Kavin Rel.
- He then offers the PCs a bargain. In lieu of imprisonment, all charges will be dropped, provided the party agrees to work for him in tracking down the source of the spice ring. He wants them to deliver their shipment as planned and then follow it to its ultimate hand-off; who's ultimately taking possession. He wants to know who's pulling the strings.

To finish things off, if the GM rolled a specific character's obligation during the Obligation Check as the start of the Act, Marek will toss a datapad toward that particular PC – a complete dossier detailing the obligation. He'll advise that if the party doesn't cooperate, then he'll immediately notify the party controlling that character's obligation. Furthermore, he advises, more time and research will undoubtedly dig up a great deal more dirt on the rest of the party they'd rather he didn't know.

If they agree to work for him, not only will he drop all current charges for the spice smuggling, but he promises to use his connections, favors, and authority to remove the PCs files from the Sector Ranger data net and payoff certain interested parties, taking off some of the heat the characters are currently facing (in game terms, each PC's obligation would be reduced by 5).

MAREK QUAY, SECTOR RANGER

Brawn 2	Cunning 3	Presence 2
Agility 4	Intellect 2	Willpower 3

Skills: Brawl 1 (◆◆), Coerce 3 (◆◆◆), Cool 2 (◆◆), Deceit 3 (◆◆◆), Discipline 2 (◆◆), Perception 1 (◆◆), Ranged (Light) 1 (◆◆◆), Ranged (Heavy) 2 (◆◆◆), Streetwise 2 (◆◆◆)

Adversary 2: Upgrade incoming attacks by 2
 Soak: 4 Defense: 1
 Wound Threshold: 14
 Strain Threshold: 13

Equipment: Blaster Pistol (Ranged [Light] [◆◆◆◆]); Damage: 6; Critical: 3; Range: Medium; Stun Setting) Blaster Rifle (Ranged [Heavy] [◆◆◆◆]); Damage: 9; Critical: 3; Range: Long; Stun Setting),

The Bargain

If the PCs agree, Marek will consent to taking care of their current docking fees, refueling, and patching up any wounds or critical injuries the characters have sustained (in Cloud City medical facilities), but not much more. If pressed, Marek explains that he's willing to bargain with the PCs because of the fact that they are part of the fringe, allowing them to be *able* to infiltrate the underworld in ways law enforcement cannot. But too many questions would arise if the team was kitted out with Sector Ranger equipment or weapons.

There are a few exceptions to this, however. Marek provides the party with some specialty items:

- A micro-transponder with magnetic clips, about the size of a small data-pad, which can be activated to alert Marek and – as he puts it – “Bring in the cavalry” once they've tracked the final destination of the spice. It has a system-wide range.
- An untraceable cred-chip linked to an expense account stocked with 5000 credits. Marek advises that this is for investigation expenses and emergencies only; he will hold the PCs *personally* accountable for anything spent frivolously.
- The code to a private HoloNet channel used to contact Marek to provide mission updates, as well as allowing his forces to move in-system (for the transponder to be useful).

The PCs will ultimately be released into Cloud City, with two tasks ahead of them before they can depart with the cargo. They must first discover *where* to drop their cargo (information their contact, Kavin Rel, died with), as well as investigate the mysterious attackers who killed Kavin and attempted to steal the shipment (Marek can provide more information on this, detailed in the following section.) When the PCs have investigated these leads and are ready to depart, they are to notify Marek, who will have the cargo of spice discreetly moved to *The Idiot's Array*.

Prepping the Investigation

Both investigation tasks the party must undertake can occur in any order – and the party may even decide to split up. The GM should encourage player creativity and decisions in this – but remind the party of their two goals.

The Fixer's Figures

The party's fixer, Kavin Rel, died before giving the PCs any of their dropoff information for the smuggled cargo: no location, no contact.

Finding the Fixer's Place

A search of the local info net can reveal the location of Kavin's apartment on Cloud City with an average (◆◆) Computers check. ☹☹ or ☹ can be spent to gain additional information, such as personal data on Kavin to help the PCs slice the password to his apartment, or help convince the superintendent to let them in through Deceit (in game terms, this can equate to one or more ■ on subsequent checks).

If asked, Marek Quay will simply give the PCs the location of the apartment – but the PCs won't have the chance to gain additional info. By order of the Sector Ranger, Cloud City Security has not searched Kavin's apartment, to maintain the illusion that nothing has changed about the smuggling operation.

Read the following when the PCs arrive at Kavin's apartment:

After an hour's travel to one of the dingier work sectors of Cloud City's lower levels, stepping under spurting pipes and past noisy groups of Ugnought workers, you eventually arrive at the soot-stained door to Kavin Rel's apartment. A shifty Lutrillian superintendent eyes you as you stare at the lock to Kavin's place – clearly above the standard, probably modified by the fixer...

The PCs have two options to get into Kavin's place: slice his lock or convince the superintendent to let them in. Slicing the lock requires a hard Computers check (◆◆◆) with ■ to represent Kavin's modifications. Convincing the superintendent to let them in through a hard (◆◆◆) Deceit or Coerce check is possible, or an average (◆◆) Negotiation check to bribe him (he will initially perform the task for 200 credits). ■ earned during the previous search efforts may apply, as appropriate.

Searching for Answers

Once the PCs gain access to Kavin's apartment, they can begin their search for information on the spice dropoff. The following is an optional description of Kavin's apartment:

Kavin's dank apartment isn't what you would call spectacular. A bare bed frame leans against a wall stained with oil, while a nearby work desk covered with a battered terminal and scores of datapads are shadowed by stacks of crates and empty ration packs. The place is an utter dump... and you wonder how you'll find anything.

Searching through Kavin's things for pertinent clues isn't actually a difficult task – but a laborious one, requiring a base time of 3 hours. With an average (◆◆) Computers check or an average Perception (◆◆) check, plus ■ for the cluttered nature of Kavin's space.

- Success on the check will reveal a communication to Kavin from a Toydarian named Weeko Neeks, who is picking up the shipment in 7 days' time on the planet, Vanqor, providing a comm frequency to contact Weeko when the shipment has arrived.

Each ✨ on the check will reduce the time needed to search by 30 minutes, and each 🕒 can be spent to uncover another interesting piece of information from Kavin's records (a 🕒 can be spent to learn all of the following):

- Kavin also received two communications from anonymous sources in the last month threatening his life if he doesn't stop dealing with Weeko Neeks.
- Additional communications from Weeko advise the importance of the shipment, and that "Weeko's Boss" won't be pleased if there's any delay.
- Kavin apparently paid to have a trace run on these anonymous threatening communications, and the paid slicer traced them back to a public terminal logged into by a user named "STIM".

Checking in with the Sector Ranger

If the party decides to share what they've learned with Marek Quay (a wise choice), he will be able to share with them the Sector Ranger files on Weeko Neeks. The toydarian is a suspected front-man for an outer-rim gangster, Muraga the Hutt. Quay comments that Muraga is an arms dealer not known for dealing in spice; rather, mercenary contracts and bio-weaponry. The PCs may also determine this connection on their own, with a successful daunting (◆◆◆◆) Knowledge (Underworld) check.

Bothering the Brotherhood

The party's second lead is investigating the group that attacked them and killed Kavin. Before releasing them, Marek Quay will provide details about the attack that he was able to uncover. They identified the deceased attackers as mercenaries known to work for the Brotherhood Mortalis, an expansive group with a reputation for thoroughness, loyalty to the contract, and an extreme lack of tolerance for failure. (If the PCs managed to escape the warehouse leaving some of the mercenaries alive, Quay will comment that the bodies of one or more of them were recently discovered, professionally executed: the price of failure in the Brotherhood Mortalis).

Locating the Brotherhood on Bespin

Though neither the Sector Rangers nor Cloud City Security are aware of the Brotherhood operating directly out of Bespin, it's possible that the PCs could discover more. This will require a successful hard (◆◆◆) Streetwise check or a daunting (◆◆◆◆) Knowledge (Underworld) check. Success reveals that the Brotherhood Mortalis does have a local handler on Cloud City, who operates out of a run-down bar and sabaac house called The Skifter. 🕒 on the check can reveal the name of the handler (a Nautolan named Pit Duall). 🕒 can even be spent to set up an advanced audience with Pit.

The Skifter

The Skifter bar is located near the shipping district on Cloud City, and is heavily entrenched with fringe elements and criminals. Read the following as the party arrives at The Skifter:

The Skifter looks like any other bar and sabaac house in the vicinity, of which, there are many. But it stands out with a pair of heavily armed Weequay guards at the door – though they give you no trouble as you enter. The place is smoky, dimly lit, and filled with riff-raff and other criminals drinking, playing sabaac, and conducting shadow trade in plain sight. Your kind of place. A Chadra-fan bartender floating about with a repulsor-belt chirps at you as you enter, with a smile on his bat-like face.

Locating the Brotherhood Mortalis won't be difficult. Pit Duall has set up shop in The Skifter for some time, and conducts all contract negotiations here. The Chadra-fan will gladly point the party in Pit's direction if they ask about a contract for the Brotherhood. The real challenge is the social encounter with Pit and his henchmen. Pit's a powerful figure in this place, and won't easily give up the information the PCs are looking for. The following descriptive text can set the scene for your players:

As you make your way to the rough Nautolan at the back of the common room, you pass half a dozen mercenaries who give you steely gazes. The Nautolan is joking and laughing with about 10 other mercs and sycophants, who appear to be hanging onto his every word as he finishes a lewd joke, along with a mug of some kind of murky liquid.

