

Into the Storm Clouds

Episode III of the Clouds of Genarius Trilogy

A One-Round Living Force Adventure

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With a disastrous plot revealed, the heroes of Cularin must come to the aid of the floating cities of Genarius. Will they be in time to prevent civil war? An adventure for heroes levels 1-6, strongly recommended that players participate in "Head in the Clouds" and "Clouded Paths" prior to playing this event.

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Into the Storm Clouds is a RPGA Network adventure game. A four-hour time block is recommended for playing the game (or this round of the game).

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom and the hero's name, species and gender at the top. This makes it easier for players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use: *No-vote scoring*: The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

1. *Partial scoring*: The players rate the game master and the scenario on their player voting sheet, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
2. *Voting*: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually require advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

A note about the text: Some of the text in the module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Character Earnings

At the beginning of the round, if the characters are employed, they receive their pay. No matter how much

time has passed since the previous round, they receive pay for one week. Characters who are not employed but who have profession or craft skills may roll against those skills to see how much they have earned from their profession or craft in the last week. Use the method in the core rules (Craft: pg. 72 *Check result times 20 credits*; Profession: pg. 80 *Check result times 50 credits*). Note that characters may use only one of the above methods and must choose which before rolling (Employment, Craft or Profession).

Post-Scenario Paperwork

In addition to filling out a scoring packet, the Judge needs to do the following after a Living Force game:

1. Sign and date each player's passport. Players are responsible for keeping track of their own experience points. If the convention coordinator has provided passport stickers, put one in the box for the scenario.
2. Ask each player for their credit total (original total, minus anything spent, plus anything earned/won/otherwise gained in the scenario). Write the new total on a fresh Republic Credit Chip and tear up the old one. You don't need to be concerned with every single credit -- this is just a way to keep track of general amounts of money.
3. Sign and date any additional certificates. Be sure to put the character name in the space available.
4. Sign/date/notate any metagaming certificates that require your attention. These should be evident from the metagaming certificates.

General Notes to the GM

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many details of what they are doing. Describe things in sweeping statements, and recall scenes from the movies when necessary to help players visualize what is going on. More than anything else, have fun.

This is an adventure for low- to mid-level Living Force characters, and therefore characters levels 1 through 6 are appropriate. If a player brings a higher-level character to your table, explain that he or she must use a lower-level hero to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

DM Overview

Because of the story-linked nature of this trilogy, it will definitely make more sense to players who have taken

part in episodes I and II of the *Clouds of Genarius* trilogy. Further, the revelations within this event will make it difficult to suspend disbelief for PCs who play episode III first, and then try to go back and play episodes I and II. Make sure to warn your players of this prior to beginning. Just as SW:ANH looks very different once you've viewed SW:ROTJ, so will the prior modules look very different if played after this.

In Episode I, "Head in the Clouds," the heroes of Cularin were hired by Fesvk Wefos to locate the missing scientist, Shilaea Motacc, and return her safely from an ill-fated vacation on the cloud city of Rorkee. Dr. Motacc, an expert in large-scale propulsion systems, had been kidnapped and was being held beneath Rorkee, though she isn't quite sure why. By the time she was rescued, she had only heard snippets of conversation, nothing that made much sense.

If only the kidnappings had ended there, things might have returned to normal. Or, as normal as they get in Cularin of late. In Episode II, "Clouded Paths," the heroes were again hired by Wefos to find a missing person, this time a courier with some critical documents. As the heroes learned at the end of the event, however, the "courier" was actually a Jedi who had stumbled across the plot, realized that Wefos was obtaining plans for a weapon of mass destruction, and elected not to complete the "delivery." The heroes had, in a word, been duped by Wefos, and no amount of hunting was going to turn him up. The Jedi promised that the heroes would be allowed to assist in the capture of Wefos, when the time came.

All of which brings us to Episode III. The Jedi has been hard at work and has located Wefos and the mobile floating city he has constructed, Conkesta. True to his word, he contacts the heroes of Cularin (and their friends) for a small-scale raid to take out the floating city before it can become a true threat to the other floating cities of Genarius. The heroes must infiltrate Conkesta and destroy the floating fortress's propulsion system before Wefos can begin his reign of terror in the clouds of Genarius.

Encounter 1: Old Friends

Contact is made by the Jedi from "Clouded Paths," and the heroes learn that the location of Wefos's pet project has been determined. They also learn that he has constructed a floating fortress, capable of moving through the clouds of the gas giant and attacking other, less-defended, cities. The Jedi asks for the assistance of the heroes in infiltrating the city, utilizing a supply shuttle from a nearby asteroid that has been bringing gear to the floating fortress of Conkesta.

Encounter 2: Intelligence

Alec answers any questions the heroes have about the

mission, and provides more detail on their operating parameters.

Encounter 3: Prelude

Armed with the information and a ship on loan from the Jedi, the heroes make their way into Asteroid L-7. Here, they must acquire a delivery shuttle, uniforms for the transit company, and appropriate passcodes to avoid being blasted out of the sky by Conkesta's defenses. The asteroid is not heavily-guarded, and after a short scuffle, the heroes should succeed.

Encounter 4: On Three...

A few moments of tension break when the heroes manage to get past Conkesta's defenses, land, and offload the cargo that the city was due. Once the cargo is offloaded, they have a "break" before they are due to take off again, and may make their way to the propulsion system for the fortress, through the winding corridors of Conkesta.

Encounter 5: Sabotage!

Making their way to the propulsion system is not terribly difficult, but to sabotage it, the heroes must bypass various security measures or risk setting off an alarm. No one is believed to even know where Conkesta is, at this point, so only half of the security features are enabled. Once the propulsion system is sabotaged, however, the alarms do begin going off, as someone has notified Wefos that the supply asteroid was raided, and a shuttle taken. Now, it's time to get out!

Encounter 6: Fully Armed and Operational...

Following a running battle through the corridors of Conkesta, the heroes emerge in the docking bay to find a holog-projection of Wefos waiting for them. He curses them for their interference and then sends his final force – led by his apprentice, a fallen Jedi – to enact his revenge.

Encounter 7: Denouement

Blasting their way out of the fortress, which has already begun to be sucked toward the core of Genarius without its propulsion system active, the heroes can watch as the fortress begins to crumble, and explodes behind them. They must then make their way back to the Jedi, who will assist them in any way he can, thank them, and report their bravery to the remainder of the system.

Important Note to Judges: Keep the pace fast in this. There is a lot to do, and a lot of potential fighting, and for the cinematic feel to come across there must be enough time to really play up the battles in encounter 6.

We think that the event should include something for everyone, and encourage you to bring all of them into the action as soon as possible.

Opening Crawl

The swirling clouds of Genarius hide many things, trouble being foremost among them. With the recovery of Shilaea Motacc, and the discovery that Fesvk Wefos is not the benign being he might have claimed, the clouds have become an even more unsettling place.

The time for heroes is at hand, and with a call from a Jedi, the brave citizens of Cularin are again brought into the thick of the action...

Encounter 1: Old Friends

Key ideas of this encounter: Get the group together and remind them why they want to go after Fesvk Wefos. If any party members have not played Clouded Paths, you will have to come up with a reason for them to be invited to the meeting- and the remainder of this module will spoil Head in the Clouds and Clouded Paths for that player. Make sure the player is aware of this before continuing into the module.

For Gen Con 2001, or any other convention or game day that you have sufficient tables, we recommend the following:

Break the players up into two groups. Group one should include those heroes who went with Alec at the end of "Clouded Paths." Group two should include those who did not. Tables should, ideally, be constructed out of people who are all in the same group. If players are insistent on playing with friends who made different choices, that's fine, but it makes things slightly easier on judges to have everyone come in with the same background.

Heroes who went with Alec know slightly more than those who did not. They know the following: Alec spent the time between adventures meeting with various folks, including a couple of Bothans. He seems relatively tense for a Jedi, and does not smile much. He has a plan for how to go after Wefos/Nalvas, but isn't completely satisfied with it. Recently, he re-enlisted the help of Shilaea Motacc, and they've spent a great deal of time conferencing. The heroes have been assisting with data searches and making low-level contacts to help him finalize his plans. Any Jedi heroes have been considered on leave of absence from the academy for

the duration of their assistance of Alec, and he has been giving them basic lessons in what free time they have.

Heroes who did not go with Alec at the end of "Clouded Paths" will enter the module with the following box text. Heroes who were with Alec (and it's been two weeks) will be at the meeting with him, and will be waiting for either (a) the other heroes, or (b) Dr. Motacc.

It seemed like any other day. You were simply going about your normal routine, minding your own business, and then the droid brought the holo-message. It was a simple message. The image of the Jedi Alec appeared and spoke, "We have an opportunity for you to pay back your friend for the kindness he has shown you. If you are willing to help, meet me at Bath Rabbud's to discuss matters. Ask for the 'fans of foreign drinks' meeting."

Doing as they're told will get them shown to one of Bath's many back rooms. There, at least one individual (description below) awaits them. This is Alec, the Jedi, as well as any heroes who went with him. Once all the heroes are gathered, an attractive woman enters the room. She should also look familiar to heroes who participated in earlier events.

Any heroes who played Head in the Clouds will recognize Doctor Shilaea Motacc as the propulsion system designer they rescued for Fesvk (pronounced fesvik)/Karae in that module. The other individual is the Jedi Knight, Alec.

Alec is a human male, a little under two meters tall with wavy brown hair pulled back in a ponytail. He has tight, intense eyes, with the beginnings of crow's feet at their corners.

Doctor Shilaea Motacc is a human female, about 1.6 meters tall. She is 29 years old, has an athletic build, and is reasonably attractive. She had a passion for research of all sorts, and is one of the best young minds in the galaxy in the field of large scale propulsion for near planetary platforms. She is also a bit of an archeology enthusiast. She has quite a bit of experience on digs and research projects.

For heroes who did not go with Alec:

Alec stands and gestures for you to take seats at the table. "Please, come in and order something to eat. There is much to talk about."

Once they have had a chance to order food and drinks, Alec again addresses the group. Modify this box text as necessary to accommodate those who did and did not go with Alec. If it's a group that all went with Alec, but didn't all know each other, then they've been working on separate aspects of his plan, and this may be the first

time they've met.

"For those of you who may not be familiar with the lady who arrived shortly after yourselves, this is Doctor Shilaea Motacc. If you will forgive me, sometimes my memory isn't so good," Alec grins at his own joke, "so please, if it isn't too much trouble, introduce yourselves to each other and to the Doctor. And, in case any of you don't know me, I am Alec. Together, we are going to remove a potentially great evil from this system."

Alec will allow the group a chance to do what ever sort of introductions they feel the need for. If groups have already introduced themselves, modify the above into a welcoming by Alec, and a pseudo explanation of why they are here.

What follows is fairly extensive boxed-text. Please, break it up. If you sit and read it all to the players at once, they'll probably fall asleep on you. Modify it as appropriate.

Doctor Motacc now looks your group over, smiling to those of you who helped rescue her from her captivity.

"First off, I would like to thank you for rescuing me from my captors on Rorkee. If only then I had realized that you were rescuing me from captors and delivering me to the same people. You see, it seems that Fesvk has other associates who didn't realize what he was up to, and thought to acquire my designs by force. This was as opposed to Fesvk, who was intending to use false appearances and the Force." The Doctor shudders.

