

Night's Friend

**Episode 2 of the Night Eyes Trilogy
A One-Round LIVING FORCE Tournament**

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The indigent population of Cularin has continued to shrink, with one of the most notable changes being a reduction in the number of children wandering the streets. What is going on? An adventure for LIVING FORCE heroes levels 1-9. This scenario should be played after "*Night's Promise*" (Episode I of the "*Night Eyes*" trilogy.) This trilogy should be played before any Year Four scenarios.

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Night's Friend is a standard RPGA Network tournament. A four-hour time block has been set aside for this event but the actual playing time should be about three and a half hours.

It is a good idea to ask each player to put a nametag 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.

Reporting the game for RPGA: The RPGA tracks adventures for the Player Rewards program. The Senior GM or Event Coordinator should provide a form to the GM for this purpose. Both the GM and the players need to list their name and RPGA number on the form.

GMs of RPGA tournaments are expected to be familiar with the RPGA Rules and Penalty documents. These are available as downloads from the RPGA web site at www.rpga.com.

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 intended for the players is 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.

House Rules

There are a large number of players throughout the world playing LIVING FORCE, and it's impossible to supervise them the way one might in a home campaign. As a result, we have a few house rules. These are outlined here for you.

Atoning for Dark Side Points

Heroes may, at the discretion of the GM, atone for Dark Side Points acquired during play by spending one Force Point to atone for one Dark Side Point. Heroes may only atone for one DSP per scenario played, and only if, in the judgment of the GM, the hero shows proper remorse and understanding of the dangers of the dark side. Players are required to keep a running total on their log sheets of all Dark Side Points ever acquired, even if the hero has atoned for them.

Dissipate Energy

Dissipate energy only works against energy damage to Wounds. It has no effect against vitality damage or stun weapon attacks. Also, the DC for the Fortitude saving throw should be "10 + damage dealt," not just "damage dealt".

Illusion

Use of the Illusion skill allows a save when the hero views or otherwise interacts with the illusion. If the player succeeds at the save, the illusion is seen as an outline only, and anything that might have otherwise been hidden inside or behind the illusion is visible. Illusion cannot be utilized to create "an illusion of nothing"; it cannot make something invisible.

Stun

If a hero hit by a stun attack makes his or her Fortitude save, the hero is unaffected by the stun attack and takes no damage. A hero who fails the Fortitude saving throw is unconscious for 1d4+1 rounds. This ruling includes heroes in the area of effect of a stun grenade. This house rule supersedes the rules in the *SWRPG-RCR*.

Hero Earnings

At the beginning of the round, if the heroes are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Heroes may not have more than one employer. Heroes who are not employed but who have Entertain, Gamble, or Profession skills may roll against those skills to see how much they have earned in the last week. Rather than using the method in the core rules for Entertain or Gamble, however, use the method described for the Profession skill on page 96; that is, roll the check, and then multiply the result by 100 credits to determine the amount you made that week. Note that heroes may use only one of the above methods each round and must choose which before rolling (Employment, Entertain, Gamble, or Profession). Per the rules, you may take 10 on Entertain or Profession checks, but not on Gamble. There is no pay for unskilled labor in the LIVING FORCE campaign.

Issuing Force and Dark Side Points

Issuing Force Points: When heroes perform cinematically heroic actions, you may issue a Force Point. Because this is a heroic campaign, we expect heroism and encourage judges to reward it. In the course of a standard LIVING FORCE event, there are many opportunities for heroism. If a LIVING FORCE hero performs in a way that is heroic, dramatic, and cinematic, then a Force Point is definitely in order. Our favorite story involved the hero at the premiere, who leapt from a moving speeder, grabbed a vine, and swung on that vine to attack someone in another moving speeder. THAT is dramatic, cinematic heroism!

Not everything is that extreme, and you don't have to jump from a moving speeder to earn a Force Point, but if a hero does something that makes you, the judge, say, 'Wow,' then they should probably get a FP.

The core rules (pg 178) define "Dramatic Heroism" as follows:

To qualify as an act of dramatic heroism, an action must fulfill three criteria:

- It must accomplish a significant task in the defense of good or the defeat of evil;
- It must occur at a dramatically appropriate time (usually the climax of the adventure); and
- It should require significant risk on the part of the hero.

Issuing Dark Side Points: Unfortunately, it is impossible to produce an exhaustive list of all the possible ways people can get Dark Side Points. There are just too many ways that the beginnings of “evil” can manifest themselves.

To quote the *Star Wars Roleplaying Game Dark Side Sourcebook*... “Evil is not always easy to recognize. An innocent act may ultimately result in great suffering. An act of revenge may save the lives of millions of people. The pure at heart can lash out in anger. Evil may lurk beneath a mask of virtue. Whether an act is evil or not often boils down to a question of motivation, and motivation can be hard to identify.

“When a Gamemaster is in doubt about whether to award a Dark Side Point to a character, he or she should consider the character’s motives: Did the character act out of anger? Hatred? Cruelty? Vengeance? Pride? Did the character choose an option simply because it would allow her to spill an enemy’s blood? Was greed or envy involved? Jealousy?” (Great section, beginning on page 41, which illustrates the problem fairly precisely.) The GM must assess the motivations of the character, and if those motivations derive from the base emotions that are the path to the dark side, then a DSP is appropriate.

Wookiees, Rage and Dark Side Points: Per the sidebar on page 182 of the *Star Wars Roleplaying Game Revised Core Rule Book*, Wookiee Force users do not gain Dark Side Points for following their natural tendencies and using the Wookiee rage species ability. They do receive a Dark Side Point, however, if they incorporate Wookiee rage with any of their Force skills.

In addition, while in a Wookiee rage, a Wookiee Force user can’t call upon the Force (except for calling upon the Dark Side when using a Force point). All other uses of the Force require more calm and peace than the Wookiee can manage while in the natural frenzy.

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 mechanical 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.

LIVING FORCE adventures are not designed purely to kill characters. If you believe a combat is genuinely too tough for a group you are running, scale it down. If you believe it will be far too simple, scale it up—within reason. Do your best to keep fights cinematic and interesting, and if someone dies because they made a glorious sacrifice, that’s fine. What we want to avoid are the “dumb” deaths that result from a string of bad dice rolls. That’s not cinematic, and it’s not what *Star Wars*, or LIVING FORCE, are about.

This is an adventure for to low- to upper-level LIVING FORCE heroes, and therefore characters levels 1 through 9 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

Several months ago the Thaereian military ordered Colonel Rast’Tul to put together two task forces. While their objectives and methods were different their goals were similar; create unrest and instability giving more justification for Thaere to tighten its hold on the Cularin System.

In the first part of this trilogy Task Force Pest was detailed and stopped. Coded information was discovered but has yet to be deciphered and given to the heroes.

Task Force Vermin is the second task force under Colonel Rast’Tul’s command charged with clearing the streets of “underage rabble”. The goal is multi-layered. If the person abducted is an older teen they’ll be offered equipment, training and incentives to “raise hell” on Cularin. This will demonstrate that the Cularin OPS can’t control their own citizens and that the Thaereians should expand their security to the surface. If the person abducted refuses they are taken to Thaere Privo for indoctrination before their return to Cularin. Thaere hopes to use these brainwashed “sleeper” agents when they take control of the Cularin system. And finally, based on the success of using one child hostage to control their parent the Thaereians are considering branching out to kidnap the children of other “problems”, such as some Office of Peace and Security officials and politicians. They realize that this is not a tactic that they can overuse (after all, eventually someone will make the blackmail public) but they believe the short-term gain to be worth it. Currently a large number of these child hostages and potential “sleeper” agents are being held in a secret facility in Gadrin and a small number of the more valuable ones are about to be removed to Thaere

Privo by Lt. Rakzen Krayle.

