

At Your Service

A One-Round LIVING FORCE Tournament

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The Wookiee-run Comet Broom service helps to keep the path through Cularin's Comet Cloud clear, so that traffic can travel through safely. Now, though, something has gone wrong, and it's up to the heroes of Cularin to find out what—or who—is behind it. A standalone adventure for heroes levels 1-9.

At Your Service 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

The heroes are drawn into this mystery when they answer a distress call from a damaged starship, which has been hit by an uncharted comet fragment.

After saving the crew, the heroes are hired to check out the Comet Broom service, which should have logged the fragment.

The Wookiees who run the service seem cooperative. However, when the heroes report, they find that they have been lied to, apparently. The Wookiee computer log data does not match what was received and there is a disturbing indication that there may be a rogue comet out there.

What actually happened is that a person with ironclad references and all the right credentials, claiming to represent the Jedi Academy, approached the Comet Broom service months ago. He looked like the Master himself, Lanius Qel-Bertok. The service was hired to prepare a large, icy comet for water reclamation, ostensibly to irrigate the dead zone around the ancient ruin, which many heroes now know to be a Sith relic. This was to be done in secret: it would be a “surprise gift from the Jedi to the Cularin system, and to Almas specifically”.

The Wookiees did not know that this person was a Force-using imposter, operating on behalf of a brooding, malevolent presence that plots from far outside the

Cularin system, towards the Core. Moreover, this Dark Force-user is a master of the Illusion and Affect Mind Skills, and made several things seem very reasonable to the Wookiees. (Remember that mind alterations caused by Affect Mind are still considered reasonable by the target, after the fact.)

The time to move the comet is at hand, and the employer made a last check of the data and flight path, shortly before this scenario begins. He also altered the Wookiees' minds again, so that they would make some subtle changes to the flight plan of the asteroid, and to the data which was submitted to Cularin SpaceNav, the service which maintains and analyses live-time data of the Comet Cloud. These changes erased the existence of the large comet. As it turns out, those changes also "accidentally" erased the existence of the small fragment that caused the trouble that drew the heroes on the trail. That fragment would eventually have been detected, even if the collision of Encounter 1 had not occurred.

The sinister assassin and his patron do not actually *want* the comet to crash into Almas, which is its new course. Rather, they want the plot to be discovered, and to implicate the Jedi Academy and Master Lanius for planning to irresponsibly crash the comet into the ancient Sith fortress.

And so, the heroes are brought into this complex and monstrous plot.

When they visit the Comet Broom Service for the first time, the Wookiees eventually give them data that they believe is both factual and that matches what they think they sent to SpaceNav Control. This will be a copy of their original data, however, and will clearly show that the old set sent had been falsified. The Wookiees seem to be in trouble.

Heading back to bring in the Wookiees, the heroes find them murdered—by lightsaber. Secret data reveals that a huge comet has had its course altered to crash on Almas. Of course, only the heroes have a ship close enough to stop the thrusters on the comet from firing.

The heroes must navigate the comet cloud at unsafe speed, to get to "the Big One" in time. To get there, they must dodge or destroy some emplaced, automatic guns, on the comet's surface. Once they deactivate the engines, they may also find some evidence of who is to blame for this near-holocaust—and the data may be their greatest shock of all!

There is a summary of the true and false information that may be discovered by the heroes in GM Aid #1. The plot is rather complex, so please read that page thoroughly. It also serves as a summary of the flow of the scenario, with suggestions for timing.

Encounter 1: Mayday!

The heroes receive a distress call, as they are about to

exit the Comet Cloud, inward bound to Almas. They save the ship's crew and, if good at this sort of thing, the ship. They are then hired to investigate the Comet Broom service, which seems to be responsible for the inaccurate navigational data.

Encounter 2: How Would You Like Us To Take Away Your Broom?

The heroes meet the Wookiee owner-operators of "Comet Broom" and get a copy of the navigational data.

Encounter 3: Fool Me Once, Shame On You

After a brush with some competitors, the heroes transmit the data in-system, find out that it is incorrect, and are deputized to bring in the Wookiees

Encounter 4: These Aren't The Wookiees You're Looking For- At Least, Not Any Longer...

When the heroes call on the Wookiees again, they find that they have been murdered. Examination of the scene reveals evidence that a rogue comet is due to accelerate towards Almas!

Encounter 5: Here We Come, To Save The Day (and Not Go Splat)

The heroes must race to the Big One, avoiding collisions with space garbage and some unexpected, automated gun emplacements. Once there, they must deactivate the engines before they fire.

Encounter 6: All Right. This Is Just Wrong.

The key to this strange series of events is buried in the control center—or is it?

Encounter 7: Whom Can You Trust?

The heroes' findings and report will have a serious impact upon the reputation of the Jedi of the Cularin system.

Important Note to Judges:

The heroes begin the scenario returning from a mission for the Jedi Academy. If none of the heroes own their own ships, they had the use of the *Seeker*, a modified YT-1300 transport provided by the Almas Jedi Academy. If any of the heroes own their own ships, they should choose before they begin whether they used their own ship(s), or if they borrowed the *Seeker*. Make Player Handout 1 available so they can compare, if they wish.

If none of the heroes have the Pilot skill, then the

Academy assigned them a hired pilot. Her name is Enja Ode; she's Human, vivacious and has a total Pilot skill, including attribute bonus of (+6/+10/+14). All she does is fly; she's not interested in risking her life on a frequent basis. She is detailed in GM Aid #1 – NPC Statistics.

Make sure to read GM Aid #2 thoroughly. It's your key to what happens when in the scenario.

Please make sure to submit the Critical Event Summary for this adventure. The results of this scenario can affect Jedi characters for the next year of the Campaign. See the summary form for information.

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

Sinister forces are working towards the destruction of all that the heroes of the Cularin system hold dear. As tensions between Cularin and Thaere build, and as anti-Jedi organizations are discovered to be plotting, many of the citizens of Cularin are thinking that it is time to strike back. In this time of turmoil, there are many heroic beings who have helped foil plots and avert tragedies large and small.

Now it is time to see just how huge a menace these heroes can truly take on...

Encounter 1: Mayday!

Key ideas of this encounter: The heroes receive a distress call, as they are about to exit the Comet Cloud, inward bound to Almas. Can they save the crew and find out what happened?

Space law is very clear about what happens when you get a distress call from a nearby ship. You investigate and try to help, if at all possible.

The Thaereian patrol cleared you to enter the Comet Cloud, on your return from doing a little errand for the Jedi Academy on Almas. For some of you, it was a chance to do a favor. For others, it was work from an employer that you knew always pays up. For the Jedi, of course, it was expected.

Now, barely into the Cloud, and just starting to reach the denser part of it, your comm has received a garbled distress call from a ship that seems to have been hit by something in one of the “safe” lanes.

Players may make income rolls for their characters,

to reflect past employment since the previous scenario. They may also record an additional 500 credits and a mastercraft +2 medpac, their remuneration for service rendered to the Almas Academy, the delivery of some medical supplies to Jedi in another system. They completed that before this adventure begins, on their outward trip, and were paid out-system. You can give them the medpac certificate right now, one per hero, as they might not use it up in this scenario. Then again, they might wish that they had a six-pack, before this is over...

What has happened is this: the *Fricasseed Nerf*, a YT-1300 transport, was heading in-system, using a prepared navigational package and an astromech droid to supplement their pilot's skills. These prepared packages are updated at a beacon at the outer edge of the Comet Cloud, based upon real-time data, plus updates from the Comet Broom service which occasionally destroys or deflects asteroids and comets within the Cloud. The heroes' ship downloads similar data every time they make a passage out of the system or into it. At the outer side they have to get it from a beacon, because real-time communication all the way through the Cloud is not possible, due to all the interference. That's why pirates and other denizens of the Cloud love it so, dangerous as it is.

The *Fricasseed Nerf* was navigating down a “safe lane”, a flight corridor through the Cloud that has been determined to have a very low density of large, dangerous comet fragments. This particular one turned out to have been misnamed. They encountered a large object that should not have been there, in fact, *was* not, according to their pre-programmed data. They could not dodge out of the safe corridor; they would have been destroyed. Only quick reactions and skilled flying allowed their pilot to turn what might have been a fatal collision into a glancing one, but that was bad enough. Their engines shut down and a minor breach has compromised life support. They could effect repairs, given time—but their time has run out. They have about fifteen minutes before they smash into another fragment as they exit the safe lane.

NOTE: This not the sort of “suicide's delight” asteroid field through which Han flew, in *Star Wars: Episode 5 - The Empire Strikes Back*. The reason that it is dangerous is that most vessels want to get through it at speed. If a merchant or traveler could afford to crawl through in a matter of days or weeks, they could be very safe. No one can afford that much time and fuel, even if they were not in competition to get places quickly.

This Comet Cloud does have a fair bit of space between objects, with occasional, careening, scattered fragments of comets and asteroids that need to be avoided. The big comet and asteroid chunks, however, are very big, and could easily destroy a capital ship.

Most of the comets are made of ice, frozen gases, and a bit of solid matter, and mass billions to trillions of metric tons.

NOTE: There are time indicators given below to allow you to create a sense of decision-making and consequences, and also to allow you to heighten suspense. The intent is that the heroes succeed -- in fact, they have to for the scenario to continue. There are fail-safes detailed below, and it is possible for the heroes to only partly succeed. The times detailed are “in-game” time, not the slot time in which you are running this scenario. Do keep an eye on your playing time, however, and do not let this drag on for too terribly long. About a half hour of real world playing time should do it, if you are familiar with this encounter section and can keep things moving smoothly.