Seeing you, he grows more serious, and waves off a dancing girl in his lap, motioning you to take a seat at his table and share some drinks. Dozens of eyes watch the scene intently, with ready fingers on blasters.

Scene Details

Pit thinks the PCs are there to hire the Brotherhood, and he will be quite surprised at their bold attempt to get contract information out of him.

- The foes for this social encounter consist of Pit Duall and 2 groups of 3 mercenary minions. The PCs must select one member to be their leader in this exchange: the "face" of the party.
- Set initiative order for all characters with Cool checks.
- PCs can make checks on their turn against any of the foes – preferably with social skills – but the GM should allow for creative skill checks (perhaps with added ■).
- For social skill checks made by the PCs, the following difficulties apply, depending on the foe:

	Pit Duall	Minions
Coerce	◆◆◆	◆
Charm	◆◆◆	◆◆◆
Deceit	◆◆◆	◆
Leadership	◆◆◆	◆
Negotiation	◆◆◆	◆◆◆

- Each ✨ on a successful check deals 1 Strain to the target. If a character reaches his Strain Threshold – he is taken out of the exchange. *All Strain suffered in this way is immediately restored to the character after the scene ends.*
- If Pit reaches his Strain Threshold, he provides the PCs with what they need to know. If the PC party leader reaches his Strain Threshold, the PCs have lost, and don't gain any information.

Defending Against Social Skills

- If the PCs defend against a social skill check, they use their Discipline against Coerce, Deceit, or Leadership; and their Cool against Charm or Negotiation.
- Turn the PCs dice pool for the skill into the difficulty for the attacker (◆◆◆ becomes ◆◆◆, for example).



- Gets Pit to reveal a piece of information early, before success in the encounter.



- The PC is humiliated in some fashion, suffering ■ to all future checks during the scene.

PIT DUALL

Brawn 3 Cunning 2 Presence 3
 Agility 4 Intellect 2 Willpower 3

Skills: Coerce 1 (◆◆◆), Cool 2 (◆◆◆),
 Discipline 1 (◆◆◆), Leadership 2 (◆◆◆),
 Negotiation 3 (◆◆◆), Ranged (Light) 2
 (◆◆◆), Perception 2 (◆◆◆), Vigilance 1
 (◆◆◆)

Adversary 1: Upgrade incoming attacks by 1

Soak: 5 Defense: 0

Wound Threshold: 14

Strain Threshold: 14

Equipment: Heavy Blaster Pistol (Ranged [Light]
 [◆◆◆◆]; Damage: 7; Critical: 3; Range:
 Medium; Stun Setting)

MERCENARY MINIONS (3)

Brawn 2 Cunning 2 Presence 2
 Agility 3 Intellect 1 Willpower 1

Skills: (for group of 3; downgrade by 1 for each
 dead minion): Cool (◆◆◆), Melee (◆◆◆), Ranged
 (Light) (◆◆◆)

Soak: 4 Defense: 0
 Wound Threshold: 15 (5 each) (Crit deals 5 wounds)
 Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Pistol (Ranged [Light] [◆◆◆◆];
 Damage: 6; Critical: 3; Range: Medium; Stun
 Setting), Vibro-knife (Melee [◆◆◆◆]; Damage: 3;
 Critical: 2; Range: Engaged; Pierce 2; Vicious 1)

If the PCs are successful, read the following to the PCs as Pit describes the contract:

The man who contracted the job... never got his real name. Told me to call him "Stim." Huge... biggest human I've ever seen, with a hell of a temper. Long scar along his left cheek; missing part of his ear. Military, too, and hard as duracrete. I could tell. That man gave me the willies... and I don't scare easy. He's brokered a few contracts recently, hiring Brotherhood muscle for attacks on the holdings of some Hutt – Muraga, I think. Assumed it was just Hutt warfare. Usually not smart to get involved in that, but credits are credits, and he paid well. Haven't heard from him since he contracted the hit on that fixer two days ago.

Alternate Scenarios

Pit's not looking for a fight; it's bad for business and a waste of his time. But he won't suffer fools, and if the PCs press him into a physical confrontation, he'll gladly oblige. Such a fight would be extremely difficult for the party, with Pit plus 4 groups of 3 Mercenary Minions – and it should be stressed to the party that dozens of mercenaries have Pit's back in this place. If it does go south, however, the party may be able to escape.

Boarding Passes, Please

After the PCs have completed their investigations, and communicated to Marek Quay that they're ready to depart, they'll have a nasty surprise waiting for them at their docking bay. Three of Stim's Soldiers lie in ambush for them. To make matters worse, no security officers are present, as Marek Quay doesn't want them to be seen working with the PCs. Read the following to the PCs:

By the time the Sector Ranger arranged to have your cargo brought into the docking bay ring via automated cargo tram, to keep you from being seen together, the daylight is fast fading. After landing *The Bantha* at the loading area, you depart to look for the marked crates and load them up. Suddenly, you get a very bad feeling, and three huge figures emerge from the shadows near the tram.

Human – but larger than any you've seen – they're outfitted in some type of commando armor with a strange chest-plate, tubing running from it to various parts of their bodies; and they're armed to the teeth. Without preamble, they adjust the controls on their chest-plates in unison, and you see a frightening change take place as they begin to issue forth guttural growls.

Sinews stretch and muscles expand to frightening proportions as they actually grow even larger before your eyes, and spittle flies from foaming mouths below bloodshot eyes as they attack!

Stim's Soldiers have been tasked with finishing the job the Brotherhood Mortalis failed at, finishing off the PCs and taking the cargo. In their enhanced state, they fight with an animalistic rage that forces them to rush the nearest target and engage them in melee. Should they return to their non-enhanced state (due to destruction of their stim pumps, through a called shot or ☠ from a PC attack), they will fall into more intelligent tactics, using cover and ranged weaponry to aid their allies and snipe at opportune targets.

STIM'S SOLDIER (ENHANCED)

Brawn 4 Cunning 2 Presence 2
Agility 3 Intellect 1 Willpower 2

Skills: Athletics 1 (◆◆◆◆◆), Brawl 2 (◆◆◆◆◆), Cool 1 (◆◆◆), Melee 2 (◆◆◆◆◆), Ranged (Heavy) 2 (◆◆◆◆◆), Perception 1 (◆◆◆), Resilience 2 (◆◆◆◆◆), Vigilance 1 (◆◆◆◆◆)

Adversary 1: Upgrade incoming attacks by 1
Soak: 5 Defense: 1
Wound Threshold: 20
Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Carbine (Ranged [Heavy] [◆◆◆◆◆]; Damage: 9; Critical: 3; Range: Medium; Stun Setting), Vibro-knife (Melee [◆◆◆◆◆]; Damage: 5; Critical: 2; Range: Engaged; Pierce 2; Vicious 1)

Special: Chem-Enhancement; the character upgrades any Combat check he makes, and gains ◆◆ to all Athletics, Resilience, and Vigilance checks; he suffers ◆◆ to any check that requires concentration or planning; the character cannot remain Enhanced without a working stim pump.

STIM'S SOLDIER (NON-ENHANCED)

Brawn 3 Cunning 2 Presence 2
Agility 3 Intellect 2 Willpower 2

Skills: Athletics 1 (◆◆◆◆◆), Brawl 2 (◆◆◆◆◆), Cool 1 (◆◆◆), Melee 2 (◆◆◆◆◆), Ranged (Heavy) 2 (◆◆◆◆◆), Perception 1 (◆◆◆), Resilience 2 (◆◆◆◆◆), Vigilance 1 (◆◆◆◆◆)

Adversary 1: Upgrade incoming attacks by 1
Soak: 5 Defense: 1
Wound Threshold: 15
Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Carbine (Ranged [Heavy] [◆◆◆◆◆]; Damage: 9; Critical: 3; Range: Medium; Stun Setting), Vibro-knife (Melee [◆◆◆◆◆]; Damage: 4; Critical: 2; Range: Engaged; Pierce 2; Vicious 1)

Special: Chem-Withdrawal; when the Enhanced state ends he suffers ◆ to all checks for the next hour

The Aftermath

After the fight has ended, Cloud City Security and Marek Quay show up. Marek will be angry that the attack happened. If any of Stim's Soldiers are killed in the fight, the PCs might deem it wise to search them for clues (the security officers will most definitely do so, communicating what they find to Quay and the party). The following clues are readily apparent with an examination:

- The attackers' gear is clearly custom, and had been "scrubbed" to be rendered untraceable.
- The unusual chest pieces looks like some kind of modified bio-injection system designed to run a steady flow of chemicals to various points of the body simultaneously.
- Success on an average (◆◆) Knowledge (Education or Underworld) or Medicine check will tell the characters that the chemical in the injection system has the unmistakable sheen and smell of glitterstim. ☹☹ can be spent to realize that while the compound is spice-based, it's coloration and other properties identify it as something new – possibly an enhanced derivative. Only time and lab work will be able to break down the exact composition.
- The attackers possess no identification, though Marek promises to run them through the Sector Ranger database.
- One of the men possesses a datapad that contains a communiqué from "STIM", noting the location for this ambush, and a directive to return to "the rest of our brothers" on Vanqor when the job is complete.
- Each of the attackers has similar tattoos and markings on their skin. A successful hard (◆◆◆) Knowledge (Core Worlds or Lore) check will reveal that these markings are common on Imperial soldiers. ☹☹ on the check can be spent to determine that these tattoos are unique to Imperial Special Forces soldiers and black ops personnel.