"In any case, once I realized that some of the people working for Fesvk were the same folks who had held me prisoner, I began looking for a way to get away. Fortunately, that was the same time Alec and some friends of his came looking to disrupt Fesvk's plot. I am here to help you with what I know and to help you stop that lunatic before he finishes his battle platform to conquer Genarius."

Here is what the doctor knows. Present it as a dialogue with the players, rather than an information-dump.

- Fesvk has built a heavily armed and shielded fortress very low inside the gas giant Genarius.
- It is nearly ready to move higher into the clouds of Genarius and threaten the other cloud cities.
- The station accommodates about 6000 troops and personnel, and has the firepower of a capital starship.
- The power and propulsion systems are state of the art, based on my own designs.
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While it may seem obvious in retrospect, Dr. Motacc really didn't think about what her propulsion system would be used for, and is suffering the classic scientist's dilemma – something she created is being used for evil. When asked about how to take it down, she will provide the following information:

The control programs are brand new, and still have a few bugs in them. At least one of these causes the propulsion system to lock on at full power and freeze-up the controls. This would basically cause the fortress to launch itself into space. Unfortunately, the battle station was not designed for space flight, and would explode if exposed to the vacuum of space. Now, of course, this is a known bug, and none of the technicians would allow the wrong series of commands to be entered. That is where you come in...

Encounter 2: Intelligence

Key ideas of this encounter: Alec's portion of the briefing, in which he explains his vision for how this should go

Again, there is a lot of information here. Break it up. The introductory boxed-text is long, but don't feel constrained by it. Let the heroes interact with Alec, and when they have questions, insert the answers into his dialogue from the answers below. If you want to run the whole thing as question-and-answer, feel free.

"The good doctor has worked with some slicer friends of mine [and potentially some of the heroes] to create a virus that will cause the propulsion system to launch the battle station to its doom. It does require that someone go aboard the station and load the virus into the main control for the propulsion system. We have come up with a way to get a team access to the station. I'm going to present this as straight-forward and simple, but it's not. However, it's either this, or a frontal assault; feel free to modify the plan however you see fit, I trust your judgment.

"We have tracked down some of the pirates who are supplying parts to the station, and arranged for one of their supply shipments to be late. As some of you may be aware, the annual SoroSuub party is occurring in a few days on Tolea Biqua. From what I understand, many of the pirates and staff of the battle station are intending to attend the festivities. This should provide the opportunity needed to get into the station and take it out before it becomes a true threat.

"The pirates are expecting a ship to arrive with parts that they are to deliver to the battle station. We have the ship they are expecting. There should only be a skeleton crew at the pirates' hideout, since I know

that the leader never misses the annual party and uses it as a way to reward his men. All you have to do is get into the asteroid base, and 'borrow' their shuttle to get to the battle station with the parts.

"Once you get to the station, this is the hangar they will have you land in. From here you will be expected to take the parts to this storage area. Here is where the controls for the propulsion system are. How you get from the hangar or storage area to the propulsion system is up to you. Once you are there, you will have to open the terminal – it is sealed and the codes are changed frequently. Either one of you will have to slice the encryption, or you will have to pry the casing open. This latter will sound the alarm. In either case, once you have access to the terminal, you simply slide in the virus chip and execute. And then you run, since at that point the engines will power up and begin lifting the station into orbit. Best guess is that you will have between five and ten minutes, depending on how ready the engines are to be powered up to full, until the station has climbed to the point where there won't be enough atmosphere and it starts falling apart. Get to your ship. Barring getting to your ship, get to any ship and get the heck out of there.

"Any questions?"

Yes, that is basically the whole event. Alec will not reveal where he gets his information other than from "reliable sources." (Heroes who have been with him might wisely suspect the Bothans...) He will tell the group he has protected their identities and expects them to respect his right to protect people in Dangerous situations.

Alec and the doctor will not be going with the group. The doctor is glad to help try to stop the use of the weapon of mass destruction, but she is also well aware of her own mortality and lack of any useful combat abilities. If she thought she could increase their chances of success by coming, she would. She knows better.

Alec, on the other hand, is going to be elsewhere trying to make sure Karae/Fesvk doesn't get away. Alec won't say if he is going to be on the station, just that he is going to try to bring Karae in.

Questions Alec can answer:

What do we know about the station? *I've acquired a partial layout for the station. Of particular interest is the level you're going to be inserting on, with the propulsion system controls. Here.* [He then hands them a datachip containing Player Handout #1 and #2.]

How do we get the shuttle from the pirates? *I've got a shuttle on loan from a friend in the system. Someone who was supposed to deliver something to the pirates. Take that in, and swap it out for the one*

Conkesta is expecting.

What are we delivering to Conkesta? *Parts and supplies, I think.*

Anything we should know about the pirates? *I'm not sure. They're a local group. The Brotherhood, I think.* [DC 20: Knowledge (Streetwise, Cularin) will allow heroes to recognize a fairly prominent pirate group, who seem to get their noses in a lot of seedy business – even for pirates. They work for whoever pays them well.]

Is the Brotherhood staffing Conkesta? *To the best of my knowledge, Nalvas brought in the core staff from outside the system a few hundred at a time on transports. Nothing suspicious.*

We don't have a pilot in our group! *There's a droid on board, but it's only a decent pilot. If any of you have any skills at all in that regard, you'd probably be better off piloting yourselves. If not, the droid will suffice.* [The droid is a standard protocol droid that has been programmed for piloting. It has a total bonus of +8 to its pilot rolls. Be kind to them when they crash at the end because it can't fly...]

Which asteroid are we going to? *L-7. The coordinates are on the chip with the map.*

Why can't we take your shuttle in? *Because you'd get blasted out of the sky. You have to get a shuttle they're expecting, with codes they'll recognize. This is the only such shuttle I found.*

What about Nalvas, and his apprentice? *Nalvas should be on a different level, if he's even on the station. If you run across either him, or Valek, be careful.*

What do we need from the pirates? *Passcodes. The shuttle. Anything that might help with disguises. Uniforms or whatnot.*

Are you nuts? This plan will never work! *Like I said, feel free to modify it. But a frontal assault would never work. Add any stealthy touches you can think of.* [One playtest group brought along alcohol to get the pirates drunk before they took the shuttle; if the heroes have a plan, and it's cinematic, go for it! But NO FRONTAL ASSAULTS ON THE BATTLE STATION, PLEASE. Neither shuttle has shields. It would be quick and ugly.]

Answer any further questions based on other information in the text above, or anything else in the event that Alec might reasonably know. When they're out of questions, read the following.

"Be careful." He looks at each of you. "Even if you don't find Nalvas, you may run afoul of my former Padawan, who is now learning the dark side from Nalvas. Valek is a Dangerous man, and he still has my lightsaber. Oh, one other thing. If the alarms go off before you hit the propulsion system with the virus,

get out and we'll try again. This isn't worth your lives. Be subtle. Get in, do your job, and get out. May the Force be with you."

Encounter 3: Prelude

Key idea of this encounter: Get the heroes the shuttle and give them a bit of a warm up fight and start building the pace of the module.

To this point, things have been slow. That's going to change here.

The small freighter you are in barely has room for your group plus the cargo of parts. It is an uncomfortable flight out to the asteroid belt, especially as your anxiety builds as you get close to the smuggler hide out.

Finally, you reach the point where you are supposed to make radio contact, and you receive a transmission...

"Attention freighter, you are entering a restricted military test site. Stop your engines and prepare to be boarded. If you attempt to flee, you will be destroyed!"

What happens next depends on the party.

If they respond like it is a serious message either over the radio or by scanning the space around them, they will hear laughter over their radio and get the following message. *"I wish I could see your faces. You guys are so late. The boss would blast you all into space dust if he were here. Of course, you also have to suffer by missing the party like the rest of us, so get your carcasses in here and let's get that cargo of yours delivered so we can go to the party. Follow the beacon in and we'll get ready to transfer over to the shuttle."*

Any non-combat interaction with the smugglers will be somewhat jovial by the good humor of the group. If you've got a pilot in the group, have them roll a couple of checks to get the freighter in safely.

If the party doesn't take the message seriously they get back *"You guys have no sense of humor. I hope you are happy to be making the rest of us miss the big party by running so late. Get your lazy carcasses in here so we can get done with the job."* Any non-combat interaction with the smugglers will be haughty and the smugglers may be hoping to start trouble with the unfamiliar faces that are causing them to miss the big party.

When the heroes disembark and begin offloading cargo, they see that there is, in fact, another shuttle that is loaded and sitting in the bay. There is one member of the Brotherhood (Ytram) present in the landing bay, and two others (Naand and Triven) elsewhere in the

asteroid. If the heroes were flippant when Ytram originally contacted them over the comm, he'll be cold and distant, and the repulsorsled they're using to offload the cargo for the pirate base will break repeatedly, its front right repulsor giving out every few feet and dumping their cargo on the floor. Each time, Ytram will chuckle softly to himself as he watches the heroes load the sled again, start it up, and have the cargo fall off. It will require a DC 15 repair check to keep this from happening, and that will make Ytram all the grumpier. If they took his joke-warning seriously, he'll joke around and be very laid-back, but there won't be sled issues.

What the party needs to do is get the access codes for Conkesta, and the shuttle, from Ytram. They can do this subtly, or they can do this by force. The access codes are in the central computer, which is networked to a station in the cargo area (see **GM Aid #1** for a map of the relevant sections of L-7).

Let them try to come up with something appropriately cinematic. If it makes sense, and they can make it work, go with it. Try not to let them just use Affect Mind on Ytram; if that happens, one of the other pirates (take your pick) will wander in and the heroes will have to deal with him as well. If they want to fight, well, they can certainly do so. Ytram will attempt to hold the heroes off while Naand and Triven maneuver for sneak attacks from either corridor (or to get cover bonuses from shooting around the corner, for lower tier, since they don't get sneak attack bonuses at that point). Groups that want to fight will have plenty of opportunities in this event, but as long as they get out of here with the shuttle and the codes, they're fine.

Lower Tier

Ytram, Naand, and Triven: Human Scoundrels 2; IM +2; Def 17; Spd 10 m; VP/WP 10/12; Atk +2 melee (1d4+1, knife), +3 ranged (3d6, blaster pistol); SQ Illicit Barter, Better Lucky Than Good; SV Fort +1, Ref +5, Will +1; SZ M; FP 1; Rep 1; Str 12, Dex 14, Con 12, Int 10, Wis 12, Cha 13.

Skills: Bluff +6, Profession (Piracy) +6, Hide +7, Spot +6, Listen +6, Search +5, Appraise +5, Jump +3, Tumble +4.

Feats: Alertness, Dodge, Weapon Group Proficiencies (blaster pistols, simple weapons).

Equipment: knife, fatigues, blaster pistol, Brotherhood badge.

Higher Tier

Ytram, Naand, and Triven: Human Scoundrels 5; IM +7; Def 19; Spd 10 m; VP/WP 25/12; Atk +4 melee (1d4+1, knife), +6 ranged (3d6, blaster pistol); SQ Illicit Barter, Better Lucky Than Good, Sneak Attack +2d6; SV Fort +2, Ref +7, Will +2; SZ M; FP 3; Rep 2;

Str 12, Dex 16, Con 12, Int 10, Wis 12, Cha 13.

