

Mix and Match

Episode 2 of the Trade War Trilogy

A One-Round Living Force Scenario

by Mexal

You are hired by the head of security of Culpharm, a leading Cularin-based independent pharmaceutical company. A consignment of valuable research specimens has gone missing, and she does not know whom within her own department she can trust.

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Mix and Match is a standard RPGA Network tournament. A four-hour time block has been set aside for this event but the actual playing time will be about three and one half hours.

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).

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).

GM Overview

Culpharm, a leading pharmaceutical company, calls in the characters. Their head of security, a Twi'lek, is not sure who she can trust even in her own department, so has chosen to go outside, to some people who have a growing reputation for being able to deal quickly and effectively with matters of law and order.

Some specimens have gone missing between the home laboratory of one of their leading scientists and the main research centre. As far as he knows, genuine company employees collected them, but the specimens never arrived.

If the trail is followed, it eventually can be traced back to a rather confused environmentalist who is married to one of the company's graphic designers. She passed information on to a rival company (who are her employers), as she really wants to get this company into

trouble by having them caught stealing industrial secrets!

Encounter 1: Perhaps You Can Help?

The characters are summoned by Carlitina Semla, the Twi'lek head of security at Culpharm, who explains the nature of her problem and that she is unable to rely on even her own staff, hence her desire to hire outside help. Indeed, she suspects that it might have been an 'inside job.' She gives them the details, and offers to pay 500 dataries apiece for the safe return of the specimens.

Encounter 2: Home at the Lab

The senior scientist, a Cerean named Waz-alem Amir, receives the characters courteously. He says that he had been expecting company operatives to come for the specimens, and the people who had come were wearing company uniforms, all green and gold, the new one with a multicoloured jacket, and had the correct paperwork. He did not know them by sight, but does not know many of the security staff anyway so was not surprised not to be able to recognise them. He has the receipt for the specimens, which he is happy to show to the characters if they request it. He can also describe them in minute detail.

Encounter 3: The Records Never Lie

Or do they? The two people whose names appear on the receipt do indeed work for Culpharm Security, but both had the day off. The characters will be able to obtain their home addresses from Carlitina Semla. One of them, a human called Caleb Clancy, is working today and can be called in or visited where he is, doing gate duty at the Culpharm processing plant on the outskirts of Hedrett.

Caleb says that he spent the day in question on an outing with his wife and children. The apartment complex where he lives has a thriving social club. He does not usually do 'roving' work. He prefers – and is normally assigned – guard duties at the processing plant, and occasionally takes a turn at the head office front desk. He does remember a fellow who came in and enquired about... well, he doesn't remember what, but the fellow looked very closely at him while making his enquiries and made him nervous.

Encounter 4: I'll Rip Your Arms Off

The other being named on the receipt is a Wookiee called Arrogha. He is not working today, and is not at his home address either. If his comlink is called, he answers, with the obvious sounds of a cantina in the

background. Reluctantly, he will state that he is in the Landing Lights Bar, near Hedrett Groundport.

This is a rough dive, very busy and crowded. Arrogha does not particularly want to talk. He prefers to keep work and pleasure separate. He grumpily says that he wasn't working the day in question, and has never had occasion to visit Waz-alem Amir's house, indeed he doesn't know where it is. He will get very annoyed if anyone questions the veracity of his statements.

Encounter 5: Meanwhile Back at Culpharm

The characters receive a call from Carlitina Semla, who wants a progress report. (She's getting hassle from her boss, a human called Bas Bishop). When the characters arrive – she wants to be briefed in person, not even trusting the com-system – they find that the Culpharm lobby is crowded with a press launch of a new Culpharm livery. This is very distinctive in green and gold, a new pattern that has been introduced since a spate of thefts at the laundry that used to have the uniform cleaning contract. The previous uniform had been green with discreet yellow piping. Semla will listen to what the characters have to report (not much). If they pick up on the uniform, she knows that it goes on general release tomorrow after today's press show. The graphic designer who created it is a human called Mambo Farls. He is at the press launch, but they will be able to speak with him once it's over. The actual manufacture of the uniforms was by a company called Uniformal Attire, in downtown Hedrett. The UA employee, a Twi'lek called Mourne Blee, is also at the press launch.