As the scenario progresses the heroes move closer and closer to either capturing or shutting down Task Force Pest, laying the ground work for the final chapter of the trilogy.

If the heroes attempt to ask around for information or news from mentors, contacts, personality NPCs that they have encountered, or other resources refer to the GM

Encounter 1: Your Mission, Should You Choose to Accept It...

Janna, the young girl *Night's Promise*, approaches the heroes. She is worried as many of her older friends or their siblings are disappearing. She knows that the heroes are, well, heroes and she wants them to her friends back, just like they found her parents. She has a list of "clues" and "leads".

Encounter 2: Down In The Dumps

The heroes investigate the dump as per Janna's list. There they are ambushed by "Borus's Boys", a ragtag bunch of pre-teens who have banded together for protection against the Thaereian pick up squads. The heroes must win the Boys over to their side in order to find out what they know.

Encounter 3: It's A Hard-Knock Life For Us

The heroes investigate the warehouse as per Janna's list. There they find a group of children. Although the children know very little they are in need of basic supplies and medical attention.

Encounter 4: The Talented Mr. Fallon

The heroes try to locate Fallon, one of the older boys and de facto leader of many of the street children. He's incredibly easy to find, as he is the latest target of a pickup squad. The heroes arrive in time to rescue him.

Encounter 5: Yet Another Thaereian Hideout

The heroes attempt to rescue several children being held in a Thaereian holding pen. [Optional.]

Encounter 6: Cut To The Chase

The heroes chase the fleeing Krayle who is attempting to leave the planet with a few child hostages. [Optional.]

Encounter 7: Fortunately, I Have A Ship Waiting.

The heroes try to prevent Krayle from leaving the planet.

Important Note to GMs:

While the bad guys are identified as Thaereians throughout the scenario they are not advertising the fact. If the players ask specifically if the kidnappers are Thaereians you can tell them that they seem to be a well organized, equipped and trained outfit. A DC 15 on Knowledge (military), Knowledge (Thaereian), Knowledge (streetwise) or Knowledge (politics) will confirm that they are Thaereians. If a hero has a Knowledge or skill not listed that you think would qualify, adjust the DC accordingly.

Encounters 2 and 3 are informational and can be played in either order, shortened or merged if time looks to be a factor. As well, Encounter 5 and Encounter 6 can be deleted and the action go directly to Encounter 7 if time is crucial. At the beginning of both Encounter 5 and Encounter 6 is alternate text that allows you to skip encounters and proceed to Encounter 7. Encounter 7 presumes that the heroes cannot stop Krayle in Encounter 6. If they manage to come up with a marvelous idea suggestions for modifications are given at the beginning of Encounter 7.

Clarification regarding tiering notation: when you see something like "DC 15/20/25", use the lowest DC for the lowest tier, the middle for mid-tier and the highest for high tier. In this scenario, tiers are for character levels: 1-3, 4-6 and 7-9. Higher level heroes are unlikely to find the combats in this scenario challenging.

Opening Crawl

Although relative calm has returned to Gadrin in recent weeks, the atmosphere is far from normal. The noisy, obvious unrest and near-riots have been replaced by a feeling of unease and insecurity. Something quiet is going on—something quiet and sinister....

Encounter 1: Your Mission, Should You Choose to Accept It...

Key ideas of this encounter: The heroes are reintroduced to Janna, the small girl who was separated from her parents in the riots after Borus Ferthyn's execution. Janna wants the heroes to find her missing playmates; just like they found her parents.

You've been in a lot of bars and dives, front rooms and back. You've met crime lords and senators, Jedi masters and outlaws. None of that prepares you for

this.

The room is cramped and the only furniture is crates and boxes. Everywhere is the overpowering aroma of sugar and spices. You sit on your crate, obscuring the label 'Awesome Sour Jawbreakers' and face the person who brought all of you here.

"Thank you for coming," the 10-year-old girl says. "You are my only hope."

Heroes who participated in the first part of this trilogy, *Night's Friend*, recognize the 10-year-old as Janna.

"For a long time, since the riots, people have been disappearing. Mom and Dad said they were hiding from the Thaereians but you chased them away and not everyone has come back. There are children missing: name, name, name, name. I want you to find them." She pauses and digs into a pink carryall. "In the holos, they always give a reward. I have 20 dataries and a signed holopic of the jango band 'Kessel Runners'."

What about your parents? Have you talked to them about this? *Yes. They're scared. They don't want to make trouble because of me.*

What about the OPS (Office of Peace and Security A.K.A. the police). *Daddy said not to. He said the police can't be trusted right now.*

Why not? *Daddy just looked at me like the time I broke my arm and hugged me tight. But I heard him tell Mom that if someone stole me he'd set fire to a ch'hala (the trees sacred to the Tarasin) if they told him to.*

Have you gone to anyone other than your parents or us? *Fallon, he's the leader. He said he'd look after it. This is Fallon [hand one of the heroes a holopic of a youth]. Umm, I can get that back, right?*

What makes you think the missing children aren't with their families and hiding? *Fynn was around after the riot. And he doesn't have a family and lives at the warehouse. I haven't seen him in three days.*

What warehouse? *Some of the orphans lived at an old warehouse by the industrial park.*

Are all the missing children orphans? *No. But a lot are. Garren's dad works on a cloud city and his mom works afternoon at a manufactory. He's one of Borus's Boys but he's not an orphan and he's missing.*

Borus's Boys? *A group of the older boys. They play at*

the dump. Mr. Felthryn use to chase them away but not seriously. They liked him and were sad when he was killed.

Janna doesn't know too much else. She's eager to both impress the heroes and get their help so if they forget to ask a question she volunteers most of the above information.

Encounter 2: Down In The Dumps

Key ideas of this encounter: The heroes travel to the former home of Borus Felthryn, the Gadrin Dump. They're looking for information and children.

Recycling only goes so far and, when the limit is reached, it ends up here—Gadrin Dump.

The contents have been somewhat segregated. Huge piles of metal scrap make a line while another pile of wooden objects slowly burns. The smoke hangs low to the ground, stinging your eyes and nose.

Behind you comes a rattle of metal on metal followed by a 'ffffuuuuuppppppttt' 'pop' sound as something strikes the ground several meters away.

Have the heroes should immediately make Spot checks and consult the following table:

| DC | Information Gathered |
|----|--|
| 5 | You can't see anyone clearly but you catch glimpses of small people or children hiding in the junk piles around you. |
| 10 | There are about 3-4 children in front of you. |
| 15 | There are about 6-8 children behind you. |
| 20 | You were shot at with a sling or slingshot firing a marble or ball bearing. |
| 25 | It's a ball bearing and they aren't a great shot. |
| 35 | The ball bearings are from a wheel casing and, while not a good shot, they missed on purpose. |

The heroes are being attacked by a group of children known as "Borus's Boys". The children are wary of strangers around the dump, especially since Borus's death and the disappearance of children. They're trying to scare off the heroes using simple ranged weapons.

Fighting Borus's Boys

If the heroes elect to counter attack give the children a +4 to Defense for cover. The children carry the fight for one round after the heroes start acting aggressively and then run away. They know the junkyard well and will be able to make use of cover and hiding holes.

If the heroes succeed at a Spot check they realize

their opponents are children. If they still elect to attack with lethal force give them a Dark Side Point.

Note that there are no stats for the children as the heroes shouldn't be fighting them. If they are shot at, the children go down with suitable angst inducing descriptions such as "The small child crumbles in a heap as your stun bolt strikes him" or "The barely has enough time for a brief aborted scream before the pain from the blaster bolt renders him unconscious". All the children lose consciousness with 1 hit point and automatically fail all their stun checks.

General Tactics: the children have done this before against other children. They take turns popping up, shooting their slingshot and then duck down. Because the heroes don't dress or act like the Thaereian kidnapping squad, the children have given them the benefit of the doubt. The children are aiming to miss.