Skills: Bluff +9, Profession (Piracy) +9, Hide +11, Spot +9, Listen +9, Search +8, Appraise +5, Jump +3, Tumble +6, Move Silently +14.

Feats: Alertness, Dodge, Weapon Group Proficiencies (blaster pistols, simple weapons), Improved Initiative, Skill Emphasis (Move Silently).

Equipment: knife, fatigues, Brotherhood badge, blaster pistol.

The only identifiers on the pirates are small red badges they wear on their shirt collars, five-sided with black lines criss-crossing the red surface. They are worn on the left side of the collar. If the heroes aren't searching for disguise materials, give them spot checks (DC 15) to notice these badges. If they state that they're looking for identifying markings, these are easy to find (no roll required).

Encounter 4: On Three...

Key ideas of this encounter: gaining access to Conkesta, making their way through the level on which they land, and finding the propulsion system that they must disable

CRITICAL NOTE TO THE GM: Make sure you familiarize yourself with **GM Aid #2** prior to running this encounter. Remember that unless provoked, until the alarms go off the residents of Conkesta have no reason to be hostile toward the heroes. Also, the elite strike force doesn't begin assembling in the hygiene facilities until after the alarm sounds. They have no reason to assemble before then.

All is not well, unfortunately. The shipment that the heroes are delivering to Conkesta is already a week overdue, and this means that the passcodes they obtained to allow them entrance to Conkesta are also a week old. This means it's time for some good, old-fashioned bluffing.

In a perfect world, the heroes would be able to land without incident, offload their cargo, and stroll at a leisurely pace through the halls of Conkesta to the propulsion system, which they could then summarily shut down. But this is not a perfect world.

The controls of the shuttle are a little on the shaky side, and as you approach Conkesta the radioactive winds buffet the little ship back and forth. The view screen shimmers, and you're not sure whether it's getting ready to go out or whether the thick atmosphere of Genarius is boiling around you. In the distance, you can see a mass of purplish-black clouds

swirling out from the core of the planet – which is not, you notice with a sinking feeling, all that far away.

The closer to the center of Genarius he could get, the safer Wefos/Nalvas felt. Thus, Conkesta is in a low orbit, its propulsion systems working full-bore to keep the fortress from plummeting into the center of the planet – a fate which would be somewhat akin to being dumped into a nuclear reactor the size of the earth. The scientific information is available to any hero with a background in the sciences – set a DC appropriate to their level, and feel free to elaborate.

As to the clouds that are rising, that does look like the beginning stages of a radiation storm, but the ship's sensors indicate (DC 15 computer use check) that the direction and strength of the winds will keep the storm from reaching Conkesta's level of the atmosphere for about two hours – which should be more than enough time to get in and out.

If the players don't already have a plan, this is a good time to let them come up with one as Conkesta looms closer. As soon as they're ready – or when you get tired of waiting! – read the following:

The comlink on the main panel of the shuttle crackles, and a deep Gungan voice speaks. “Yousa shuttle comin’ to da restricted space. My gonna gib yousa ten seconds to gib da codes dat’s keepin’ yousa livin’.”

It's not an empty threat. There are dozens of turbolasers mounted on the near side of the fortress, and most of them are pointed in the right direction to come to bear on the shuttle immediately.

The voice on the other end of the comlink belongs to Gus-Gus (pronounced Goose-Goose) Tren, a fairly grumpy Gungan. Gus-Gus has been told that the station is expecting a very late shipment of parts to arrive today, and he knows the designation of the shuttle that's bringing it in. However, he's not in a good mood, and is going to be extremely difficult. He doesn't plan on blowing up the shuttle, but he also doesn't like pirates and smugglers (he much prefers the “honest” living he makes working for Boss Nalvas) and isn't going to go out of his way to be pleasant to ones who can't even make their deliveries on time.

So, what has to happen here is the players need to provide Gus-Gus with the passcodes. When they do so, read the following:

You hear the unmistakable sound of a frustrated Gungan on the other end of the link – the flapping of lips, the shaking of ears – and then a sigh. “Yousa got da OLD codes. Whatta yousa haulin’? What yousa shuttle designatiner?”

This is your opportunity to be a real pain with the

players. Remember, Gus-Gus has every intention of letting them land, since those parts are needed for the fortress (they're mainly tools, but also include some components for the security systems on Conkesta, when people rifle through the cargo hold or check the manifest). Here is what Gus-Gus knows, for the purposes of roleplaying this conversation:

- The parts are a week late. He was told they were coming in, and that the codes would be old.
- The shuttle is run by pirates.
- Boss wants the parts here as soon as possible.
- The pirates need to understand that punctuality is important in business.
- They're eleventh in line for docking, and will be landing in bay 38.
- If the pirates get mad enough to shoot at him, that's okay, because the shields will absorb anything that shuttle can throw (including a crit, thanks). All it has is a piddly front laser cannon. He shouldn't push them that hard, however.
- It's his job if they turn around and leave without delivering the parts.

Have the players roll a few bluff checks if they want to try to do something really elaborate. Gus-Gus is fairly simple (he only has a +5 to his sense motive skill), so is easy to get around. This is a chance to roleplay, and if they worry a little about being able to get into Conkesta, you've done your job well.

(Do remember that Jedi mind tricks (i.e., *Affect Mind*) will not work over a comlink, as they require physical presence and the ability to comprehend what the other individual is saying.)

DOCKING

Have the person who is piloting the ship roll a DC 15 pilot check to bring them in without any problems. There are a couple of other ships in the bay, but nothing that represents a major challenge. Failing the check means they almost take out a pile of crates at one edge of the bay, but avoid doing any real damage.

Once they've docked, they need to offload the cargo into the cargo area just north of the docking bay (area 2 on the map). This is when the quality of their disguises becomes relevant.

If they took the time to swipe uniforms from the pirates (and they aren't much, in the way of uniforms, but at least the badges are something), then they're just going to have to make a series of bluff checks whenever someone questions their need to be in a given area of the station.

We're not going to go into a great deal of detail

outlining the station's inhabitants. Their stats are provided in Appendix A. In terms of what individuals will be found in what sections, utilize the lists from **GM Aid #2**. This is not a time when the heroes should be looking for a fight, and depending on which areas they go through, they may not have many run-ins with troublesome locals if they are cautious.

There are three obvious routes they can take. The more they go out of their way, the more trouble they're going to run into.

If they are attempting to go straight to the propulsion system (area 21) without going through any extraneous rooms (either by going through the corridors to the west, or through the mess hall and barracks to the east), you will only need to run two of the following sub-encounters. Add one more every time they open a door they don't have to.

NOTE: Make sure you've had everyone who was trying to disguise themselves roll their skill in advance, and have it written down to reference as people are meeting up with them.

OTHER EXTREMELY KEY NOTE: Remember those cards that you had the players fill out at the beginning of the slot? Okay, now it's relevant. In particular, the total earned dark side points are what you should be looking at. The reason for this is the connection Nalvas has with the dark side. Because of his power, because of the materials used (the metals were mined on a world famed for its dark side practitioners) and because of the reason for which Conkesta was constructed, the dark side is very strong in the station. Frighteningly so. Any Force-sensitive hero will notice a sickening feeling of dread that they must almost constantly fight off to keep from overwhelming them, but heroes who have accumulated five or more DSP's total will be particularly affected. They will hear a distant voice beckoning them, tempting them with promises of power and glory and the fulfillment of their wildest dreams. Any attempt to See Force by a hero will, on a successful DC 20 check, reveal a dark haze that seems to enfold much of the station. It's a very, very unpleasant place. No one but heroes with 5 or more DSPs, though, will hear voices. DO NOT attempt to force them to do anything evil. The voices are tempting, but don't offer specific directions. If they choose to use this as an opportunity to do evil and blame it on the voices, well, it will come back to haunt them later.

Literally, even.

TO THE PROPULSION CENTER

From the map Alec gave you, you know that the area labeled "21" is your destination. You set off for it, but no sooner do you reach the first bend in the corridor than you run into a Twi'lek with green-gold skin. He

cocks an eyebrow and strokes the tip of one head-tail as he looks at you.

“I don’t believe you belong in this part of the station. What are you doing?”

This is Tar Jiloma. He doesn’t hold a position of much consequence on Conkesta, but he tends to stick his nose in everyone else’s business. He has a sense motive bonus of +7, and is more interested in what the heroes are doing than in stopping them. If they can come up with a reasonable story, he will dryly let them pass. Don’t drag this on too long; the idea is to make the heroes nervous about what they’re doing here, and to get them to roleplay the “infiltration” aspect of their job.

No sooner have you left the Twi’lek behind than you see a gleaming silver security droid step from the shadows in front of you. Red sensors flicker in its eyes as it stares at you, blaster rifle held across its chest.

“Halt. State where you are going.

“Halt. State where you are going.”

Have the players roll spot checks. What they notice is based on the DC they achieve with their check. At each successive level, the information is additive; thus, a person who rolls a 7 only receives the DC 5 information, but a person who rolls a 17 receives the DC 15, 10, and 5 information.

DC	Information
5	“Look, sir! Droids!”
10	The droid is moving somewhat jerkily. The repetitive speech is odd.
15	When the droid spoke, there was a flash of green from somewhere in its abdominal cavity.
20	The flash of green corresponded perfectly to the onset of the speech repetition.
25	It looks like the casing of the droid’s torso has been scorched by blaster fire in the past; the thing’s damaged.

Anyone with Craft (Droids) or more than 5 ranks in the repair skill will gain a +10 circumstance bonus to the spot roll.

Once the players have had a chance to notice the problem with the droid (and someone should at least have a clue), read the following:

The droid mutters something quietly and brings a metal fist down on its own side. “Stupid circuit. Stupid circuit.” It looks back at your group. “You good with droids? You good with droids?”

There are several things that can happen at this point. First, the party can open fire on the droid. This is a fairly dumb option, as it may alert the rest of the station to their presence (but doesn’t, if they can kill the droid in 2 rounds; if it takes longer than 2 rounds to kill it, though, it will activate a sensor and sound the alarms, and they’ll need to get out). Second, they can attempt to repair the droid. It’s a matter of a few wires that have come loose after it was repaired before (in other words, a DC 15 check). Third, they can *say* they’re going to repair the droid, get into its casing, and yank its power supply (disable device, DC 15), then toss it into an empty room or some such. Fourth – well, they can come up with something else that is cinematically appropriate. As long as they don’t just try to walk past the droid and ignore it, and at least try something, it will work. Have them roll whatever checks you deem necessary, then move on.

The previous two subencounters should be run for all groups, unless you’re very short on time. If they elect to go through other rooms instead of going straight to the propulsion system to get their job done, you may have the residents of Conkesta get increasingly hostile and suspicious. **If they start a fight before they get to the propulsion system** (and they will have to go in looking for a fight, or just be victim of some really bad dice rolls), then they had better get out as quickly as possible, because the elite strike force is looking for them, and one of the chefs is with them. In other words, if they mess up and don’t follow the mission parameters, they get to deal with untiered badness!

Other than the above, be creative. Let them bluff and roleplay their way through to the propulsion center, and once they make it, proceed to the next encounter.

Encounter 5: Sabotage!

