

Night's Homecoming

**Episode 3 of the Night Eyes Trilogy
A One-Round LIVING FORCE Tournament**

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As if the problems with the Thaereians were not already enough, Senator Wren recently made an unscheduled visit to the system, to “speak to my people.” The results are far from what anyone might have expected.

An adventure for LIVING FORCE heroes levels 1-9. This scenario should be played after “*Night's Promise*” and “*Night's Friend*” (Episodes I and II of the “*Night Eyes*” trilogy.) This trilogy should be played before any Year Four scenarios.

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Night's Homecoming 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 designee should provide a Session Tracking sheet to you for reporting. Both the GM and the players need to list their name and RPGA number on the form. This adventure is worth 2 Player Reward points.

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

In the time that Cularin was “removed” from the galaxy, life went on as normal for Senator Wren. She maintained her seat in the Senate as the Jedi investigated the whereabouts of her constituents, and even had a child – a daughter named Night Forael Wren, whose existence she kept almost completely out of the public eye. In the hoopla surrounding the recovery of Cularin from the dark side void into which it had been sucked, someone kidnapped Night, to obtain leverage over Senator Wren. Fearing for the life of her daughter, Senator Wren did nothing, and has been little more than a puppet to the Thaereians – who have her daughter – for over a year. Colonel Rast’Tul has recently been creating additional trouble throughout the system, to provide the Thaereians with a way to “keep the peace,” but this has led to a number of false imprisonments, and even the execution of several innocents by the Thaereians. There is only so much, though, that Senator Wren can take.

Groups of heroes have already uncovered Col. Rast’Tul’s plot to kidnap force adepts to use as sentient guinea pigs to test their anti-Jedi drugs (*Night’s Promise*) and the plot to create dissidents and sleeper agents from abducted children (*Night’s Friend*). Tension between Thaereian forces and Cularin citizens is high.

As if the problems with the Thaereians were not already enough, Senator Wren recently made an unscheduled visit to the system, to “speak to my people.” In the course of interviewing the citizens who put her into

power, she asks for help. She cannot go through formal channels, but she needs someone to go into the Thareian facility on Thare Privo and rescue her daughter.

GM NOTE: Summary of events. (Keep in mind that this time line is not exact - it is subjective to the amount of time between the players playing these events.)

- 11 years ago the Cularin system disappeared.
- 8 years ago Senator Wren had a child, "Night".
- 1 year ago the Cularin system reappeared.
- 1 year ago Col. Rast'Tul kidnapped Night.
- Now Senator Wren comes to Cularin.

Encounter 1: The Wind Up...

The heroes travel via spaceship to Cularin on the request of one of Senator Wren's assistants. They are stopped as they reach the orbit of Cularin by a Thareian customs ship and interrogated. Heroes are asked many standard and personal questions before the customs official "stamps" their paperwork and allows them to land.

Encounter 2: ...And the Pitch

The Senator takes a brief moment before her speech to meet secretly with the heroes to explain her dilemma and request their help.

Encounter 3: That Pesky Planning Thing

After a crash course in "how not to be spotted and executed as spies by the Thareians" the heroes find themselves en route Thare Privo via Burnout and T4. Along the way they encounter refugees, workers trying to get down to Thare Privo and the promise of jobs.

Note: this is an optional or condensable encounter.

Encounter 4: Getting There is Half the Fun

Processed through to the planet surface the heroes must infiltrate the living area of the military base and locate Night's whereabouts.

Note: this is an optional or condensable encounter.

Encounter 5: You Want Me To Go Where With Who?

After locating Night the heroes are faced with perhaps the greatest challenge of their lives: convincing a nine-year-old child to do something she really, really doesn't want to do. The heroes may also have to deal with the Rapid Response Team as they are answering an emergency alarm.

Encounter 6: Run, Run Away

Security, alerted by Night when she first became aware of the heroes, arrive and make getting to the escape ship

problematical. They can fight their way through the obstacle or take a dangerous detour around it.

Note: this encounter doesn't happen if the RRT were encountered in Encounter 5. Otherwise, this is an optional or condensable encounter.

Encounter 7: I Have A Ship Waiting!

Once, hopefully, on the ship the heroes must evade several war ships to make the jump to hyperspace and freedom.

GM Note: this is an optional or condensable encounter.

Important Note to GMs: Four encounters (3, 4, 6 and 7) are noted as being either optional or condensable encounters. This means that if you're running behind schedule or if you have a table of players ill suited to the encounter you can use the "fast forward" version. However, do not to skip *both* 6 and 7. Give the players one climatic fight to freedom.

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

It is a time of turmoil in the Cularin system. The citizens of Cularin grow uneasy as the Thareian forces assume more and more power to handle each new "crisis". As each is revealed as Thareian manipulation the tension mounts and it seems everyone with access to the holonet has an opinion or a suggestion.

But one voice remains silent—that of Senator Wren.

Now, for the first time since Cularin reemerged from the time vortex that displaced it for a decade, the Senator is returning to her home system.

Encounter 1: The Wind Up...

Key ideas of this encounter: the heroes are reintroduced to the oppression of Thareian protection as a custom officer asks many probing questions.

Note: the scenario starts with the heroes returning to Cularin. If they want to know why they were off planet

have them suggest a two-day vacation or errand that took them off world. If they want to know why they're going to Cularin refer them to the cert in their hand.

As you return to Cularin you once again examine the flimsiplast bearing your name and an invitation to listen to Senator Wren's speech. Idly you wonder if what some say is true, that there is balance to the universe and for good thing that happens a bad must counter it. Superstition, you wonder?

"Attention. This is the Thaeireian Custom Frigate Watcher. Prepare for custom inspection. Have all cargo manifests, passenger manifests and travel documentation ready for inspection."

The custom frigate matches speed and sends over a boarding party consisting of an officer and about 10 heavily armed and armored soldiers. Assure the players that the Thaeireians are well within their legal right to conduct this search and question as protectors of Cularin space. These Thaeireians have a job to do, they've been doing it all day and they're pretty tired of it all. They're just looking for an excuse to hassle, fine or confiscate things.

The questions are presented with logical continuation. Just follow the question down the list until you come to the next question.