To get to the damaged ship requires a Pilot (15/20/25) roll, taking the ship’s stats into account. Piltoing is required because the heroes have to deviate from their planned path. A co-pilot may assist, per standard rules (DC 10 allows a +2). A different hero on the computer can make an Astrogate (DC 10) or Computer Use (DC 15) to give an additional +2. If someone is on shields and a mishap occurs, they can reduce damage, as detailed below.

Note: if the heroes do not include a person with the Pilot skill, then the Academy assigned them a hired Pilot. Her name is Enja Ode; she’s Human, vivacious and has a total Pilot skill, including attribute bonus of (+6/+10/+14). All she does is fly; she’s not interested in risking her life on a frequent basis. She is detailed in GM Aid #1 – NPC Statistics.

If the heroes have their own ship or ships, they may wish to use them. They do not have to; let them see Player handout #1 (*Seeker*, the provided ship) and decide which ship they want to be using for this scenario, before making rolls). If they use a different ship than *Seeker*, compare the ship’s Initiative Modifier and Maneuver Rating (not including the crew) to those of *Seeker*. For every point above *Seeker*’s stats, in either category, the Pilot DC above goes down by one. For every point below *Seeker*’s stats, in either category, the Pilot DC above goes up by one. For example, the heroes’ ship is one better in Initiative and one better in Maneuver. The Pilot DC goes down by 2, making it easier.

Maximum speed and guns make no difference here, the latter because the fragments are too big to shoot with less than capital-class weapons. *Seeker* has shields. If the heroes’ ship does not, sorry, but that was their choice.

If the Pilot roll is failed, there is a collision on the way, possibly even with the same fragment that damaged the *Fricasseed Nerf*. The collision does 6d10 damage to the shields (if any) and then the hull of the ship. If a hero was specifically allocated to handling the shields, he/she

can make a Computer Use (DC 20) roll to angle the shields towards the impending collision. If the hero is successful, the shield strength is doubled; that is, double the value and subtract from the collision damage remaining after damage reduction. For example, if a collision were to occur, *Seeker* would first subtract its shield damage reduction of 5, then 30 points of shield strength, then 10 points of hull damage reduction, before taking damage. If the angling roll is successful, deduct 60 points of shield strength, instead. Modify as appropriate for a player hero ship, if it has shields.

The heroes make it to the *Fricasseed Nerf*. At this range, they can establish communications with the crew. Possible questions and answers follow. Paraphrase the information as needed. The captain is Jyn N’oram (Human female), and her co-pilot/partner is D’yra Calisse (Twi’lek female). The crew is: Vicca Drane (Human female), Josa Kenn (Duros male)

What’s your situation? ***Hyperdrive is knocked out, but that’s not the big problem. The sublight drive is functional, but offline, due to some damaged power conduits. We’re drifting out of this so-called safe lane, towards another comet chunk. Also, we have some ruptured hull plating and life support is shaky.***

Anybody badly injured? ***Thank the stars, or the Force—take your pick—no.***

How can we best help? ***Help us to get the ion drives back online and help us to seal the breach—from the inside or outside, doesn’t matter.***

It would be better if you abandoned ship and we got you to safety. ***Not unless there’s no other way. This is our livelihood; we’re contractors for Hedrett Shipping and Investments, but it’s our ship. Will you help us try to save her?***

How did you get into this mess? ***We’d love to chat—maybe later? Can you help us?***

Who came up with a dumb name like that for a ship? ***We’d love to chat—maybe later? Can you help us?***

Presuming that the heroes are planning to try, there are, essentially, two things that need doing. By now, there are only about fifteen minutes left before the *Fricasseed Nerf* hits the danger zone, at which point the chance of a collision increases every minute. GM, please note that almost all the relevant Checks in this encounter require minutes to set up, not rounds.

At this point, GM, some players might realize that splitting the party can save time. This is perfectly all right. You need not suggest it to them, though.

- Getting into EVA suits (space suits, every ship carries them), takes four minutes for a lone hero, two with help from someone who isn’t dressing.
- Getting out of the airlock takes one minute for the complete cycle. Up to 4 heroes may exit the lock at

once.

- Getting to the *Fricasseed Nerf* takes three minutes in slow, complete safety; one minute for heroes with the Zero-G Training feat, or if the hero makes a (DC 15/20/25) Tumble or Balance check. Rushing it and failing such a check deals the hero 10 points of vitality damage (Reflex save DC 10/15/20 for half), but the spacesuit is not compromised; the hero simply ploughed into the hull. This concussion cannot cause wound points, but the hero must make a Fort save (10/12/15) or be knocked unconscious for 1d4+1 rounds.

The *Fricasseed Nerf* has her airlock open and waiting for anyone who wants to come inside.

- Cycling inside takes 1 minute. Again, the lock has room for four.

If people have taken the maximum time so far, that's 9 minutes gone, by the time anyone who wants inside gets there. If all corners were cut, 5 minutes are gone.

Tasks: Note that these are two separate tasks, which can be accomplished at the same time, if there are enough people helping.

1. **The Hull Breach. (GM, this is the task that people with almost no skills can aid.)** The hull breach is almost repaired, but they can use more hands on the welders. Two of the ship's crew (Vicca and Josa) are working on it now. It takes 8 minutes to finish sealing the breach. Each additional person helping knocks two minutes off that, up to a maximum of two more helpers (four minutes saved, no room for more people *on the inside*). This is simple work, Repair (DC 10) to be effective. Once the breach is sealed, a Repair (DC 15/20/25) roll jumpstarts Life Support back online in one minute. One may instead take three minutes to do it, which lowers the Difficulty by 5. Failure allows a retry at +2 Difficulty, per each failure. Once an initial attempt has been made, retries may be done each *round*. Up to two people may try to restore Life Support (one assists). A crewman might be able to help, if needed; they have Repair +5. Note that Life Support is not restorable until the breach is sealed, so that certain power conduits can be re-routed (subsumed in the Repair check). However, the air and temperature don't actually get deadly for about an hour—it's just that the ship cannot go blasting through space without a sealed hull and life support. *It could still maneuver back into the safe lane, as long as the drives are online.*

If someone thought to scan the exterior, the hull breach is actually easier to repair from there. This avoids having to go through the airlock, plus it takes only 6 minutes to reseal and weld the hull plate, minus 2 minutes each for up to two extra welders

(up to four minutes saved).

2. **The ion drives.** There are three Repair rolls required to get the drives going. They must be completed in order.
 - First, damaged systems have to be localized and, those that can be, bypassed. DC 10/15/20; this task is almost over anyway; the crew has been at it. Two minutes allows the first attempt at the roll and it may be retried once per *round*, after the first attempt. Tools are allowed and one person may assist.
 - The second roll is the big one: repair of a complex system, DC (20/25/30). This requires three minutes of work before the first try, with retries only once every minute. Up to two people can work, with one assisting. This does not reduce the time, but allows for a +2 from the assist if the DC10 assist check is made.
 - The third roll is required to bring the drives online safely but quickly. It may be made after one *or* three minutes. The DC is (10/15/20) after one minute, or (5/10/15) if it's done more slowly. Once a roll has been made, a retry may be made every round, if it failed. Retries add +2 to the difficulty. Maximum of one repairperson, plus one assistant.

Note that if the heroes took the full 9 minutes to get here, but then made every drive roll on the first try, it takes exactly 15 minutes.

NOTE TO THE GM: Keep track of the in-game time, using the countdown to increase suspense. Describe the looming chunk of comet, only a bright ovoid when they arrived, now a chunk of crystalline ice and rock the size of an apartment complex, and so forth. Consequences follow.

The main thing of importance is the ion drive, since it is almost impossible for the people repairing the breach and Life Support to fail, if they have enough chances.

If the drives are repaired by the 15-minute deadline and come online, then all is well and the *Fricasseed Nerf* can accompany the heroes' ship clear of the Cloud without chance of further damage. Note that this is a praiseworthy result! Meeting this deadline requires taking chances.

Every minute beyond the 15, there is a 1 in 10 cumulative chance for a collision with a large chunk of space garbage. Check at the beginning of each minute, so: 1 in 10 on the first, 2 in 10 on the second, etc. If there is a collision, describe the tortured shriek of rending metal, the ship being slammed sideways, and check everyone for (2d10/3d10/4d10) points of vitality (concussive) damage, Fortitude save (DC 12) for half. This concussion cannot result in wounds, but the hero must make a Fort (18/21/24) save or be knocked

unconscious for 1d4+1 rounds. No Reflex saves to stand; describe them being knocked around like bowling pins. The ship is no longer repairable and the crew had better get to the heroes' ship. They are still grateful for the attempt. Note that even if the hull is torn open, everyone should be in spacesuits and we'll save the fun of explosive decompression for an unoccupied compartment. I know; I'm a wuss. After that, continue to the section below.

NOTE TO THE GM: We presume that the heroes thought to leave someone behind in control of their own ship. (If their Pilot is an NPC, she insists on staying behind and all is all right.) If they did, it avoids the possibility of the heroes' ship becoming involved in the above collision without a roll. If their ship was left alone, even in the safe lane, it may be struck if a fragment ricochets off the *Fricasseed Nerf*: There is a 50-50 chance, have their Pilot call it high or low. If their ship was damaged, assume a 4d10 glancing blow to its shields or hull, as appropriate.