Key idea of this encounter: inserting the virus into the propulsion system and disabling it; preventing a wandering patrol of guards from sounding the alarms

After an appropriate (but not excessive) number of annoyances on the way to the propulsion center for the station, the heroes arrive.

The corridor you are in opens out into a large area roughly twenty-five meters to a side. Corridors open into the area from every direction, and in the center of the room is an enormous bank of computers.

Lights flash, buzzers whir, and several screens scroll long lists of numbers and strange symbols. As you watch, a bank of red lights on the near face of the huge console clicks off, and a bank of yellow lights, closer to the floor, clicks on. Conkesta shifts subtly

beneath your feet as its propulsion system alters direction to keep the floating city stable.

This is, very obviously, the propulsion center for the city. What the heroes have to figure out next is how to approach it and best insert the virus Alec provided.

Slicers get to shine here. It's going to be something of a challenge to get the virus inserted, but it's not as bad as it could be. The security systems for Conkesta are not fully operational, even if the weapons are, but there are still plenty of security measures that they will have to circumvent.

This section will be a challenge for groups without someone with a gift for computers. It should not, however, be impossible. They will need to fumble their way through, and will likely still succeed, because the DCs are not overly taxing. There are just several layers to the security protocol.

LAYER ONE – THE FLOOR

The floor of the room in which the propulsion system is housed is made up of a series of pressure plates connected to silent alarms. Fortunately, this layer of security is not active, but paranoid heroes should be thinking about security such as this from the beginning. A keypad by each of the entries to the room (DC 10 spot check to notice) will allow the system to be disabled (any DC will suffice, since it's not actually active).

Odds are, someone is going to step into the room without having checked to see what kinds of security measures are in place. When they do so, the section of tile they're on sinks about a centimeter, settling into place with a soft "click." There is nothing that happens as a result; the heroes actually brought the parts for the silent alarms with them, on their shuttle, and they haven't been installed yet. The goal here is to induce a bit of paranoia, and to remind the heroes that if they're not more careful, they're going to get dead.

LAYER TWO – THE LOGIN

There are multiple ways to connect to the propulsion center's computer. There are datajacks, optical sensors, and anything else the heroes might ask about, as means of connection. But all connections must be made directly to the system in the center of this room, and connecting means bypassing the passcodes installed by Wefos's workers. Slicing into the system only requires a DC 15 computer use check.

This system's security protocols ARE active. If the Computer Use check fails, the screen will flash the following message: <<PASSWORD INCORRECT: RE-ENTER CORRECT PASSWORD IN 6... 5... 4...>>

In other words, they have one round to get the

slicing right, and the DC just went up to 20. If they fail again, an alarm will begin to sound elsewhere in the compound, and the clock will begin ticking. A trio of guards (level 2 thugs, from the appendix) will come from a different corridor every three rounds until the heroes have finished their job here. If, on the other hand, they get it right, the screen will give them a friendly welcome message, and everyone can start breathing again.

If they have to physically rip into the system to insert the virus chip, then it's a DC 25 (20 in lower tier) strength check to tear the front panel off. You can have up to three heroes trying this at once, for the purposes of aiding one another. Avoid going this route unless there's no one with any kind of computer skills in the party, since it's going to set off alarms.

LAYER THREE – THE ANTIVIRUS

A computer use check, DC 10, will reveal that there is an anti-viral program running in the propulsion system's computers. Wefos isn't a complete dolt, after all.

Once access has been gained to the computer itself, the antivirus is easy to disable. It's a matter of turning the program off. That's only a DC 5 computer use check, which can be made from the torn-open panel if need be. If they want to try to fully disable the antivirus program, that's a DC 18 disable device check.

Failing to disable or otherwise turn off the antivirus program means that when the virus is inserted, the following appears on the screen: <<VIRUS DETECTED: LAUNCHING NB-882 ANTIVIRAL SOFTWARE – CLEAN TIME APPROXIMATELY 22 SECONDS>>

This is, again, another chance for them to disable the antiviral wares; disabling the program once it's active is more challenging – DC 25 computer use or disable device.

And ultimately, if they rip the cover off, insert the virus, and have ABSOLUTELY NO WAY to stop the antivirus, they're probably going to open fire on the propulsion system. Okay. Fine. It's going to take about 150 points of damage before they actually do what they have to do, and they're going to have alarms going off the whole time.

NOTE: Anyone who utilizes a charge off Baylan's datapad slices through layers two and three like a hot knife through butter; skip them and move to layer four. Make sure they're actually QUALIFIED to use that pad, per the rules on the cert...

LAYER FOUR – DID I MENTION GUARDS?

Whatever else happens, as the virus is inserting (once the upload begins, it takes 4 rounds for it to complete;

DC 15 computer use to figure out how long it's going to take to infest) a random patrol of guards wanders along.

If the heroes have posted sentries at the four entrances to the room, they have the chance to divert the guards. Let them go for the fast-talking route (and assign 50 bonus XP to anyone who tries a variant on, "Um, negative, we've got a reactor leak here, we're trying to lock it down. Very Dangerous."), since there is no reason why they HAVE TO fight right now. If they can bluff their way out of a fight – or mind trick their way out of it, or what have you – that's fine. If they haven't set watches, though, that's going to be more difficult, since the guards are going to wander in, see a bunch of folks they don't know mucking with the propulsion system, and pull weapons. At that point, mise well just roll initiative.

Lower Tier

Human Soldiers 2 (4); IM +2; Def 15 (+2 dex, +3 class); Spd 10 m; Sz M; VP/WP 18/14; Atk +3 melee (1d6+1, baton), +4 ranged (3d6, blaster rifle); SQ none; SV Fort +5, Ref +2, Will +1; SZ M; FP 1; Rep 1; Str 12, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills: Climb +6, Demolitions +4, Intimidate +7, Listen +2, Repair +2, Spot +5, Survival +7, Treat Injury +6.

Feats: Armor (light, medium), Weapon Proficiency (simple, blaster pistols, blaster rifles, vibroweapons, heavy weapons), Dodge, Point Blank Shot.

Equipment: Blaster rifle, fatigues, baton.

Higher Tier

Human Soldiers 4 (4); IM +2; Def 18 (+2 dex, +6 combat jumpsuit); Spd 10 m; Sz M; VP/WP 38/14; Atk +5 melee (1d6+1, baton), +7 ranged (3d6, blaster rifle); SQ none; SV Fort +6, Ref +3, Will +2; SZ M; FP 2; Rep 1; Str 12, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills: Climb +7, Demolitions +5, Intimidate +7, Listen +2, Repair +2, Spot +5, Survival +7, Treat Injury +6.

Feats: Armor (light, medium, & heavy), Weapon Proficiency (simple, blaster pistols, blaster rifles, vibroweapons, heavy weapons), Dodge, Point Blank Shot, Mobility, Weapon Focus (blaster rifle).

Equipment: Blaster rifle, combat jumpsuit, baton.

Once the virus is successfully inserted, the propulsion system IMMEDIATELY begins to fail. And when that happens, there's no stopping the alarms that go off throughout the station. Give anyone with repair, computer use, or any other relevant skill a check (DC 10) to realize that the virus did not do exactly what it was supposed to. Instead of heading up, the station immediately begins to move toward the center of Genarius.

The code itself was fine. It was the interface that led to the failure. (DC 20 computer use to figure this out belatedly.)

IF THEY SET OFF THE ALARMS OR GET INTO FIGHTS PRIOR TO DISABLING THE STATION

If things go really, really badly, the heroes are going to have to get out of there before they get caught. Alec will use the cover of the heroes' escape to sneak in and insert the virus himself. From the moment the alarms go off, the heroes should be getting the heck out of the station. Skip the propulsion system (unless they really want to fight all the goons in the station) and go straight to Encounter 6 if they have to evacuate. Everything will run as written, the station will still get blown up, but they will not get full XP for the event since they didn't manage to sneak in and do what they were supposed to.

Encounter 6: Fully Armed and Operational

Key idea of this encounter: a running fight, followed by a climactic encounter in the docking bay with Alec's fallen apprentice, Saren Valek

As the alarms begin to go off, the heroes must make their way out of the station – quickly! The first decision they must make is which way to go. North or east will take them, ultimately, back through the barracks and the dining hall (areas 8 and 7, respectively), at the bare minimum – a bad choice, if they want to get out without getting blown to bits.

Taking either the west or south exit will allow them to bypass the most heavily-populated areas, but will force them to come at the docking bay by way of the security station (area 3). Any wall of the station is a half-meter thick, reinforced, and will even take a lightsaber 5 rounds to melt a hole through.

RUNNING FIGHT

Your task accomplished, you head for the hangar. Alarms wail as you rush through the corridor, and then, the inevitable – a blaster bolt rips over your shoulder!

This is a cinematic fight, for effect rather than Danger. If you accidentally hit the heroes with one of the pathetic thugs who's wandering the corridors, that's fine, but do try not to crit on them since this is not the "real" fight. Because everyone's running, there will be no more than 3 shots a round at the heroes, but those 3 shots will be pretty constant. Use the following stats for the hapless goons in this portion of the encounter:

Expendable Cronies, Various Thug 1 (as many as needed); IM +1; Def 12; Spd 10 m; Sz M; VP/WP -15; Atk +2 melee (1d6+1, baton), -2 ranged (3d6, blaster pistol); SQ none; SV Fort +3 Ref +1, Will +0; SZ M; FP 0; Rep 1; Str 12, Dex 12, Con 12, Int 8, Wis 10, Cha 9.

Skills: Jump +4.

Feats: Toughness, Simple Weapons, Light Armor.

Equipment: Blaster pistol, baton, clothing.

Note that stopping to fight is a really dumb idea. Give whatever checks you see as appropriate to convey this information to the players, or just skip the dice rolling and hit them with a blunt object. You may feel free to give a forewarning to the “beginning of the fight” announcement in the hangar if you think it will move them along.

Depending on the route they choose, it will take 2-4 rounds once the blaster fire starts to get to the hangar.

If they elect to go through any of the rooms to get back to the hangar (and they should tell you their route in advance), then skip the “running” fight, and use the stat blocks in Appendix A, along with the personnel locations in **GM Aid #2**. Don’t spend too much time on this; give them one running battle, and one stand-up battle before the hangar, at the most.

IN THE HANGAR

Please refer to GM Aid #3 for a layout of the hangar as it is when the heroes arrive. The activity at that point is fast and furious.

As you burst into the hangar you can see that the alarms have the men and women of the station panicked. Blaster fire rips through the air, and several shuttles – including your own – sit around the hangar, waiting to be boarded.

Just as you begin to wonder why no one has done so yet, a group breaks from a pile of boxes at the north edge of the room and rushes for one of the smaller shuttles. Immediately, all blasters turn on them, and three men fall while two others scurry back behind the boxes.

Lay out the scene for them, and when you’re done, read the following.

Suddenly, the blaster fire stops as a cloaked figure steps out from behind the nearest shuttle. He drops something on the floor and then steps back into the shadows. An image that is familiar to many of you appears in the air above the dropped holoprojector, and Fesvk Wefos speaks.

“It appears that I underestimated you.” His holographic image shakes its head, and he pulls back the edge of his cloak, revealing a lightsaber at his belt. “If my beautiful city is going to go down, then you’re going to go down with it. Enjoy your last moments of life. My apprentice, Saren Valek, will make them as painless as possible, as will my guards.