Conclusion

Having narrowly escaped incarceration and then death, the PCs may have more questions now, than answers. But the Sector Ranger's bargain stands and they have a job to do. They have a week to get their smuggled spice to Vanqor, and then track it to its ultimate source. Read the following as the PCs finally leave Cloud City:

Loading up the crates into your secure hold and nursing aches and pains, the Sector Ranger, Marek Quay, watches you with intent eyes. "Remember," he says, "Do your job, and this whole mess can go away. My instincts are pretty good, and they tell me you know not to mess with me. You have the chance to actually do some good in this galaxy for once – and maybe that means something to you. And if you do right by me, I will make your lives a whole lot easier.

But let me make this clear: If you try to play me, if you try to cut-and-run, your ship's details and all your personal secrets will be on our red list faster than a Corellian kithawk. You will be so hot that no contact, fixer, or petty thug within ten sectors will even want to be seen with you. There will be no port for you to hide, and I will make it my personal mission track you all down and haul your sorry carcasses to the worst prison facility in the quadrant.

Do your jobs. Be careful, and be smart. Notify me with regular mission updates – and don't forget about the transponder. I have no idea who these third-party thugs are, but they scare me, and it looks like they're going to be on Vanqor. ANY information you can uncover about them while you're there, pass it along – and if you come up with something useful, I'll forget I about that expense account I let you use. Meanwhile, I'll see what I can uncover on my end. Something rotten is going on here and I feel like we're all missing something. Remember: DON'T TRUST ANYONE."

With that, and a curt nod, the Sector Ranger leaves and you prep your ship for takeoff, eventually leaving Beshpin behind. The nav computer says it's 5 days to Vanqor – and you have no idea what you will find when you get there.

Act 2 – Pulling the Ears off a Gundark

Obligation Check

For the start of Act 2, the PCs have had their obligation values reduced by 5 (temporarily, and only for the purposes of this check), as Marek Quay's promise to reduce the PCs obligation takes a major weight off their minds. Prior to the start of Act 2, roll potential obligation effects on the chart below.

Obligation Chart – Act 2

VALUE	TYPE	CONTROLLING CHARACTER
1-5	Bounty	Freeo
6-10	Family	Gand
11-15	Addiction	Osla Ban
16-20	Criminal	Race Rilson
21-25	Criminal	River Darkspin
26-30	Obsession	Rorwarr

Suggested Obligation Effects

If your obligation check is at or below the group's total threshold, the weight of their collective obligations is pressing down on their minds – leading to a great deal of stress. Each character reduces his Strain Threshold by 1 for the remainder of Act 2.

When a specific PC is indicated by the Obligation check, then that character's Strain Threshold is reduced by an additional 1 (for a total of 2) for the remainder of Act 2. From a story perspective, the character is extremely nervous potentially exposing themselves to Hutt Crime Lord or his minions, and is fearful his past might make him a juicy target for a Hutt looking to collect a bounty.

The Arrival

Act 2 begins with the arrival of the PCs in the Uziel System, in orbit of the planet, Vanqor, after 5 days of hyperspace travel. Read the following to the PCs to set the scene:

The blurry lines of hyperspace fade away as you arrive in orbit of the planet, Vanqor: a rocky world of mountainous deserts, canyons, and highlands, with two pale red moons orbiting it. It seems a pretty odd place for a drop-off, but even stranger is the intense amount of traffic your sensors register landing on the planet from all directions...

The party has the name of their drop contact, Weeko Neeks, a toydarian who the Sector Rangers claim is a front-man for the arms-dealing crime lord, Muraga the Hutt. They also have a private comm frequency to contact Weeko.

It's up to the party whether they want to communicate with the Sector Ranger, Marek Quay, first – to update him on their progress. If spoken to, Marek will advise them to continue the delivery as planned, collect payment, then tail the ultimate destination and receiver of the smuggled spice.

Toydarian Greetings

When the party contacts Weeko on the private comm frequency, he comes across a typical business-minded toydarian. He's been expecting the delivery, and has trouble hiding how ecstatic he is over the early delivery (2 days earlier than needed). He'll marvel at the party's ability to have gotten past Bospin customs so quickly, with no small amount of suspicion.

- One of the PCs will need a successful Deceit check against Weeko's Discipline (◆◆), with ■ added to the dice pool for the suspicious circumstances.
- Success will result in Weeko believing their story and directing the party to Muraga the Hutt's ship, currently docked on the planet for delivery.
- Failure doesn't mean that Weeko thinks the PCs are snitches, just that that they *did* encounter law enforcement trouble, and that trouble is currently following them. In this case, Weeko will not take possession of the spice near Muraga's ship, as originally planned (giving the party a fair amount of intelligence on Muraga's situation), but in a remote area where he can lose any tails before returning the spice to his master.
- One or more 🌀 on the check can be used to play up the difficulty of the task, securing more of a payment from Weeko.
- One or more 🌀 will lead Weeko to believe the task was easier than intended, reducing the promised payment.
- 🌀 can be spent to regale Weeko with a dashing tale of smuggling glory – so entertaining, in fact, that the toydarian might directly invite the party to entertain Muraga the Hutt with the story that evening (giving the party a valuable chance to gain more info).
- 🌀 will fully arouse Weeko's worst suspicions, and prompt him to meet the PCs with an armed escort to take the shipment by force, without payment – and a

possible elimination of the PCs, unless they can talk their way out of it.

Toydarian Business

Assuming the party was successful in their communications with Weeko Neeks, they are given landing coordinates on the planet's surface, near the edge of a large caldera of rocky canyons (several hundred square kilometers) with warning beacons around the area declaring it as a "no-fly zone"; a wildlife preserve. The coordinates are for a landing platform where Muraga the Hutt's expansive ship is docked. Read the following:

As your ship enters the atmosphere and makes for the coordinates, you see a growing structure moored a hundred meters above the rocky ground at the edge of the "Wildlife Preserve": a massive series of docking platforms and permanent buildings with scores of ships, large and small, docked and hundreds of people milling about excitedly. An automated beacon begins broadcasting a welcome message over your communications systems in a cheery voice:

Welcome hunters and spectators to the ninth annual Gundark Open! The Uziel Combine's premier outer rim event! For those just arriving, please contact Hunt Lodge Control for your docking assignment and payment of your entry fee. Remember, hunters, any open violence before the start of the hunt will result in your disqualification...

Landing on the platform Weeko advised, you find yourself near a docked luxury liner, outfitted with bristling gun emplacements and armor. Leaving your ship, you spy the corpulent form of what could only be Muraga the Hutt, floating out of the ship on a repulsor-bed towards one of the larger structures, surrounded by armed guards, beautiful ladies, and well-dressed sycophants greeting the Hutt with enthusiasm. Meanwhile, cartloads of food and drink are loaded onto the liner by countless laborers and servants and a group of Bith musicians struggles to move a large red ball organ up a loading ramp.

Whatever this event is, it must be big. Before you can take too much more in, however, a fluttering of leathery wings approaches, bearing aloft a toydarian in a fine suit carrying a small attaché and accompanied by a large lifter droid.

Weeko will immediately take the crates off the PCs hands, without checking them in front of them (he still wants to maintain the illusion that the smuggled goods are just rare alcohols). The PCs then collect their payment from

Weeko, a cred-chip containing 2000 credits. This amount may be adjusted, depending on the party's prior roll when communicating with Weeko. He promptly thanks them for their business, and sends his warmest regards to Kavin Rel as the lifter droid carries the crates into the bowels of Muraga's ship. If asked what's going on in all the hustle and bustle, Weeko will eye the party with something close to sympathy, and explain the event to them.

The Gundark Open

Weeko is happy to elaborate the details for the party, but if they'd rather take their leave of him, the PCs can also gain this information through a successful easy (◆) Streetwise or Perception check:

- The Gundark Open is a hunting competition held annually by the Uziel Combine (the controlling governing authority on Vanqor).
- The largest wildlife preserve for gundarks on the planet is opened up for one day, and becomes a *game* preserve for teams competing to bring back the most valuable trophy.
- Each team can only submit one trophy, and gain points based on size, age, unusual features, and cleanliness of kill (a live gundark has only been brought back once, and is highly valuable).
- The rules are very strict in terms of what weapons are allowed (no incendiary devices or vehicle mounted weaponry), and each team can only enter the preserve on a silhouette 3 or smaller air speeder.
- The prize is a one-year exclusive license to hunt gundark in the preserve – a lucrative prize for any trophy collector, beast merchant, or safari guide. As such, there's quite a turnout.

Tracking the Spice

The PCs run the serious risk of losing track of the shipment at this point, and have several avenues to track it and determine what Muraga's plans are. All options will require a great deal of subterfuge on the parts of the PCs.

Toydarian Largesse

The PCs might very well have the bright idea to gain access to Muraga's ship. Plying Weeko with questions will reveal that Muraga is hosting 2 nights of feasting for his friends and associates before The Gundark Open begins. The PCs can attempt to get themselves invited with a successful social skill check. They can attempt to lie, bribe, or charm their way in.