Once the heroes and the rescued crew have cleared the Comet Cloud to the inner side, read or paraphrase the following (especially if they managed to lose the *Fricasseed Nerf*).

You've managed to save the Fricasseed Nerf, and the crew is grateful beyond words. They insisted on radioing ahead to let their employers know what you've done, and the response was gratifying. In addition to the usual thanks, their employers, Hedrett Shipping and Investments, who seem like decent sorts, have informed you that 500 credits each have been credited to your accounts, or to the charity of your choice. The Nerf's Captain matched that, as well, and insisted.

(All players may add 1000 credits to their heroes' logs.)

On a less happy note, something is badly wrong. Uncharted comet fragments of that size should not exist, especially with the Comet Broom service charging exorbitant rates for making sure that the safe lanes are just that. Cularin SpaceNav Control tries to have up-to-the-minute data at all times.

Hedrett Shipping and Investments would like to hire you to investigate, since you actually have no current job or assignment. They offer another 1000 credits each, plus refueling and maintenance costs for your ship, if you will check this out.

(If the heroes are on *Seeker*.) *They took the liberty of contacting your ship owner—the Jedi Academy—and the Academy agreed to let you continue to use the vessel, since Hedrett Shipping and Investments will handle insurance. The Jedi have good reason to trust you.*

(If the heroes are using their own ship(s), ignore the

above paragraph and continue.)

The company gives you the coordinates of the location of the Comet Broom service's offices, located on Artom Station, a monitoring post and zero-G manufactory a few hours beyond the orbit of Almas. Finally, they transmit you electronic credentials, which can be presented to the Comet Broom service, or to anyone in authority on the Station who might question your interest.

Once you have a report, you can bring it back yourselves to the company office on Cularin, or you can use the Secure Transmission Facility on Artom Station to send it to the company. The company is calling ahead with funds and identification, to allow you to make the report.

Presuming that the heroes agree, proceed to Encounter 2. They shouldn't really try to negotiate much more cash, as they have been decently dealt with, but if they do try, a Diplomacy (DC 20) gets them each an extra 500 credits—but only if they turn up positive evidence as to what happened. The company and the crew of the *Nerf* are looking to take someone to court.

If the heroes decide to call ahead with their credentials and arrange an interview, use the information about the droid receptionist in Encounter 2 to run it.

Encounter 2: How Would You Like Us To Take Away Your Broom?

Key ideas of this encounter: The heroes arrive at Artom Station and go to the Comet Broom service. They meet the owner-operators, two Wookiees named Rroorgli and Mronk. The service also employs about a hundred people, mostly spacers of one sort or another.

As the heroes make their way there, representatives of a rival firm, "Comet Busters", take note. They talk to the heroes after the heroes come out of the office, in the next Encounter.

At Comet Broom, Mronk is fairly cooperative, but the excitable Rroorgli is quick to anger if anyone insinuates wrongdoing by the company.

Once the Wookiees are in a conversational frame of mind, the heroes can obtain data regarding the filed cometary paths.

Providing that the heroes are convincing enough, the Wookiees will give them a sealed data cylinder with evidence for the inquiry.

The heroes may have wanted to try to find out some advance information about Artom Station and the Comet Broom Service. Station information is available

to the public. They can connect to the public datanets by ship's comm, so a Computer Use (12/15/18) check gets most of the information in the description that follows. Knowledge (Cularin) (15/18/21) works as well. Paraphrase it to suit.

Artom Station: Artom Station is not much of an honor for its namesake, though it was named for the legendary explorer. It is primarily co-funded by the Cularin government and, until recently, by the Thaereians, to act as a navigational monitoring post for the Comet Cloud, relaying information back further into the system. As a secondary benefit, it also monitors shipping, especially the sort that sometimes tries to escape into the Asteroid belt, or that issues from it. Over the last couple of years, several corporations have also added some modules to it, for zero-G manufacturing of low mass, high value crystals and components. To save time for out-system shipping, a small docking complex was also created. By now, the station is a skeletal framework supporting many environmental modules and factory units, as well as the original astrometric base. Of course, as there are living crews and workers rotated here for long stays, a small support community has evolved, as well. This consists of entertainment facilities and other venues to spend credit.

As Artom Station is only a few hours from Almas, and as several organizations have a vested interest in its operation, no one has bothered it much.

It is ideally placed for the base of operations of the Comet Broom. It is close enough to Almas to be resupplied, and close enough to the Comet Cloud to monitor things and to launch clean-up expeditions.

In describing Artom Station, emphasize that it is utilitarian, reasonably modern, and efficient, but also spartan and stark: an enclave of life drifting in the immeasurable blackness of space. Once a ship is docked and the crew goes through the locks into the framework of tunnels and modules that make up the station, there is artificial gravity and environmental control in the living sections (though most of the factories' actual production sections operate in micro-gravity). Nonetheless, only spacers are truly comfortable here, as space is about a meter away in many places.

To gain information regarding the Wookiees and Comet Broom, they either need Knowledge (Cularin), Knowledge (Cularin Businesses), or a Computer Use search of the business directory information. The type of information available is summarized in the table below. The DC number before the slash is for Knowledge (Cularin Businesses), or the Computer Use search. The higher DC, after the slash, is for general Knowledge (Cularin).

Each higher level of success also gives the

information from the lower levels, of course.

DC	Information Gathered
10/15	Comet Broom has been operating for about three years, successfully. The owner-operators are a female Wookiee, Rroorgli, and a male Wookiee, Mronk.
13/18	The two employ about 40 full-time employees and as many as 60 additional temps, depending on the size of the job that they are doing. Primarily, they destroy comets that drift into the "safe lanes" of the Cometary Cloud, chart courses of the various objects in the main shipping paths, and, infrequently, use large detonite charges or gravitic mines to alter the course of the really huge comets that would be impossible to destroy. There is almost no mining in the Comet Cloud, as most comets are great, dirty chunks of ice and rock.
16/21	To date, they have been absolutely reliable and the bonded, sealed navigational and astrometric data that they supply to SpaceNav and the outer beacon has been completely accurate.
19/24	There is really only one other service of this kind, called "Comet Busters". As Comet Broom has all the best contracts, Comet Busters sometimes subcontracts for them, or handles the smaller, less lucrative jobs.
25/30	Comet Busters is run by a Human male called Nad Baron. There are rumors of shady dealings in his past, but he seems to be keeping his nose clean nowadays.

Read or paraphrase the following as the heroes arrive at the station. Note that if they are still making use of the Almas pilot, Enja Ode, she stays aboard the ship until Encounter 5, at which time she may be needed to get the heroes into the Comet Cloud again.

Artom Station is no wretched hive, but it is still looks like a jumble of disparate parts. Between the scientific modules, the manufactories, the rec facilities and the entertainment venues, it's a fairly bewildering array of interconnected environments.

Still, modern computer interfaces and directories clearly indicate the path to the Comet Broom service, and you can find your way there quickly, now that you have docked and entered. The docking authority did a quick check of your credentials and authorized you into the public sections of the station.

This place being what it is, no sort of very destructive weaponry is allowed, whatsoever. Interestingly, you found in the welcome message burst

that ion guns and pistols are also restricted here, as there is a lot of sensitive, automated equipment around. Jedi are allowed to keep their lightsabers, but only with a stern reminder that there isn't much metal between them and vacuum, and lightsabers cut through metal very easily.

As you walk down the tunnel to your destination, thick windows allow a view of parts of the station exterior. The module in which the Comet Broom service resides has its own docking ring, to which is attached a large ship that looks worn with service, but in good repair. The bulky engine section suggests speed and there are two very obvious gun emplacements. It would appear that the service is licensed to "sweep up" the smaller chunks with extreme prejudice.

Entering the module, you immediately see the entrance to the Comet Broom offices. To the left and right, a circular cross-corridor arcs away from you, probably going right around this spherical part of the station.

The heroes see a number of people, Humans and aliens, moving around the module on business. Most wear a company jumpsuit with the insignia of Comet Broom, a circular starfield upon which a powersweep is brushing aside some glowing comets. Rroorgli designed the log herself and it quite proud of it. It actually looks rather silly.

Any hero making a Spot check (DC 15/18/21) notices a small group of people wearing flight suits with a similar, but different logo: a starfield with crossed lightning bolts shattering a comet in the middle of it. The people seem to be interested in the heroes' group, but, frankly, most of the people here have looked the heroes over. These are employees of Comet Busters who have delivered a tender for a subcontract, and who are snooping around a bit. They do not approach the heroes now, but stand by a drink dispenser and eavesdrop on the conversation with the reception droid. (If the heroes had already arranged the appointment, Comet Busters found out about it and the people are here just to get a visual of the heroes, so that they can accost them later.)

Try to prevent the heroes from starting a conversation or altercation here by immediately informing them that they see a large double door, with the Comet Broom insignia on it, in front of them.

There is a reception droid at a desk in front of the Comet Broom office doors, just off the main thoroughfare.

The heroes need to present their credentials and get in to see the owner-operators. If they actually thought to comm. ahead and make an appointment, using their

credentials, you will already have run this negotiation in the last encounter, so skip it here and have them admitted. If they are just trying to get in now, read the following.