“Kill them!”

At this point, Wefos was planning on all of his employees turning on the heroes and opening fire. Unfortunately, that’s not what’s going to happen, since while there are 18 guards in the room (groups 1, 2, and 3 on the map), groups 1 and 2 are trying to kill one another because there aren’t enough shuttles to go around (most of the mass transport shuttles are on other levels of Conkesta; the thugs who live on this level far outnumber the vessels kept on this level), so the heroes only have to deal with group 3, and Saren Valek, who steps out from behind the ship closest to the heroes (either Ship A, or their own ship, depending on which door they came through) with his lightsaber already lit as soon as they’re within range. The heroes must fight their way through Valek and group 3, get to the ship, and get out of Conkesta within two minutes (20 rounds). Treat group 3 as having 25% cover against incoming fire (+2 additional defense bonus, +1 additional reflex save bonus).

As the fight begins, the following comes over the loudspeakers: *“All hands, abandon the city! We have propulsion failure, and will fall into the planet core in two minutes! Abandon the city!”*

Which, of course, panics groups 1 and 2 even more. The fact that a countdown echoes through the hangar every thirty seconds doesn’t help matters.

Now, the heroes have to figure out how to get out. The ship looks like it may have been damaged in the firefight (though the small shuttles look much worse; DC 10 on any relevant skill for fringers or heroes specializing in technical matters, free for anyone with the Gearhead feat), so it may take some time to get it started. If they try to shoot it out and blow through group 3 of the thugs, group 2 will turn on them. In other words, they aren’t supposed to stay and try to fight everything. They only have 20 rounds to get out of the city before it collapses into the center of Genarius. When the countdown reaches zero, Conkesta will be ripped apart as it falls into the center of the planet.

Lower Tier

Saren Valek, Fallen Near-Human Jedi Guardian 2; IM +2; Def 16; Spd 10 m; Sz M; VP/WP 22/14; Atk +2 melee (2d8, lightsaber [crit 19-20]), +4 ranged (3d6, blaster pistol); SQ none; SV Fort +5 Ref +5, Will +4; SZ M; FP 2; DSP 18; Rep 2; Str 10, Dex 15, Con 14, Int 12, Wis 14, Cha 10.

Skills: Battlemind +7, Jump +4, Tumble +6, Heal Self +7, Knowledge (Jedi Lore) +4, Friendship +4, Enhance Ability +7.

Feats: Weapons (simple, blaster, lightsaber), Force Sensitive, Control, Heroic Surge, Dissipate Energy.

Equipment: Blaster pistol, lightsaber (blue-bladed, belongs to Alec), black robes, holoprojector.

Valek definitely views Jedi as the biggest threat, and will come after them first. He is fairly easily annoyed, however, especially at being disarmed. If someone successfully uses Move Object to take his lightsaber away from him, he will utilize his heroic surge to draw his blaster pistol and be able to fire while moving to the cover of the heroes' ship. If it is clear that no one wants to use Move Object on him, utilize his heroic surge to take an attack on a second melee opponent, if one is in range, and watch the players' faces as they wonder what level dark Jedi they're dealing with! He also expects to be shot at, so has Dissipate Energy readied (and yes, that will work against a stun grenade). He will retain one Force point to utilize in any attempt to escape if things go badly.

Thug Groups 1-3, Various Thug 2 (6 per group); IM +0; Def 12; Spd 10 m; VP/WP -/15; Atk +4 melee (1d6+2, baton), -2 ranged (3d6, blaster pistol); SQ nil; SV Fort +4 Ref +0, Will +0; SZ M; FP 0; Rep 1; Str 15, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +3, Jump +2.

Feats: Toughness, Simple Weapons, Light Armor.

Equipment: Blaster pistol, baton, fatigues.

Higher Tier

Saren Valek, Fallen Near-Human Jedi Guardian 5; IM +3; Def 18; Spd 10 m; Sz M; VP/WP 46/14; Atk +8 melee (3d8, lightsaber [crit 19-20]), +8 ranged (3d6, blaster pistol); SQ none; SV Fort +6, Ref +7, Will +5; SZ M; FP 3; DSP 18; Rep 3; Str 10, Dex 16, Con 14, Int 12, Wis 14, Cha 10.

Skills: Battlemind +7, Jump +4, Tumble +7, Heal Self +7, Knowledge (Jedi Lore) +4, Friendship +4, Enhance Ability +7, Move Object +11, Affect Mind +3, Force Push +6.

Feats: Weapons (simple, blaster, lightsaber), Force Sensitive, Control, Heroic Surge, Dissipate Energy, Alter, Sense, Weapon Finesse: Lightsaber.

Equipment: Blaster pistol, lightsaber (blue-bladed, belongs to Alec), black robes, holoprojector.

Valek definitely views Jedi as the biggest threat, and will come after them first. He is fairly easily annoyed, however, especially at being disarmed. If someone successfully uses Move Object to take his lightsaber away from him, he will utilize his heroic surge to attempt to Move Object his lightsaber back to him, and

then use Move Object again to take the weapon (hopefully lightsaber) of the hero who took his. Note that the heroic surge will effectively give him an extra try to get his own lightsaber back, if by some fluke he fails to take it on the first try. He will utilize a Force point for the round in which he is attempting to regain his lightsaber and take that belonging to another individual (so, yes; that means his attempts are at 1d20+11+3d6). He also expects to be shot at, so has Dissipate Energy readied (and yes, that will work against a stun grenade).

Thug Groups 1-3, Various Thug 5 (6 per group); IM +0; Def 16; Spd 10 m; VP/WP -/15; Atk +7 melee (1d6+2, baton), +5 ranged (3d6, blaster pistol); SQ nil; SV Fort +5 Ref +1, Will +1; SZ M; FP 0; Rep 1; Str 15, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +3, Jump +2, Climb -2.

Feats: Toughness, Simple & Blaster Weapons, Light Armor.

Equipment: Blaster pistol, baton, combat jumpsuit.

STARTING THE SHIP

The ship **has** been damaged. It will require repairs, and will take a base of 10 rounds to get it started and out the hangar doors. For every point above 15 a repair check is made by, reduce the number of rounds it takes to get the ship out of the hangar by one (so a DC 16 check means it takes 9 rounds, DC 17 means it takes 8, and so on), to a minimum of 2 rounds. Note that while there are no penalties to failing this check, it is clearly impossible to take 10, let alone 20, because it is time-limited.

Scare the players (and the heroes) with the countdown, but don't let them fall into the center of Genarius and explode.

Encounter 7: Denouement

Key ideas of this encounter: escaping Conkesta just in time, the ship is rocked by the explosion as the station falls into the center of the planet; characters who have flirted with the dark side are faced with a choice; doing their best to hold the ship together, they make their way back to Alec and report on their success

In all likelihood, you will not have to run portions of this encounter. In fact, we'd rather you didn't have to. But if you do, you do.

Fact: There are consequences for toying with the dark side. The power of the dark side was strong enough in Conkesta that something was able to sense which of the heroes might be amenable to conversion, and as they leave, the dark force within Conkesta decides that it wants to take them with it.

You tear out of the shuttle bay and speed away from the sinking fortress, dozens of other ships making similar escapes from various docking bays. As you watch Conkesta on the rear view screen, you see the gases around the fortress begin to swirl and bubble. The leading edge of the fortress passes through a dense pocket of gas, and then, in a blinding flash of light, Conkesta explodes!

If only it were that easy. Because you know, when a floating city explodes because it came in contact with the core of a gas giant, there's going to be debris EVERYWHERE. Fast-moving debris. Big pieces. And some of it is going to hit the ship.

How much damage it does depends on the skill of the pilot. How well they fly through the explosion determines how difficult the repairs are to make. Have the individual flying the shuttle roll a pilot check. The difference between that pilot check and 35 (25 in lower tier) is the DC of the repair check that must be made after the debris pummels the ship, with a minimum of 5 to the repair check. (I.E., if the pilot check is made at DC 20, the DC for the repair check is 15 (35-20=15), while if the pilot check is made at DC 32, the DC for the repair check is 3 (35-32 = 3, but minimum value for the repair check is 5, because there's too much debris for none of it to hit the ship)).

Fiery debris rips through the stillness of space, igniting the gases of Genarius and tearing into your ship. Only the skill of [pilot name here] seems to have kept the shuttle from being ripped to shreds as several bits of the fortress punch holes in your hull!

IF, AND ONLY IF, YOU HAVE A HERO WITH FIVE OR MORE DARK SIDE POINTS EARNED OVER THE COURSE OF THEIR CAREER THUS FAR (AS IN, EVER), READ THE FOLLOWING AS WELL. YOU MAY THEN ADJUDICATE WHAT HAPPENS TO THAT HERO USING THE "DARK SIDE REACH" SECTION BELOW WHILE THE OTHERS ARE MAKING REPAIRS:

One of the pieces of flaming debris rips through the hull and directly into [name of character that has been flirting with the dark side here].

The necessary equipment to make full repairs is lacking, so the heroes are going to have to make do – they have to rig up something that will work. Now, we know that you can't use repair unskilled. But it's silly to think that a bunch of heroes would be utterly incapable of patching a couple of holes when there are arc welders and duct tape lying around the inside of the ship. Let them describe what they're doing, in a

cinematically appropriate way, and let them roll an attempt to repair the ship. If they miss the repair check, that just means they're going to hurt a little more when they land, not that the ship is going to implode.

The ship wobbles Dangerously as you continue to speed away from the explosion. It creaks and groans like a thing in pain. One of the floating cities looms ahead of you, glowing in the radiation storm that seemed to spring up as Conkesta exploded.

Hey, what better place to land than Tolea Biqua, after a hard day's work? Since piloting can be done unskilled, why don't we go ahead and bring the shuttle in for a crash landing. Feel free to get creative describing their bumpy landing on the main street, and have them crash into something interesting. If they mangled both the repair check to fix the holes in the ship and the landing check, they can take 4d6 damage (2d6 lower tier), DC 15 reflex save for half. If they only missed one or the other check, it's going to be 2d6 (1d6 lower tier), DC 15 reflex save for half, and if they made both the checks, it's still a bumpy landing!

Note that the ship is not truly repaired, and was further damaged in the landing. In addition, it comes to a stop right in front of a group of very surprised Sullustans, who immediately recognize it as a SoroSuub prototype and reward the heroes for returning it! (They actually are SoroSuub reps, too. Credentials all check out, and they're not about to give up a prototype that was stolen from their compound 2 months ago.)

Dark Side Touch

THIS SECTION SHOULD BE RUN FOR ANY GROUP IN WHICH ANY PC CURRENTLY HAS A DARK SIDE POINT.

The text below should be read directly to any PC currently possessing a dark side point.

There was something very... wrong about that place. On so many levels. You could feel the dark side, calling to you, and if you had been slightly weaker, you have a feeling that you might be dead...

Dark Side Reach

THIS SECTION ONLY NEEDS TO BE RUN IF YOU HAVE A CHARACTER PRESENT AT THE TABLE WHO HAS EARNED FIVE OR MORE DARK SIDE POINTS OVER THE COURSE OF HIS OR HER CAREER; IT MUST BE RUN FOR ANY SUCH CHARACTER

If you're running this section, someone is likely to react pretty badly. Sorry. There are consequences in life, and

there are consequences in *Star Wars*. Run this section while the rest of the heroes are trying to fix the ship and crash-land it on Tolea Biqua, and insert any box-text where appropriate.