Talking to Borus's Boys

If the heroes elect to "surrender" or try to talk to the children, they accept and converse with them. Once assured that the heroes aren't Thaereians, and especially when they learn that the heroes are searching for the missing children, the children offer the following information.

- Fallon is the chief child. He knows everything and all the places to hide.
- The Thaereians have been taking children for months. The OPS don't seem to be doing anything.
- The Thaereians use a big, unmarked groundspeeder when they grab children. More precisely it is a modified Aratech Arrow-23 (and the child goes on to list all the features and abilities of this vehicle—he's obviously enamored with the groundspeeder).
- The kidnappers used to bribe children to come close but now they simply stun them when no one is around.
- Fallon isn't here. He might be at the warehouse between the old wood processing plant and the Cularin Arms Apartment Complex.
- One of their group has a mother that works in OPS but he (Jarro Freen) hasn't been around for the today.

Note: The children are mistaken about a very important detail. The OPS is looking into this; their investigation has not yet been made public. Refer to the GM overview for more details on the OPS investigation.

Encounter 3: It's A Hard-Knock Life For Us

Key idea of this encounter: The heroes search for Fallon and find a large group of children without adults to supervise and care for them. As well as learning information the heroes are presented with the opportunity to do some good works.

The warehouse doesn't look like much. The duracrete walls and a plasteel roof make it indistinguishable from all the other warehouses you've passed. But it's location, between the old wood processing plant and the Cularin Arms Apartment Complex, suggest that this is the place you're looking for.

As you watch two children approach the doorway, look around cautiously and then enter the building through a side door.

There are numerous entrances to the warehouse and the children haven't really set up any alarm system. The heroes can approach any way that they wish. They're not going to be spotted until they're inside the building. Once they are, read or paraphrase this description:

The interior is rather tidy but crowded. Improvised beds and sleeping areas lie against the exterior walls. The center of the building is open, a few rickety chairs and tables obviously salvaged from the Gadrin Dump are the only furniture.

There is a sudden silence as twenty pairs of eyes stare at your group. A silence broken by a deep coughing fit from one of the children.

Refer to GM Aid 2 for roleplaying suggestions when portraying the children inside the building. In general the children are wearing second- and third-hand clothing that they salvaged from the dump. While they aren't starving, their diet has been poor. The children are a mixed bag of orphans, derelicts, and runaways.

What the children know:

- Fallon is the chief child. He knows everything and all the places to hide.
- The Thaereians have been taking street children for months but have stopped recently.
- OPS is now asking a few questions but not many. And only recently.
- The Thaereians use a big, unmarked groundspeeder when they grab children.
- They use to bribe the children to come close but now they simply stun them when no one is around.
- Fallon isn't here. He might be at the Gadrin Dump talking with Borus' Boys.

What the children need:

Medical kits and medpacs are beyond their needs and experience and they'll look quiet bewildered if given them. Weapons, even blades, scare them. They appreciate food, sleeping bags, tents, and heaters. Communications devices either for their own use or to contact the heroes are gratefully accepted. Giving the children supplies grants absolutely no physical reward such as certs or Force Points. They'll have to settle for the gratitude of children.

If the heroes contact some type of social services group they are assured that the children will be looked after. They'll be moved to a foster family, into a group house, or given an adult "mentor" who keeps cares for them. The child's exact fate depending on his or her age, culture or maturity of the child in question.

Encounter 4: The Talented Mr. Fallon

Key ideas of this encounter: the heroes rescue (or attempt to rescue) Fallon. Fallon, as well as knowing where the children are being held, also knows that several OPS officers' children are among the recently grabbed hostages.

You hold up the holopic and compare it to the youth walking down the street. The picture is obviously an old one, the boy's hair is longer, and his face thinner, but it is definitely the same person. He is walking warily, keeping close to the buildings, and hurrying past each alley.

Suddenly a dark-colored groundspeeder erupts from the alley, missing Fallon by mere centimeters. He jumps back startled as the side door pops open and six armored people jump out, stun batons ready. Fallon pivots, dodging the first blow and dashes across the street.

Fallon is running for his life. The six Thaereians are strongly motivated to capture him alive. They prefer to use the stun batons (less noisy) but pull out their blaster pistols if it looks like he's getting away. If any citizens try to stop the Thaereians they use simple intimidation tactics bully the citizens ("Public security! Move along!"). If that fails they use the batons and pistols. The driver remains within the vehicle and follows as best he can, even though the trail leads through alleys too narrow for his vehicle. A map (Player Handout 1) is provided although one is not strictly necessary. Refer to the GM Aid 3 for stats and tactics.

What Fallon Knows:

If Fallon survives and isn't captured by the Thaereians he approaches the heroes and thanks them for their help.

- The kidnappers have been taking children for months. The OPS don't seem to be doing anything.
- He's talked to one child who's come back. The kidnappers let him go when he promised to "make trouble for OPS". They promised him guns and darters if he did.
- Fallon thinks that they've kidnapped a couple of OPS officers' children. (Actually, the Thaereians have just started doing this.)
- They use to bribe the children to come close but now they simply stun them when no one is around.

In the car:

There are a few children in the car. Jarro Freen, the eldest son of an OPS officer, tells the heroes the following:

"They said they grabbed me because my mom was asking too many questions. They said they had other OPS children at some place. I can tell you where. One of them mentioned the warehouse when he thought I was unconscious."

If the heroes rescue the children and disable all the Thaereians:

If the heroes act quickly they can attack the facility before the Thaereians know that the heroes have ascertained its location. After disabling the Thaereians, the heroes may also gain access to Thaereian "uniforms" and the groundspeeder, which is capable of carrying them all.

If the heroes rescue the children in the groundspeeder but some of the Thaereians escape:

The heroes know where the facility is but the Thaereians know that someone might be coming and are prepared. The heroes may also have access to some Thaereian "uniforms" and perhaps a vehicle capable of carrying them all.

If the Thaereians escape with the children in the groundspeeder:

All is not lost. A speederbike gang rides up. The leader acknowledges Fallon, ignoring the heroes.

"You commed us for a ride, Fallon?" the lead biker asks.

Fallon shakes his head and points to the heroes. "Yeah, I did, but now they need it more."

The lead biker looks over the heroes and then nods. "Any friend of Fallon is a friend of the

SkyHawks. Where to?"

If the heroes accept the ride, the bikers take them to the next encounter. In this case the gang provides transportation only, they have no wish to damage their bikes or injure themselves. If combat starts they immediately take cover, and flee as soon as possible.

If the heroes wish to borrow the speederbikes for the duration of the scenario they require a successful Diplomacy (DC 20) check to convince the bikers to lend them, and then only if the heroes guarantee that they'll pay for any damages.

The heroes can attempt to purchase the speederbikes, but only if the hero in question does not own a vehicle. A gang member will sell his or her ride for the cost of a new speederbike (10,000 credits).

The bikes can carry both a driver and a passenger. People with no, or little, Pilot skill can always hitch a ride.

Stats for the groundspeeder and the speederbikes can be found as both a PC Handout and a GM Aid.

You can proceed to either Encounter 5 or Encounter 6 from here.

Encounter 5: Yet Another Thaereian Hideout

Key idea of this encounter: the heroes rescue the children being held in a secret facility.

Note: If time is tight and you wish to skip either or both of Encounters 5 and Encounter 6 read one of the following. Modify the text depending on if the heroes are riding or piloting.

To skip both Encounter 5 and 6:

You speed through the city streets toward your destination. You slow for an intersection and suddenly a dark-colored groundspeeder screams past you. In microseconds it passes you, but not before you spy the face of a scared child staring at you from one of vehicle's windows.

Pause and allow the heroes to suggest a course of action. Hopefully it includes chasing the bad guys.