The receptionist is a droid—well, the torso of a droid, anyway. It seems to be plugged right into its "chair". It turns its head towards you and grates out, in a businesslike tone, "Welcome to Comet Broom. How may I be of service?"

For tone, think of Jabba's major domo droid in the dungeons, the one overseeing droid destruction. "Splendid." This droid isn't evil, but it does not have much of a personality. Those who come here have specific business and usually don't want to shilly-shally around. They also usually have made appointments. Some conversational possibilities follow.

We're here to see the owners. *Splendid. Do you have an appointment?*

Here are our credentials. *Why would I wish to examine them?*

DC (15/18/21) Diplomacy check. Here are our credentials. *I see. I will refer you to the owners. What should I say is the nature of your business?* Unless the heroes answer foolishly, they get in.

(Some sort of threat about suing them, the irresponsibility of the company, etc.) *Comet Broom is renowned for its exemplary and reliable service. Please do not make unsubstantiated threats.*

DC (18/21/24) Intimidate or Bluff check, followed by either some decent roleplaying, to bluff their way in or that suggests that the company could be in real trouble. *Very well. I will let the owners know that you are here.* After a couple of minute, the heroes get in.

Finally, if some variant of the above does not cover it, the heroes can use whatever social skills you deem appropriate, plus a reasonable explanation and their credentials, to get in. The point here is to allow use of something besides a gun or Affect Mind (since droids have no living mind). You do wish them to go in; you simply don't want to make it seem like they can just walk in off the street with no good reason.

Once the heroes are admitted, read or paraphrase the following.

As the door behind you closes, the noise of the corridor is abruptly cut off. This office seems well insulated from the rest of the module.

It is a large, open room, divided into areas by the placement of the furnishings, rather than by walls.

Sophisticated and expensive communications, telemetry and computer equipment and monitors occupy about one third, obviously a working space. A large holodisplay tank and computer system occupies another third. It is currently displaying a 3D map of the whole Cularin system, with a ghostly Comet Cloud depicted surrounding the inner system. Within the Cloud, a myriad of pearlescent points of light are moving. This is either artistic, or a real-time display.

The rear third of the room seems to be more a conventional office and meeting-space, with a couple of desks, and a conference table. It is from this section that two Wookiees approach. One is a large female, the other a smaller male. Both are clothed in business jumpsuits that have obviously been specifically tailored for them, rather than the usual Wookiee utility belt, although they wear very stylish and trendy utility belts over the suits.

The smaller, male Wookiee begins to bark and grunt at you in an aimiable way, but the female interrupts him with a rumbling, growling tone that seems a lot less cooperative.

GM tips for running this encounter. The owner-operators are a female Wookiee, Rroorgli, and a male Wookiee, Mronk. Of the two, Rroorgli is slightly taller and somewhat more aggressive. They assimilated into technological society at a young age and wish to appear sophisticated. They tend to think of their fellow Wookiees, especially those back on Kashyyyk, as rustic and untutored. Hero Wookiees are presumed to be modern sophisticates, as well. They each have hovering translator droids that speak in distinctly feminine and masculine voices respectively.

Rroorgli is very upset if anyone implies incompetence or deliberate falsehood on the part of Comet Broom. Mronk tries to be more placating, but he is still a Wookiee. Neither of them goes into rage or initiates a fight unless the heroes are deliberately confrontational. If a fight breaks out, they use only unarmed combat and strike to subdue; also, within about three rounds half a dozen employees show up and stun the heroes into submission. The encounter should really not go in that direction.

Rroorgli is not stupid and if any heroes have a good reputation in the Cularin system, the Wookiees are cooperative. But the heroes should become aware that browbeating them or threatening them is a very poor choice.

The bottom line is that the Wookiees are willing to provide a duplicate of the information that they sent to SpaceNav, and to the beacon, sealed for transmittal and with all the timestamps included. The heroes could then send the information securely from the communications facility on the station (Secure Transmissions Facility).

Some typical responses to questions are listed below, to help guide the tone of the encounter.

Why was the data on the comet fragment that hit Fricasseed Nerf not in your report to SpaceNav. *It was. (Mronk) Are you implying that we're incompetent? Or liars? (Rroorgli)*

Obviously it wasn't, or the ship wouldn't have hit the fragment. *You've ruled out pilot error? (Mronk) I tell, you, we sent the data. We have copies. (Rroorgli)*

You have a very professional-looking facility here. Obviously, there must have been some mix-up in communications. *Thank you. I don't see how the data could have been lost; it's sealed, encoded and sent as a package. (Mronk) Not bad for Wookiees, eh? Uhm—sorry. I get a little tense when I think people are out to place blame. How can we clear this up? (Rroorgli)*

Note: the above was to provide an example of a tone that would quickly get the Wookiees to cooperate, if they do not feel that they are being “fingered” for blame. Unfortunately, Hedrett Shipping and Investments, the employers of the *Nerf* (and now the heroes) actually *would* like to place blame, if they could.

Can we get a copy of the data that you sent? *Who would receive it?*

Our employers, Hedrett Shipping and Investments. *No; this is privileged information.*

SpaceNav. *Yes. We can give you a duplicate set and you can secure-send it to them from the Secure Transmission Facility in this station, though you may have to make an appointment.*

NOTE TO THE GM: You'll recall that the heroes' employer has made them an appointment already. The Wookiees don't know this. (See Encounter 1.)

The data is in a small, secure data-cylinder, the forerunner of the Imperial code cylinders seen in Episodes 4 to 6 of *Star Wars*.

Feel free to roleplay conversation, but this is intended to be a fairly brief encounter.

Encounter 3: Fool Me Once, Shame On You

Key idea of this encounter: The heroes take their data to the transmission center, but run afoul of some Comet Buster personnel, on the way. These people first attempt to bribe a look at the information and then try to steal the data.

Unknown to the heroes, someone else is paying a visit to the Wookiees at that moment.

After the heroes dispose of this minor impediment, they can transmit their data, secure and encrypted, to SpaceNav. The reply is about ten minutes in coming: this data does not match what SpaceNav received. Either the Wookiees are lying, or their originally transmitted data was tampered with, somehow. The heroes are asked to watch the Wookiees, or, if there are Jedi, or people trusted by the Militia among them, to take them into custody pending the arrival of law enforcement officials.

This one is likely to be short, again. The overall idea is simply to tie the heroes up for enough time to allow the sinister assassin to dispose of the poor Wookiees and plant the “erased” data in their system. If combat breaks out, and it is likely to, have the “bad guys” flee after 5 rounds (or less) and set the Transmission Facility security after them. The Comet Busters people are not trying to seriously hurt anyone; they just want the data.

The Secure Transmission Facility comes into view ahead, a hexagonal prism in the next structure. The antenna array runs up and down through the central axis of the structure, and right through the atmosphere shields out into space. There are wide suspended laneways running into and out of the central building. The facility is built right around the antenna, incorporating it.

As you approach, a couple of people head towards you, obviously wishing to speak. Since use of the facility is by appointment only, there are not many others around—perhaps three or four, with some few others visible on another laneway.

These folks are wearing work-jumpsuits, but no insignias. They are working for Comet Busters, the competitors, but do not say this. They are not actual full-time employees of Comet Busters, just occasional help.

Their tactic is to approach and quite frankly let the heroes know that they know the heroes have been into Comet Broom. The spokesbeing (a near-Human woman with blue skin and a white Mohawk) tries to be ingratiating. A Human male stands beside her, smiling.

She says:

“Those people, you know, they’re pretty much interested in the fast datary, and that’s about it. I’ve heard a bit about you people—you’re really into public service. Look, we could do each other a favor, here. How about you let us make a quick copy of the data we know they gave you, and in return we give you 500 credits each for your favorite charity—or some other... good cause?”

The woman is true to her word and her group would, indeed pay the money. The problem is that, to copy the data they would have to break the secure encryption. This would immediately be obvious at the transmission facility, and the facility would not certify the data as secure. Any hero who makes a Disable Device or Knowledge (Security) (DC 10/13/18) realizes this. A Computer Use (15/18/23) check would also reveal it.

The heroes should not be willing to betray their trust for personal gain, in any event. This should earn a Jedi hero a DSP, so warn any Jedi who are so foolish as to contemplate it. For other heroes, it’s just very “non-heroic”.

If the heroes refuse, as they should, negotiations become more aggressive.

“Please,” says the woman, “I insist.” The four other people on the periphery, two Humans and two Rodians, move closer and draw stun batons. The man and woman draw blasters with some sort of odd module attached.

Your group of heroes may be prepared for this and if they were the least bit suspicious (and what player group isn’t?), they certainly shouldn’t be “frozen by boxed text”. Initiatives may be rolled as normally.

The odd modules on the guns are actually peacekeeper circuits that do not allow them to be set to anything but stun.

However, as the battle is about to be joined, the Force Sensitive heroes get a “bad feeling”:

You suddenly feel a chill go down your spine, and a mixture of rage, fear and malevolence splashes over you and is quickly gone. Was it from these people? No, you are pretty sure it was not. But there is a great evil somewhere near.

For your information, GM, that is an echo from the Dark Force-user, who has just finished planting the data, and has killed both Wookiees with a lightsaber. Even if the heroes somehow decided to rush back to the Wookiees, they cannot prevent this tragic murder. If the group does not include Force Sensitive heroes, ignore the above text.

The thugs are detailed in GM Aid #1, NPC

Statistics. Yes, they are “weenies”. This group is intended to be a pushover, but the heroes should not be using either killing force or anything that could damage the station.