- A ⊕ on the prior Deceit check with Weeko will prompt *him* to invite the PCs automatically.
- Weeko will succumb to a successful Deceit check against his Discipline (◆●), or a successful Charm or Negotiation check against his Cool (◆◆●)

play all options – even splitting up to accomplish multiple goals. They can attempt to learn more from the crowd of gatherers, search the ship (and Muraga's records) for details, and even seek audience with the large one himself. They also have the opportunity to notice (and interact with) the notorious Stim and his men.

Gathering Information

The PCs may want to walk around and simply listen or ask questions. Eavesdropping can reveal more details about The Gundark Open (if all the relevant information wasn't provided earlier), as well as a few more "secret" tidbits about the race itself. This can be accomplished through an average (◆◆) Perception or Streetwise check. Success reveals that Muraga is a large backer of the event (which is not uncommon for competing hunting teams to do). Each ☆ on the check reveals one interesting piece of information (each ☆ will also translate to a ■ on later checks to negotiate an entry fee with The Hunt Lodge):

- Many of the more taciturn hunters express worry over the steep entry fee (10,000 credits). Some have spent their entire life savings on the event, in hopes that they'll win.
- Several of the hunters present privately express disgruntled feelings about Muraga, who's hunt team won The Gundark Open last year. The first team ever to return with a live gundark – a healthy female with no injuries. Considering the sparse numbers and equipment Muraga's team takes with them, some feel Muraga rigged the hunt, and will do so again this year.
- The Uziel Combine keeps a tight grip on the wildlife preserve, NEVER allowing anyone in – except on the day of the hunt. And even then, only registered hunters.
- Many of the hunters are worried about personal protection once the hunt starts, as inside the game preserve, some teams have the habit of taking each other out of the competition. The Uziel Combine doesn't seem to discourage this.

If the check generates ☹☹ or a ☹, allow the PCs to notice (immediately) the unmistakable form of Stim, disguised as a food server (refer to the "Stim's Downer" section further on).

An Audience with your Greatness

One or more party members will immediately be offered an audience with the great Hutt if they did exceptionally well in their interactions with Weeko Neeks; but even if an invitation wasn't handed to them, they may get bold enough to try and gain an audience with Muraga on their own. Muraga is taking audience, but his majordomo has him on a tight schedule, and will have to be influenced to grant the PCs and impromptu audience (this won't be

necessary with Weeko's influence on their behalf). Read the following description to the players:

The Hutt's guards stare at you resolutely as you approach the mighty Muraga's dais. The Hutt is managing to stuff his face, smoke a large water pipe, and manhandle an exotic rodian dancer at the same time. He licks his lips excitedly as the dancer moves away coyly and greets you in a loud, booming voice.

Unlike other Hutts, Muraga doesn't seem to suffer a translation droid or servant to communicate for him, speaking to others and clearly enjoying the unnerving effect it has.

Before engaging the Hutt's majordomo, the PCs must manage a Fear Effect. Muraga is a dangerous figure who could make the PC's lives very difficult, not to mention very short. A hard (◆◆◆) fear check needs to be made by all PCs in the presence of Muraga, before speaking with his majordomo.

Fear Checks

When making a fear check, the character can decide whether to use Cool or Discipline, with various effects, depending on the results:

- ▼: The character adds ■ to any check he makes during the forthcoming exchange.
- ☹: The character suffers Strain equal to the number of ▼. If the check generates ☹☹☹ or more, the character can instead be staggered for his first turn (unable to take any actions).
- ☹: The character is so frightened, all checks he makes have their difficulty upgraded by 1 for the exchange.
- ☆ or multiple ☆: The character avoids any fear effects, except those triggered by ☹.
- ☺: Gain ■ on your first check in the exchange. Spend multiple ☺ to grant ■ to additional character's first check.
- ☹: Cancels all penalties from fear checks for the rest of the exchange – no matter the source.

The majordomo won't succumb to bribery (Negotiation) in front of his master, but *can* be charmed, lied to, or beaten down by a commanding personality. This requires a successful Charm check against his Cool (◆◆◆) or a successful Coerce, Deceit, or Leadership against his Discipline (◆◆◆). If the PCs attempt to threaten the majordomo with Coerce (or perhaps Leadership, depending on how the PC describes using it), add an additional ■■ to the dice pool. The copious armed

guards and the majordomo's position at the event make this a difficult task (though Muraga might find it humorous if the PCs are successful).

Muraga the Hutt wants to get down to business, and won't suffer long stories or explanation (without the intervention of Weeko or his majordomo – the Hutt does like to be entertained, after all). He will treat the PCs as simple sycophants, there to pay their respects, but the party can glean some of the previously noted information out of Muraga with successful checks. Be sure to add any penalties from the previous fear check to influence checks with Muraga.

- Muraga's Cool provides a difficulty of (◆◆◆◆) for any Coerce, Deceit, or Leadership checks.
- Muraga's Discipline provides a difficulty of (◆◆◆◆) against any Charm or Negotiation.
- Failure will result in the Hutt brushing off the PCs quickly.
- ☹ might result in them angering the Hutt, and being tossed out.
- 🕵 or more will arouse his suspicious, leading to a guard following the PCs during their time aboard.
- 🕵 can be spent to gather details (as noted in the above "Gathering Information" section).
- 🕵 will cause Muraga to take a liking to the party, possibly offering them a tour of the ship, through one of his servants.

Stim's Downer

Stim and three of his soldiers are aboard the liner, disguised as wait staff. The party members will have had previous opportunities to notice them milling about. If they do, read the following:

Suddenly, something unusual catches your eye. A human waiter – possibly the largest you've ever seen – is delicately holding a tray of canapés. A massive frame and large muscles seem to bulge out of his waiter's jacked, and as he turns, your blood runs cold. Darkly sunken eyes are set into a hard face with a long scar running across the left cheek, leading to a mangled ear, much of which is missing. It matches the mercenary captain's description of "Stim" perfectly. He appears to have not noticed you, and quickly makes his way to a servant's entrance at the side of the chamber.

One or more of the PCs may wisely decide to tail Stim, and see what he's up to. Allow any character who wishes to a Stealth check against Stim's Perception (◆◆◆) to tail him unnoticed. Failure means that Stim notes he's being followed, and slips away.

When out of sight, Stim quickly ditches his tray of food and stalks down several twisting servant corridors, heading to a small and out of the way storage area. Successful characters now have the opportunity to learn a great deal of information about Stim and his men, as well as Muraga's plans. Read the following to successful players:

Stalking down the corridor, dodging oblivious servants, you keep out of sight while tailing the massive form of the faux waiter, who eventually enters a nearly empty area of storage, filled with crates and dimly lit. From behind cover, you quietly witness the large man approach three others like him, also in waiter's garb, suddenly rushing to them and kneeling on the floor. One of the large men is prone, shuddering and shaking violently, as he moans softly.

The man you assume is Stim barks at the others, "What happened?" Another replies, "He needs the juice! Did you get it?"

"No..." Stim replies, as the moaning man suddenly grows very silent, and still. The three remaining men lower their heads, and you see tears come to their eyes. Stim reaches down to check his pulse, "He's... he's gone." Another one hits a nearby crate, shouting, "DAMMIT, Stim!"

"ENOUGH!" Stim barks, silencing his men. "You know we have to save all that we have for now – we'll need it." He grabs the back of the other man's neck in a brotherly fashion, "Be strong, Rix. They will pay for what they've done to us. We will free all our brothers and make them pay. The juice is guarded, I couldn't get to it. But I saw them loading it onto their hunting skiff, and managed to download the handoff coordinates from that fool twi'lek's terminal; they're doing it in the preserve, those crafty bastards. Tomorrow, we enter ourselves in the hunt. The day after, we surprise them. We avenge Marcus, and get the juice we need to free the others and end this for good! Stay strong, my brothers. FOR HONOR!" he intones, and the other two follow suit.

The three men then carefully drape the dead man's arms over his chest, and close their eyes, as they begin softly singing a funeral dirge.

If the tailing character is successful in his Stealth check, 🕵 results could indicate noise while listening to the exchange, causing Stim and his soldiers to cut their conversation short. ☹ might mean that the tailing character is discovered by Stim during the exchange!

The obvious benefit to the PCs from this exchange is information. Not only do they now have more leads to follow, but they know a little more about their mysterious attackers – and hopefully, have developed some sympathy for them and their seemingly honorable motives. A courageous PC might even expose himself to Stim and his men at this point, attempting an influence check to convince the group to work together. How much they reveal to Stim is up to the PCs – and extreme consequences for a poor roll might even lead to a firefight! The GM should be prepared for such a scenario, if it plays out.

Searching the Rest of the Ship

Whether tipped off by Stim's conversation with his men or not, one or more characters may decide to try and sneak away to explore the rest of the ship, searching for information. The grand feast has Muraga stationing most of his guards inside the feast chamber, so slinking about undetected isn't an impossible task. The ship's layout is pretty straightforward, and a stickler of a GM might force the players to find a terminal and pull up schematics – or glean the information from conversing with staff. If your players suggest such actions, by all means oblige them. But to avoid belaboring the scene, the GM is free to read the optional description to the PCs:

The ship has a fairly common layout, and it seems was a recently converted luxury liner, so gold embossed placards still line the walls in certain areas, giving you an idea of location and bearings. Several areas stand out to you and your search: The Commander's Quarters and the Cargo Hold.