Any hero who has earned five or more dark side points since the onset of the Living Force campaign is going to be attacked directly by the dark side power within Conkesta. Part of it is the doing of Karae Nalvas, and part of it is something deeper and darker that is feeding off Nalvas's anger and hatred.

The hero (and if you have more than one, then this happens to all of them) is hit directly by a piece of flaming shrapnel, as noted in the box text above. Here is how this must run.

Give the affected individual Player Handout #3. Allow them to read the handout and make a decision. The spirit Twi'lek will not answer any questions for them (note: a successful Knowledge (Jedi Lore) check at DC 22 will allow a Jedi hero to guess that the Twi'lek is likely Nerra Ziveri, founder of the Jedi academy on Almas, but it's hard to say for sure; remember that knowledge skills CANNOT be used untrained). The decision that they must make is one that will define their character, and they must make it on their own.

If they choose the path to the white star, effectively choosing the light side of the Force, read the following:

The white-hot shards of metal rip into [tempted PC's name here]'s body and he falls to the floor of the ship.

The hero is in perfect health, but is not as strong as he or she once was. S/he has been returned to first level (the level and class at which the hero began), drained of all experience, skill points, stat points, feats, and other advancement-related bonuses. S/he has also been drained of all dark side points, and has one more force point than a starting character would typically possess. Being alive, and free of the dark side, is a good thing.

If they choose the path to the red star, embracing the dark side, they WILL RECEIVE the "Dark Side Taint" cert unless they are a Jedi. They will also live – unless the other heroes kill them. Read the following:

As the white-hot shards of metal rip into [hero's name], he shrieks, throwing back his head, and blue flames surround his body. The flames subside and he stands, scowling, in the center of the ship. There are no wounds on his body.

Force-sensitive heroes can also see a translucent, pale blue figure standing beside the hero, a very sad-looking Twi'lek who slowly fades away. The same check as above applies for recognizing the figure.

If the hero can talk his or her way out of this with any Jedi in the party, more power to them. If the hero IS a Jedi, then they will be taken by the Jedi as soon as they land. Any Jedi character is retired if they take this option. Period. The net effects of accepting the dark side to save his or her life include: the hero is stripped of all Force points; the hero can never gain another Force point; the hero is treated as if their number of dark side points were equal to one less than the number it would take to turn them fully to the dark side – NO SAVE. In other words, if they ever earn another dark side point, they're GONE. They will also never be asked to do work for the Jedi academy. It's possible that this taint may be something they can remove in the future, but right now, there is no way.

A DC 15 See Force check will reveal a strong dark side aura to the hero. Adjudicate the reactions of other heroes, particularly Jedi, appropriately. Do not encourage character-on-character fighting, and remind Jedi that attacking is not necessarily the first thing they should do.

If they choose the path between the stars, electing to become one with the Force, the hero is dead. If it is simply not part of the character concept to be able to avoid the dark side, then this is a reasonable in-character resolution. The other heroes observe the debris ripping into the affected hero, and the hero falls over. Note that this is also what happens if the player reads the handout, rips it up, and leaves the table in disgust. If that happens, it is NOT YOUR FAULT. If they're that upset about not being able to toy with the dark side, this was not the campaign for them to begin with. If they leave without voting, then they are disqualified (unless you're no-voting). If this drops you below a four-player table, the LF campaign staff will ensure that this is not a problem for those who remain.

Conclusion

While it's not at all odd, there is a party happening on Tolea Biqua. It was going on before the radiation storm kicked up, but once the storm ended, it began again with renewed fervor.

There's Dancing and shouting in the streets of Tolea Biqua as word makes its way through the floating city of the near-doom visited on Genarius. The bars are packed, the gambling houses are booming, and everyone is having a grand time.

In the midst of it all, Alec appears out of the crowd, making his way toward your group. He embraces each of you, a tight smile on his face.

This is a good time for the heroes to return the

lightsaber Valek took when he left Alec's tutelage to the Jedi Knight. If they don't do so immediately, Alec will ask about it as he leads them to the reception being held in their honor.

The following are some likely questions, and what Alec knows to answer them.

What happened to Nalvas? *I had him in my sights, and then he took off into the asteroid belt and I lost him. I detected a ship breaking out the other side and heading for the comet cloud, but there were so many ships heading away from Genarius then that I couldn't lock onto his. He's gone from the system, I'm pretty sure.*

What was up with Conkesta? It felt AWFUL there. *Nalvas must have been drawing more deeply on the dark side than I thought. I'm sorry.*

What happened to [any hero who survived the dark side reach]? *Ask them. I don't know.*

Are you familiar with any Twi'lek Jedi? *Plenty. Why?* [Alec doesn't specifically know about Nerra Ziveri; he's a long way from home right now and has never been particularly familiar with the Jedi academy here.]

What are you going to do next? *I've been tasked with bringing Nalvas to justice. I'm going to keep searching for him until the Council tells me to do otherwise.*

Can we go with you? *I'm not ready to take another Padawan, and even if I were, there is much to be done here in Cularin. Stay, learn, grow – and if I return, I will notify you.*

After they've had a chance to ask some questions, Alec will tell them that there is a reception at one of the more upscale establishments in their honor. Representatives of the Jedi academy are present, as are many other dignitaries from around Genarius, and around the system.

What follows is an evening of good food, good drink, and good friends. As it begins to get late, Alec finds your group once more. He seems relaxed, and his smile comes more readily. "Thank you. I could not have done this without your help. Each of you is a credit to your system." [Though he will look askance at any hero with the dark side taint at this point.] "May the Force be with you."

Here Ends Into the Storm Clouds

Experience Point Summary

Experience is calculated as follows for Living Force events.

- 1) Experience awards in Living Force are not made for achieving objectives, but instead for successfully completing an adventure of a given length. Thus, if the heroes survived and accomplished the primary goal of the adventure, they receive full Adventure Experience (600 xp for core LF plot scenarios, 350 for non-core LF scenarios).
- 2) Assign discretionary role-playing experience (0-300 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially. Do NOT automatically award max roleplaying XP, consider carefully how well the players stayed in-character. This is your opportunity to reward appropriately cinematic behavior, so use it!

Adventure Experience Award:

Did the heroes successfully insert the virus and escape Conkesta with Alec's lightsaber? If so, each hero who survived receives 350 xp.

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

Total Possible Experience: 650 xp

If the heroes did not complete the scenario because of time constraints, but were "on the right track," you may award ½ adventure experience. If the heroes succeeded in destroying Conkesta but did not retrieve Alec's lightsaber for him, or if they retrieved the lightsaber but were not the ones responsible for destroying Conkesta, award them ¾ adventure experience. If they did neither, they get ½ as well.

Loot Summary

If it's not on this list, the PCs cannot keep it. This is a house rule that overrides what they may actually acquire in the scenario. Certificates are not supplied for standard equipment, but it should be assumed that any equipment the heroes find which is not listed here cannot be kept or is non-functional for one reason or another.

From the Brotherhood:

- 3 knives
- 3 blaster pistols
- 3 Brotherhood collar badges

From Conkesta:

- Total of 3 workable blaster pistols and 2 workable blaster rifles

- 3 Combat Jumpsuits (only if they take the time to take them off the corpses in the fortress)
- 1 holoprojector

From the Escape:

One per hero:

- Radiation Storm Effect: While escaping from the exploding fortress of Conkesta, the hero named above was partially exposed to the effects of one of Genarius's radiation storms. As a result, they have received a +1 bonus to one ability score of their choice. The ability score augmented by the radiation storm must be written on this certificate prior to the players leaving the table, and cannot later be changed. This ability enhancement is non-transferable.

Only heroes who have earned 5 or more Dark Side Points and who elected to take the path to the red star:

- Dark Side Taint: The hero named above is tainted by the dark side of the Force. He or she succumbed to the will of the dark side in escaping Conkesta, and is a mere step away from going over to the dark side completely. The effects of this taint are as follow:
 - The hero is stripped of all Force points.
 - The hero cannot earn Force points in any way.
 - The hero is treated as though he or she has a number of dark side points equal to one less than the number that would result in automatic dark side status.
 - These dark side points cannot be bought off in any way the hero (or the player) knows.
 - The hero will not be approached by any envoy of the Jedi academy for adventuring purposes.
 - The hero is treated as though he or she has the Infamy feat.
 - The hero makes all Jedi and light side Force users extremely uncomfortable based solely on proximity.
 - If the hero ever earns a dark side point, for any reason, he or she goes over to the dark side and ceases to be a player character.

If the hero is able to complete fifteen Living Force events (scenarios; interactives do not count) without earning a dark side point, the player may petition the Living Force campaign directors for an in-character resolution to the dark side taint. Keep a record on the back of this certificate of events played, including judge names and RPGA numbers, to verify the absence of dark side points.

From Alec:

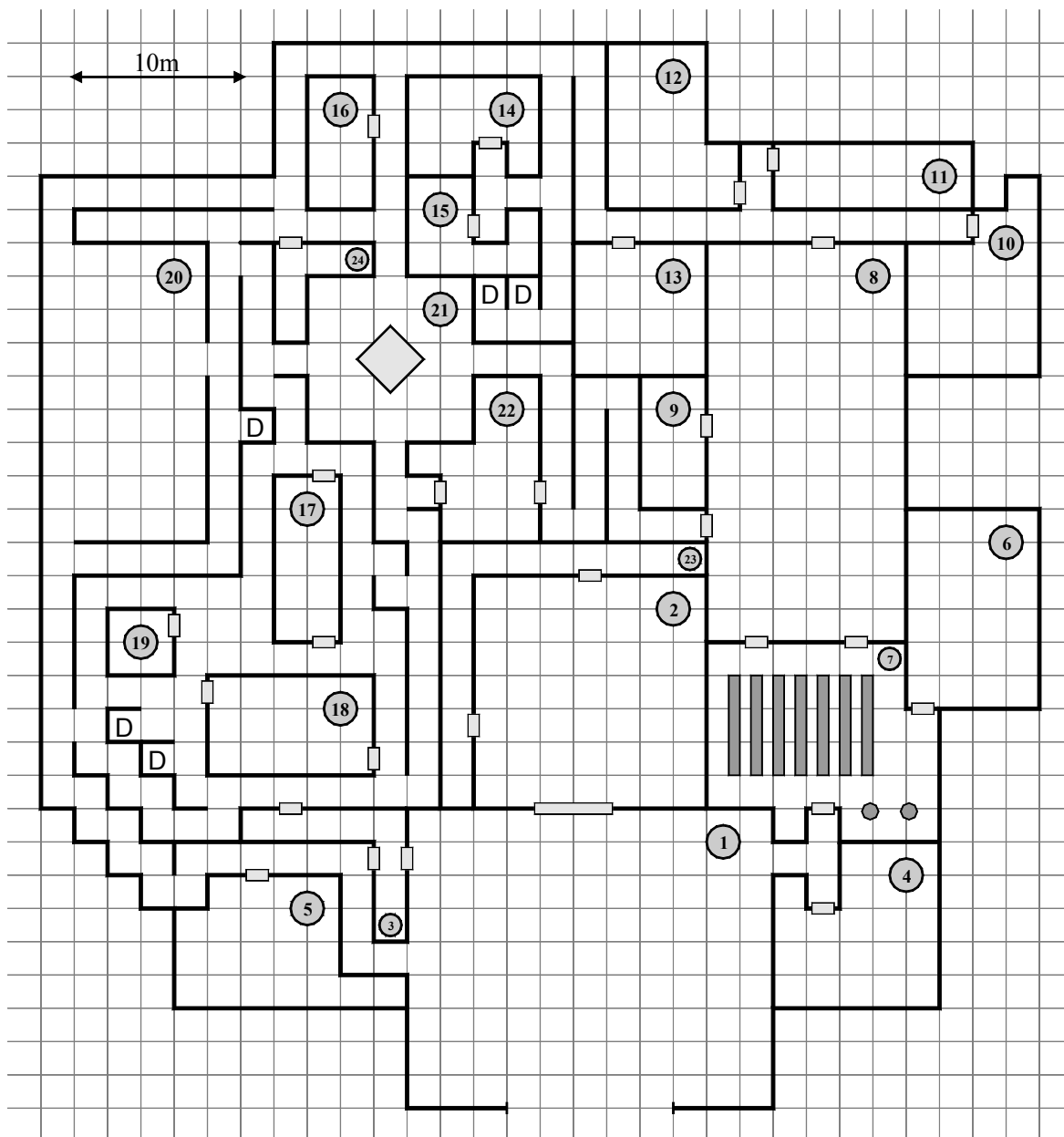
- Those heroes who spent 2 weeks with Alec receive a +1 bonus to any single non-dark side Force skill