If at any time a thug drops the hero carrying the data cylinder, the thugs try to make off with it. They have a small ship (no hyperdrive) docked at the main docking bay.

If the altercation somehow manages to continue for five rounds, security from the Secure Transmission Facility runs up to break up the brawl. Brawls are not uncommon on long-duty stations, but they belong elsewhere.

The thugs beat a retreat as the security arrives, if they are able.

The heroes are not under any suspicion. A Security guard in the facility saw the fight break out and saw that the thugs started it. They detain any thugs that the heroes want, but they are not actually police. If the heroes wish to press charges, it’s going to take time and they’ll have to stay around. If the party includes any Jedi or Cularin Militia members, security is willint to release the thugs into the custody of the heroes.

The heroes can then continue into the Secure Transmission Facility and send their report. After they do, read or paraphrase the following:

Your encoded data cylinder is uploaded to the powerful transceiver mast and the information is squirted to your employer. There is a lounge where you can sit for the few minutes necessary to receive confirmation. In fact, about a minute after the file is sent, an “await return message” code is received.

It takes only about ten minutes for you to get the verdict. The incoming transmission from Hedrett Shipping and Investments reads:

“The data transmitted does not match the data received from Comet Broom earlier this month. This data contains information about two bodies not mentioned in the earlier package. One seems to be the fragment that the Fricasseed Nerf encountered. The other is much, much larger. It is labeled ‘the Big One’. We have notified Cularin SpaceNav Control.

Please advise the security forces of the Secure Transmission Facility that Comet Broom seems to be in breach of bonding and contract, and that the STS has transmitted falsified data to SpaceNav. This will likely encourage them to accompany you to Comet Broom, to take the Wookiees into custody and to shut down the operation. Please accompany them to do this. There will be bonuses all around. End transmission.”

Whether or not they believe that the Wookiees are at fault, encourage the heroes to see their job through to the end, if they need encouraging. Presumably, the

heroes want to find out the truth. Of course, this is not “the end”, at all.

STS security is indeed willing to accompany the heroes, armed to the teeth with weapons set to stun.

Encounter 4: These Aren’t The Wookiees You’re Looking For— At Least, Not Any Longer...

Key ideas of this encounter: When the heroes return to Comet Broom, it is obvious that something is amiss. The Wookiees are dead, obviously killed by someone with a lightsaber. When they search the ransacked room, and inspect the bodies, the heroes find some chilling information: a huge comet has been set up for orbital alteration. However, it appears that the path has been recently changed—the comet will crash into Almas!

Since this station is the nearest to the Comet Cloud, the Wookiees’ ship or the heroes’ are the only ones that can reach the comet before its engines fire and it builds up unstoppable momentum!

You arrive once more at the door of Comet Broom, with a serious task. Upon seeing the STS security force’s credentials, the reception droid allows your group immediate access—

-- into a chaotic scene of tragedy.

The security force freezes in momentary shock, beside you, as you enter. The room is a shambles. Someone has stirred up the contents as if they were ingredients in a stewpot. Furnishings and data-flimsies lie everywhere. Only the sound buffers, which you noticed on your first visit, could have prevented people outside from hearing.

The main computer has been hacked into pieces by something like-- a plasma welder? Melted score marks are visible on the casing and components.

And the Wookiees—the Wookiees have obviously been murdered. They lie still on the floor with terrible burn scars and hack marks on their bodies. Each has precisely two wounds, almost an identical pair: a long gash from shoulder to opposite hip, followed by a circular puncture hole straight back through the chest, through the heart.

The security people quickly seal the door.

“This is horrible,” says the leader, a Human male whose name badge reads Gorruth. “Who could have done this? You,” he says to one of the other security people, “call this into Admin. Tell them to stop any ships from arriving or leaving, until we can get

someone official to deal with this. We're technically just company security."

Again, if any of the heroes are Jedi or Militia, the security leader defers to them. However, he seems much disturbed by the wounds on the Wookiee. Any Jedi, or any hero that has had experience of lightsabers, recognizes that they look exactly like lightsaber burns.

Disturbing information comes back from station admin almost immediately. An unknown vessel, which had apparently been attached to the Comet Broom ship, on the lock opposite to where it is attached to the station, detached minutes ago and flashed away, ignoring all hails. The configuration resembles that of a Jedi Starfighter-class ship.

The Cularin militia has been contacted. The STS Admin is holding off contacting the Jedi on Almas about this, for the moment, based upon the initial report.

If a hero Jedi realizes that the Jedi may be coming under suspicion and objects, the STS can be persuaded to contact Almas, but there is no answer for a few minutes. The heroes can also use their own ship's comm system to contact people, if they wish. No one at the Almas Academy has the slightest idea of what is going on. Master Lanus is not at the Academy right at the moment, but if a hero contacts the Academy, they'll pass on a message.

Investigation: The heroes can search the bodies and the contents of the room. There is a lot of information to be gleaned. The type of information available is summarized in a table, below.

Each higher level of success also gives the information from the lower levels, of course.

A note about taking 10 and 20: Taking 10 is permissible with any of the rolls, here. There are no major distractions. Taking 20 is possible, but there is an issue of time. Taking 20 to search the bodies increases the time to 4 minutes apiece. Taking 20 to search the whole office room would take two hours for one person (240 square meters, the equivalent of 60 2x2 m squares. 60 rounds become 120 minutes, taking 20.)

If the heroes do decide to do this, it's all right, just roll the "Big One" timetable back to suit—*until* they find out about the imminent disaster. At that point, they must either decide to intervene, or any additional time spent searching is deducted from their 18 minutes to solve the situation, in the next encounter. It is not heroic to dither, once you know your goal.)

Note that taking 20 to search the room and contents automatically reveals the information that the computer memory core is intact, below. However, the repair and slicing procedure must still be followed.

The corpses are treated as a separate Search roll.

The bodies: The lower DC number before the slash is for Knowledge (Forensics or some crime-scene-related skill), or for anyone with Exotic Weapon Proficiency (Lightsaber) who makes a close inspection of the bodies. A lightsaber-user must still make the Spot check in the second row of the Table, though, to find the item in Rroorgli's hand. The higher DC, after the slash, is for a Search of the bodies.

DC	Information Gathered
5/10	The Wookies were killed with a lightsaber. Jedi get a +10 for this one. Any hero who has seen lightsaber damage that has killed gets a +5.
10/15	Their slashes are mirror images. One goes from right shoulder to left hip, the other from left shoulder to right hip. Hm, Rroorgli seems to have something clenched in her left hand. Note: (If a Search was not made, Spot (15/18/21) finds the item in her hand, too.)
15/20	The killer stood between them and they barely had time to react at all. Death was almost instantaneous, after the heart blows. Time of death would roughly correspond to when the heroes were outside STS, in the little brawl. There are no other items of interest on the bodies.

Rroorgli has her Comet Broom insignia torn off, clutched in her hand. It has a small compartment on its backside, the side that would have been against her suit.

In it is a copy of the Cometary Water Reclamation file info, which may be found in the computer core section (DC 15) below. This is actually a plant by the assassin, who wishes the data found, but there is really nothing to indicate that it was planted. The Dark Force user took the original insignia. Mronk's does not have such a compartment, of course, and looks to be of slightly thinner and different manufacture, if anyone checks.

Any Force User who specifically tries to See Force here, or who opens up his/her Senses, definitely gets a strong impression of the Dark Side at work. That is, this was not just an evil act; there was a Dark Side Force user present.

Room contents/damage: The DC number before the slash is for a Force User with Alter, or Knowledge (Forensics or some crime-scene-related skill). The higher DC, after the slash, is for Search.

DC	Information Gathered
5/10	Someone really tossed everything loose around, but they deliberately trashed the computer.
10*/15*	Force Whirlwind seems to have been used here. The computer was attacked with a lightsaber.
15/20	Nothing much seems to have been removed or destroyed, just pushed around.
* A spot of DC (13/15/18) reveals that the computer memory core itself may still be intact in the wreckage, though no longer connected to the circuits.	

Room contents/damage: The DC number before the slash is for a Force User with Alter, or Knowledge (Forensics or some crime-scene-related skill). The higher DC, after the slash, is for Spot.

Of course, the assassin deliberately missed the computer core, but the heroes can't know that from the evidence at hand.

If the hero group happens to include a Jedi Investigator, the Class Special ability "Profile" is entirely appropriate for use here. The problem is that the Investigator is unlikely to want to spend more than 30 minutes here, as things turn out. However, full data is given, in case someone wished to return to investigate the scene again *after* the scenario is over, for the sake of closure. Results for the Sense Motive check are:

Time	DC	Information Gathered
10 min	15	The perpetrator wished to silence the Wookiees and confuse the evidence. GM: do not highlight this, but this is a very specific and important piece of data: the criminal did not wish to <i>hide</i> or <i>destroy</i> the evidence but wished to <i>confuse</i> it.
30	20	The perpetrator was either Human or Near-Human
1 hour*	25	The perpetrator's primary class is hard to determine. The best guess would be Dark Side Marauder, but there is a definite flavor of Jedi, as well.
6 hours*	30	Investigator character level of 1-8: perpetrator's level is "much higher". Level 9: approx. the same level (within 4, up or down). (GM, for you only: the villain's level was 13, and no, they aren't going to be fighting in this scenario.)
*not possible if the heroes are to save the day. Perhaps as "after-scenario" info, if the roll is made.		