Mourne Blee is a very reticent male Twi'lek. He says that he does not talk about anything to anybody. Uniformal Attire is not exactly exciting, he'd rather be a dress designer and he's only working there long enough to save up enough to open his own business. Apart from it being a requirement of the company not to speak about things they are creating for other companies, it's far too boring, dahling. Who'd care about a security uniform?

Encounter 6: Espionage for Breakfast

Mambo Farls is bouncy; and elated at the reception his uniform design has received. He will happily talk to the characters, saying that it's company policy not to discuss ANYTHING outside unless and until there's an official press launch, like the one that has just taken place. So of course he didn't say anything about the designs, oh, well, apart from to his wife, but that's not public, is it?

Mambo's wife Gelly is quite willing to explain what was going on. She hatched the plot with her 'barklover' friends, and told her employers, Biotherapy, whose black-ops team retrieved the stuff.

Encounter 7: Meaning No Harm?

Gelly is quite happy to cooperate with the party to retrieve specimens, on condition that they make Biotherapy's role public and do not mention that it was anything to do with the 'barklovers'....

The specimens are currently in transit to Biotherapy's research center in Gadrin; in – as far as Gelly knows – an unmarked two-man speeder with no escort.

Important Note to Judges: The key point is the ethical dilemma: do the characters reveal the whole plot or do they keep the environmentalists' role secret in return for Gelly's cooperation? Remember also that on Cularin, private companies' security forces have nearly as much power as more conventional forces of law and order; and the characters, once hired by Semla, will have that authority.

Opening Crawl

A comlink signal from Culpharm, a Cularin-based pharmaceutical company, marked the beginning. Faced with internal turmoil, the company has turned to external resources in the hope of resolving its problems. The specifics are vague – and “too critical to be discussed over an open comlink.” Now, the heroes of Cularin must investigate, and discover what has gone wrong...

Allow the players an opportunity to introduce their characters to each other if they have not previously adventured together before.

Encounter 1: Perhaps you can help?

Key ideas of this encounter: Carlitina Semla outlines the problem and asks for the characters' help.

On arrival at the Culpharm Headquarters Building in Hedrett, read or paraphrase the following: -

The Culpharm building shows the concern's prosperity, a glass edifice with a large lobby dominated by a steel and glass desk. Behind the desk,

members of the company's security force in green uniforms, the collars piped in yellow, direct visitors. Although most of those entering are asked to relinquish any weapons that they are carrying, no such request is made of you.

You give your names and are directed to the office of Carlitina Semla, behind a discreet brushed steel door in the rear wall. Through this, you enter a comfortable office with sufficient chairs for all of you, facing a desk behind which a female Twi'lek sits. She smiles at you, and you recognise the person who called you earlier.

“Thank you for coming,” she says. “Please make yourselves comfortable. As I mentioned, I have a problem that I think you might be able to help me with. You see, there has been an occurrence that leads me to suspect that I may, well, have an employee – or more than one – in my security team who is less than loyal to the concern. But I am not sure who, or how far it spreads... not to beat about the territory too much, I am not sure whom I can trust. Hence the need for outside assistance.

“Do you think that you could spare me a few days to undertake an investigation?”

She looks round, awaiting your reaction.

If the characters show interest, she proceeds to explain that one of the senior scientists employed by the research division, a brilliant Cerean biochemist called Waz-alem Amir, prefers to work at home. While this is contrary to company policy, they indulge him as they feel that losing him would be an even greater disaster to the bottom line.

Without going into confidential details – and anyway, she's a security specialist, not a biochemist! – his current project is an analysis of a plant native to Cularin, a plant that has been reported to have medicinal properties by Tarasin herbal healers. Yesterday, as he does two or three times a week, he called in to say that he had some samples that he wished collected for further investigation in Culpharm's central laboratories. According to protocols, two uniformed security guards were sent to Amir's home to pick up the specimens. However, when they arrived there, Amir stated that Culpharm Security had already collected the specimens. No samples were received by the central laboratories... so what has happened to them?

Although she has conducted some preliminary investigations of her own, Semla would prefer the characters cast an unbiased eye over events. She will give them Amir's home address, and access to any member of the company that they would like to speak with. Temporary IDs can be provided on request. If

they do not have transportation, a Culpharm speeder (green with a wide yellow stripe down the side) can be provided.

If the characters are able to recover the samples she will pay 500 dataries a head; or 300 dataries if they can at least shine some light on what has been going on.