of their choice, or Sense Motive if they are not Force users. This is a result of what little training and instruction Alec was able to provide in that time. ONLY those heroes who spent the time with Alec will receive this reward.

From SoroSuub:

- 500 Credits/hero as a reward for returning the prototype shuttle

Player Handout #1: Map of Propulsion Level of Conkesta



Player Handout #2: Basic Map Legend

1. Hangar
2. Cargo Hold: This is where the cargo from the ship must be offloaded.
3. Security Center
4. Showers
5. Backup Computer Center
6. Kitchen
7. Mess Hall
8. Barracks
9. Hygiene Facilities
10. Storage Area
11. Storage Area
12. Storage Area
13. Storage Area
14. Storage Area
15. Storage Area
16. Storage Area
17. Inventory Computer Room
18. Personnel Readiness Center
19. Munitions Closet
20. Workout Center
21. Propulsion System Control Center: This is your target.
22. Backup Generator Station
23. Cargo Security Area
24. Storage Area

The “D” indications on the map are security droids. Be careful of them, they’re VERY Dangerous, and may even have shields.

Player Handout #3: A Choice

As the debris rips through you, you find yourself in more pain than you've ever experienced. Every molecule of your body is screaming, for a brief second – and then, nothing.

You stand amidst the stars – if standing, is in fact, what you're doing, since you don't seem to have a body. You are simply there. You exist. You are part of the universe. In front of you a pair of stars appear, one brilliant white, the other angry red. You are moving toward them, drawn by something beyond gravity, beyond understanding. And then you are there, bathed in the light of the two stars, wishing you could blink to shut out their brilliance.

"You have come far." The voice comes from everywhere, and from nowhere. "And your journey may be almost at an end. It may, however, be just beginning." A translucent blue figure appears in front of you then, wearing long robes and a serene smile. Wrinkled head-tails are curled around the ghostly Twi'lek's neck.

You want to ask questions, but no matter how hard you try, you cannot bring forth words. The Twi'lek raises a hand to silence you.

"The dark side was very strong with that place. I have watched with some dismay its construction, unable to interfere directly in the machinations of Master Karae Nalvas. You assisted in its demise, but your past actions had marked you, and the dark side reached out, at the last, to try to take you for its own.

"Now, the path you will follow is up to you." As he speaks, a pair of silver-blue paths appear, one leading to the glowing white star, the other to the angry red star. He gestures to the path leading to the angry red star. "If it is your will, you may embrace the dark side. You will live, much as you have lived all your life, but you will forever be tainted by the dark side. Once you begin down this path, forever will it dominate your destiny."

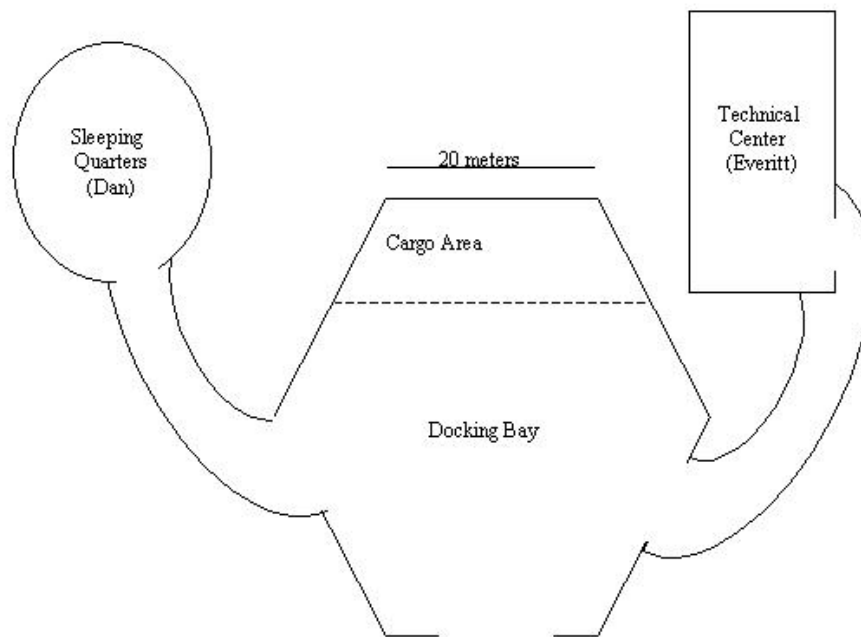
He gestures then to the path leading to the white star. "If you wish, though, I have made available another choice. You may return to the light side of the Force, and start anew. It will not be easy – much is lost when we begin anew, but chances such as these are rare. If you take this path, you affirm a commitment to the light side of the Force."

He pauses, a thoughtful expression playing over his pale blue face, then nods to himself. "There is a third option." A path appears between the two stars, leading off into the blackness of space. "If you would not give yourself to the dark side, and if you do not believe you can be different than you have been in the past, you may pass on beyond this world and become one with the Force.

"The choice is yours." And with that, the Twi'lek disappears, and you are alone with only the paths, the stars, and the black of space.

[Once you have had a chance to reflect on the appropriate decision for your character, please inform your judge and, if appropriate, you will be returned to the action of the event. May the Force be with you.]

GM Aid #1: Map of Asteroid L-7



Basic Layout of Pirate Asteroid L-7

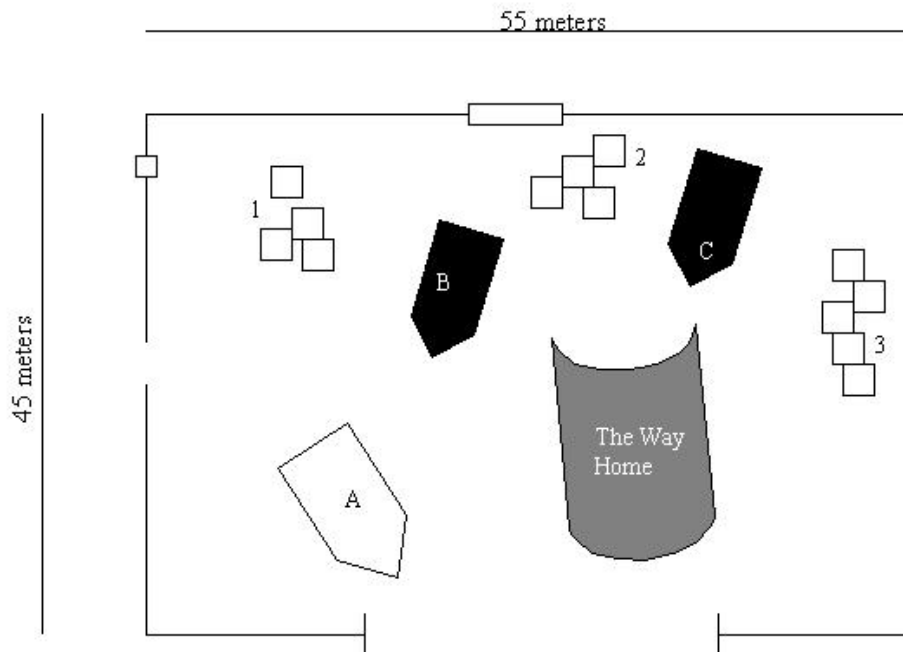
GM Aid #2: What's what on that huge map

Okay, so there are a LOT of things on the big map, which is really just a small section of Conkesta. We recognize that. Please, please, please, do not feel like players have to go everywhere. In fact, encourage them NOT to go everywhere. They need to get in, drop off their cargo, sabotage the fortress, and get the heck out. This GM Aid is redundant with one of the player handouts, in terms of the listing of what is located where. However, YOU have access to how many personnel are in any given place, which becomes relevant as the heroes head out of the floating fortress. So, you keep this copy, give them the player handout when they get the map, and all will be right with the world. Stats for all the individuals who can be used in the running fight are provided in Appendix A. Prior to the alarms going off, all of the individuals below are in the designated areas but are not hostile unless provoked. IMPORTANT NOTE: NONE OF THE BAD GUYS DETAILED IN THE AREAS BELOW WILL RUN IN TO ASSIST IN ANY OTHER FIGHT; SO YOU AREN'T GOING TO BE ABLE TO THROW THE ELITE STRIKE FORCE THAT'S HIDING IN THE BATHROOM AT THE PCS IF THE FIGHT IN THE HANGAR IS TOO EASY – GOT IT?