- **Name? Full legal name and spell it.**
- **Occupation?**
 - (If no occupation is given) **Hmph, unemployed.**
 - (If occupation is given but no employment cert) **I see. Alleged** <occupation>.
 - (If employment cert is presented) **I see.**
 - (If occupation is Jedi) **Right. Jedi. Hmph.**
 - (If occupation is Militia) **Militia!** [Try to use the excitement level of a person who just won the jackpot. Being a member of the militia isn't against the law but the Thaeireians are compiling a list of known Militia members.]
- **Do you have any restricted goods? Any illegal goods?**
 - (If the heroes declare that they have nothing restricted or illegal to declare) Pause, say "Hmmmmmm" in a suspicious voice and then move on.
 - (If illegal goods and they actually declare them) **Thank you. Your fine is** <value of item x 2> **and I'll be keeping that.**
 - (If restricted, no permit and they actually declare them) **Thank you. Your fine is** <value of item> **and I'll be keeping that.**
 - (If restricted with permit) **Let me just verify this permit...**[pause, drum your

fingers, pantomime placing something into a reader] and consult the following:

- (If the hero gave the customs officer a hard time) [Roll the dice and, without looking, say...] **Looks like a fake to me.**
 - (If the hero makes nice and attempts politeness make the legitimate roll.)
 - (If the hero continues to be obstinate suggest a 200-credit recalibration fee and make the legitimate roll.)
- (If the hero was polite to the customs officer) [Roll the dice and, without looking, say...] **Looks fine to me.**

Finally, pick one party member at random and announce he or she is the lucky recipient of a full Thaeireian luggage search.

This isn't scaled. For this roll heroes may use Hide, Diplomacy (Your time is too valuable to waste looking for things that aren't there), Affect Mind (These aren't the smuggling holds you're looking for), Bluff (Those aren't my things. They belong to a Thaeireian general), Slight of Hand (Gun? What gun?), Friendship (You don't need to search *my* things, do you?) or any other skill the heroes can convince you are applicable.

Roll	Hero's Roll
>5	Customs guards search and if the hero has undeclared items, finds one item. Suspicious the custom guards decide to search the entire group.
6-20	Customs guards search and if the hero has undeclared items, finds one item.
21+	Custom guards search and find nothing.

Note: Note that the permit is only verified if the hero is rude to the customs officer. If they fail the forgery check on the permit then follow the instructions on the cert.

When the heroes have all been questioned or if 20 minutes of game time have passed, wrap it up. Wish the heroes a nice day in as insincere a tone of voice as you can manage.

Encounter 2: ...And the Pitch

Key ideas of this encounter: the heroes learn of Senator Wren's predicament and her plea for help.

After the chaos of landing the calm of the small, tastefully decorated room is very soothing. Dully you can hear the large crowd in the nearby conference room as they await Senator Wren's arrival. You briefly wonder why you were asked to wait here. But only briefly as a door opens and Senator Wren enters.

It is still something of a shock. Although intellectually you know that ten years has passed in the galaxy it is rare that you see living evidence.

The decade has not treated Senator Wren kindly. Lines of stress and exhaustion crease her forehead and eyes. Her hair is already streaking with gray. Only her voice remains the same.

"Thank you, friends. It's been so long since I've seen you although I know it's been only a short time for you. I have a dilemma which I hope that you can help me resolve."

She stops then, turns away and you can see the glint of tears as she visibly takes control of her emotions.

"It is a long and complicated story but I can summarize it in two sentences. I have a nine-year-old daughter. The Thaereians have held her hostage for nearly a year."

To recap. Cularin system went missing, about three years later Senator Wren had a child, seven more years pass, Cularin returns and Senator Wren's child is taken. An additional year passes to bring us up to the present time. So Night is 8 years old now.

Probably about now the heroes will have some questions.

What do you want us to do? *I want my daughter back.*

How do you know they have your daughter? *They told me. I get monthly holovids.*

What's her name? *Night. Night Forael Wren*

Do you know where they've got her? *Thaere Privo. He taunted me with that... that Night was safe in the military compound.*

He? *Colonel Rast'Tul. I believe Night is being held at his quarters. [voice grows bitter] His guest.*

Why haven't you gone to the authorities? *He said that he'd kill her. The Thaereians have informants in many place so I have to be very careful.*

So, what have you done for the last year? *Gathered information and data. Notified my allies such as Osten Dal'Nay and Master Lanius about the situation in roundabout ways so as not to tip off the Thaereians. Tried to appear to give in to his every demand while not betraying Cularin.*

Why isn't OPS or the Militia handling this? *OPS is a Cularin system agency, they don't have the resources or training for this. The Militia has the*

training but it would mean risking Osten Dal'Nay's informants.

Why haven't you gone to the Senate? *The Senate has great power but they react slowly and with deliberation. For laws, and matters affecting the entire Republic, that's actually a benefit, but not for a rescue attempt.*

Your husband was associated with the Jedi. Why not ask Master Lanius? *Master Lanius knows of this; Almas Academy cannot act officially.*

(If there are Jedi heroes.) Some of us are Jedi. *Yes, but you're all known to have interests outside of the Academy.*

Why didn't you step aside? Give up your Senate position so that you couldn't aid them? *He said if I did he'd kill Night. He preferred a puppet to a new Senator that he couldn't control.*

What demands have they made? *Certain Thaereian policies... certain initiatives that they made... I didn't fight them either here or at the Senate. That I remain on Coruscant. That I do nothing to disrupt Thaere's control over Cularin.*

Why now? Why the change of heart? *Now I have proof. And the Thaereians are growing bolder.*

Do you have a holo or a picture? [pause and she pulls one out of her carryall] *This one. It was taken two years ago at the Coruscant Amusement Center. We promised to take her again on her birthday. That was two months ago. [The heroes are shown a holo of Senator Wren and her husband watching as Night plays in a zero-gee ball room. The senator will make a copy available to the heroes if they ask.]*

Why haven't we heard about her? You're famous. *I'm a target because of that... as this proves. I tried to keep her out of the spotlight. It was easier to do while Cularin was missing.*

Can we get other people to help? *No. Or, rather, I ask that you don't tell anyone else of Night's existence.*

Are you planning to keep her existence secret when you've got her back? *No. This has proven that sometimes the best way to protect something is to shine a bright light on it.*

Is there anything you can tell us that would let Night know that you've sent us? *Our family password is 'purple bantha'. She had a stuffed one when she was sick with Corellian fever when she was four.*

What's in it for us? (Long pause and she will reply slowly, as if she were choosing her words carefully.) *Anything in my power to give you.* If the heroes suddenly develop a sense of shame, or if they were actually going to set up the "tough guy with a heart of gold" situation and ask for "nothing less than 1 credit" or something similar, then they are *not* truly being greedy. However, if they *are* actually trying to hold up the Senator for loot when her daughter is a

hostage, then please read the note in the conclusion regarding player reward.

Before she leaves for the auditorium she pauses and turns back to the heroes for one last tug. Get misty eyed if you can.

"Please tell her I love her. That morning, we had a silly argument over clearing the breakfast table. I know you'll bring her back to me but if you can tell her that... I've wanted to tell her that for a year."

Note: If any hero asked about a reward or pay hand each player a piece of paper for them to write down what they want their reward to be. Then read or paraphrase:

The senator's aide waits until the door closes behind the senator. "If you could just indicate on this datapad the amount of recompense you require for this mission," he asks as he hands around a datapad.