Semla will answer any questions that the characters might have. Normal procedure for sample collection is that uniformed security guards go to Amir's house, present their IDs and give him a receipt for whatever it is he wishes transported. There are no regular people given this task, it's a case of whoever is on duty. Yesterday, a couple of Sullustans went – they are available if required, but cannot add anything to what has already been said. The Sullustans' names are Mien and Blut, and both are around the office today.

Encounter 2: Home at the Lab

Key ideas of this encounter: the characters have the opportunity to hear Waz-alem Amir's story.

Amir's residence is on the outskirts of Hedrett. It is a low sprawling building that is partly in the native style, with a pre-fabricated extension that houses his laboratory.

Amir himself is somewhat vague but hospitable. He will invite the characters in and offer fruit juice and cookies before asking them if there is anything that he can do for them. He will not discuss Culpharm business until he has inspected the temporary IDs and made a call to the office; but then he will give an account of the previous day's events. If the heroes did not request IDs, his call to the office will satisfy him.

About mid-morning, he had reached the end of an experimental series and wanted some extra work done on some of the samples, work that his home laboratory is not equipped for but that requires special equipment available only in the company central laboratories. According to protocols, he called the Culpharm Security Office to request a collection; and was told that someone would call that afternoon to take the samples away.

He'd gone out to do some gardening, and was rather surprised just how quickly the security guards arrived for his samples, must have only been an hour or so.

Anyway, they were wearing the new company uniform, bit garish really, yellow trousers and green and yellow shirts; couple of people he had not seen before – one human with brown hair and one Wookiee, big grey-furred chap. [NOTE TO JUDGES: This is the key clue that must be dropped; without this information, the heroes cannot complete the event, so make sure you mention the uniforms, even if it's in an off-hand manner.]

They had presented the proper documents and given him a receipt, just as they were supposed to. He'd not seen them drive off; he'd gone back out to the garden once he'd given them the sample container.

Then, mid-afternoon, he was in the laboratory reading recent research papers on the computer net when a Culpharm vehicle had drawn up outside. A couple of Sullustans in green uniforms had come in and announced that they had been sent to pick up some specimens for transportation to the central laboratories. Rather puzzled, he'd told them that the container had already been collected, and they'd left, promising to wring the dispatcher's neck. A bit puzzling, but he'd thought nothing of it until the party arrived asking questions.

Characters wishing to use Sense Motive, Emotion or Gather Information checks will find that his account is, as far as he is concerned, correct.

Note that Amir recounts everything in a calm, almost detached manner, speaking precisely and covering the details as if he were writing an experimental report. He will elaborate or repeat if asked to do so: however he feels very strongly that whatever has gone wrong is not his fault – he followed the procedures he'd been given.

He also says that he will have a second set of samples ready by tomorrow morning, and perhaps the party could ask Culpharm to send someone to collect them.

If anyone thinks of asking, he will permit an inspection of his household communications system. A Disable Device check at DC 15 or a Spot check at DC 25 will find a bug. There is no indication as to who placed it there. Amir says that the only people to enter his house are his cleaner (a Tarasin female called Ta'Mara) and Culpharm representatives. A technician did come out a couple of days ago to install a computer upgrade, turned up rather unexpectedly and disturbed him, in fact. He hasn't noticed any change in the computer's performance either.

Encounter 3: The Records Never Lie

Key idea of this encounter: the characters may investigate the Culpharm employees (or were they?) that took away the samples.

Amir has retained – in obedience to Culpharm protocols – the receipt he was given for his samples. It shows that two security guards called Caleb Clancy and Arrogha collected the specimens.

A call or visit to Carlitina Semla reveals that both names do belong to members of her security team. Caleb Clancy is a human male, Arrogha is a Wookiee. However, according to personnel records, both were on leave yesterday. Clancy is working today, Arrogha is still on leave. The security roster shows Clancy to be on duty at the Culpharm Main Processing Plant, on the outskirts of Hedrett between Hedrett Groundport and the river. Semla can either send for Clancy or the party is welcome to go out there to see him – would they like her to call ahead or would they prefer to arrive ‘from behind the stars’ [a Twi’lek expression equivalent to ‘out of the blue’] and not have him pre-warned?

When the characters meet Clancy, he’s a small and rather grumpy human with ‘buzz-cut’ blond hair. He is wearing a green coverall with ‘Culpharm’ in yellow letters across the back, and says that it is his normal working dress – he’s normally employed as security on the processing plant loading dock... indeed that is where he is to be found today, if the characters have chosen to go and see him, rather than have him sent for.