Slicing the computer core: To get the computer core

interfaced with a console of datapad, and powered up, requires two Repair rolls, both of which may have one assistant, and both of which may benefit from a +2 synergy bonus if the hero who makes the roll has 5 ranks in Computer Use. If the assistant has 5 ranks in Computer Use, they get +2 to the chance to be able to assist (DC 10 Repair). The hero making the roll may get a tools benefit as well. If the heroes have no tools, they can borrow a normal set from STS. If someone is very bright and thinks to ask, yes, several of the manufactories here have precision tools and the heroes may borrow a set that gives a +4 bonus. This takes only 10 minutes to arrange. These tools must be returned before they leave the station, unless the heroes say that they are heading off to stop a rogue asteroid form causing a cataclysm, in which case they can borrow them until the end of the scenario. (At that time, GM, they may receive some tools as a reward. See the Loot Summary and certificates.)

Once the computer core is online, the heroes may attempt to slice data. Information that may be obtained from the computer core, based upon the Computer Use skill roll, follows. One advisor may assist. Note that tools do not help, unless the hero has some certed item specifically usable to aid with slicing data (such as Baylan's Datapad). A +2 synergy bonus is available to the hero rolling from 5 ranks in Disable Device or 5 ranks in Knowledge (anything related to encryption of computer data).

Even if the heroes get a very good result, please read the data in ascending order, as it represents successive "layers of the onion" being peeled back.

Also note that a Force Point may be spent *after* a roll's *value* is known, but must be before the *result* is known. Since this table is open-upward, however, if the players wish to, they may blindly spend a Force Point to increase the result, once at their highest result box. Do not tell them if there *is* more data, unless sthey happen to hit DC 35. A Force Point can only be spent once for the entire procedure, of course.

There is no "retry" available for this check, but some of the same data is available later in the scenario, as well. GM, please note that the heroes do not *have to* succeed in this section, other than to find out that they must stop the comet. If they do not have the skills or make the right deductions, so be it.

Taking 20 is not allowed (consequences), but the slicer may take 10, if the slicer would be happy with that roll. A Force Point roll may be added to a Take 10 result, like any other.

The DCs also have a notation about the "Level of Invasion" achieved by the slicer. These levels are referred to in the explanations that follow.

DC	Information Gathered
(10/10/10) Level 1 invasion.	The core contains the same information as was recently sent to SpaceNav. That is, the correct data, mentioning the fragment and a big cometary body, both of which were missing from the data at the beacon and the data checked by your employer.
(13/15/18) Level 2 invasion.	The core also contains many other files. One that looks interesting is titled “Cometary Water Reclamation Project”. It is interesting because it has further encryption. (GM: if this is the highest result obtained, it takes a second Computer Use roll of DC20 to open the Water Reclamation file. This is not a “retry” as it is a separate file.)
(16/19/22) Level 3 invasion.	You can unlock the Cometary Water project file (information follows).
(19/22/25) Level 4 invasion.	Someone else has been slicing in here. As most slicers, they have a typical style and method of circumventing safeguards and cracking files. You think that you would recognize this style if you saw it again. Some alteration was made to trajectory data in the Cometary Water Reclamation file. It looks like the slicer accidentally linked in the data about the smaller fragment that hit the <i>Nerf</i> . When he erased the data about the “Big One”, he accidentally erased the data about the smaller fragment, as well.
(22/25/28) Level 5 invasion.	The other slicer has altered the files here at least twice. It looks like once to change something—and again to change it back to the original data? Possibly, this was actually done by a pre-programmed virus that was uploaded to the system, from within this office.
(25/28/31) Level 6 invasion.	Considering the sophistication of the slicing, it is odd that the effects of it would be so easy to detect: you cannot actually hide a comet for very long. Something is strange and wrong, here.
(30/35/40) Level 7 invasion.*	Jackpot: there is evidence of a much higher order of slicing, now, that does <i>not</i> bear the signature that you previously noticed. You were meant to find the data about the alteration to the Comet’s trajectory, and you were meant to be able to tag the “slicer’s style”. Finally—the link to the other fragment’s data, and its

DC	Information Gathered
	erasure, was no accident. It was done deliberately, which means that the tampering would inevitably have been discovered! Why go to all this trouble to ensure that your dastardly plan would be foiled?
*GM, the DC here is so high because this evidence actually makes it unnecessary for the heroes to slice the computer in Encounter 6 at all, other than to shut down the engines. It clearly shows that someone is trying to frame the Jedi, if the heroes make the correct deductions. In a way, they can solve the major issue of the scenario right here—though they’ll likely still wish to stop that comet...	

Why, indeed? Well, as GM Aid 2 points out, the bad guys want the comet stopped, but the whole point is that evidence that frames the Almas Jedi be found. And there’s more to come...

The data for the Cometary Water Reclamation project sounds innocuous enough. This is a fairly standard technology whereby a comet is gradually accelerated towards a planetary target, where it is guided into orbit. Then, the comet is either mined for its water or a shallow atmospheric insertion is arranged, and the comet burns to vapor due to friction, like a meteor. The result is that the target world gets some really long and impressive clouds that then rain several trillion tons of water onto it, over a period of days to weeks. As said, pretty standard stuff.

Here are the two bombshells, though.

The first concerns the current status of the “Big One”. With access to the file, at the Level 3 invasion level, they learn that the comet (the “Big One”) was to have its trajectory altered to go into close orbit around Almas. They also detect some oddity to the data. It almost looks as if it was changed, but this is the original data. Incidentally, the comet’s emplaced reaction engines are due to fire in the not-too-distant future. At the Level 4 invasion level, they learn that there has been some alteration made to the new programmed trajectory of the comet. Even if this is all they learn, that should be enough to get them really worried and to make them want to get out there. At Level 5, they can reconstruct the deleted data. The comet’s course has been changed: it is going to crash into Almas itself. Depending upon where it happens to hit, it would either devastate the environment for about a thousand-kilometer radius—or kill nearly everyone on the planet. This change was then erased and replaced with the original course. Anyone who didn’t dig this deep would learn that the safe trajectory was in place. At Level 6, in addition to what is in the table, above there is a definite indication that they have just missed learning something else. If this prompts use of a Force

Point (for the first time, for this roll), that is fine—but you, the GM, should not suggest it, unless you have a table of people unfamiliar with the rules. Note that one cannot ordinarily spend a Force Point once results are known, but as this table is open-upwards, and as the Level 6 information really only suggests that something weird is going on, it is permissible here (only), if they hit Level 6.

NOTE: Build up the drama as the successive layers of the information are revealed. If it becomes apparent that the fate of Almas may be at stake, cue the dramatic swell of the background music. In other words, this is a very dramatic moment and *you may award a Force Point* to the hero who may just have saved thousands by being a really good computer geek—er, Slicer. This point award does *not* require the hero to have spent a point, nor is it lost if they did spend one to get the best data possible. That’s what FP are for: to aid a hero in doing something significantly heroic, and to highlight the moment when they do it. For a low or middle tier, the info from Level 5 is good enough. For a high tier group, require the Level 5 revelation for it to be dramatic enough. (True, there was no significant risk to the hero, but let’s not throw in a bomb wired to the core. Even the brainy types deserve a FP once in a while.)

Oh, the second “bombshell”? The person who hired Comet Broom to divert the comet apparently wanted it to be kept a big secret until the comet started moving. The annotation says that it was to be “a surprise gift from the Jedi to the Cularin system, and to Almas specifically”.

According to all records, here and elsewhere, Master Lanius Qel-Bertok, of the Almas Jedi Academy, commissioned the Cometary Water Reclamation Project.

NOTE: You can play the rest of this encounter how you like from here, but we’re past the research and into “save the planet” mode now. The heroes may wish to contact all sorts of people and find out more data, or warn Almas, or not, depending upon what they find out. The critical points that they have to work with are that the comet is due to start up its emplaced engines in exactly 78 minutes. The only two ships currently at Artom Station are the heroes’ ship(s) and Comet Broom’s ship. Either one could get to the “Big One” in about an hour and a half, if moving at *safe* speeds through the Cometary Cloud. Or, the heroes can cut that down to just about an hour—but it won’t be at safe speeds. That gives them 18 minutes, upon arrival, to stop engine start-up. Successful use of a Scout’s Trailblazing to cut down the shortened time even further, on the way, could increase the time left to either 33 minutes (DC15) or 48 minutes (DC25), but note the –2 for guiding a group over a total of 4 people. (See p.

48, RCR.)

Neither the Station nor the next in command of Comet Broom (a Twi’lek office manager turns up) prevent the heroes from using the Comet Broom ship, “*Clean Sweep*”, if it’s better. (See GM Aid #3. It is slightly better than *Seeker*.) The heroes can find the necessary codes to gain access in the computer or the Wookiees’ built-in desk datapads. Of course, they cannot *keep* the ship, or salvage parts from it; it belongs to the company.

If the companies on the facility learn that the heroes are trying to stop a rogue comet, they make the heroes some gifts of equipment.

Get them going.

Encounter 5: Here We Come, To Save The Day (And Not Go Splat)

Key idea of this encounter: The heroes are trying desperately to reach the Comet in time, but it’s not going to be easy. They must pilot their vessel at breakneck speed through the Comet Cloud, off the safe paths, to get to the Big One in time. As they approach, some automated weaponry on the comet’s surface fires on them.