And no, the heroes cannot see what their comrades have written. If they ask the aide what lies within the Senator's powers they are told that she has a discretionary fund of money as well as the some leeway in granting permits and import licenses. However, she is a Senator, not a ruler.

Encounter 3: That Pesky Planning Thing

Key ideas of this encounter: the heroes get a crash course in all things Thaere and a bit of background.

Senator Wren said she had a Thaere expert to coach you. Osten Dal'Nay certainly qualifies!

"The Senator has told me a bit about what you're planning on doing. My job is to get you to stop thinking like citizens of Cularin and thinking like Thaereians, either citizens or inhabitants. Let's go over the assets we've gathered for you and come up with a plan."

Note: This scene may be skipped entirely or condensed. If skipping, refer to GM Aid 4 and read or paraphrase the text there. If condensing assign the uniforms based on their character class or skills (especially repair or pilot) and tell them about the ship.

What they can have (with Osten Dal'Nay's comments)

Thaereian officer uniforms for each. *(But I don't recommend you use them unless you can present yourself as supremely arrogant and self-confident at*

all times. Officers are the top of Thaere government and society at this time.)

Thaereian enlisted uniforms for each. *(It might be easier to pass yourself off as enlisted than as officers. You are still at the command of any officer who wishes to commandeer you if he deems his needs more important than your orders. Which he will, remember the arrogance? We made your orders pretty important but you may have to stress that to some.)*

Worker's clothing identifying the wearer as someone with a valued skill (examples, computer programmer, vehicle repair expert, mining engineer). *(Remember, Thaere is resource poor. We... they need to import nearly everything be it food, weapons and other manufactured goods. People who can make, or more importantly keep running, the technology are just behind the military in the pecking order.)*

Inhabitant clothing identifying the wearer as someone with only general skills (examples, food services, general laborer, servants) *(Beneath everyone's respect and therefore their notice. Workers are the most restricted of the people on Thaere but only 'droids are more invisible.)*

Note: The heroes do not all have to be officer or all workers. Mixed groups, Dal'Nay assures them, are quiet common. Examples are an officer with a few enlisted men, a personal repair technicians and a servant, or a repair technician and his team of assistants.

The identification papers, employment or service records and "trash" to go along with the clothing. *(You can expect your papers to be checked at every stage on the way to Thaere Privo and several times a day on Thaere Privo. We had access to originals so these are good forgeries that will withstand up to a major inspection and that would only happen if they suspected you of something.)*

Travel papers and tickets to get you from Cularin to Thaere Privo via Burnout and T4 (the fourth moon of Thaere Privo). *(The tickets are legitimate and the travel papers are excellent forgeries. We can't send you directly to Thaere, as incoming traffic from Cularin is, at this point in time, suspect and likely to be inspected far more thoroughly than we want. But we can land you right on the base so you don't have to worry about any checkpoints once you land.)*

A ship parked on the edge of the landing field about five kilometers from the edge of the officer's living quarters area. *(The ship has been listed as inoperative and awaiting parts. However, it is in fact in perfect*

working order. An astrogation capable droid has been hidden onboard to assist with hyperspace calculations.)

Maps, pictures and models. ***(We have a vast amount of information for you to use to familiarize yourself with the routes you'll be taking as well as landmarks and people you should be aware of.)***

What they don't have (with Osten Dal'Nay's comments)

A lot of time. ***(The situation is heading to a crisis point. The Senator must be free of Thaereian control soon or she'll lose too much support to be effective either here or on Coruscant.)***

Transportation on Thaere Privo. ***(Transportation needs to be linked to your cover stories and our informants don't have the resources to arrange for each or the lead time to arrange it once your covers are picked.)***

Support on Thaere Privo. ***(The Senator picked you because you've proven that you can think fast on your feet and improvise. Agents sympathetic to the Cularin cause are rare on Thaere and we can't afford to expose them at this time.)***

Planning

This is the part of the scenario where the players plan. Have them pick their cover story and then send them on their way. Keep an eye on the clock and try to get them into Encounter 4 before the first hour of the slot ends.

Encounter 4: Getting There is Half the Fun

Key ideas of this encounter: giving the heroes a taste of Thaere and the inhabitants while on their way to their destination. Several little scenes and encounters exist to potentially delay, distract and entrap the heroes.

Note: This scene may be skipped entirely or condensed. If skipping, refer to GM Aid 4 and read or paraphrase the text there. If condensing use the mini-encounter "Major Ouchies" as it is most likely to involve the whole group and/or "Speeder Rentals" as it gets them to their target.

Would you like to come up to the cockpit, sir?

Note: Only if one or more heroes are posing as Thaereian officers.)

One of the flight crew comes up and ask if heroes

posing as officers would like a tour of the cockpit while they proceed to the hyperjump point. The co-pilot asks if they would like to take the controls for a bit. The entire flight crew makes the heroes posing as officer feel like VIPs.

While one of the heroes is at the co-pilots controls...

Suddenly the proximity alarm sounds and the heads-up sensors open to show a largish meteorite heading directly for the shuttle.

Have the hero roll initiative. Roll for the pilot and ignore the results - he gets a 1 - but simply tell the hero that he beat the pilot. The hero can elect to act or delay to assist the pilot.

If the hero elects to wait, have he or she attempt a assist check. Then have the NPC pilot attempt a DC 20 with a +14 Pilot check. Success means they miss the rock. Failure means that they are hit with a glancing blow that is very loud and grinding but does no structural damage.

If the hero elects to act before the pilot have them attempt the Pilot check.

If the heroes helped avoid the collision somehow then when the heroes are returned to their seats they are now upgraded to the "first class" section, even if it means they are no longer sitting with their "entourage". With success at a DC 10 Spot or Gather Information check the PCs can find out that wealthy passages are sitting in their seat. They have given up their seats in gratitude of the heroes' actions, and now sit in the heroes' old seats

Major Ouchies

Ahead you can see a family. The parents are dressed in mining clothes; the children in patched clothing either one size too big or two sizes too small. The father has a crude bandage around his arm and he holds it protectively against his side. As you watch a Thaereian customs official bumps into him. The miner winces, pales in pain and staggers. The customs official turns and looks at him for the first time.

"You, get to the medical examination queue. You don't look fit to immigrate. And take your brats with you."

If the heroes elect to interfere they can do so in a number of ways. If they appeal to the customs official directly he is unsympathetic and insist that protocol be observed. Thaere doesn't need workers who can't work. The heroes can elect to render medical aid. Basically the man is down 2 wound points. A successful Treat Injury using a medpac or Heal Another would cure the problem although open use of the Heal Other skill might cause more problems. If the heroes look like

they're going to use Heal Another openly gently remind them that they aren't on Cularin anymore and that Thaere looks at Force skills a bit differently then back home. If the heroes don't wish to use or have a medpac they can make a DC 20 Treat Injury in order to fix the man up as best they can before his examination.

The family will be seen briefly on the shuttle down to Thaere Privo. Obviously they passed the medical check.