Clancy is at first suspicious and does not wish to talk with strangers. This is more natural grumpiness than anything untoward – he just is a fairly unsocial person and does not like dealing with people much.

However, if convinced of the characters’ status, he will allow that he spent yesterday in the company of his wife and children, attending a picnic organised by the social club run by the apartment complex in which he lives. A waste of a perfectly good day off, that was. He would much rather have spent it with his wife and family doing something a bit more interesting – visiting one of the platform cities perhaps, taking in a show and a good meal out; not sitting around in some clearing surrounded by the people he has to live near and all their noisy brats. Get the picture? He went because his wife wanted him to attend, and he’s still grumbling about it.

Of course, it does have the advantage that plenty of people saw him at the time that someone purporting to be ‘Caleb Clancy’ called at Amir’s home laboratory. The chairbeing of the Paradise Towers’ Residents Social Association, a Sullustran named Beem Dwaller, is happy to confirm that Clancy was at the picnic and helping run the barbeque. As far as Dwaller can recall, Clancy was there most of the day. Dwaller works as an approach controller at the Groundport, and is quite easy to get hold of, should anyone want to do so.

Clancy can also tell the party that he rarely undertakes ‘roving’ duties on behalf of Culpharm. He much prefers manning a security point, as today at the Main Processing Plant or, on occasion, the front desk at Headquarters. However, he’s rather gone off that of late, last time – about ten days ago – he had that duty, there was a rather unpleasant human who hung around staring at him for a long time, made him feel rather uncomfortable.

Encounter 4: I’ll Rip Your Arms Off

Key ideas of this encounter: the party can track down Arrogha, and perhaps get into a cantina brawl.

Arrogha has today off, as well as yesterday. Although the characters have his address – an apartment block near the Groundport, rather a scruffy place – he is not in. They also are provided with his comlink code, and if they choose to call that, he answers. The sounds of conversation and glasses clinking can be heard in the background. He is rather surly; he is at his favourite cantina and does not really want to think about work. If the characters insist, he tells them that he is at the Landing Lights Bar.

This is quite easy to find. It is a long, low duracrete building with a large parking lot full of battered vehicles beside it. A pale blue neon sign flickers the name, one or two letters do not work very well and flash on and off. Inside, the place is crowded and smoky. Patrons of all species are drinking and gambling, your typical cantina scene. There is no music, however - the last band left after a drunken brawl that spread onto the bandstand and smashed several instruments. It’s that sort of place.

There are several Wookiees here. Three are sitting playing sabacc, and another is at the bar on his own. This last is Arrogha. The sabacc players will pause long enough to point him out if asked. They also welcome anyone who wants to be fleeced... er, would like to

have a game. One has Profession (Gambler) at +10, the other at +13. They don't cheat; they don't feel that they need to. They are playing for 10 dataries a time. There are security cameras positioned around the gambling area, and any PC who attempts to cheat will be noted; this will upset the Wookiees, and as we all know, it's unwise to upset a Wookiee. Give PCs who seem to want to cheat spot checks (DC irrelevant) to notice the security cameras, and actively discourage them from cheating. Otherwise, the bar fight starts a little earlier than planned.

Arrogha does not want to talk, and snarls at the party. He has a translator droid, but it has been programmed to filter out the swear words. Anyone who does speak Shryiiwook will understand that he used one or two words not normally spoken in polite company. If the characters persist, he says that he was not working yesterday, and that he has never visited Waz-alem Amir's house, indeed he does not know where it is. His normal duty is as a night watchman at the Culpharm Central Laboratory.

Any further questions will get him very annoyed. He does not like anyone to question his integrity, and if there is any suspicion that they are asking him for an alibi or a further account of what he was actually doing yesterday, he will take a swing at the questioner. This being the sort of bar that it is, a general brawl will erupt on the spot.

Arrogha, Culpharm Security Guard (Thug 4): Initiative +0; Def 11; Spd 10m; VP/WP -/15; Atks +7 melee (fist 1d3+4), +4 ranged (bowcaster 3d10); SV Fort +5, Ref +1, Will +1; SZ M; Rep 2; Str 18, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +6, Profession (Security Guard) +5

Feats: Toughness, Weapon Group Proficiency Exotic (Bowcaster)

Equipment: Bandolier, bowcaster, comlink

Note that it is unlikely that Arrogha will use his bowcaster inside the cantina, unless the characters draw weapons. He also will not rage.