Traveling to either area requires an average (◆◆) Stealth check to avoid being spotted by roving guards. Players may also decide to bluff any guards or staff they pass by pretending to be part of the staff or Muraga's retinue. This requires a hard (◆◆◆) Deceit check, but be sure to grant ■ to the dice pool if the character is appropriately disguised. Failure on either check means that traffic is too heavy and the character can only travel to one location of the two.

The Cargo Hold

The Cargo Hold is virtually a dead end. The arriving PCs can see dozens of staff members moving about, loading cargo and supplies into a tricked-out air skiff obviously being used for Muraga's hunting party. It should be noted to the PCs that the skiff is unusually, *heavily* guarded, with 8 of the Hutt's gamorrean mercenaries, and a thin, nasty-looking rodian (Muraga's hunt-master) with a heavy blaster rifle over his shoulder. They have strict orders from the Hutt himself to let *no one* aboard, for any reason

whatsoever. Any attempt to confront them will surely lead to a fight.

Muraga's Quarters

The Commander's Quarters are where Muraga and his majordomo have set up the Hutt's personal chambers. Inside is a great deal of information, and while the door is unguarded, it is sealed with top-of-the-line lock that appears to require a voice-recognition and code key. Getting in will require slicing into the lock with a hard (◆◆◆) Computers or Mechanics check, with ■ added to the dice pool for the rushed nature of the check. Success will get the character's in without obvious signs that the lock was tampered with, but a diagnostic would reveal that the door was opened during this timeframe.

- 🛠️ or more will break the lock, making it patently obvious to even a casual observer.
- 🗝️ can be spent to remove any sign that the lock was ever tampered with, even with a diagnostic.
- 📶 can grant the character a download of the majordomo's voice print and code key details, providing ■■ to any check to search his computer.
- 🚨 on a success will break the lock, but also set off a security alarm, giving the characters less than a minute to perform a rushed search of the quarters. 🚨 on a failure will not only lock the PCs out of the room, but set off the alarm, prompting Muraga to end his feast for the night, and clear everyone out.

Once inside, read the following to your players:

Muraga's chambers are even richer than the feasting hall, with priceless object d'art tastefully placed about, more food and alcohol, and silk pillows and settees. The beauty doesn't hide the stench of the place, however, or the gilded chains set into the wall near the Hutt's sleeping area. In a corner of the room is a small table and computer terminal, kept in neat and organized fashion.

Slicing the terminal will require succeeding on Computers check against the twi'lek majordomo's defensive protocols (◆◆◆), as he's decent a slicer, himself. Success reveals the Hunt Team's schedule (including the exact coordinates of the hand-off), and several communications from Muraga's handoff contact, indicating that the Hunt Master will be using the Gundark Open as cover to deliver the spice in a remote cave deep in the preserve, and that "payment will be delivered on site, as before". Additional check results might include:

- 🛠️ or more will immediately lock the character out of the system, only allowing them to learn that the

spice will be delivered during the hunt, but not the exact coordinates.

- 🗺️ will not reveal the actual name of the handoff contact, but that the transmission has Imperial encryption.
- 🗝️ will grant the character access to some of Muraga's personal funds (5000 credits worth), which can be re-appropriated as the character sees fit – perhaps to cover part of the Gundark Open entry fee.
- 🚨 will immediately trigger a trace alarm, remotely notifying the majordomo – who will head to Muraga's quarters immediately with a contingent of guards.

Contacting the Sector Rangers

At various points of investigation and tracking, the party may decide to follow their mandate closely, and keep Marek Quay informed of their progress.

The Sector Ranger will praise their efforts, and advise them to find a way to enter The Gundark Open in order to follow the spice and determine who the ultimate hand-off is to. He's been unable to dig up anything on Stim or his soldiers – but if the PCs were able to witness the exchange with Stim and his men, Marek nods seriously, and comments that this gives him new avenues to take his research.

Hunt Registration

It should be apparent to the party at this point that they've got to find a way to get into the wildlife preserve on the day of the hunt, to track the spice to its final handoff. The easiest way to do this is to register themselves as a hunting party (they do have an airspeeder, *The Bantha*). But they'll have to figure out a way to cobble together an entry fee... or find another way onto the preserve.

The Hunt Lodge

After the first night of Muraga's feast, the PCs will have one day to register themselves as a hunting party. The only complication to this is the 10,000 credit entry fee. (This may be a non-issue, if the party absconded with any of the Hutt's credits, and combined them with the funds from the Sector Ranger expense account.)

Registration occurs at the largest (and one of the few) permanent structures on the compound, The Hunt Lodge. Populated by the bureaucrats of the Uziel Combine, registration requires a warden inspection of the team's airspeeder, a listed inventory of any weapons taken into

the preserve, and a credit transfer or hard payment of the entry fee.

If the PCs don't have the full funds for the entry fee, they'll need to negotiate, or borrow the money (possibly both).

Negotiation with the Uziel bureaucrats is exceptionally difficult, requiring a daunting (◆◆◆◆) Negotiation check for the discussion to even occur. However, the PCs may add one ■ to their dice pool per detail uncovered in the "Gather Information" section of "A Feast Fit for a Hutt", above. Relating knowledge of the event and the concerns of other hunters relates a passion for The Gundark Open that presents the party as true fans, softening up the Uziel staff.

- Each ✨ on a successful check will reduce the entry fee by 1500 credits.
- Each 🗝️ will reduce the entry fee by 500 credits.

Taking on a Loan

There are plenty of parties at the event willing to loan money to the party to cover some of their entry fee. The simplest sources are the bookies taking bets on the hunt, who aren't above a little loan sharking. They can be discovered through a successful average (◆◆) Streetwise check. There's also Muraga, himself (who will gladly do so, knowing the advanced outcome of the hunt).

The character negotiating a loan will take on an Obligation of Debt (Value: 1 per 1000 credits of the loan) until the loan is paid off.

Alternate Scenarios

If the party fails to negotiate or will not take a loan, there are other options available to them. The party might seek out Stim and his men to form an alliance, and travel into the preserve as a part of their hunt team. They may also attempt to outright sneak into the preserve, which will require sneaking away from the Hunt Lodge compound that night and disabling a section of the preserve's sensor grid. The GM should be flexible with alternate solutions.

The Gundark Open

The morning of the hunt, everyone is up before day break, preparing for the event. All the hunt teams have maneuvered their speeders to the edge of the compound, and are undergoing final inventory and weapons checks by the Uziel Combine game wardens. If the PCs managed to secure a spot as a hunt team, read the following to them to set the scene:

As the first rays of Vanqor's sun begin to glimmer above the horizon, a massive crowd has already turned out on the platform facing the preserve, most still intoxicated from the previous night's revelry. As your speeder maneuvers into a docking position along the leading edge of the platform, you spy nearly 60 other speeders in line, all undergoing final inspection and weapons check by the game wardens. Eventually, the wardens come to your ship, look at it – and your gear – shake their heads, make a notation, and move along, reminding you to return by sundown for any of your "trophies" to be counted.

As the sun finally begins to rise, light fills the caldera and everything grows eerily silent as the distant growling howl of an elder gundark sounds from the preserve, followed by answering calls across the valley. With that, the hunters rev their engines and hoot with anticipation. The wardens quickly wave a ceremonial flag, and the hunters immediately gun their speeders in different directions toward the preserve. Just inside the boundary, you see an Aqualish hunt team turn and ram the speeder nearest them, which immediately sputters and crashes to the rocks below. The crowd roars in cheers and laughter. You stare at each other with wide eyes as you punch the accelerator and enter the hunt...

Muraga's hunting team is not what you'd expect. His hunt master, Muuro (the thin, dangerous looking rodian the PCs may have spotted earlier in the cargo hold) is accompanied by two gamorreans, and they immediately head in a different direction from the other hunters, into the heart of the preserve.

Getting to the Rendezvous

The party can get to the rendezvous point for the spice hand-off in various ways. If they have the coordinates, they can simply head there on their own, or they can track Muraga's team. The complication is that Muraga's team (the winners from last year) are on the lookout for hangers-on; other hunters who might decide to follow them on the pretense that they know the best hunting grounds in the preserve. As such, they take a bit of a round-about way to the hand-off point – meaning that PCs who have advanced knowledge of the location will be able to beat Muraga's team there by nearly 30 minutes, giving them plenty of time to hide their ship, and themselves.

Staying undetected will require the pilot of the airspeeder to succeed on a Stealth check against Muuro's Perception skill (◆◆◆), with ■ or ■ added as appropriate to their dice pool, based on the handling of their airspeeder (*The*

Bantha's handling is -1, adding ■ to the PCs dice pool). Additionally, if the PCs managed to sneak a still-functional homing device into one of the crates, they gain an additional ■ for each kilometer the signal broadcasts. Complications and benefits may arise from the check results, as follows:

- Success ensures that Muuro does not notice the PCs. They can arrive at the rendezvous shortly after Muraga's team.
- ☉ on a successful check can allow the PCs to identify the final destination of the rendezvous early, arriving a few minutes before Muuro.
- Failure on the check results in the PCs being noticed. Muuro will now actively try to lose them (detailed below).
- ☹☹ can be spent on a failed check to provide ■ on subsequent Pilot checks by the PCs to stay with Muuro's speeder.
- ☹☹ can be spent on a failed check to provide ■ on subsequent Pilot checks by the PCs to stay with Muuro's speeder.
- ☹ on a failed check brings the PCs far too close to Muuro for his liking. He will turn and immediately attempt to attack the PCs speeder.