1. Hangar: This area is detailed in encounter 6, and in the attached "Map of the Hangar Battle"
2. Cargo Hold: This is where the cargo from the ship the heroes bring in must be offloaded. Early in the event, there are various pirates wandering around here. Once the running battle back to the ship begins, there are no pirates here; they have all gone to area 1 or 23.
3. Security Center: This L-shaped area is one of the most direct routes from the propulsion system control center to the hangar. It's also the one with the most armed guards. There are 4 soldiers, 2 scoundrels, and 4 thugs here. TIERED ENCOUNTER.
4. Showers: This is exactly what it sounds like, a large open shower area for the pilots and crew to use when they arrive. There is no reason the heroes should come through here on their way out, but if they do, guess what – there's no one here.
5. Backup Computer Center: This is the backup for the main computers, located elsewhere in Conkesta. There are 4 thugs in this room once the alarms have sounded. TIERED ENCOUNTER.
6. Kitchen: There are 3 expert chefs here. There's really no more reason for the heroes to stop through here than there is for them to stop in the showers. If they get cute and decide to go after the chefs, we've provided stats for them. "Kill 'em all" isn't what Star Wars is supposed to be about, and players who want to wipe out the inhabitants of Conkesta are in for a RUDE surprise with the chefs (see Appendix A).
7. Mess Hall: There are a dozen thugs here, all of the low-level variety, trying to scarf down the last of their dinner before evacuating.
8. Barracks: There are 15 thugs in here (all low-level), although only 4 of them are between the door from the corridor leading direction from area 21 to here and the door leading to area 7 (mess hall).
9. Hygiene Facilities: If anyone gets cute and says, "I have to go to the bathroom" on the way out, they're in trouble. There's an elite strike force assembling in this area – 4 soldiers, 3 scoundrels, all high level.
10. Locked Storage Area: Empty (none of the storage areas are in use, because Conkesta is not fully stocked yet)
11. Locked Storage Area: Empty
12. Locked Storage Area: Empty
13. Locked Storage Area: Empty
14. Locked Storage Area: Empty
15. Locked Storage Area: Empty
16. Locked Storage Area: Empty
17. Inventory Computer Room: The room with the computer banks for the city's inventory is staffed by four thugs. TIERED ENCOUNTER.
18. Personnel Readiness Center: This is where the schedules are posted. There is no one here, as they've all figured out how much trouble they're in, and have left.
19. Munitions Closet: A selection of blaster pistols and blaster rifles (standard, no heavy) are piled throughout the room. Three soldiers are arming themselves. TIERED ENCOUNTER.
20. Workout Center: There are various unarmed thugs in this area, though why anyone would go through here is beyond us.
21. Propulsion System Control Center: No personnel here, although 5 rounds after the heroes muck up the propulsion system, a trio of engineers (treat as thugs) will show up.
22. Backup Generator Station: A half-dozen thugs are milling around, making sure the generator is functioning properly. TIERED ENCOUNTER.
23. Cargo Security Area: Ten soldiers and four thugs guard the cargo area. They're getting ready to mobilize, and will be somewhat surprised if someone burns a hole in their wall with, say, a lightsaber. This is clearly not an optimal way to go. TIERED ENCOUNTER.
24. Locked Storage Area: Empty

The "D" indications on the map are security droids. At least 2 of these should intercept the heroes regardless which route they take, since there are more in the station than were on the map the heroes were provided. Try to avoid shooting at low-level heroes with these too much, since a 6th level thug with a blaster rifle is legitimately SCARY. These should be used for a fear effect, but NOT used as a primary weapon against the heroes. And ALWAYS REMEMBER: Crit on these droids, and they pop.

GM Aid #3: Map of the Hangar Battle



A, B, & C are small shuttlecraft – too small for the party to escape in effectively. The other ship present is the one the party brought in with them, stolen from the supply asteroid. The squares are piles of boxes that the three thug groups are using for cover.

Appendix A: Stat blocks, running battles

Low-level stat blocks

Various Thug 2; IM +0; Def 12; Spd 10 m; VP/WP -/15; Atk +4 melee (1d6+2, baton), -2 ranged (3d6, blaster pistol); SQ nil; SV Fort +4 Ref +0, Will +0; SZ M; FP 0; Rep 1; Str 15, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +3, Jump +2.

Feats: Toughness, Simple Weapons, Light Armor.

Equipment: Blaster pistol, baton, fatigues.

Various Soldiers 2; IM +2; Def 15 (+2 dex, +3 class); Spd 10 m; Sz M; VP/WP 18/14; Atk +3 melee (1d6+1, baton), +4 ranged (3d8, blaster rifle); SQ none; SV Fort +5, Ref +2, Will +1; SZ M; FP 1; Rep 1; Str 12, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills: Climb +6, Demolitions +4, Intimidate +7, Listen +2, Repair +2, Spot +5, Survival +7, Treat Injury +6.

Feats: Armor (light, medium), Weapon Proficiency (simple, blaster pistols, blaster rifles, vibroweapons, heavy weapons), Dodge, Point Blank Shot.

Equipment: Blaster rifle, fatigues, baton.

Various Human Scoundrels 2; IM +2; Def 17; Spd 10 m; VP/WP 10/12; Atk +2 melee (1d4+1, knife), +3 ranged (3d6, blaster pistol); SQ Illicit Barter, Better Lucky Than Good; SV Fort +1, Ref +5, Will +1; SZ M; FP 1; Rep 1; Str 12, Dex 14, Con 12, Int 10, Wis 12, Cha 13.

Skills: Bluff +6, Profession (Piracy) +6, Hide +7, Spot +6, Listen +6, Search +5, Appraise +5, Jump +3, Tumble +4.

Feats: Alertness, Dodge, Weapon Group Proficiencies (blaster pistols, simple weapons).

Equipment: knife, fatigues, blaster pistol.

Security Droids: Walking military droid, Thug 6; IM -1 (-2 remote processor, +1 dex); Defense 15 (+4 armor, +1 dex); VP/WP -/15; Atk +7/+2 melee (1d4+1, claw), +7/+2 ranged (3d8, blaster rifle [crit 19-20]); SQ none; SV Fort +7, Ref +3, Will +1; SZ M; Rep 1; Str 13, Dex 13, Con 15, Int 6, Wis 8, Cha 6.

Skills: Listen +2, Spot +2, Speak Basic.

Feats: Point Blank Shot, Weapons (simple, blaster rifles).

Equipment: Blaster rifle, armor, remote processor (5 km range).

Note: Send no more than one of these droids at the party at a time, and never with anything else as backup.

Higher-level stat blocks

Various Thug 5; IM +0; Def 16; Spd 10 m; VP/WP -/15; Atk +7 melee (1d6+2, baton), +5 ranged (3d6, blaster pistol); SQ nil; SV Fort +5 Ref +1, Will +1; SZ M; FP 0; Rep 1; Str 15, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +3, Jump +2, Climb -2.

Feats: Toughness, Simple & Blaster Weapons, Light Armor.

Equipment: Blaster pistol, baton, combat jumpsuit.

Various Human Soldiers 4; IM +2; Def 18 (+2 dex, +6 combat jumpsuit); Spd 10 m; Sz M; VP/WP 38/14; Atk +5 melee (1d6+1, baton), +7 ranged (3d8, blaster rifle); SQ none; SV Fort +6, Ref +3, Will +2; SZ M; FP 2; Rep 1; Str 12, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills: Climb +7, Demolitions +5, Intimidate +7, Listen +2, Repair +2, Spot +5, Survival +7, Treat Injury +6.

Feats: Armor (light, medium, & heavy), Weapon Proficiency (simple, blaster pistols, blaster rifles, vibroweapons, heavy weapons), Dodge, Point Blank Shot, Mobility, Weapon Focus (blaster rifle).

Equipment: Blaster rifle, combat jumpsuit, baton.

Various Human Scoundrels 5; IM +7; Def 19; Spd 10 m; VP/WP 25/12; Atk +4 melee (1d4+1, knife), +6 ranged (3d6, blaster pistol); SQ Illicit Barter, Better Lucky Than Good, Sneak Attack +2d6; SV Fort +2, Ref +7, Will +2; SZ M; FP 3; Rep 2; Str 12, Dex 16, Con 12, Int 10, Wis 12, Cha 13.

Skills: Bluff +9, Profession (Piracy) +9, Hide +11, Spot +9, Listen +9, Search +8, Appraise +5, Jump +3, Tumble +6, Move Silently +14.

Feats: Alertness, Dodge, Weapon Group Proficiencies (blaster pistols, simple weapons), Improved Initiative, Skill Emphasis (Move Silently).

Equipment: knife, fatigues, blaster pistol.

Security Droids: Walking military droid, Thug 11; IM -1 (-2 remote processor, +1 dex); Def 16 (+5 armor, +1 dex); Spd 8 m; VP/WP -/15; Atk +12/+7/+2 melee (1d4+1, claw), +12/+7/+2 ranged (3d8, blaster rifle [crit 19-20]; note that the attack sequence is +12/+12/+7/+2 if using rapid shot); SQ DR 10; SV Fort +9, Ref +4, Will +2; SZ M; Rep 3; Str 13, Dex 13, Con 15, Int 6, Wis 8, Cha 6.

Skills: Listen +4, Spot +6, Speak Basic.

Feats: Rapid Shot, Point Blank Shot, Weapons (simple, blaster rifles).

Equipment: Blaster rifle, armor, shields, remote processor (5 km range).

Note: Send no more than one of these droids at the party at a time, and never with anything else as backup.

Untiered Baddies

Chefs: Soldiers 15 (3); IM +6; Def 19 (+2 dex, +7 class); Spd 10 m; VP/WP 150/17; Atk +19/+14/+9 melee (2d10 +3, vibro-cleaver (treat as vibro-axe)), +17/+12/+7 ranged (1d3+3, various thrown utensils); SQ gourmets; SV Fort +13, Ref +9, Will +8; SZ M; Rep 5; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills: Demolitions +18, Intimidate +17, Pilot +20, Profession (chef) +19.

Feats: Weapons (simple, blaster pistol and rifle, heavy, vibro), Armor (light, medium, heavy, powered), Blind-fight, Toughness, Improved Initiative, Heroic Surge, Dodge, Mobility, Spring Attack, Lightning Reflexes, Iron Will, Great Fortitude, Weapon Focus (vibro-cleaver), Power Attack, Cleave, Great Cleave.

Equipment: Vibro-cleaver, white kitchen uniforms, little paper hats.

Appendix B: Survey Questions for Event Onset

As a general rule, it's a good idea to create an index card for each hero at the beginning of a Living Force event, or to have the players create one. This allows you to set up the initiative sequence and simply cycle through by flipping cards. Typically, we have players include information such as character's name, class(es), defense, level, VP/WP, and sometimes saves. This time, please collect the following additional information, and include it with the critical event summary. At Gencon 2001, please include the index cards with the scoring packet when you turn it in. The basic layout of the index cards should be as follows (having a sample prepared in advance should help); add more information if it will help you run a smoother game:

Hero Name	Hero Class(es)	Hero Level(s)	<u>(Blank for current initiative)</u>
Defense Bonus	VP/WP	Fort Save	
		Ref Save	
		Will Save	
Current Force Points	Current Dark Side Points		
Total FP's earned in events (not for gaining levels)			
Total DSP's earned in events			

The FP and DSP information is critical, because this is the tenth LF event and we want to know how many of these are going out. This is RPGA record-keeping, if the players ask, in addition to something that you will need.

If you are running this event after Gencon 2001, please include any heroes who have earned excessive numbers (use your judgment) of FPs or DSPs with your critical event summaries when you send them in. You will need to collect this information in order to run encounter 7 of the scenario regardless.

Critical Event Summary

Into the Storm Clouds

1. Did the heroes kill the pirates?

Yes

No

2. Did the heroes respect Alec's request and not mention the Bothans?

Yes

No

3. Did the heroes retrieve the lightsaber from Saren Valek and return it to Alec without being prompted?

Yes

No

4. Did the hero who piloted the shuttle away from Conkesta have at least 5 ranks in the pilot skill?

Yes

No

If so, please include player name, character name, and player RPGA number below:

5. Did you have any Heroes who began the adventure with 5 or more dark side points over the course of their character history?

Yes

No

If so, please list character name, player name, and path chosen in encounter seven (white, red, or death) below:

Convention Coordinator:

To report these results (for events during the month of August 2001 only), you may US mail them to:

RPGA - Living Force, P.O. Box 707, Renton, WA 98057-0707

Or email to: LFPlots@rpga.net

Or fax to: (425) 687-8287 Attention Living Force Critical Events

Check <http://www.rpga.net/LF> for other methods.