The other patrons are likely to use fists, improvised melee weapons, batons, etc.

Typical Cantina Patron (Thug 6): Initiative +1; Defence 12; Spd 10m; VP/WP -/16; Atks +7/+2 melee (fist 1d3, baton 1d6, improvised weapon 1d6), +6/+1 ranged (various thrown objects, 1d4); SV Fort +4, Ref +1, Will +0; SZ M; Rep 1; Str 13, Dex 10, Con 13, Int 7, Wis 10, Cha 9.

Skills: e.g. Profession (Starport worker) +4.

Feats: Toughness.

Equipment: Coveralls

Most of the other people in the cantina are workers at the Groundport. There should be three per character. Most enjoy a good brawl but there is no malice in them, they do not really want to harm anyone. They will stop fighting if their opponent retreats or falls unconscious. If the "heroes" do not follow a similar code (and you should make it clear to them that most of the individuals in the bar seem to be fighting for fun, not blood) you should give warnings – then Dark Side Points – to anyone who indicates that they are attacking with lethal force.

The barkeeper is less tolerant than his patrons. If a brawl breaks out he will summon the Office of Peace and Security. A dozen officers will arrive within ten minutes. A brawl in the Landing Lights is a common occurrence.

OPS Officer (Scoundrel 2/Thug 1/Soldier 1): Init +5; Defence 18; Speed 10m; VP/WP 22/13; Atk +4 melee (1d6 stun baton, 1d4 combat glove), +5 (1d8 heavy blaster pistol); SQ: Authority (Gives a +2 bonus to a Charisma check aimed at getting people to do what they want, DC normally 15 but may increase if the order given is something the target does not want to do), Resources (able to obtain information or equipment from OPS records and stores); SV Fort +2, Ref +2, Will +3; SZ M; Rep 3; Str 15, Dex 10; Con 13; Int 12; Wis 10; Cha 13. Challenge Code: D.

Skills: Appraise +3, Bluff +7, Diplomacy +5, Gather Information +10, Intimidate +6, Knowledge (Cularin Law) +7, Profession (Police Officer) +5, Search +4, Sense Motive +7, Treat Injury +3.

Feats: Alertness, Weapon Group Proficiency: Blaster Pistols, Endurance.

Equipment: OPS uniform, heavy blaster pistol, stun baton, comlink, medpack, binders, blast helmet and vest.

The officers will attempt to subdue all brawlers. They levy on the spot fines of 100 dataries apiece, and send the brawlers on their way, warning them to stay out of trouble in the future. A successful Bluff check at DC 20 or Diplomacy at DC 15 may allow the character to evade the fine – see how well they present their arguments!

Encounter 5: Meanwhile Back at Culpharm

Key idea of this encounter: the characters have the opportunity to realise that the uniforms are the key to this mystery.

Carlitina Semla then calls the characters via comlink. She would like them to return to Culpharm Headquarters immediately – she says that she has to report to her boss, Bas Bishop, and wants them to brief her on progress so far. She will not accept an account over the comlink, she doesn't even trust that and would like them to report in person.

When the characters reach Culpharm Headquarters, read or paraphrase this: -

The lobby of the Culpharm Building is crowded with beings of many species, all craning their necks to see some kind of display. Flashes are popping, and everybody seems to have a recording rod.

The hubbub dies down and a voice is heard. "Good afternoon, gentlebeings, and welcome to the launch of Culpharm's new visual identity. Completely designed and manufactured here on Cularin, this proud new livery will bring Culpharm's green and gold to the forefront of public attention. From new uniforms for our security guards to stationery, vehicles and packaging, the new designs will stamp the Culpharm identity on everything that we do. Gentlebeings of the Press, I present – the New Culpharm!"

If the characters wish to take a look, they will have to get past a throng of reporters. The new uniform consists of green and yellow striped shirts worn with yellow trousers. Vehicles will be green with a double yellow stripe; the same style appears on product packaging. The guard on duty behind the desk is wearing the old green uniform with yellow piping. She is eyeing the new uniform with a less than enthusiastic eye. If asked, she says that they have been told that they will be issued the new uniforms this evening when they go off duty, and will be expected to wear it from tomorrow.

However, she has her orders and directs the characters straight through to Semla's office, where she is waiting for them. She wants to know what they have discovered so far. Even if the characters feel that they have not done particularly well so far, she appears pleased.