If Muuro notices the PCs, and attempt to lose them, the pilot of *The Bantha* must make a successful Pilot check opposed by Muuro's pilot skill (◆◆◆◆), with the same ship handling ■ or ■ applied to the roll as before. If they succeed, Muuro will think he has lost them, and continue to his destination.

A Rendezvous with Danger

The coordinates for the hand-off point are inside of what ship's sensors display as a large cave complex centered around an underground stream, with multiple entrances in and out. After the PCs have landed, and made their way into the cave, read the following to set the scene:

The wind whistling through the tunnels carries with it a foul animal stench as you travel deeper into the cave. Unusual natural crystal formations dot floors and walls, glowing with soft light, and you pass ancient and gnawed animal bones on the well-trodden floor. Ahead, you can hear voices, and you quietly creep towards them.

The ensuing encounter is a long one, and is complicated by multiple threats and optional scenarios. If the PCs aren't discovered, a fight will still ensue when Stim and his men come calling, which will most likely expose the PCs (even if the PCs have allied themselves with Stim, in

GAMORREAN HUTT GUARD

Brawn 4 Cunning 1 Presence 1
Agility 2 Intellect 1 Willpower 1

Skills: Brawl 2 (◆◆◆◆◆), Melee 2 (◆◆◆◆◆)

Adversary 1: Upgrade incoming attacks by 1
Soak: 5 Defense: 0
Wound Threshold: 14
Strain Threshold: – (Suffers wounds instead)

Equipment: Vibro-axe (Melee [◆◆◆◆◆]); Damage: 7; Critical: 2; Range: Engaged; Pierce 2; Vicious 3; Sunder)

STORM TROOPER MINIONS (3)

Brawn 3 Cunning 2 Presence 1
Agility 3 Intellect 2 Willpower 3

Skills: (for group of 3; downgrade by 1 for each dead minion): Athletics (◆◆◆◆◆), Discipline (◆◆◆◆◆), Melee (◆◆◆◆◆), Ranged (Heavy) (◆◆◆◆◆)

Soak: 5 Defense: 0
Wound Threshold: 15 (5 each) (Crit deals 5 wounds)
Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Rifle (Ranged [Heavy] [◆◆◆◆◆]); Damage: 9; Critical: 3; Range: long; Stun Setting), Vibro-knife (Melee [◆◆◆◆◆]); Damage: 4; Critical: 2; Range: Engaged; Pierce 2; Vicious 1)

GUNDARK

Brawn 5 Cunning 2 Presence 1
Agility 2 Intellect 1 Willpower 1

Skills: Brawl 3 (◆◆◆◆◆)

Adversary 1: Upgrade incoming attacks by 1
Soak: 6 Defense: 0
Wound Threshold: 20
Strain Threshold: 10

Equipment: Claws (Brawl [◆◆◆◆◆]); Damage: 5; Critical: 3; Range: Engaged; Pierce 2; Vicious 1; can dual wield)

STIM'S SOLDIER (ENHANCED)

Brawn 4 Cunning 2 Presence 2
Agility 3 Intellect 1 Willpower 2

Skills: Athletics 1 (◆◆◆◆◆), Brawl 2 (◆◆◆◆◆), Cool 1 (◆◆◆◆◆), Melee 2 (◆◆◆◆◆), Ranged (Heavy) 2 (◆◆◆◆◆), Perception 1 (◆◆◆◆◆), Resilience 2 (◆◆◆◆◆), Vigilance 1 (◆◆◆◆◆)

Adversary 1: Upgrade incoming attacks by 1
Soak: 5 Defense: 1
Wound Threshold: 20
Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Carbine (Ranged [Heavy] [◆◆◆◆◆]); Damage: 9; Critical: 3; Range: Medium; Stun Setting), Vibro-knife (Melee [◆◆◆◆◆]); Damage: 5; Critical: 2; Range: Engaged; Pierce 2; Vicious 1)

Special: Chem-Enhancement; the character upgrades any Combat check he makes, and gains ◆◆ to all Athletics, Resilience, and Vigilance checks; he suffers ◆◆ to any check that requires concentration or planning; the character cannot remain Enhanced without a working stim pump.

STIM'S SOLDIER

Brawn 3 Cunning 2 Presence 2
Agility 3 Intellect 2 Willpower 2

Skills: Athletics 1 (◆◆◆◆◆), Brawl 2 (◆◆◆◆◆), Cool 1 (◆◆◆◆◆), Melee 2 (◆◆◆◆◆), Ranged (Heavy) 2 (◆◆◆◆◆), Perception 1 (◆◆◆◆◆), Resilience 2 (◆◆◆◆◆), Vigilance 1 (◆◆◆◆◆)

Adversary 1: Upgrade incoming attacks by 1
Soak: 5 Defense: 1
Wound Threshold: 15
Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Carbine (Ranged [Heavy] [◆◆◆◆◆]); Damage: 9; Critical: 3; Range: Medium; Stun Setting), Vibro-knife (Melee [◆◆◆◆◆]); Damage: 4; Critical: 2; Range: Engaged; Pierce 2; Vicious 1)

Special: Chem-Enhancement; when the Enhanced state ends he suffers ◆ to all checks for the next hour

Map of the Shipping Warehouse ("Forsaken Lands II"© - Deep Caverns)



An Issue of Trust - Conclusion

Hopefully, the PCs will have activated their transponder to alert Marek Quay's reinforcements once they've discovered the spice hand-off to the Empire. If this happens, Marek and his forces will show up after round 10 of the encounter. If the PCs wait until after the encounter to activate the transponder, Marek will arrive for the "clean up".

Unfortunately for the heroes, Marek is a double agent and spy for the ISB, whose reinforcements consist of an entire company of storm troopers. When Marek arrives, he directs his forces to immediately kill anything that moves, except for the PCs and Stim. Methodically, they will check every fallen foe and execute them if they're still alive. If the PCs attempt to put up a fight, the GM should make it a point that all exits are currently blocked, and they are outnumbered 120 to 1.

The Empire is going to take the PCs into custody, unconscious or not.

When Marek makes his move, read the following to the PCs:

In the distance, you hear a ship touching down loudly outside one of the nearby cave entrances, followed by the sound of multitudes of heavy footsteps echoing through the tunnels. Nice timing, you think... until Marek comes into view.

The Sector Ranger, Marek Quay is wearing a different uniform; an Imperial Officer's uniform with captain's insignias and an ISB emblem on the lapel. Behind him are what appears to be an entire battalion of white armored storm troopers, who level their rifles at you in unison. Marek walks over to one of Stim's soldiers and checks his pulse, then pulls out a pistol and executes him.

"I can't thank you enough for your help, my dear friends. You truly have helped make the galaxy a better place today. These escaped soldiers were the pride of the ISBs experimental soldier project. Remarkable work they've done with chemical enhancement. Truly remarkable. Some of our enthusiastic volunteers decided to no longer support the good of the galaxy, unfortunately.

And I couldn't have tracked them down without you. And you went ahead and cleaned up the Hutt's riff-raff... well done. The traitors are contained, as is our involvement. The spice, of course - is much needed for the continuation of the project. I took quite a risk releasing it to you... but I knew my instincts were right.

Oh, don't look so surprised. I told you... not to trust anyone. Now... unless you'd like to end up like these traitors, you'd best put your hands on your heads. Guards, take them into custody, and make sure the leader of those traitors doesn't bleed out. I want him alive."

Act 3 – The Cost of Betrayal

Obligation Check

For the start of Act 3, the PCs have had their obligation values returned to normal, as Marek Quay's promise to reduce them was nothing but a lie. This also puts the party's obligation back above a normal standard, but this represent the stress of being currently imprisoned on an Imperial Frigate. Prior to the start of Act 3, roll potential obligation effects on the chart below.

Obligation Chart – Act 3

VALUE	TYPE	CONTROLLING CHARACTER
1-10	Bounty	Freeo
11-20	Family	Gand
21-30	Addiction	Osla Ban
31-40	Criminal	Race Rilson
41-50	Criminal	River Darkspin
51-60	Obsession	Rorwarr

Suggested Obligation Effects

If your obligation check is at or below the group's total threshold, the weight of their collective obligations is pressing down on their minds – leading to a great deal of stress. Each character reduces his Strain Threshold by 1 for the remainder of Act 3.

When a specific PC is indicated by the Obligation check, then that character's Strain Threshold is reduced by an additional 1 (for a total of 2) for the remainder of Act 3. From a story perspective, the stress of Imperial Prison doesn't worry them so much as the Empire turning them in to the source of their obligation – which will probably leave them dead.

Nobody Knows the Trouble I've Seen...

Act 3 begins with the PC in holding cells in a detention block of the Imperial Frigate, *Vigilant*. Our heroes were unceremoniously stripped of their gear, and have been locked up for the past 3 days in the detention block of the ship. No one has bothered to speak to them, threaten them, or perform any kind of communication, and the party has been alone with their thoughts – and their fears. Read the following to the PCs to set the scene:

It's the quiet that starting to get to you. You can faintly hear the thrum of engines through the metal walls of your cell, and judging by the tell-tale acceleration boost and the timing of your meals and lights-out patterns, you've been in hyperspace for about 3 days. Alone. Each of your friends were placed in separate cells, and aside from the wordless storm trooper who brings you meals twice a day, no one has interrogated you, spoken with you, or paid you any mind. No doubt, your fate has already been decided...