You pull your vehicle(s) in a tight turn and give chase. After a few seconds the groundspeeder's destination is clear: among the warehouses.

Go to Encounter 7.

To skip Encounter 5 only:

You speed through the city streets toward your destination. You slow for an intersection and suddenly a dark-colored groundspeeder screams past you. In microseconds it passes you, but not before you spy the face of a scared child staring at you from one of vehicle's windows.

Pause and allow the heroes to suggest a course of action. Hopefully it includes chasing the bad guys.

You pull your vehicle(s) in a tight turn and give chase. You turn your vehicle(s) in a tight corner and give chase.

Go to Encounter 6.

If you have time for Encounter 5:

Give the players Player Handout 2. Refer to GM Aid 5 as well as GM Aid 3 for the statistics and tactics. This should be a straightforward assault with a 5-round limit.

If the heroes take the facility within 5 rounds, they rescue the children held there and can easily determine that Krayle just left in one of the Aratech Arrow-23 groundspeeder. The garage is empty except for some speederbikes (see GM Aid 4 and Player Handout 3). The speederbikes are equipped with a device that allows them to monitor the vehicles the Thaereians are using and Krayle's position can be determined. Roll to hotwire with Disable Device 10/15/20 or Repair DC 15/20/25. Head to either Encounter 6 or straight to Encounter 7.

If the heroes don't take the facility within 5 rounds then they hear a loud crash from the garage (Krayle leaving abruptly). Again, the heroes can trail or intercept Krayle's vehicle with the speederbikes.

Encounter 6: Cut To The Chase

Key ideas of this encounter: the heroes chase the fleeing groundspeeder containing some hostage children. As the heroes must dodge pedestrians, other vehicles, and various obstructions in order to keep the groundspeeder in sight. The heroes should savor the thrill and excitement of the chase rather than the actual accomplishment of the capture. In the event that the heroes do manage to bring down an armored vehicle with personal weapons while piloting speederbikes cut immediately to Encounter 7. There are suggestions at the beginning of Encounter 7 for modifying to suit this turn of events.

Note: this is an *optional* encounter, which can be reached from either Encounter 4, or Encounter 5.

Suggestions for skipping it are at the beginning of Encounter 5.

Ahead of you the ground vehicle accelerates. You're not sure if they've spotted you or are just in a hurry but suddenly this isn't an easy holiday drive.

Welcome to the world of vehicle combat, or rather, vehicle positioning, as none of the vehicles are armed with vehicular weapons. As it states above, the object is not combat but a hopefully exciting way to get from point A to point B. No map is provided; use your narrative to paint a vivid scene for the PCs. Think of the speeder chase in *Attack of the Clones* or the chase through the Endor Forest in *Return of the Jedi* for the tone. Roll up to five obstacles, below.

Use the following table to generate random obstacles or, if you have the inclination, pick ones that seem to best suit the heroes. Regardless, do not use the same obstacle twice. Have each hero keep track of how many rounds behind the groundspeeder they are. They start two rounds behind it. You can use that for how much preparation time the antagonists in the final scene have.

Using the table: roll 2D6 and use that result for the obstacle. You may then handle this in one of two ways: You can describe the obstacle; give the DC checks options for the obstacle and have them choose and roll, or you can have the heroes describe the tactic they'd use for that obstacle without hearing options; match it to the closest option and have them roll and give them the result. It's up to you and your heroes to decide which style fits best.

Penalty for failure

If the hero fails the Pilot DC check, they drop back 2 rounds, in addition to any additional rounds specified by their option choice. For example, a failed DC for the first obstacle of the table, using Option 1 would result in the hero dropping back 2 rounds. Failing Option 2 would set the hero back 5 rounds.

If the lead hero is *more* than 5 rounds behind the groundspeeder, or if any hero falls 5 rounds behind the rest of the party, the 2d6 obstacle roll for that hero becomes an automatic 12 (clear path) until they catch up to within 2 rounds of the groundspeeder or the rest of the group. It's all right if the heroes get spread out a bit so that they arrive separately, but try to keep them close.

| Roll | Obstacle and Pilot DC needed |
|---------|---|
| 2, 3, 4 | A pedestrian steps out suddenly from between two parked vehicles. DC 20/25/30 to avoid and maintain distance from groundspeeder. DC 10/15/20 to avoid and |

| Roll | Obstacle and Pilot DC needed |
|--------|--|
| | lose 3 rounds. |
| 5, 6 | An OPS bike pulls up beside the groundspeeder trying to flag it over. The groundspeeder sideswipes the bike, severely damaging it. As you roar by you can see the OPS officer giving details on their communit. No effect on distance. |
| 7 | A large truck pulls into the space between you and your quarry. DC 20/25/30 to accelerate and cut in front of oncoming traffic and gain 1 round. DC 15/20/25 to brake and pass quickly to lose one round. DC 10/15/20 to brake and pass when safe, losing 3 round. |
| 8, 9 | The traffic signal ahead of the groundspeeder is red and you gain a round, as it jockeys for position through the intersection. The light turns green as you reach it. |
| 10, 11 | The groundspeeder makes a sudden turn, entering a side street. DC 10/15/20 to follow and maintain the distance. DC 20/25/30 to cut the corner, dodge the pedestrians and gain 2 rounds. |
| 12 | The road is clear ahead. You can automatically gain two rounds. |

If the heroes reduce the groundspeeder's lead to zero rounds, Krayle notices them gaining and calls in reinforcements. It is also possible that the heroes manage to disable the groundspeeder. Alter the text below to reflect which happened. Go to the first section of Encounter 7, subtitled "Stopping the Groundspeeder Before the Hangar" and proceed from there.

If the groundspeeder makes it to the hangar, go to the second section of Encounter 7, subtitled "Groundspeeder Makes it to the Hangar".

The groundspeeder suddenly veers away from you, in a sharp turn, and then comes to a screeching halt. Suddenly, you feel an intense rumbling that thumps in your chest and rattles your teeth. To the south a starship moves slowly...or with the illusion of slowness due to its size. It will be upon you in scant moments. It is already extending its landing gear and ramp. From the entry way you can see several weapon barrels poke out of the craft.

Encounter 7: Fortunately, I Have A Ship Waiting.

Key ideas of this encounter: the heroes attempt to stop Lt. Krayle escape the planet. He has a small, personal

hyperspace-capable ship hidden in a warehouse. It is protected by guards and keyed to him alone—a disadvantage in this case, as it requires time to prep for space.

Note: It is not essential that Krayle be captured. It would be nice, but the final encounter is not intended as a giveaway victory.

Stopping the groundspeeder before the hangar:

The ship hovers a half-meter over the scene and the hangar guards (GM Aid 3) jump down. Two of the guards try to assist Krayle into the ship, while the rest attempt to disable or, at the least, hold off the heroes so that they can escape.

Groundspeeder makes it to the hangar:

The below text is broken into a time frame of Krayle's actions upon reaching the hangar. Start reading at the point that the heroes arrive based on the results of Encounter 6. If you skipped Encounter 6, start at Round 3-4. Use the rest of the text as a guide to gauge Krayle's intended actions and the timing, but you may adapt the flow as needed.

Round 1-2

The groundspeeder enters the large open doors of a warehouse. You can see Krayle exiting the front and moving into the interior.

Round 3-4

You see Krayle gesturing wildly in your directions and speaking to a person or people inside the warehouse.

Round 5-8

Krayle is at a control panel, glancing nervously at the open door that leads to the street. Above him is a retractable roof section that slowly opens. He heads for the airlock.

He enters the ship and locks it on round 8.

Round 9-14

As the large roof section slowly opens you can see Krayle watching from the cockpit. He divides his attention between the retracting roof and you.

Krayle launches the ship on round 15.

Regardless of when they arrive:

Read this general description of the situation and physical layout of the hangar.