Speeder Rentals.

The administration clerks in charge of allocating groundspeeders for use in the city have a definite scale. Officers get the best, scum get skateboards.

The administration clerk looks up, a bored expression on his face. "Can I help you?"

If the heroes include any officers or enlisted personnel the administration clerk is much more helpful.

"I'm afraid I only have last year's model of Arrow-23 but it will hold all of you easily. Is there anything else I can help you with?"

If the heroes are all workers or lower in the social scheme of Thaere the clerk is less than polite although still somewhat helpful.

"I have a cargo truck. Most of you will have to ride in the back. Do you know where you're going or do I need to draw you a map?"

Assuming the heroes ask complete directions will be given to Colonel Rast'Tul's quarters.

Encounter 5: You Want Me To Go Where With Who?

Key ideas of this encounter: the heroes find Night only to be potentially betrayed by the confused child.

After blocks and blocks of parade grounds, barracks and large vehicle buildings the residential area looks incongruous. Neatly maintained houses that you could find in almost any residential area in the Republic. A printed sign at the front of the wall proclaims this to be the house of Colonel Rast'Tul.

The house is relatively unprotected and entering it requires little skill or luck. Night is at home with her babysitter Nannat, a young Thaereian woman around 16 years of age. Stats and information are available for

Nannat and Night as GM Aid 3. PC and GM versions of the house and grounds are available as PC Handout 2 and GM Aid 2.

To recap the personality section from GM Aid 3: Nannat's chief concern is protecting Night. Night does not wish to leave her home of a year to go with a group of strangers. Remember, the colonel has been lying to her and building a false haven here. She'll require some convincing to come along willingly.

Convincing or Befriending Their Way In

If the heroes elect to enter the house openly (rather than breaking in) they may get a chance to talk to the girls rather than having them run for the panic room immediately. Use their stats in GM Aid 3 to evaluate attempts at Friendship, Affect Mind, Diplomacy or Knowledge (psychology).

Breaking In

If intruders enter the house both girls have strict instructions. Best option is for Nannat to get both girls to the main washroom, a "panic room", which is easy to barricade and has an emergency alarm. Failing that, secretly triggering the emergency alarms in the Colonel's office and stalling to keep everyone in the house while the Rapid Response Team (RRT) arrives. Leaving the house is to be avoided but Night's safety comes first.

Getting the Girls out of the panic room.

The main washroom has been reinforced so that it acts as a panic room. It is not, however, impregnable. The door, although it looks like wood, is 5 cm thick metal and has a DR 10, 60 hit points and a DC of 35 to break with a Strength check. It is designed to stop people from breaking down the door but a lightsaber or cutting tool would make short work of it.

The girls are both highly suspicious; getting them out through persuasion (either Diplomacy or Intimidation) requires a DC 20/25/30 if both are in the panic room. However, if only one girl is in the panic room the DC drops to 15/18/20 and if there is a threat, either implied or implicit of harming the one girl the other will surrender immediately.

Warning: If the heroes elect to threaten either girl with physical harm in order to get the other to comply then mention that this would be an act eligible for a DSP. Needless to say that if they actually do harm one of the girls to achieve compliance then a second DSP should be awarded. Force points can also be awarded during this encounter and some suggestions can be found in the GM Aid 3.

Talking to Night

Night isn't about to walk out the door with a group of

complete strangers. She has some questions and she wants information before she leaves the only home she's known for a year. Some questions or statements she might ask are:

- How do I know mommy and papa sent you?
- Uncle Colonel said Mommy and Papa told him to look after me because it was too dangerous for me to live with them for a while. It's been a long time.
- Can Nannat come with me? (Note: as per GM Aid 3 Nannat will go if the players seem genuine in their offer to take her.)
- Can I bring all my toys? (Note: this would be a large chest weighing about 50 kg. It will fit in the trunk of the rental.)
- Where are we going? Are we going back to Corsucant?
- Uncle Colonel said that Mommy and Papa are too busy to play with me anymore because mommy's planet came back.
- Uncle Colonel lets me go to school at home with a tutor. Will I have to go back to a real school with other kids?
- Uncle Colonel lets me play "Starfighter Pilot" all day and eat my desert before lunch. Will mommy let me do that too? [Spot 10/15/15 to see Nannat's obvious double take. Clearly this is news to her.]
- Can I say goodbye to Uncle Colonel?

Night won't accept just one piece of proof. It's one thing to know that the password was "purple bantha" but another to know it was named after a stuffed toy and the circumstances around it. Also, she's suspicious if the heroes agree to all of her "demands". It may have been a year but she's positive Senator Wren isn't going to let her play hooky from school to play games and eat ice cream.

If the heroes convince Night that the colonel is not a nice man who has been keeping her away from her parents she has one last request.

Can I get my treasure box? It's in Unc... Colonel Rast'Tul's office.

Note: If Night has been convinced that the colonel has lied to her, she is understandably outraged. She is about to steal some of his "slush fund"; it will appear as a Loot cert at the end.

If the RRT arrives.

Stat blocks for RRT can be found in GM Aid 1. There should be one RRT antagonist for every hero but feel free to decrease that by 1 or 2 if your table has an unusually high percentage of noncombatants. The RRT's arrival route, parking, and deployment are also on GM Aid 2. The first RRT unit arrives 10 rounds

after the first alarm is pressed.

Encounter 6: Run, Run Away

Key ideas of this encounter: the heroes try to get themselves and Night to their ship. However, the way is blocked and they must either take a potentially dangerous detour or fight their way through.

Note: This scene may be skipped entirely or condensed. If skipping refer to GM Aid 4 and read or paraphrase the text there and *do not* skip Encounter 7. If condensing, keep the combat down to 3-5 rounds before moving on to Encounter 7.

Finally, this encounter *should* be skipped if they already fought the RRT in encounter 5.

Note: If Night and Nannat did not trip an emergency alarm then the RRT was summoned when they left the house without properly coding the alarm. Night is unaware of the code. Nannat is embarrassed that she forgot, in her hurry to get to freedom.

The street seemed clear as you turn down it. However, now you can hear the sounds of sirens, sirens that are gradually growing louder and more numerous.

Ahead of you a large groundspeeder pulls up and blocks your way. You can read the letters RRT on the side before it opens and a group of heavily armed men leap from the vehicle.

Is it fight or flight?

Stat blocks for RRT troopers are in GM Aid 1. The heroes can elect to fight their way through this blockade or get away from it. Try to keep the encounter to about 5 rounds unless you're planning on condensing or skipping Encounter 7. In that case, play it out but leave enough time for the Conclusion.

Fight

Their tactics are simple. Use careful shots to take out the 'kidnappers' with as little risk to the hostages as possible.