Should the characters ask about the new designs, she grins somewhat ruefully. "You may recall that a few months ago, one of the laundries was robbed a couple

of times – people stealing uniforms and then wearing them to masquerade as employees of various companies? Although our uniforms were not stolen, we decided to change the design just in case. The new ones are also more amenable to home laundering, so we shall not be sending them out any more. And from that requirement has come a complete redesign of the corporate image! Mad, isn't it?"

She explains that the design was done in-house, with clothing being handled by a human called Mambo Farls. He is outside attending the press launch at the moment, but she can have him called in if the characters would like to speak to him. The actual manufacture of the uniforms was contracted out to a concern called Uniformal Attire. They probably have a representative here if the characters wish to speak with them too. She can give them a room in which to interview anyone they feel the need to see.

The Uniformal Attire representative is a male Twi'lek called Mourne Blee. He looks rather glum as he is ushered in. It is quite obvious that he does not share corporate enthusiasm for the new uniform. He will respond only to direct questions, and will not volunteer information. Play Blee with lots of hand gestures and a slightly higher-than-normal voice. He's an artist, trapped in commercial uniform creation to make a cred.

Mourne Blee says that he has not discussed the new uniforms with anyone. Apart from it being company policy, and written into the contract with Culpharm, he wouldn't dream of talking about anything as boring as a security guard's uniform. He's almost embarrassed that he has anything to do with such mundane clothing. His ambition is to be a fashion designer, and he is working for Uniformal only until he has saved up enough to open his own design house. A Sense Motive check at DC 15 will confirm that he is telling the truth.

Encounter 6: Espionage for Breakfast

Key idea of this encounter: the characters have the chance to discover what was really going on.

Mambo Farls is a very bouncy and enthusiastic person – something like a Gungan mentality in a human body. He is absolutely buzzing at seeing his designs translated into reality, and finds it difficult to hold himself still long enough to speak with the party.

He says that he has been working on this project for about two and a half months. It is company policy, even

in the design department, that nothing may be discussed outside until after a product launch like the one that has just taken place – he says it’s quite a relief to now be able to talk to anyone other than his wife about what he’s been working on. Oh yes, he does talk to her... but that doesn’t count. She knows not to discuss things outside of the home, why she works for a big concern herself – not a designer, she’s a botanist, actually.

If questioned further about his wife, Gelly, she works for Biotherapy –one of Culpharm’s main rivals. He had revealed all this when hired; their areas of expertise do not overlap and he’d seen Semla herself who had briefed him on what he may and may not discuss. Designing clothing had been quite a relief; he could talk about that, whereas even product packaging could be regarded as a sensitive subject. He’s beginning to worry, to babble a bit, by now.

Mambo says that his wife will be at work at the moment. The characters have the choice of going to see her at the Biotherapy labs in Gadrin where she works, contriving some way of getting her out, or waiting until she finishes work that evening.

Encounter 7: Meaning No Harm

Key ideas of this encounter: the truth finally comes out, and the characters have an opportunity to retrieve the stolen samples.

When the characters do meet up with Gelly, she is quite open about what has been going on. Since college days, she has been an enthusiastic environmentalist. Here on Cularin, she has joined a ‘barklover’ group consisting of several species, including Tarasin, who are concerned about the number of concerns seeking to exploit native Cularin plants and animals. Biotherapy are particularly keen to catalogue and assess local plants for their medicinal properties, and this worries her friends.

Biotherapy is not above a spot of industrial espionage either, and Gelly’s superiors pay for any information of any kind that is passed on to them (she then donated all the money she got from it to the ‘barklovers’). Urged by the ‘barklovers’ she told them about the new Culpharm uniform, as the environmentalists hoped that Biotherapy would do something illegal that they could expose. Somewhere the information about the timing of the uniform’s launch got confused, and they acted on information gained from an intercept on Amir’s

communications a day earlier than they should have done.

If the characters will promise to keep the environmentalists out of their report, Gelly says that she can tell them where the samples are now. Apparently they were stored in Hedrett overnight and are being taken to the Biotherapy labs, well, just about now, in a two-man unmarked speeder.

The characters, assuming they make the attempt, will catch up with the speeder while it is crossing the river to Gadrin. A Gungan is driving it, and there is a human riding shotgun. Both are wearing plain dark clothing, and the speeder is unmarked.