You look into the cavernous interior of the warehouse. It's dimly lit except for two orange lights marking the electrical access panels. Large stacks of crates dot the

floor, but you still have a clear view of a starship.

The door must be fully open in order for the ship to launch.

The door can be controlled from the panel in the middle of the hangar floor. The electrical access panels can be used to cut power to the door and thereby freeze them half way open but they cannot control the door. The distance from the edge of the open doorway to the ship's entry ramp is about 30m.

Stats, maps and tactics can be found in Player Handout 4 and GM Aids 3 and 5.

When the fight ends

The guards surrender if Krayle manages to escape in his ship. He doesn't wait for any of them. They also surrender if Krayle is knocked unconscious or killed, or if they are halfway through their wounds and still conscious.

If the heroes manage to gain control of the retractable door or cut the power to it the guards, realizing that it's over, surrender. Krayle does not voluntarily exit. The heroes can break in through the airlock with a Disable Device 20/25/30 or a Repair 15/20/25 or they can call/wait for OPS and their Special Weapons and Tactics squad. No map is given for the ship interior; just walk the heroes through it.

Krayle does not surrender. He has to be knocked out or killed.

Conclusion

As OPS and grateful parents quietly question you, you know that you can feel pride in reuniting so many families. Only one thought distracts you from your sense of accomplishment...

How many children were already taken off planet?

Now, there are several loose ends, or potential loose ends, that the heroes may inquire about. The basics are below:

The children.

OPS and social services ensure that the children are reunited with their families.

The Thaereian facility.

If the heroes didn't have time to do this encounter it was mopped up by a joint OPS and Militia operation. About 20 children were rescued and returned to their families—most of them were from Gadrin political and OPS families.

The Thareian "Acquisition" Squad Members.

If they escaped capture most are rounded up in the OPS/Militia investigation that follows. Thare tries to extradite them back but the legal process is expected to take several months.

The Thareian Facility and Hangar Guards.

Again, as above except the Thareians don't seem quite so eager to get them back.

The local Cularin political groups, OPS and press.

The heroes are, well, heroes. Even if they just were partially successful the press present this as a great victory in that the conspiracy was broken before more children were stolen.

Here Ends *Night's Friend*

Experience Point Summary

Experience is calculated as follows for LIVING FORCE events.

- 1) Experience awards in the SWRPG 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 XP for non-core LF scenarios).
- 2) Assign discretionary role-playing experience (0-400 XP). 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 rescue at least some of the children and/or disrupt the task force enough that it is unlikely to continue? If so, each hero who survived receives 600 XP.

| | |
|-------------------------|----------|
| Adventure Experience: | 600 XP |
| Roleplaying Experience: | 0-400 XP |

| | |
|-----------------------------------|-----------------|
| Total Possible Experience: | 1,000 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 stopping the kidnapping but did not capture Krayle, award them ¾ adventure experience.

Loot Summary

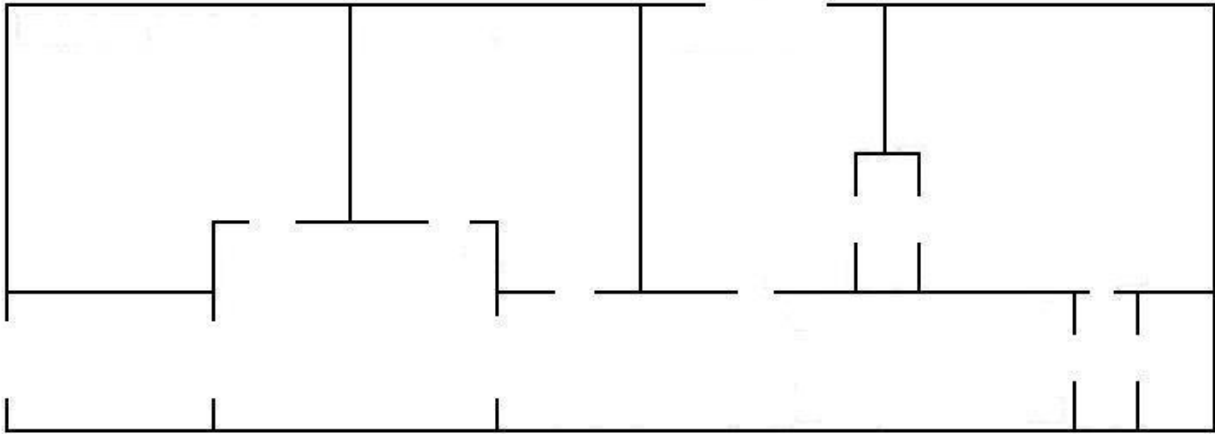
If it's not on this list, the heroes cannot keep it. This is a campaign rule that overrides what they may actually encounter in the scenario.

- Lt. Krayle's Heavy Blaster and Permit (cert) (one per table). In gratitude OPS arranges for a permit to own and carry Lt. Krayle's confiscated Heavy Blaster. This is a standard heavy blaster as per the core rules.
- Slingshot (cert) (one per player). To say thank you for helping to stop the disappearances Borus' Boys present you with a home made sling shot with the hero's name carved into the handle.

Player Handout 1: Foot Chase

| | | | |
|---------|---------|--------|---------|
| | | | |
| STORES | OFFICES | STORES | STORES |
| OFFICES | STORES | STORES | OFFICES |
| OFFICES | STORES | STORES | OFFICES |

Player Handout 2: Holding Pen



Player Handout 3: Vehicle Stat Blocks

If the heroes "requisition" the Thaereian groundspeeder and elect to use it for the duration of the scenario then give them these stats. The vehicle is claimed by Cularin OPS at scenario end as evidence. Three copies of repulsor bike stats are provided.

Thaereian "Acquisition" Squad Vehicle: Aratech Arrow-23; Class: Speeder [Ground]; Cost: 10,000 (new), 8,000 (used); Size: Huge (8.1 meters); Crew: 1 (pilot); Passengers: 5; Cargo Capacity: 800 kilograms; Max Velocity: 400 km/h (7 squares/action); Speed: 160 m; Altitude: up to 2 meters; Defense: 13 (-2 size, +5 armor); Hull Points: 60; DR: 10. Initiative: +0 (-2 size, +2 crew); Maneuver: +0 (-2 size, +2 crew)

Weapons: none. *Provides one-half cover to the pilot and passengers.*

Note on speed: while the Arrow-23 can theoretically reach 400 km/h, speed in the city is limited to 100 km/h.