If you are holding this to 5 rounds then at the end of the fifth the last shot fired by a hero will, if a miss, hit the energy cell of the RRT van causing it to explode. The resulting explosion knocks out the RRT troopers. If the last shot fired by a hero was a hit the falling trooper will fire his gun as is shot, hitting the (you guessed it) energy cell.

Flight

To avoid the RRT vehicle, or to bounce overtop of it on the repulsor effect, or to pull a 180 degree turn, or something equally cute, will require a DC 20/25/30 Pilot checks. The heroes get 1 round of fleeing while

the RRT get back into their vehicle and follow.

While chasing the heroes two RRT stand up in the sunroof and fire at the heroes' vehicle. If the heroes likewise make use of one or more of the sunroofs the RRT will switch to shooting at them. The front passenger shoot from the side window. Remember to add the cover bonuses of +4 defense for the sunroof and +7 defense for the passenger window shooters.

If you are holding this to 5 rounds then at the end of the fifth the last shot fired by a hero will, if a miss, hit a telecommunications tower causing it to crash on the road and block the path of the RRT vehicle. If the last shot fired by a hero was a hit then his target slumps down, hitting the driver and causing the vehicle to crash into low wall.

Encounter 7: I Have A Ship Waiting!

Key ideas of this encounter: the heroes try to leave the Thae system and make the jump to hyperspace.

Note: This scene may be skipped entirely or condensed. This encounter should be run if they missed encountering the RRT all together so far.

If skipping, refer to GM Aid 4 and read or paraphrase the text there. If condensing, keep the combat five rounds before moving on to the conclusion.

You can see the ship ahead, exactly where it was promised. It doesn't look like much. The hull is rusty, carbon scoring scars one side and several antennas look, well, bent. The old adage "any port in a storm, any ship in an escape attempt" seems particularly apt at the moment.

Your vehicle skids to a halt and you can run up the entry ramp and into the ship.

Note: The rules for "heroes as crew" are on pages 224/225 of the RCR. Rules for missile weapons are on pages 214 and 215.

Let the heroes get comfortable with the ship and launch. Once in space things get a bit more hectic. The most direct route to the hyperspace jump point takes them on a flight corridor that is patrolled by Thaeirian ships. (A longer flight corridor will give more time for more ships to respond.) There are three Incom Z-95 Headhunters (detailed in GM Aid 1); one in short range (A) and two within medium range (B and C). There is also a large warship just outside of long range. The heroes have an astromech droid with pre-calculated coordinates. All they have to do is make it to the jump point and push the button.

In the first round Headhunter A fires its triple blasters. Headhunters B and C tries to close to short while the warship tries to close to long.

In the second round any Headhunters in short range fire their triple blasters. The warship continues to close to medium range.

In the third round any Headhunters in short range fires their triple blasters while any at medium or long range they fire their concussion missiles. The warship continues to close to short range.

In the fourth round any Headhunters in short range fire their triple blasters. Any Headhunters beyond short range attempt to close. The warship calls upon the hero's ship to cut power and surrender immediately.

In the fifth round any Headhunters in short range fires their triple blasters if they win initiative. At this point, on the heroes' initiative, they can make the jump to hyperspace. Go to the Conclusion.

It is the intent of this encounter to shake and rattle the heroes but not destroy them.

Conclusion

As you feed the coordinates into the navcomputer your communications system crackles to life.

"Attention Cularins. I know you have my little girl and I can't risk her safety, so I am calling off the ships.

"Night, I'll be here for you. Know that you'll always be welcome home, here, with me."

If the heroes wish to speak to Colonel Rast'Tul allow them to. He isn't going to say much more than he loves Night, wants her to be safe and that she always has a home with him. If accused of kidnapping Night, Rast'Tul suggests that they surrender so they can discuss it face to face instead of over the comlink. If the heroes seem to be seriously considering it, have them make a Intelligence check DC 5. On a success, suggest that tactically, that might be a bad idea.

The hyperdrive journey is short and uneventful. A fleet of Cularin merchant ships and starfighters escorts the heroes ship once their ship reaches Cularin space. The Thaeirian fleet is conspicuously absent.

No one in the escort fleet knows exactly what or who is on the ship. Only that every power base in the system—the Senator, Nirama, the Cularin Militia and the Jedi on Almas—have been watching and waiting for it.

The ship is hailed and directed to a landing field just outside of Gadrin. As they approach the heroes can see visually and via sensors that the field is crowded with people and electronic broadcasting devices.

A huge crowd has gathered to greet you as your ship

touches gently down at Gadrin. Holocamera drones circle the area and you see the emblems of every major news service of Cularin adorning ground vehicles.

As the landing ramp descends a small oasis of quiet and come attracts your attention and you see Senator Wren and her husband Jarid DeBell. A small cordon separates them from the crowd created by respect rather than guards.

Night turns to you with the "treasure box" that she brought along. She opens it and solemnly extracts a stuffed, purple bantha.

"This is all I want. The rest is for you. I stole it. He deserved it."

Then she turns to look at her parents.

The crowd falls silent, waiting.

"Papa! Mommy!"

Night pushes through, running down the ramp and throwing herself into her mother's arm. The crowd roars as the reunited family hugs. Then, with Jarid holding Night, Senator Wren turns to the crowd.

"People of Cularin. When Thaere was entrusted with the responsibility of protecting the sovereignty of Cularin space we agreed to give them compensation. But it is not fair compensation when they build facilities without our knowledge, mine resources beyond what the treaty provides for. When they ~~take~~ and murder our citizens, steal our children.

"But no more. Cularin serves notice to Thaere that their services are no longer required. The Cularin Militia will protect the Cularin system from all who threaten it. Even from Thaere."

She pauses and the holocameras zoom in so that a close up her face appears on every monitor. Her eyes are cold, her voice hard.

"Especially from Thaere."

Here Ends Night's Homecoming

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 experience points, 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 Night? If so, each hero who survived receives 600 XP.

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

Total Possible Experience:	1,000 XP
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If the heroes did not complete the scenario because of time constraints, but were "on the right track," you may award half adventure experience. If the heroes succeeded in getting Night but did not have time to leave the planet, award them $\frac{3}{4}$ 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.

"Uncle Colonel's Treasure Box" contains dataries and negotiables worth about 2000 credits per hero. Both Night and her parents insist the heroes take it. It also contains Thaereian Stock Certificates that will give a +2 to any income roll that the heroes make. For reasons which will become clear, these certificates will expire after the last Year 4 scenario, "Decision: Cularin".

Any weapons picked up from the RRT troopers. Either separate certs or "cross out the ones you don't have" certs. Heavy blaster pistols, vibroblades, blaster rifles (only High Tier has blaster rifles).

GM: Cert #1 gets handed out at the beginning of the scenario. It is simply a memento.

Cert #1: an invitation to the hero to attend a special speech by and rally for Senator Wren. The Senator has been out system since Cularin's return except for a very few brief visits.