Biotherapy ‘Black Ops’ Trooper (Human Soldier 4): Initiative +6; Defence 16; Spd 10m; VP/WP 34/15; Atk +5 melee (vibroblade 2d6+1, fist 1d3), +6 ranged or +0/+0/+0 ranged with multifire (heavy blaster pistol 3d8); SV Fort +6, Ref +3, Will +2; SZ M; Rep 1; Str 13, Dex 15, Con 15, Int 10, Wis 12, Cha 8.

Skills: Intimidate +6, Survival +3, Treat Injury +8, Climb +8, Hide +6

Feats: Armour proficiency (light, medium, heavy), Improved Initiative, Point Blank Shot, Rapid Shot, Heroic Surge.

Equipment: Blast helmet & vest, heavy blaster pistol, spare cell, vibroblade.

Biotherapy ‘Black Ops’ Trooper (Gungan Scoundrel 3): Initiative +6; Defence 17; Spd 10m; VP/WP 16/10; Atk +2 melee (stun baton 1d6 subdual, DC 12), +4 ranged (heavy blaster pistol 3d8); SQ Illicit Barter, Better Lucky than Good; SV Fort +1, Ref +5, Will +3; SZ M; Rep 2; Str 10, Dex 14, Con 10, Int 12, Wis 14, Cha 16

Skills: Pilot +8, Bluff +10, Gather Information +8, Forgery +7, Spot +8

Feats: Alertness, Improved Initiative.

Equipment: Fatigues, heavy blaster pistol, stun baton, speeder.

The sample container is in the back of the speeder, a red plastic container with the Culpharm logo on the side.

A speeder chase across the river, especially if shots are fired, will attract the attention of the authorities. However, if the characters explain that they are acting on behalf of Culpharm retrieving stolen property, and show their temporary IDs, that will be sufficient to avoid further trouble. Indeed, OPS officers are likely to offer their assistance. Note that as Culpharm security operatives, the characters are able to take the ‘Black Ops’ team into custody themselves, or they may turn them over to OPS. They cannot, however, “pull rank”

to attempt to keep the restricted weapons if OPS learns of their existence. OPS will take the weapons and Culpharm may petition for their return, if the head of security needs them (which she doesn't, and therefore, won't).

Conclusion

Semla will be interested to hear the party's report, whether or not they reveal the environmentalists' role in the matter. She calls in a Culpharm PR, who writes up a news story about the dastardly actions of Biotherapy. The characters may be featured in the story if they wish, but requests for anonymity will be respected.

Mambo Farls gets a formal warning about his behaviour, and shortly thereafter resigns from Culpharm to go into partnership with Mourne Blee. If the characters make the environmentalists' role public, Gelly Farls is fired by Biotherapy, otherwise she keeps her job.

Here Ends *Mix and Match*

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 (0-400 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially. Do NOT automatically award max roleplaying XP, consider carefully how well the players stayed in-character. This is your opportunity to reward appropriately cinematic behavior, so use it!

Adventure Experience Award:

Did the heroes succeed in retrieving the samples? If so, each hero who survived receives 600 xp.

Adventure Experience:	600 xp
Roleplaying Experience:	0-400 xp

Total Possible Experience:

1000 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 finding out what was going on, but did not get the samples back, award them ¾ adventure experience.

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.

Encounter 4:

Whatever they can win at sabacc, maximum of 2000 for the party as a whole.

Encounter 7:

Vibroblade, stun baton, 2 heavy blaster pistols (note: no permits!) from the 'Black Ops' team. If the OPS get involved, the heavy blaster pistols will be confiscated. The speeder was confiscated by OPS, as it was one of theirs which was stolen several months ago.

Conclusion:

Favor of the Barklovers (one per hero, awarded only if the heroes did not make the environmentalists' role public): For assisting Gelly Farls, the hero named above has earned the favor of the Barklovers environmental group. It's not clear now what this favor will mean, but having someone owe you is always a good thing.

Critical Event Summary: *Mix and Match*

1. Did the characters get into a brawl in the Landing Lights cantina?

Yes

No

2. Did the characters reveal the involvement of the environmentalist group in the plot?

Yes

No

3. Did the characters manage to retrieve the samples?

Yes

No

4. Did the Heroes allow their names to be used in the news story? If so, please list the player name, RPGA # and character name of those who did appear in print below.

Convention Coordinator:

To report these results (for events during the month of September 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