Once they circumvent these problems, the heroes can land and deactivate the firing sequence for the engines fairly easily. As a matter of fact—maybe a little too easily? Maybe they’d like to poke around the control room computer a bit.

A pilot is necessary for this encounter. If there is no hero pilot, Enja Ode flies the ship, only because the situation is critical. She makes it plain to the heroes that they had better man all the stations and help her as best they can, because she does not usually leave the safe lanes. As a reminder, she has a total Pilot skill + attribute bonus of (+6/+10/+14). Her stats are also recorded on the GM Aid #1 sheet.

Both the *Seeker*, provided by the Almas Academy and the Comet Broom ship, “*Clean Sweep*”, are ideally suited to RCR pp. 224-225 rules for “Heroes as Crew”. If the heroes are using their own ship(s), one hopes that they have competent pilots.

The sequence of events is that the heroes must race through the near edge of the Comet Cloud, avoiding hazards. Use the table in GM Aid 3, which provides notes about the 5 piloting rolls that are necessary, and some suggested descriptive text. Feel free to paraphrase as appropriate.

It is quite possible that the heroes’ ship may become inoperative during the flight in. It would not be destroyed, remember, unless it is taken to –100 hull

points, which is very unlikely. However, if the ship is dead in space, the only way for the heroes to help is somewhat contrived: have the asteroid, once it starts accelerating, move close enough to their flight path that they can jury-rig the ion drives to ditch-land on the asteroid. Then proceed to “What if they blow it completely?” below.

Once the heroes near the “Big One” read or paraphrase the following:

Finally, as you race at breakneck speed through the inky void of space, you see the “Big One” looming in the distance. This far from the twin suns of the Cularin system, there is no off-gassing, no “tail”. Instead of glowing with vapor and the reflected energies of the suns, the “Big One” is a pale ghost, dimly visible as it blocks out stars, a titanic chunk of frozen water, surrounding an invisible core of rock. Water is the substance that almost all of the life forms, of which you know, need for life. It is the key factor, the key requirement for the evolution of life on the planets upon which most Humanoid species dwell. But, if you are not successful, this leviathan mass of water could kill...

As a matter of fact—it seems to be able to kill with laser cannons! Two pairs of bolts of energetic death just narrowly missed you, as twin gleams light up the icy surface. For a moment, a set of three huge ion drive nozzles and a small building were visible, as well. Now, all you have to do is live to get to them.

The villain has emplaced a pair of automatic guns on the surface. Treat them as fire-linked laser cannon pairs, damage 5d10/x2. They have a Fire Control total of (+4/+6/+8) and always fire on initiative (10/12/15). Each cannon pair may shoot once per round, so there are a total of two rolls against the heroes’ ship each round, unless the cannons are destroyed or the heroes land. Range modifier is PB +2, S +0, M/L NA. The guns cannot fire on a landed ship, but the reverse may not be true. The Defense Class of the emplacements, accounting for both their stationary nature and Fine size, is (15/20/25). They only take 20 hull points worth of damage to destroy, however, so any hit is likely to silence them.

The heroes’ ship is fired upon when it is just leaving Medium range to enter Short. As per the narrative, above, the first pair of shots misses. Conduct normal combat as the heroes approach the comet. If they head straight in, there should be one exchange at Short range and one at Point Blank range.

Note that the heroes could simply maneuver so as to put the comet’s surface between them and the guns, and then fly in just above ground level to take out the guns (DC 13/16/20) Pilot check not to graze upthrust

ice and take 2d10 per hit. Three Pilot checks are required to make it to where they can destroy the guns easily. There is not enough time to walk from a distance.)

However, the guns are right by the engines and the Control Center. The Control Center is a small, Quonset hut-like structure with an airlock.

Dealing with the Engines:

There are a number of ways to shut down the engines. The heroes could simply bombard the ion drive nozzles, which are three in number, huge, and set into the surface. A (DC 10) roll with any sort of Engineering Knowledge skill, reveals that there would likely be a large explosion as the fuel detonates. This explosion could not move the comet, but anything within 500 meters (PB for a ship) would be damaged. The Control Center could easily be destroyed (GM: it would be).

If the heroes bombard, they are automatically successful. The Control Center is destroyed, which means any evidence they have about this mystery has already been obtained; there isn’t going to be any more from the comet. Anything within 500 meters of the explosion takes take 4d10 damage (wounds, not vitality).

If the heroes land, they may either attempt to sabotage/shut down the engine firing mechanism, or take control at the Control Center. Presuming that they wasted no time and came straight in, they have 18 minutes to do it.

The ion engines are emplaced into an ice hillside and there is a tunnel that leads to the fuel reserves and control link mechanisms. DC15 with Demolitions, Disable Device or any Knowledge (Engineering-type) Skill tells the hero that doing this improperly could trigger an explosion with the same effects as bombardment, above. DC (20/23/26) shuts down the engine systems and links safely, but successes are needed with *all four* of the skills Computer Use, Repair, Demolitions and Disable Device. Appropriate tool and assist modifiers apply. No more than two people can work on each roll. They need not all be made at once (though they *can* be worked on simultaneously), but setting up to make any given roll takes three *minutes* for the first one and one *minute* per retry. Taking 20 is not an option, here (no time, plus there are consequences that would prevent a retry: death), though heroes may take 10. A retry on a roll cannot be made until at least one attempt is made for all four different rolls. Anyone who is making the roll for one task cannot *at the same time* assist with a different roll.

After a set of four rolls is completed, check:

1. If all four rolls are failures, the explosion occurs.
2. If any roll is a success, then failures may be retried. The previous success is “kept”, but no

longer provides safety for the retries. Example: out of the first four attempts, only the Computer Use roll is successful. All right, that part is done. If the three failures are retried and *all three fail again*, boom. If any one of the three succeeds, they may retry, etc.

Once all of the rolls are successful, the engine start-up has been prevented. Almas is saved!

If the heroes instead decide to try to shut the engines down from the Control Center, or split and do multiple things that take them there, continue to Encounter 6.

Encounter 6: All Right. This Is Just Wrong.

Key ideas of this encounter: The heroes have a control room full of equipment that they can play with, and what red-blooded hero wouldn't poke his, her, or its nose or proboscis into it? When examining the data, a chilling fact is revealed. The comet was to target a very specific spot on Almas—the site of the ancient Sith fortress. This, coupled with some data apparently logged by the Wookiees, identifies the Jedi of Almas as the perpetrators of what could have been a massive disaster! Only if the heroes dig deeper, and use some deduction, can they piece together enough evidence to prevent the Jedi from being blamed for this by the people of the Cularin system. Or, of course, they could choose to suppress what they have learned?

If the heroes decide to enter the Control Centre, they find the airlock locked. However, it is a very simple task to get it open, oddly enough: DC 5/8/11 for Disable Device or DC 13/16/19 if they rip out wires from an access panel and reroute with a Repair roll.

The Control Center is not mined or otherwise booby-trapped, but they will not know that, they look for such things.

Once they are in, read the following:

The Control Center is one small room: two meters wide, three long, and two high, with the attached lock. There is a control station, consisting of a computer and monitors, and one chair suitable for a Humanoid being.

The chair would be uncomfortably small for a Wookiee.

NOTE TO THE GM: The heroes may already have prevented the engine start-up. They may still poke around here, just paraphrase what they find out, so that

they realize that it might have been possible in here, too. However, do not *force* them to slice the computer if they do not want to.

If they do want to slice it, or have to, it's the Computer Use skill time again. When the slicer signs onto the computer, read the following:

The screen displays a login sequence, with a pattern that looks strangely familiar. There is no logo, but...

Any Jedi (as they are all from Almas Academy) recognizes the background at once, as being identical to the one used by the Almas Academy for packaged programs for the Padawans to use. Non-Jedi would need to make an INT check, DC 15 to recognize it—and only if they have been in the Academy and used its computers.

If, on a guess, a Jedi tries to get into the system by entering his or her standard login access code, it is accepted! This is scary, as it implies that Almas Academy has had something to do with this. It is even scarier if the Academy hasn't—because it means that someone has access to the low-level access codes. These are *not* the ones used to access secure information; they just log Jedi onto the Almas computer net. If this is done, the computer display text, and read it in a droidlike voice, saying:

“Accepted, Enlightened One.”

It then displays a control menu of data associated with the comet. Selecting among the various menus shows that the comet is, indeed, targeting Almas, at some point on the surface almost exactly opposite to the location of the Academy. Fortunately, it looks like a wasteland devoid of life—wait a minute.

Any heroes who have played any scenario which involves the old Sith fortress can guess that the impact point is in the same region, if not right on top of it.

There is also a selection for “ABORT IGNITION” that should interest them.

If there are no Jedi in the group, or a Jedi does not try to access the data, a slicer can get to the same menus and information above with a Computer Use (10/13/16) check. This part is easy.

To dig any deeper, we now go to a variant of the table from Encounter 4. The preliminary instructions are reproduced, below, for convenience, so that you do not have to read back.

If either a Jedi or slicer simply tries to shut down the engine start-up by using the menu selection labeled “ABORT IGNITION”, the computer displays and vocally responds:

“Acknowledged, Master Lanius. Please enter your personal Alpha Prime Security code.”

This is more obfuscation by the villain. There is no personal security code programmed into the core; the above is pure bluff, again designed to smear Lanus and the Jedi.