GM: Certs 2a, 2b and 3 ONLY come into play if the "heroes" greedily demanded some recompense before agreeing to rescue Night.

Cert #2a: if the heroes asked the aide for a monetary award they get a datachip for the amount they asked for to a maximum value of 2000 credits (the maximum amount the Senator is allowed to give to an individual

due to senate anti-bribery laws.) They also get Cert #3.

Cert #2b: if the heroes asked for a permit or some other item I'm not sure what to do. Maybe a generic permit that the GM can write in the item it's for? This wouldn't be a forged so it would always pass the detection roll. They also get Cert #3.

Cert #3: The Disgust of Senator Wren. Saddened by your valuing money over a child's life your character suffers a -5 penalty to all social interactions with the Senator and any of her staff.

Cert #4: The Favour of Senator Wren. Indebted to you for saving her child without thought of monetary gain your character gains a +5 bonus to all social interactions with the Senator and any of her staff. They also get Cert #5.

Cert #5: The [____]-[____]-[____]-[____]-[____]-[____] Child Protection Law. Thankful for the difference you made in the life of her child, the Senator ensures that your names are forever linked to the protection of all children on Cularin.

Player Handout 1a: The Ship

GM Note: if enterprising players ask for the ship's stats before they leave Cularin then hand them this handout at that time.

Heroes' Ship: Kuat Systems Engineering *Wayfarer*-class Medium Transport; Class: Space Transport; Cost: 202,500 (new), 130,000 (used); Size: Medium (82 meters); Crew: 10; Passengers: 6; Cargo Capacity: 220 metric tons; Hyperdrive: x2, x14 backup; Consumables: 3 months; Initiative: +0; Maneuver: +0; Defense: 20 (+10 armor); Shield Points: 60 (DR 15); Hull Points: 160 (DR 15); Atmospheric Speed: 830 m (14 squares/action); Max Speed in Space: Attack (6 squares/action).

Weapon: Laser cannon; **Fire Arc:** Front; **Attack Bonus:** +4 (+2 fire control, +2 crew); **Damage:** 4d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

Weapon: Quad laser cannon; **Fire Arc:** Left; **Attack Bonus:** +4 (+2 fire control, +2 crew); **Damage:** 6d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

Player Handout 1b: The Rentals

Temporary Vehicle: Aratech Arrow-23 Extended; Class: Speeder [Ground]; Cost: 10,000 (new), 8,000 (used); Size: Huge (8.1 meters); Crew: 1 (pilot); Passengers: 7; 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.

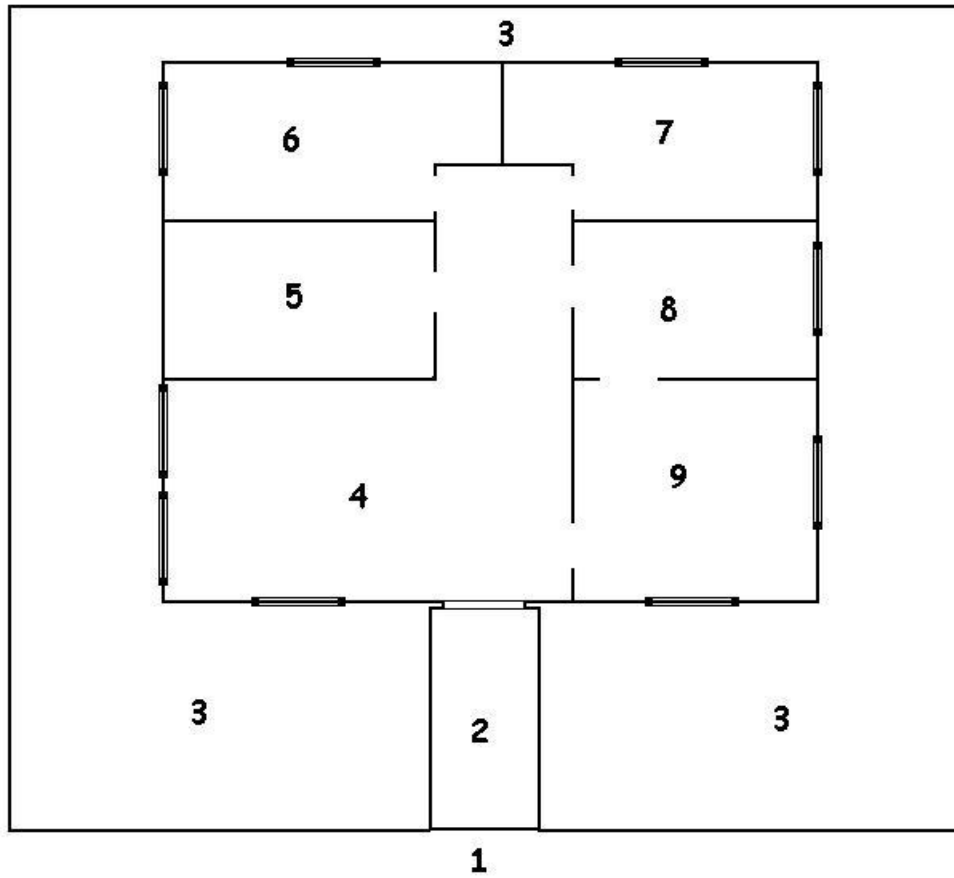
Note on speed: while the Arrow-23 can theoretically reach 400 km/h, legal speed in the city is limited to 100 km/h.

Description:

Last year's model: the vehicle is neat and tidy although used. The upholstery is patched in one or two places and the body has some dings but it works well enough. The cab has two sunroofs, one over the driver compartment and a larger one over the passenger compartment. *Provides one-half cover (+4 to Defense and +2 to Reflex saves) to the pilot and passengers.*

Cargo truck: the vehicle is a modified Arrow-23 with the back half of the passenger cab and trunk area replaced with a flatbed. A waist high railing and many tie-down stanchions are on the bed and railing to help secure cargo or people riding in the back. *The cab provides one-half cover (+4 to Defense and +2 to Reflex saves) to the pilot and passengers. People riding on the back receive no cover modifiers.*

Player Handout 2: A Map of Officer's Residential Housing, Privo Base



GM Aid #1: Combat Statistics

Rapid Response Team (Encounter 5 or 6)

VEHICLE STATS, ALL TIERS

Thaereian Rapid Response Team 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.

The cab has two sunroofs, one over the driver compartment and a larger one over the passenger compartment. *Provides one-half cover to the pilot and passengers.*

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

NUMBERS: There should normally be one RRT antagonist for every hero (as noted in the stat blocks) but feel free to decrease that by 1 or 2 if your table has an unusually high percentage of noncombatants.

LOWER TIER

(one per hero) Rapid Response Team Troopers, 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.

MEDIUM TIER

(one per hero) Rapid Response Team Troopers, 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, comlink, vibroblade.

HIGH TIER

(one per hero) Rapid Response Team Troopers, 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/+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.