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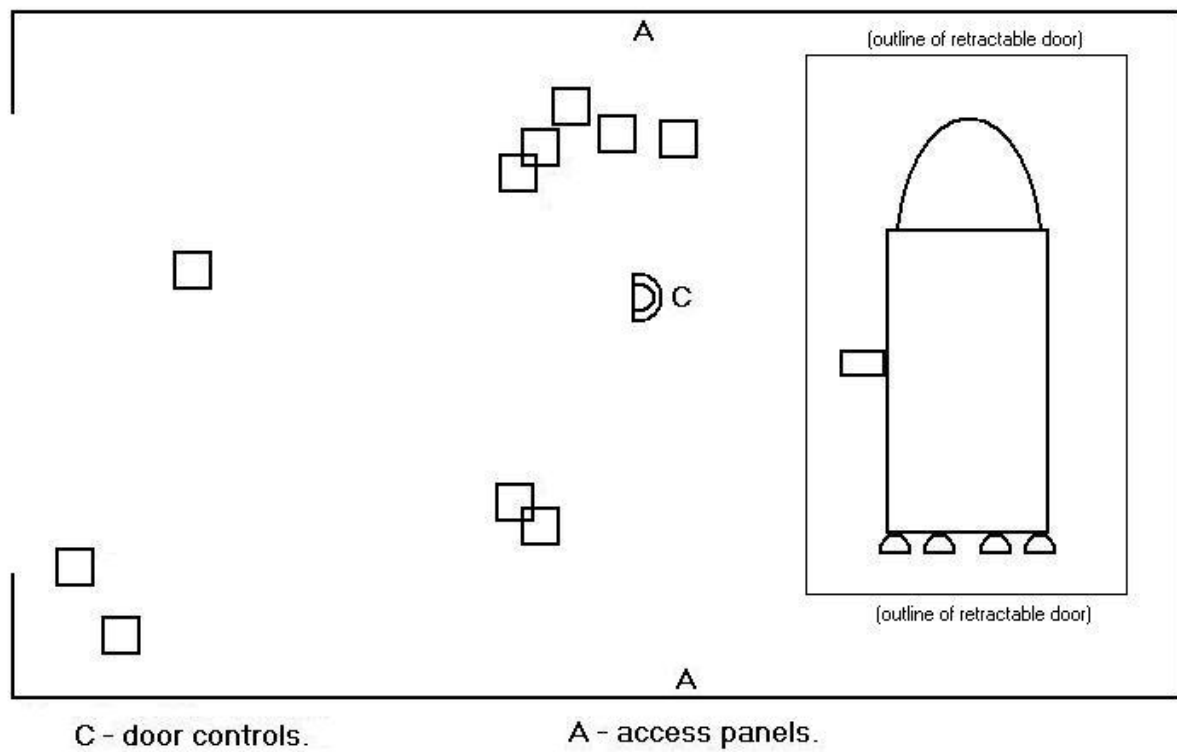
If the heroes borrow the SkyHawk repulsor bikes then give them these stats. The bikes are, of course, reclaimed by the SkyHawks at scenario end.

SkyHawk Repulsor Bikes: Incom MVR-3 Speeder Bike; Class: Speeder [Ground]; Cost: 10,000 (new), 2,500 (used); Size: Large (4.3 meters long); Crew: 1 (pilot); Passengers: 1; Cargo Capacity: none; Max Velocity: 120 km/h (2 squares/action); Speed: 50 m; Altitude: up to 2 meters; Defense: 11 (-1 size, +2 armor); Hull Points: 25; DR: 5.

Weapons: none.

Provides no cover to the pilot and passenger.

Player Handout 4: Hangar



GM Aid #1: Contact Information

Specific NPCs:

Anyone from Senator Wren's office: Senator Wren, her husband and all her senior staff are currently out of the system and no return date has been formalized. I will take your message and when the senator and her staff return they will contact you.

Osten Dal'Nay or members of the Militia involved in Part 1: Night's Promise: We're still deciphering the datapad. The encryption on it is amazingly complex. We have uncovered more details about the plot you uncovered plus one involving children. We haven't been able to come up with the goal of this Task Force Vermin/Pest but the word "leverage" and "hostage" is mentioned in a few instances. I'll keep you up to date as the decryption continues.

Lanius or members of the Jedi: Recently we have heard some rumors. OPS is aware of the situation but I am unsure at what stage their investigation is at. I'm sure they would be grateful for any information you find.

Otherwise, roll 2D6 and give the following information.

| Roll | Information Gathered |
|--------|---|
| 2-7 | I haven't heard anything like this. Let me make some inquiries and I'll get back to you. |
| 8, 9 | I've heard rumors but nothing concrete. And you're not the only one asking. Questions are being asked quietly at all levels of government and in the militia as well. I'll see if I can find something out for you. |
| 10, 11 | I've heard rumors. Rumors that it's not only street children that are disappearing but the children of politicians and OPS officers as well. |
| 12 | Please. I beg of you. Don't ask me. Don't contact me again. --click-- |

GM Aid #2: Warehouse Children

Below are some suggestions for the children in the warehouse in terms of sex, species and an identifying feature. They're aged 14 to 16 if human and "almost adult" if a non-human.

| | | | |
|----|--------|---------|-----------------|
| 1 | Male | Human | Red hair |
| 2 | Female | Human | Pig tails |
| 3 | Male | Rodian | Green jacket |
| 4 | Male | Human | Thaereian cap |
| 5 | Female | Rodian | Bead necklace |
| 6 | Male | Tarasin | Yellowish skin |
| 7 | Male | Bothan | Black fur |
| 8 | Male | Human | The "quiet" one |
| 9 | Female | Human | Blue headband |
| 10 | Male | Rodian | Silver vest |
| 11 | Male | Tarasin | Spear |
| 12 | Male | Human | Brown hair |
| 13 | Female | Rodian | Pink dress |
| 14 | Male | Tarasin | Leather bag |
| 15 | Female | Tarasin | Tarasin doll |
| 16 | Male | Human | Black jacket |
| 17 | Female | Human | Pony tail |
| 18 | Male | Rodian | Broken datapad |
| 19 | Female | Tarasin | Toy killasin |
| 20 | Male | Human | Belt knife |

GM Aid #3: Stat Blocks

Thaereians (low tier):

GM Note: At low tier, almost any encounter can be deadly to the heroes. For that reason Thugs have been chosen. An average level 3 party of heroes should blow through these bad guys fairly easily. You may have to decrease the number of opponents for small groups or groups with many "non-combat" class heroes, especially for average level 1 and 2 parties.

Encounter 4

Seven (6+1 driver) Acquisition Squad: Human Thug 2; Init +0; Defense 10 (+0 class); DR 2; Spd 10 m; VP/WP 0/11; Atk +2 melee (DC 15, Stun Baton) or +2 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +5, Ref +0, Will -1; FP 0; DSP 0; Rep +0; Str 10, Dex 11, Con 11, Int 10, Wis 9, Cha 11.

Equipment: Blast helmet and vest, blaster pistol, stun baton, comlink.

Skills: Intimidate +3, Profession +2

Feats: Armor Proficiency (light), Great Fortitude, Weapon Group Proficiencies (blaster pistol, simple weapons)

These men are motivated through fear of Lt. Krayle and greed for that extra 25% on their paycheck for doing a scummy job. They'll do their best to catch the child and defeat the heroes but their lives are more important to them. If they get to half wounds they'll run away.

Encounter 5

Six (6) Holding Pen Guards: Human Thug 2; Init +0; Defense 10 (+0 class); DR 2; Spd 10 m; VP/WP 0/11; Atk +2 melee (DC 15, Stun Baton) or +2 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +5, Ref +0, Will -1; FP 0; DSP 0; Rep +0; Str 10, Dex 11, Con 11, Int 10, Wis 9, Cha 11.

Equipment: Blast helmet and vest, blaster pistol, stun baton, comlink.

Skills: Intimidate +3, Profession +2

Feats: Armor Proficiency (light), Great Fortitude, Weapon Group Proficiencies (blaster pistol, simple weapons)

The guards will defend their position. They aren't suicidal. If they have less than 3 wounds they'll lie down and play dead.

Encounter 7

Six (6) Hangar Guards, various Human Thug 1/Scout 1; Init +2; Defense 16; Spd 10m; VP/WP 8/13; Atk +2 melee (1d3+1, punch) or +4 ranged (3d8 or DC 18 stun, heavy blaster pistol); SQ DR 2; SV Fort +5, Ref +3, Will +2; SZ M; Rep 1; Str 12, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills: Listen +8, Intimidate +3, Knowledge (Military Protocol) +4, Profession (Guard) +2, Pilot +4.

Feats: Armor (light), Weapons (simple, blaster pistols), Point Blank Shot, Weapon Focus (blaster pistol), Starship Operations (space transports).

Equipment: Blast helmet and vest, heavy Blaster Pistol (illegal).

The guards will defend their position. They aren't suicidal and know that delaying the heroes so that Krayle can escape is as good as killing them. If they have less than 3 wounds they'll lie down and play dead.