Suddenly, and unexpectedly, the meal slot in your door opens. And you see the human face of an Imperial Officer delivering your evening rations. Finally – someone here to coerce information? But no... he just drops the food and leaves. But something's different about your meal tray... you see what looks like a datapad sticking out from underneath your meal...

At His Excellency's Request...

The PCs receive hidden datapads in their meals, with a message from Muraga the Hutt. The Hutt is enraged by the betrayal, and has arranged to have the PCs released from their cells when the ship drops out of hyperspace. They are notified that their ship, *The Idiot's Array*, was impounded by the Imperials and is on board, and that their escape would please the Hutt greatly.

But the Hutt isn't going to do all this for nothing. The price for his help is for the PCs to seek out and free Stim (still alive on board the *Valiant*), and deliver him to Muraga. Not only will the Hutt reward the PCs richly for this, but forgive the PCs earlier deception and acts against him. Read the following to the PCs when the datapad is turned on:

His Excellency, the all-powerful Muraga, sends his regards. His Excellency has used his vast influence to determine that you are currently being held aboard the Imperial Frigate, Valiant. His Excellency is displeased by the betrayal of his former Imperial partners, and His Excellency does not take betrayal lightly.

In an attempt to show this truth to your captors, His Excellency has arranged to have you released from your cells during the nightly shift. His Excellency's contact aboard has also determined that your cargo ship is currently docked in a secure hold aboard the Valiant, as well. Your skills have not gone unnoticed by his all-powerful and all-knowing Excellency, and he is confident you shall prevail in your escape.

However, in repayment for this inestimable boon granted to you by His Excellency, you are also requested to locate and free the leader of the saboteur group whom the Imperials also captured, and whom has been harrying His Excellency's operations for months. His Excellency has much to discuss with this individual. Not only will His Excellency reward you immensely for this task, but will also forgive his outrage towards you for deceiving him to begin with.

You are, of course, free to decline, and remain in Imperial custody. Your cell doors will open tonight. Be ready.

After reading the intriguing message, the datapad begins to grow warm in your hands. You instinctively drop it to the floor as tiny sparks fly from the device and the screen cracks, rendering it useless.

That night, after lights-out, the PCs' cell doors mysteriously open. The PCs are greeted by a slight man in a junior-grad lieutenant's uniform, who tells the PCs that the detention guards have all been removed from this area due to a suspected reactor leak; and they have about 30 minutes before anyone gets suspicious and comes to check. He also points silently to a storage locker dragged into the cell hallway. He will then take his immediate leave of the area, but not before admonishing the PCs that he had to risk a lot to do this, and to tell Muraga that "my debt to him is paid."

In short order, the PCs are left alone inside the detention area. The storage locker is filled with their weapons and gear, and the PCs are now in a position to develop a plan of escape. It's up to the party to decide whether or not to

rescue Stim. It's a choice between risking their necks aboard the *Valiant* (even more than they already are) or risking the wrath of the Hutt if they leave Stim behind. There is also an emotional conflict, here. At this point, the PCs should realize that Stim is a victim, and want to help him. And while he's certainly in bad shape under Imperial control – what will his situation be with Muraga? The GM should encourage the party to grapple with these questions, and come to a decision – which may very well be to break him out, but not hand him over to Muraga.

If the party decides to leave Stim behind, skip the "Stim's Rescue" section later on.

Putting a Plan Together

Aside from gathering their gear, the detention block is an excellent place to gather more data and plan their escape. There is a security terminal which provides access to the ship's entire computing network. With basic success, a good slicer could pull up ship schematics and help develop an escape route, locating both their ship and Stim's holding cell – but with a solid roll, the party might be able to create massive distractions or re-route troops. Navigating through the *Valiant* later on will require skill checks to remain unnoticed, and the party has a chance to make those checks easier on themselves.

Slicing the terminal will require a daunting (◆◆◆◆) Computers check, and many beneficial and harmful side effects might occur:

- A successful check will provide a schematic of the ship downloaded to a datapad, allowing for creation of an escape route.
- Each ✨ on a successful check will provide the direct location of *The Idiot's Array* or of Stim's holding cell.
- Each 😊 on the check can be used to gather more details of troop movements and security systems, providing the party ■ for each 😊 generated on attempts to sneak through the *Valiant*.
- Each 🕒 on a successful check represents accessing old, outdated, or incorrect information, providing the party ■ for each 🕒 generated on attempts to sneak through the *Valiant*.
- With a 🕒 the party can instantly learn all the data ✨✨ would have provided, as well as work out a hidden path (perhaps through maintenance ducts) to either Stim's Cell or their ship, where they won't need to make any checks, and won't encounter resistance.
- 🚨 will immediately trigger an intrusion alarm, bringing security to the detention area.

Moving Through the Valiant

As the party moves through the corridors and turbolifts of the Imperial Frigate, they are in constant danger of being discovered. Regardless of where the PCs decide to go (to rescue Stim, to their ship, or to their ship after a rescue), they will need to make a party skill check to prevent discovery. The obvious ones are Stealth and Deceit. Group checks can be made by combining the highest relevant skill rank and attribute in the party into a single dice pool for that check.

- Stealth requires a hard (◆◆◆) check.
- Deceit requires a check against the Discipline of troopers they encounter (◆◆◆). But be sure to add appropriate ■ for circumstantial bonuses, such as disguises.
- A failed check will immediately create a conflict scene between a group of 3 Storm Trooper Minions, and add ■ to all future checks to move through the *Valiant*.

STORM TROOPER MINIONS (3)

Brawn 3 Cunning 2 Presence 1
 Agility 3 Intellect 2 Willpower 3

Skills: (for group of 3; downgrade by 1 for each dead minion): Athletics (◆◆◆), Discipline (◆◆◆), Melee (◆◆◆), Ranged (Heavy) (◆◆◆)

Soak: 5 Defense: 0
 Wound Threshold: 15 (5 each) (Crit deals 5 wounds)
 Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Rifle (Ranged [Heavy] [◆◆◆]); Damage: 9; Critical: 3; Range: long; Stun Setting), Vibro-knife (Melee [◆◆◆]); Damage: 4; Critical: 2; Range: Engaged; Pierce 2; Vicious 1)

Stim's Rescue

If the party has decided to rescue Stim, they must first locate him. This may have already been accomplished in at the detention block terminal, but if not, the GM should provide the PCs with access to another terminal for a Computers check, or an opportunity for clever skill usage and deduction, based on plans of the ship.

Stim is being held in another detention block on the opposite side of the ship, next to a hangar bay. He is in complete isolation, and is in no shape to fight, suffering extreme withdrawal from "the juice". When the PCs arrive on the scene, read the following:

Arriving near the hangar bay and Stim's detention cell, your turbolift slides open to reveal a walkway over a ventilation gap – on the other side of which is the detention block, with a trio of storm troopers talking near the door. They appear to have not yet noticed you.

The PCs can attempt to sneak up on the unsuspecting troopers, but must be wary of the second squad and sergeant lounging in the nearby barracks. They will come running upon hearing any commotion.

- Any foe near the ventilation shaft is knocked in.
- A knocked back foe slams into a door control, destroying it.
- A wild shot prematurely opens a door or sets off a security alarm.
- The walkway is damaged, and falls, cutting off an escape route.

Scene Details

This encounter has many avenues. The PCs don't have to cross the walkway, but may instead go the long way around to the detention block. Nearby computer terminals may also give the team access to a host of options for controlling the battlefield, or distracting the troops.

- The PCs arrive in the area in a turbolift, marked **P** on the map. They are at long range from the storm trooper squad in front of the detention block, and medium range from the troopers in the nearby barracks.
- Sneaking close to the troopers in front of the detention block will require Stealth against their Perception (◆◆◆), but if a character moves within close range of them without cover, they will immediately be spotted.
- Two security computer terminals marked **T** on the map, can be sliced into with a hard (◆◆◆) Computers check to control the walkway bridges or close and open doors. ○○○○ or ⊕ can be spent to slice into the comm system in the area, and direct the troopers guarding the detention block elsewhere.
- 2 squads of three storm trooper minions are on the map, in the areas marked **TM**.
- 1 storm trooper sergeant is also in the area marked **TS** on the map. Both the sergeant and one squad are behind closed doors in the nearby barracks, and won't emerge unless they hear a commotion.
- Once they have Stim, marked **S** on the map, the party can leave the encounter by entering either of the turbolifts on the map.