GM Aid #1: Combat Statistics, con't.

Thaere Privo System Defense Fighters (Encounter 7)

LOWER TIER

3 Incom/Subpro Z-95 Headhunter; Class: Starfighter; Cost: 80,000 (new), 45,000 (used); Size: Tiny (11.8 m long); Crew: 1 (tiered Normal +2); Passengers: 0; Cargo Capacity: 85 kilograms; Hyperdrive: x1; Consumables: 1 day; Initiative: +4 (+2 size, +2 crew); Maneuver: +4 (+2 size, +2 crew); Defense: 22 (+2 size, +10 armor); Shield Points: 30 (DR 5); Hull Points: 120 (DR 5); Atmospheric Speed: 1150 kph (19 squares/action); Max Speed in Space: Ramming (9 squares/action).

Weapon: Triple blasters (2 fire linked); **Fire Arc:** Front; **Attack Bonus:** +4 (+2 size, +2 fire control, +0 crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Concussion Missile Launcher (6 missiles); **Fire Arc:** Front; **Damage:** 7d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

MEDIUM TIER

3 Incom/Subpro Z-95 Headhunter; Class: Starfighter; Cost: 80,000 (new), 45,000 (used); Size: Tiny (11.8 m long); Crew: 1 (tiered Skilled +4); Passengers: 0; Cargo Capacity: 85 kilograms; Hyperdrive: x1; Consumables: 1 day; Initiative: +6 (+2 size, +4 crew); Maneuver: +6 (+2 size, +4 crew); Defense: 22 (+2 size, +10 armor); Shield Points: 30 (DR 5); Hull Points: 120 (DR 5); Atmospheric Speed: 1150 kph (19 squares/action); Max Speed in Space: Ramming (9 squares/action).

Weapon: Triple blasters (2 fire linked); **Fire Arc:** Front; **Attack Bonus:** +6 (+2 size, +2 fire control, +2 crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Concussion Missile Launcher (6 missiles); **Fire Arc:** Front; **Damage:** 7d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

HIGH TIER

3 Incom/Subpro Z-95 Headhunter; Class: Starfighter; Cost: 80,000 (new), 45,000 (used); Size: Tiny (11.8 m long); Crew: 1 (tiered Expert +8); Passengers: 0; Cargo Capacity: 85 kilograms; Hyperdrive: x1; Consumables: 1 day; Initiative: +10 (+2 size, +8 crew); Maneuver: +10 (+2 size, +8 crew); Defense: 22 (+2 size, +10 armor); Shield Points: 30 (DR 5); Hull Points: 120 (DR 5); Atmospheric Speed: 1150 kph (19 squares/action); Max Speed in Space: Ramming (9 squares/action).

Weapon: Triple blasters (2 fire linked); **Fire Arc:** Front; **Attack Bonus:** +8 (+2 size, +2 fire control, +4 crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Concussion Missile Launcher (6 missiles); **Fire Arc:** Front; **Damage:** 7d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

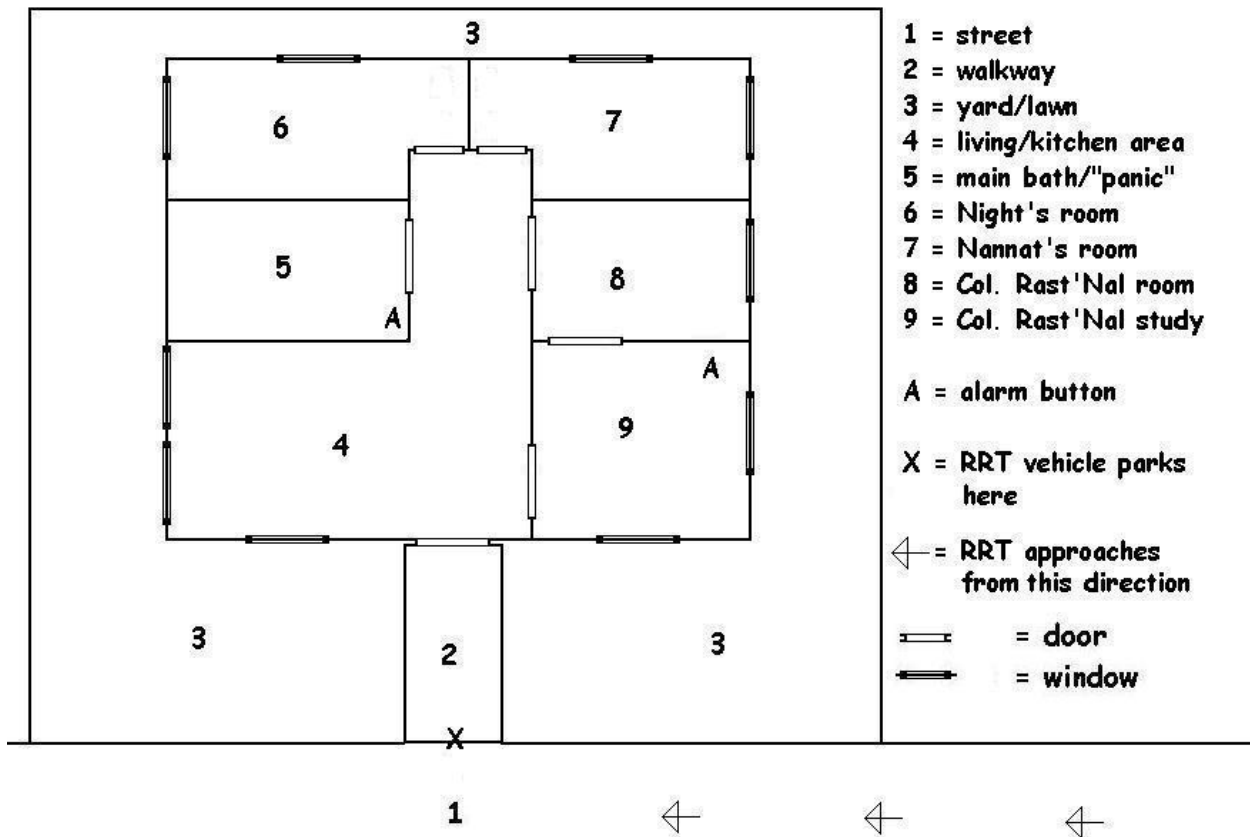
HERO'S SHIP FOR REFERENCE, ALL TIERS

Heroes' Ship: Kuat Systems Engineering Wayfarer-class Medium Transport; Class: Space Transport; Cost: 202,500 (new), 130,000 (used); Size: Medium (82 meters); Crew: 10; Passengers: 6; Cargo Capacity: 220 metric tons; Hyperdrive: x2, x14 backup; Consumables: 3 months; Initiative: +0; Maneuver: +0; Defense: 20 (+10 armor); Shield Points: 60 (DR 15); Hull Points: 160 (DR 15); Atmospheric Speed: 830 m (14 squares/action); Max Speed in Space: Attack (6 squares/action).