GM Aid #3: Stat Blocks, continued

Thaereians (middle tier):

Encounter 4

Seven (6+1 driver) Acquisition Squad: Human Thug 4; Init +1 (Dex); Defense 12 (+1 class, +1 Dex); DR 2; Spd 10 m; VP/WP 0/11; Atk +4 melee (DC 15, Stun Baton) or +6 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +6, Ref +2, Will +0; FP 1; DSP 0; Rep +0; Str 10, Dex 12, Con 11, Int 10, Wis 9, Cha 11.

Equipment: Blast helmet and vest, blaster pistol, stun baton, comlink.

Skills: Intimidate +4, Profession +3

Feats: Armor Proficiency (light), Great Fortitude, Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistol, simple weapons)

These men are motivated through fear of Lt. Krayle and greed for that extra 25% on their paycheck for doing a scummy job. They'll do their best to catch the child and defeat the heroes but their lives are more important to them. If they get to half wounds they'll run away.

Encounter 5

Six (6) Holding Pen Guards: Human Thug 4; Init +1 (Dex); Defense 12 (+1 class, +1 Dex); DR 2; Spd 10 m; VP/WP 0/11; Atk +4 melee (DC 15, Stun Baton) or +6 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +6, Ref +2, Will +0; FP 1; DSP 0; Rep +0; Str 10, Dex 12, Con 11, Int 10, Wis 9, Cha 11.

Equipment: Blast helmet and vest, blaster pistol, stun baton, comlink.

Skills: Intimidate +4, Profession +3

Feats: Armor Proficiency (light), Great Fortitude, Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistol, simple weapons)

The guards will defend their position. They aren't suicidal. If they have less than 3 wounds they'll lie down and play dead.

Encounter 7

GM Note: The Thugs in encounters 4 and 5 should not pose a deadly threat to the heroes and that is intentional. This final encounter should be a hard fought battle. You may wish to decrease the number of opponents for small hero groups or for ones which include several "non-combat" classes.

Six (6) Hangar Guards, various Human Soldier 4; Init +6 (+2 Dex, +4 Improved Initiative); Defense 16 (+4 class, +2 Dex); DR 3; Spd 10m; VP/WP 34/15; Atk +5 melee (2d6, vibroblade) or +6 ranged (3d8 or DC 18 stun, heavy blaster pistol) or +4/+4 ranged (3d8 or DC 18 stun, heavy blaster pistol with Rapid Shot); SQ none; SV Fort +6, Ref +3, Will +2; FP 1; DSP 0; Rep 1; Str 13, Dex 15, Con 15, Int 10, Wis 12, Cha 8.

Skills: Computer Use +5, Demolitions +5, Intimidate +4, Survival +5, Treat Injury +6.

Feats: Armor Proficiency (light), Blind-Fighting, Improved Initiative, Martial Arts, Point Blank Shot, Rapid Shot, Weapon Group Proficiencies (blaster pistol, simple weapons).

Equipment: Combat jumpsuit, heavy blaster pistol (illegal), comlink, vibroblade.

The guards will defend their position. They aren't suicidal and know that delaying the heroes so that Krayle can escape is as good as killing them. If they have less than 3 wounds they'll lie down and play dead.

GM Aid #3: Stat Blocks, continued

Thaereians (high tier):

Encounter 4

Seven (6+1 driver) Acquisition Squad: Human Thug 6; Init +1 (Dex); Defense 13 (+2 class, +1 Dex); DR 2; Spd 10 m; VP/WP 0/14; Atk +6/+1 melee (DC 15, Stun Baton) or +8/+3 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +7, Ref +3, Will +1; FP 1; DSP 0; Rep +0; Str 10, Dex 12, Con 11, Int 10, Wis 9, Cha 11.

Equipment: Blast helmet and vest, blaster pistol, stun baton, comlink.

Skills: Intimidate +6, Profession +5

Feats: Armor Proficiency (light), Great Fortitude, Toughness, Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistol, simple weapons)

These men are motivated through fear of Lt. Krayle and greed for that extra 25% on their paycheck for doing a scummy job. They'll do their best to catch the child and defeat the heroes but their lives are more important to them. If they get to half wounds they'll run away.

Encounter 5

Six (6) Holding Pen Guards: Human Thug 6; Init +1 (Dex); Defense 13 (+2 class, +1 Dex); DR 2; Spd 10 m; VP/WP 0/14; Atk +6/+1 melee (DC 15, Stun Baton) or +8/+3 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +7, Ref +3, Will +1; FP 1; DSP 0; Rep +0; Str 10, Dex 12, Con 11, Int 10, Wis 9, Cha 11.

Equipment: Blast helmet and vest, blaster pistol, stun baton, comlink.

Skills: Intimidate +6, Profession +5

Feats: Armor Proficiency (light), Great Fortitude, Toughness, Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistol, simple weapons).

The guards will defend their position. They aren't suicidal. If they have less than 3 wounds they'll lie down and play dead.

Encounter 7

GM Note: The Thugs in encounters 4 and 5 should not pose a deadly threat to the heroes and that is intentional. This final encounter should be a hard fought battle. You may wish to decrease the number of opponents for small hero groups or for ones which include several "non-combat" classes.

Six (6) Hangar Guards, various Human Soldier 8; Init +7 (+3 Dex, +4 Improved Initiative); Defense 19 (+6 class, +3 Dex); DR 3; Spd 10m; VP/WP 64/15; Atk +9/+4 melee (2d6, vibroblade) or +7/+7/+2/-3 ranged (3d8/19-20, blaster rifle with Multishot and Rapid Shot; SV Fort +8, Ref +5, Will +3; FP 2; DSP 0; Rep 1; Str 13, Dex 16, Con 15, Int 10, Wis 12, Cha 8.

Skills: Computer Use +5, Demolitions +6, Intimidate +6, Listen +4, Spot +4, Survival +6, Treat Injury +6.

Feats: Armor Proficiency (light, medium), Blind-Fight, Improved Initiative, Martial Arts, Mobility, Multishot, Point Blank Shot, Rapid Shot, Weapon Group Proficiencies (blaster pistol, simple weapons).

Equipment: Combat jumpsuit, blaster rifle, comlink, vibroblade.

The guards will defend their position. They aren't suicidal and know that delaying the heroes so that Krayle can escape is as good as killing them. If they have less than 3 wounds they'll lie down and play dead.

GM Aid #3: Stat Blocks, continued

Lt. Krayle (low tier):

Human Noble 2/Soldier 2; Init +1 (Dex); Defense 15 (+4 class, +1 Dex); Spd 10 m; VP/WP 25/10; Atk +3 melee (1d3, unarmed) or +5 ranged (3d8 or DC 18 stun, heavy blaster pistol); SQ Favor +1, inspire confidence; SV Fort +2, Ref +5, Will +6; FP 2; DSP 1; Rep +0; Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 14.

Equipment: Blaster pistol, code cylinder, comlink.

Skills: Astrogate +3, Computer Use +6, Diplomacy +7, Knowledge (bureaucracy) +6, Knowledge (tactics) +6, Knowledge (history) +6, Intimidate +4, Pilot +3, Profession (officer) +6, Repair +3, Sense Motive +6, Survival +2.

Feats: Armor Proficiency (light), Persuasive, Point Blank Shot, Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistol, blaster rifle, heavy weapons, simple weapons, vibro weapons)

Tactics: Krayle is very much the paranoid coward. He will hide behind his men using them as human cover. He will, however, fight while he can because he knows that the Cularins, when they find out what he has done, will not make life at all pleasant.

Lt. Krayle (middle and high tier):

Human Noble 2/Soldier 4/Officer 2; Init +1 (Dex); Defense 17 (+6 class, +1 Dex); Spd 10 m; VP/WP 52/10; Atk +6/+1 melee (1d3, unarmed) or +8/+3 ranged (3d8 or DC 18 stun, heavy blaster pistol); SQ Favor +1, inspire confidence, leadership; SV Fort +4, Ref +7, Will +8; FP 4; DSP 5; Rep +0; Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 145

Equipment: Blaster pistol, code cylinder, comlink.