STORM TROOPER MINIONS (3)

Brawn 3 Cunning 2 Presence 1
 Agility 3 Intellect 2 Willpower 3

Skills: (for group of 3; downgrade by 1 for each dead minion): Athletics (◆◆◆), Discipline (◆◆◆), Melee (◆◆◆), Ranged (Heavy) (◆◆◆)

Soak: 5 Defense: 0
 Wound Threshold: 15 (5 each) (Crit deals 5 wounds)
 Strain Threshold: - (Suffers wounds instead)

Equipment: Blaster Rifle (Ranged [Heavy] [◆◆◆]); Damage: 9; Critical: 3; Range: long; Stun Setting), Vibro-knife (Melee [◆◆◆]); Damage: 4; Critical: 2; Range: Engaged; Pierce 2; Vicious 1)

STORM TROOPER SERGEANT

Brawn 3 Cunning 2 Presence 1
 Agility 3 Intellect 2 Willpower 3

Skills: Athletics 2 (◆◆◆), Discipline 2 (◆◆◆), Leadership 3 (◆◆◆), Melee 2 (◆◆◆), Ranged (Heavy) 2 (◆◆◆), Ranged (Light) 2 (◆◆◆), Resilience 2 (◆◆◆), Vigilance 2 (◆◆◆)

Adversary 1: Upgrade incoming attacks by 1
 Soak: 5 Defense: 0

Wound Threshold: 14
 Strain Threshold: - (Suffers wounds instead)

Equipment: Blaster Pistol (Ranged [Light] [◆◆◆]); Damage: 6; Critical: 3; Range: Medium; Stun Setting), Heavy Blaster Rifle (Ranged [Heavy] [◆◆◆]); Damage: 10; Critical: 3; Range: long; Autofire), Vibro-knife (Melee [◆◆◆]); Damage: 4; Critical: 2; Range: Engaged; Pierce 2; Vicious 1)

Map of the Stim's Detention Area ("Battle Stations"© - Security Deck)



Map of the Hangar ("Mass Transit IV"© - Offworld Docking Port)



Race to the Finish Line

Once safely aboard their vessel, *The Idiot's Array* can depart, except for yet ANOTHER complication. The Imperials have disabled their hyperdrive. The PCs will be pursued by TIE Fighters as they struggle to fix their hyperdrive before it's too late. Read the following to your PCs:

Powering up the ship, you immediately fire up the nav computer and plot a hyperspace route far, far away from here. Blasting out of the hangar, you punch it and race to an extreme distance from the *Valiant* before smiling and hitting the controls for hyperspace.

But instead of accelerating to light-speed, your ship's engines sputter with a loud *WHIR WHIR WHIR* sound... and you realize you're in trouble. In the distance a small wing of TIE fighters has left the *Valiant* and are racing towards you, as the frigate begins pursuit. Yes... you're definitely in trouble.

The ship's hyperdrive has been disabled by the Imperials. It will need to be repaired before the heroes can escape – and repaired while the ship is under fire from TIE Fighters. If the PCs can't repair it fast enough, the *Valiant* will catch up to them, and tractor them back into custody.

Scene Details

Repairing the hyperdrive will require at least 1 (and no more than 2) PCs making Mechanics checks as detailed below.

- In the first round, 4 TIE Fighters will enter combat at long range, aft of *The Idiot's Array*.
- Every 3 rounds, another squadron of 4 TIEs will enter the fight at extreme range.
- To repair the hyperdrive up to 2 Mechanics check can be made each round (by separate PCs) against a hard difficulty (◆◆◆). Any setback dice the ship suffers also apply to these Mechanics checks.
 - The PCs must accumulate 10 ✨ from Mechanics checks to repair the hyperdrive.
 - Each ✨ on a successful check counts toward this total.

- If the ship suffers Strain, an equivalent number of ✨ are removed from the total.
- A 🎯 on a successful check counts as ✨✨✨ toward the total.
- A 🛡️ on the check reduces ✨✨✨ from the total (but never below 0).
- 🔄 and 🛠️ can be spent to provide 🟢 or 🟠 to future Mechanics checks.
- If the PCs cannot repair the hyperdrive within 10 rounds, the *Valiant* catches up to them and will tractor them back into a hangar.

not take threats lightly, nor do they suffer being made to look foolish. Things are about to get a lot more interesting for the PCs...

TIE FIGHTER

Silhouette: 3	Speed: 5	Handling: +3
Defense: 0	Armor: 2	

Hull Trauma Threshold: 6
System Strain Threshold: 8

Weapons: Laser Cannons (Fire Arc Forward)
(Gunnery [🟢🟡🟡]; Damage: 6; Critical: 3; Range: Close; Linked 1)

Conclusion

If the PCs successfully repair their hyperdrive before 10 rounds have passed, read the following to the players:

Suddenly, you are knocked back into your chairs as you hear the hyperdrive motivator whir to life and that stars blur into white lines as you rocket off into hyperspace, leaving the Imperials far behind. Sharing cheers with your comrades, you hear a soft moan coming from the medical bay.

Growing silent, you look towards the tortured form of Stim. Muraga the Hutt is waiting for you... and you ponder what you all will do now...

As this is the end of *The Enemy of my Enemy*, the party might wish to continue the campaign. Stim's fate might still be undecided, and if they PCs were successful, and agree to turn the renegade soldier over to Muraga, they've now got a powerful underworld contact convinced of their skills – who will most likely use his influence to severely reduce (or outright eliminate) most of their obligations.

However, the PCs now have new obligations, branded as traitors and known criminals to the Empire. The ISB does

The Enemy of my Enemy

Player Characters

Freeo



In the hubris of youth, Freeo took a bounty placed by an agricultural combine on a Corporate Sector Authority lawyer, who had swindled the combine out of several lucrative farming colonies. Freeo tracked and liquidated the lawyer, but lacked the political wherewithal to understand

the ramifications of this, or the wisdom to realize that the farmers couldn't possibly pay the large bounty. In retaliation, the CSA had the combine settlers sold into slavery, and put a bounty on Freeo's head three times what he would have collected. On the run for the past 5 years, the wily Rodian has been running as a smuggler with his long-time friend, Osla Ban. Freeo considers himself much wiser than in his youth, but is burdened by the ever-present bounty on his head, which he's had to evade more than once.

Tyrrix ("Gand")



Assisting one of the revered Gand Findsmen (a true *janwuine*) to track a bounty for the Empire, Tyrrix (or "Gand", as he's yet to earn the use of his name) broke protocol and took pity on the target, a young Force-Sensitive girl, who begged for her life

and her freedom. The enraged Findsmen imprisoned both of you together in a disabled escape pod, but unexplained computer malfunctions then caused a reactor leak which destroyed the ship shortly after Tyrrix hot-wired the escape pod to flee. Blamed for destroying the ship (and a revered member of his race), he was exiled from his people. Working on a smuggling crew with his new founding friend, he still clings to his cultural traditions, and earnestly seeks to prove his innocence so that he might regain the acceptance of his hive.

Osla Ban



Osla's youth was spent pick-pocketing and listening to stories of spacers and smugglers, learning the intricacies of the outer rim underworld. Her fast reflexes got her a berth with a pirate crew, where she learned to shoot, pilot, and

developed a severe gambling addiction. Her betting ran her afoul of her captain so many times that he eventually marooned her on Tatooine. After years of making a meager living betting on the Tatooine pod-race circuit, she finally made a huge score, winning a beat-up YT-1300 freighter. Finding piracy far too dangerous, Osla has since put together a diverse smuggling crew – and is struggling to save credits to pay off her numerous outstanding gambling debts. After almost losing her ship in a game of sabaac, Osla has sworn off gambling, with some success. Her crew is helping her, and she's become very protective of her "extended family".

Race Rilson



Raised into a tedious life of privilege on Denon, Race's natural charm and skill at deception made him a talented grifter and con man, eventually leading to his arrest and incarceration. While in prison, he befriended a Wookiee slave named

Rorwarr, and the pair became partners. Eventually hatching an escape plan, they broke out of the Imperial facility, and ran for the Outer Rim. Nearly a month after conning a merchant out of a YT-1300 freighter, Race lost the ship on Tatooine, betting on a "sure win" podrace. The new owner and captain was so taken with Race and Rorwarr, that she offered them spots on her crew – and they've proven invaluable assets to the smuggling operation. Race is just pleased to be on the move, as several Imperial warrants are still out for his arrest, and he has no desire to go back to jail.

River Darkspin



Born in the core worlds, River was a Force Sensitive telekinetic prodigy at a very young age. Despite her parents' attempts to hide her abilities, an emotional outburst at school damaged the building and the bullies tormenting her – alerting the Empire to her presence. At 13, her family was murdered by Imperial Agents as they attempted to arrest her, but she managed to escape and live on the lamb for the next two years. Eventually, she was tracked by one of the notorious Gand Findsman, but the bounty hunter's technician took pity on her pleas, and the pair escaped together. Now, at only 17, she's been hiding as a part of a smuggling crew, with her Gand friend, who knew the captain. River is still wanted by the Empire, but the crew has "adopted" her and has risked much to keep her safe over the past 2 years.

Rorwarr



After the Clone Wars, Rowarr's entire surviving family (like so many other Wookiees) was sold into slavery. Separated from his son and mother, his belligerence led him to Imperial Prison. There, he befriended a fellow prisoner, a human named Race, whose social skills brought Rorwarr news of the outside world. Eventually, the pair escaped, gained a ship, and then lost it on a foolish gamble. Gratefully, the new captain of the vessel offered to take on Rorwarr and his friend as part of the crew. Though he doesn't consider smuggling to be dignified work, it's better than prison or slavery. Ultimately, though, the constant galaxy hopping allows him to search and gather information about his family, which has become an obsession for him. Convinced they are still alive and waiting to be rescued, Rorwarr struggles to locate them and bring them back into his life.