Weapon: Laser cannon; **Fire Arc:** Front; **Attack Bonus:** +2 (+2 fire control); **Damage:** 4d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

Weapon: Quad laser cannon; **Fire Arc:** Left; **Attack Bonus:** +2 (+2 fire control); **Damage:** 6d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

GM Aid #2: A Map of Officer's Residential Housing, Privo Base



GM Aid #3: Character profiles.

Night

Night was only 7 years old when taken from her mother and father. As fate would have it the kidnapping occurred immediately after Night and her mother had argued and soon after Cularin's return. Colonel Rast'Tul, aware of the argument via paid informants, has used that argument, as well as the sudden increase in the Senator's workload. He arranged an attack on the vehicle carrying Night to school and, while his men dealt with Night's bodyguards, arrived to "save" her. Night is unaware that he had anything to do with the attack.

Since that time Night has been living on Thaere Privo with her "protector". The Colonel arranged for her to go to "school" with carefully chosen playmates and for a babysitter for after school until the Colonel arrived home. The colonel also made sure that he and night went on excursions to amusement parks, cultural events and so on.

Rast'Tul has been manipulating Night's memories and perceptions to suggest that Night's parents do not love her, that their duties and obligations are more important to them than she is, that they kept her secret because they didn't want to be seen in public with her, that they have not put much effort into arranging to visit her because they really don't want her back.

At the same time Rast'Tul has been portraying himself as the loving "uncle" who will take time from his duties to see her, who plays with her on a regular basis and who takes her to public events. If you have seen the Robin Williams/Dustin Hoffman movie "Hook" you can use that as a guide to Rast'Tul's treatment of Night.

While Night does not believe him 100% there is enough truth, or apparent truth, in his lies to make them convincing.

Night: Human Child; Init +0; Defense 10; Spd 10m; VP/WP -/10; Atk +0; SV Fort +0, Ref +0, Will +1; SZ M; Rep 0; Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 14.

Skills: Computer Use +2, Diplomacy +4, Hide +4, Move Silently +4.

Feats: none. No, she's not Force Sensitive.

Equipment: school data pad.

Note: Night has the stats of an adult, as using the rules for creating children leads to a false impression of her personality.

GM Aid #3: Character profiles, con't.

Nannat

Nannat is the daughter of two Thaereian soldiers killed in action. She is 16. She is now a ward of the military and earns her keep babysitting for other officers until she is old enough to join the military. She doesn't particularly like Colonel Rast'Tul but she is a military brat and gives him all the respect his rank demands. She is too young to have formed any clear ideals on her own; her patriotism and humanitarian ideals are those of her parents and caregivers. She does, however, care very much for Night and will protect her with her life. She has known the child for almost a year and considers her almost as a little sister.

With no family ties to hold her to Thaere Nannat will agree to accompany Night. She'll make no demands about taking possessions or leaving messages.

Nannat: Human Young Adult; Init -1 (-1 DEX); Defense 9 (-1 DEX); Spd 10m; VP/WP -/9; Atk Melee -1 or Ranged -1; SV Fort +0, Ref +0, Will +1; SZ M; Rep 0; Str 10, Dex 10, Con 10, Int 12, Wis 12, Cha 10.

Skills: Computer Use, Diplomacy, Hide, Move Silently, Pilot

Feats: none

Equipment: school data pad.

Note: Nannat has the stats of an adult, as using the rules for creating children leads to a false impression of her personality.

Colonel Rast'Tul

Rast'Tul is a conniving, manipulative and greedy person who is only looking out for Rast'Tul. Anything he does to further the careers of his protégés or the Thaereian cause is actually done as a side effect of securing more power for himself. He has absolutely no emotional attachment to Night, although he will always give every indication, to Night and the heroes, that he has her best interests at heart. She is, first and always, a bargaining chip and if he cannot control Night directly he will keep whatever control he can over her.

GM Aid #4: Fast Forward

In order to “fast forward” and skip Encounter 3, read the following:

Osten Dal'Nay looks you over, seeming to evaluate you and then hands out packages. "We tried to keep your names and backgrounds as close to your real ones as possible."

Jedi Counselors, Nobles and any character who considers themselves persuasive will given "officer" packages. *Officers are the top of Thaere government and society at this time. Present yourself as supremely arrogant and self-confident at all times.*

Soldiers, Jedi Guardians and any character who considers themselves combat oriented will be given "enlisted" packages. *You are still at the command of any officer who wishes to commandeer you if he deems his needs more important than your orders. We made your orders pretty important but you may have to stress that to some.*

Tech Specialists, Scoundrels and any character how considers themselves highly skilled or will get civilian worker. Anyone that doesn't fall into those three categories try to fit them in to what ever is the closest fit. *Remember, Thaere is resource poor. We... they need to import nearly everything be it food, weapons and other manufactured goods. People who can make, or more importantly keep running, the technology are just behind the military in the pecking order.*

"Once you have your 'package'," Dal'Nay says with a slight smile at the wording, "we have a way off planet ready for you. A ship at a near by landing field has been listed as inoperative and awaiting parts. However, it is in fact in perfect working order. An astrogation capable 'droid has been hidden onboard to assist with hyperspace calculations."

Continue to Encounter 4.

In order to “fast forward” and skip Encounter 4, read the following:

The trip to Thaere Privo was uneventful. A close call at Burnout when you thought you were recognized and another at T4 when it looked like all workers were about to be shipped off to the mines at T8, but here you are now, at the counter of the vehicle requisition area. A quick mention of Colonel Rast'Tul's name and you have a groundspeeder and directions.

Continue to Encounter 5.

In order to “fast forward” and skip Encounter 6, read the following:

As you leave the area of Colonel Rast'Tul's quarters you can hear the sounds of sirens, sirens that are gradually growing louder and more numerous. Trusting to your memory of the maps and the Force you manage to avoid them. Ahead of you is the landing field.

Continue to Encounter 7. Remember: don't skip both 6 and 7.

In order to “fast forward” and skip Encounter 7, read the following:

Your vehicle speeds away as you leave the remnants of the RRT troopers behind you. Although you can hear more sirens in the distant none are close enough to stop you. You quickly find the ship, board and launch. With the 'droid to assist with the hyperdrive calculation it's only a matter of minutes before you have the coordinates to Cularin.

Continue to Conclusion.

Critical Event Summary

Night's Homecoming

1. Did the heroes successfully rescue Night?

☐ No ☐ Yes

2. Did Nannat return to Cularin with Night?

☐ No ☐ Yes

3. Please list any heroes receive the "Disgust of Senator Wren" cert?

Character Name	Player Name	RPGA #

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:

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Or email to: rpgahq@wizards.com

Or fax to: (425) 687-8287 Attention LIVING FORCE Critical Events