Skills: Astrogate +4, Bluff +8, Computer Use +6, Diplomacy +8, Knowledge (bureaucracy) +6, Knowledge (tactics) +8, Knowledge (history) +6, Intimidate +12, Pilot +5, Profession (officer) +10, Repair +3, Sense Motive +8, Survival +2.

Feats: Armor Proficiency (light), Persuasive, Point Blank Shot, Precise Shot, Skill Emphasis (Gather Information), Skill Emphasis (Profession [Officer]), Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistol, blaster rifle, heavy weapons, simple weapons, vibro weapons)

Tactics: Krayle is very much the paranoid coward. He will hide behind his men using them as human cover. He will, however, fight while he can because he knows that the Cularins, when they find out what he has done, will not make life at all pleasant.

GM Aid #4: Vehicle Stat Blocks

Thaereian "Acquisition" Squad Vehicle: Aratech Arrow-23; Class: Speeder [Ground]; Cost: 10,000 (new), 8,000 (used); Size: Huge (8.1 meters); Crew: 1 (pilot); Passengers: 5; Cargo Capacity: 800 kilograms; Max Velocity: 400 km/h (7 squares/action); Speed: 160 m; Altitude: up to 2 meters; Defense: 13 (-2 size, +5 armor); Hull Points: 60; DR: 10. Initiative: +0 (-2 size, +2 crew); Maneuver: +0 (-2 size, +2 crew)

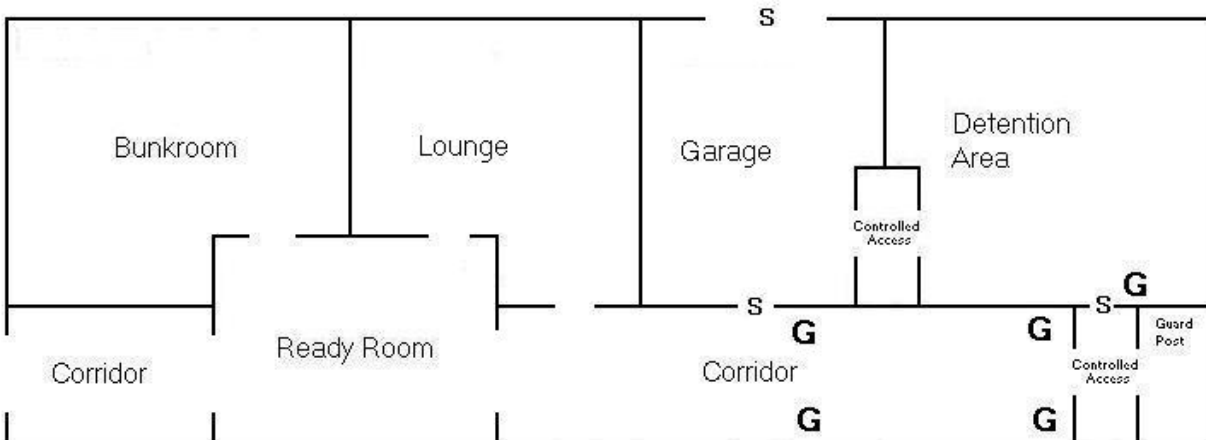
Weapons: none. *Provides one-half cover to the pilot and passengers.*

Note on speed: while the Arrow-23 can theoretically reach 400 km/h in the city is limited to 100 km/h when in the city.

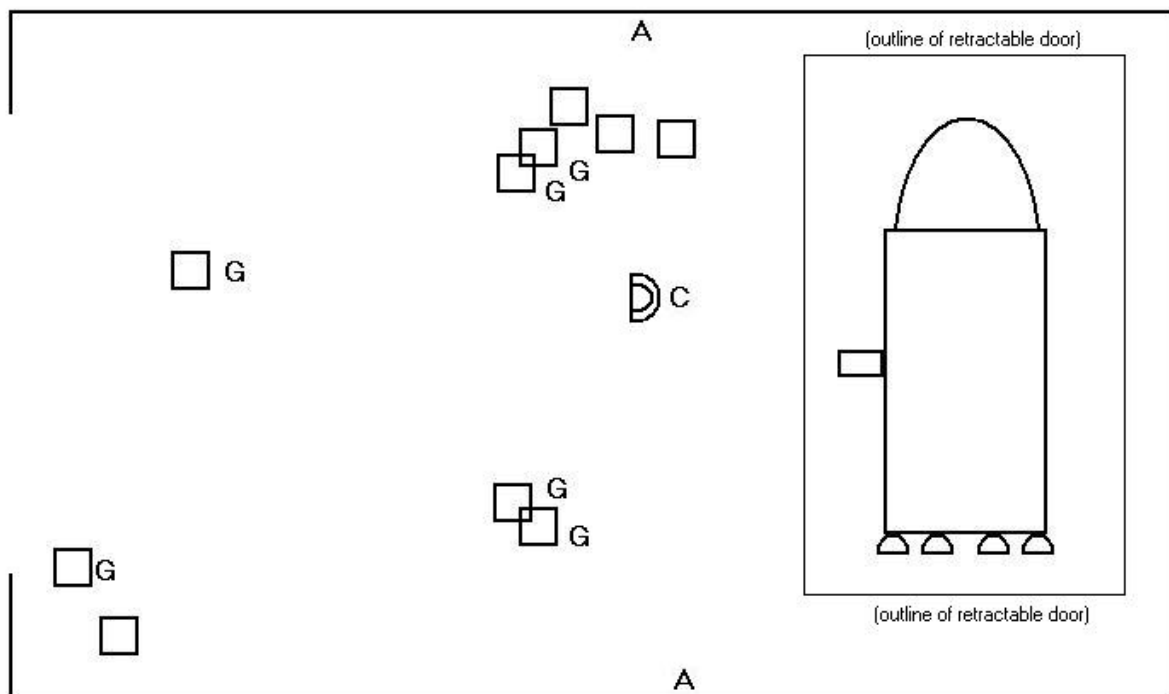
SkyHawk Relpulsor Bikes: Incom MVR-3 Speeder Bike; Class: Speeder [Ground]; Cost: 10,000 (new), 2,500 (used); Size: Large (4.3 meters long); Crew: 1 (pilot); Passengers: 1; Cargo Capacity: none; Max Velocity: 120 km/h (2 squares/action); Speed: 50 m; Altitude: up to 2 meters; Defense: 11 (-1 size, +2 armor); Hull Points: 25; DR: 5.

Weapons: none. *Provides no cover to the pilot and passengers.*

GM Aid #5: GM Maps and Defenses Notes



G = emplaced blaster rifle position. Damage 3D8. Critical 19-20. Controlled by Guard Post.
 S = security door. 20/25/30 Open Lock or 15/20/25 Disable Device followed by a 15/20/25 Strength check.



G - Guard positions.
 C - door controls. DC 20/25/30 to override the ship's control and freeze the doors.
 A - access panels. DC 15/20/25 to divert power from the doors and freeze them.

Critical Event Summary

Night's Friend

1. Did the heroes do enough to shut down the Thaereian kidnapping conspiracy?

☐ Yes ☐ No

2. What happened to Lt. Rakzen Krayle?

☐ Killed ☐ Escaped ☐ Captured

- If captured, who got custody of him?

☐ Militia

☐ OPS

☐ Other (please specify) _____

3. Were any of the heroes particularly solicitous of the orphaned children's well being? If so, list player name, hero name, and RPGA # below.

GM Name, RPGA#: _____

GM Email Address: _____

Convention Name/Date _____

Convention Coordinator:

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

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