As *may* be found, if the slicer is good enough, there is no way to turn the ignition off from this control panel, unless the slicer can trick the computer into doing so.

Information that may be obtained from the computer core, based upon the Computer Use skill roll, follows. Also, the difficulty codes and results include the level needed to fool the computer into not igniting the engines, or to assume control of them.

One advisor may assist. Note that tools do not help, unless the hero has some certified item specifically usable to aid with slicing data. A +2 synergy bonus is available to the hero rolling, from 5 ranks in Knowledge (anything related to encryption of computer data, or to slicing).

Even if the heroes get a very good result, please read the data in ascending order, as it once again represents successive “layers of the onion” being peeled back.

Also note that a Force Point may be spent *after* a roll’s *value* is known, but must be before the *result* is known. Since this table is open-upward, however, if the players wish to, they may blindly spend a Force Point to increase the result, once at their highest result box. Do not tell them if there *is* more data, unless they happen to hit DC35. A Force Point can only be spent once for the entire procedure, of course.

There is no “retry” available for this check, but some of the same data is available later in the scenario, as well. GM, please note that the heroes do not *have* to succeed in this section. If they do not have the skills or make the right deductions, so be it. Go to the “What if they blow it completely?” section, below.

Taking 20 is not allowed (consequences), but the slicer may take 10, if the slicer would be happy with that roll. A Force Point roll may be added to a Take 10 result, like any other.

NOTE: Indicate that one of the DC levels can be dropped by a clever plan of how they might fool the computer, if they cannot simply tell it to shut down.

DC	Information Gathered
(10/13/16)	<i>Someone else has been slicing in here.</i> (GM: the following as well, only if the heroes got the Level 4 invasion “signature” back in Encounter 4.) <i>The instructions to crash the comet into Almas seem to have been sliced in by the same person whose signature you picked up in the Comet Broom memory</i>

DC	Information Gathered
	<i>core.</i>
(13/16/19)	<i>It is not possible to simply tell the computer to shut down the firing, or not to do it. You have to trick it somehow.</i> Retry allowed at DC+5.
(16/19/22)	<i>You can stop the engines from firing. Essentially, there is no way to tell the computer not to do it, but you can play with timestamps and input information to make it think that it already has.</i> (GM: or substitute success by the player’s plan.)
GM: you may reduce the DC by 5 if the heroes can come up with some clever way to “fool” the computer. It need not be the one described above. However, if they simply get the DC here by a roll, they do not need to RP an idea—	
(19/22/25)	That’s strange. The procedure to shut down the engines—which didn’t exist—would ask for a code from Master Lanus. But the code is not in the password files. The computer couldn’t have recognized it.
(22/25/28)	(GM: this part is only used if they shut the engines down here in Control, with the computer.) Come to think of it, this “security system” seems to be trying to defeat further slicing—but you managed to shut down the engines relatively easily. Wasn’t that the whole point of this—to crash the comet into Almas?
(25/28/31)	<i>Jackpot:</i> there is evidence of a much higher order of slicing, now, that does <i>not</i> bear the signature that you previously noticed. You were meant to find the data about the alteration to the Comet’s trajectory, and you were meant to be able to tag the “slicer’s style”. Finally—the link to the other comet fragment’s data, and its erasure, was no accident. The original and altered data are stored in here, too. The link was done deliberately, which means that the tampering would inevitably have been discovered!

For emphasis: the heroes can get the DC reduction to stop the disaster (3rd row of the table) for any *reasonable* plan. As only one example: perhaps combined Computer Use and Astrogation rolls could let them cause the engines to fire at different times, altering the comet’s course away from Almas. The key is to be flexible, but not simply hand them the win. Heroism and cleverness should always be rewarded and

they do not know all the DCs in advance.

Again, play up the drama as the layers are peeled and especially if they are trying to shut down the firing procedure from here. Unless *you* describe the tension and drama of the situation, they can hardly be heroic and/or earn Force Points, can they? You, after all, are the Director of this movie.

Wherever they are trying to do the shut down, if they roleplay the “do or die” nature of the procedure dramatically, you may award those involved a Force Point.

Once they have shut down the engines and learned what they can (if they wish to try to learn anything, that is), proceed to Encounter 7.

Encounter 7: Whom Can You Trust?

Key ideas of this encounter: During debriefing, the heroes must present what they have learned before a SpaceNav and Militia investigation committee, at which a representative of the Almas Jedi will also be present. The reputation of the Jedi depends upon the testimony that the heroes give.

NOTE TO THE GM: If you are pressed for time, this Encounter can be skipped. Just have the players summarize what they have learned and to whom they would tell it. Then, adapt the player text, below, to reflect their level of understanding of the situation. As long as they have managed to come up with enough evidence to exonerate the Jedi, the heroes can be presumed to have accomplished the mission successfully.

Paraphrase the following if the heroes’ ship was badly enough damaged that they had to be picked up. If that happened, but they managed to stop the engines firing *themselves*, then, if a hero owned the ship, the various parties concerned pay for repairs. Otherwise, the cost of repairs is halved by grateful contributions for the try, but not completely paid for. Feel free to assess however many thousands sound right, if the ship took major hull damage. As a rule of thumb, try not to exceed 20% of the ship’s value in repair costs, if the ship could still fly at all. The hero can “owe” it if they cannot pay it all, but it should be noted on the log.

Let’s hope that all went perfectly, though.

You have managed to prevent the comet from crashing onto Almas, and you are certainly celebrities for that, although no huge media splash is being made—yet.

First, there are a number of organizations that

would like to debrief you. You are on Almas, in a conference room in the Civic Center of Forard, the town that surrounds the Jedi Academy. There, too, are a delegation from SpaceNav and the Cularin Militia present, as well as the Vice President of Hedrett Shipping and Investments—and E1-6RA, from the Almas Academy.

(GM: E1-6RA’s information may be found in GM Aid #1 – NPC Statistics)

Any of you that were hurt have been seen to, and refreshments have been provided. The conference room is very comfortable—and very, very secure. The Cularin Militia representative, a male Cerean named UI-Modo, has been selected to moderate the discussion.

He looks at you all in a friendly, but serious manner.

“We are all extremely grateful for what you have already done. There still remain many unanswered questions, of course. What information have you collected, and what in your opinion was actually going on?”

Try to act the part of the impartial, dual-brained Cerean, as he draws *all* of the heroes into the discussion. Feel free to prompt with questions to keep it rolling. The 64-megadatary question that inevitably arises, of course, is:

“In your considered opinions—who is responsible for this near-atrocity?”

Play it out, thank the heroes, and proceed to the rewards. Note that it would be most un-heroic of the heroes to try to cover up what they have learned, for example if they think that the Jedi are to blame. The authorities have impounded the evidence, in any case. Even E1-6RA would tell the heroes—especially any Jedi heroes—that Master Lanius would wish the absolute truth disclosed. Any attempt to hide anything would simply give fuel to the rumors that will inevitably spread from Artom Station.

Some final responses from those present, based upon the general answer that the heroes gave to the big question:

If the heroes really don’t have a clue as to who was doing what: *“I see. Well, this is quite a mystery. We will analyze all of the data that you have obtained, and see what may be seen. Once again, thank you so much for your heroic efforts.”*

If the heroes are convinced that Lanius and/or the

Almas Jedi are behind this. *“This is a serious matter, very serious. Certainly, we cannot jump to conclusions, but the evidence which you have provided certainly does seem to point to—”*

The Cerean looks towards E1-6RA, who simply sits quietly for a moment, and then says, in her well-modulated voice:

“Master Lanius and every Jedi, ultimately, are on a quest for truth. He would certainly not wish anything suppressed. However, I will, with the permission of this council, take copies of the information to him, so that he may prepare an answer.”

The council agrees, but you all realize that this may be the beginning of hard times for at least some of the Jedi of the Cularin system. Still—the truth must out. Mustn’t it?

If the heroes have evidence to suggest that this is all a frame-up: *The representatives keep you there for another hour, examining your evidence and asking more questions.*

Conclusion

Finally, the Cerean calls a close to the session.

“Well, this is quite a mystery. We will analyze all of the data that you have obtained, and see what may be seen. Once again, thank you so much for your heroic efforts. We cannot jump to conclusions, but the evidence that you have provided certainly does seem to point to some powerful person or group, rich and ruthless, with a consuming hatred for the Jedi. Whoever or whatever the agent of this calamity was, the being seemed to be able to deceive the unfortunate managers of Comet Broom into believing that he was a Jedi, and a very well-known one.

“It may be a member of one of the two anti-Jedi groups that have come to our attention, and that of Master Lanius. Still, this complex and expensive plan, and the extraordinary talents of the murderer and go-between, suggest that this plot may have originated outside the Cularin system: one would think such a menace would be known to the Jedi, if he was a local. But who, outside Cularin system, could have such a hatred of the Jedi as to want to blacken their name throughout our entire system?”

Who, indeed?

Here Ends, “At Your Service”

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

Adventure Experience Award:

Did the heroes stop the comet from crashing into Almas and uncover the frame-up? If so, each hero who survived receives 350 XP.

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

Total Possible Experience:	640 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 ½ adventure experience. If the heroes succeeded in stopping the comet but did not learn of the frame-up, award them ¾ adventure experience.

Loot Summary

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

Encounter 1

- 500 credits each
- 1 per hero, provided by the Jedi Academy:

Mastercraft (+2) Medpac:

This high quality medpac provides a +2 equipment bonus to the user's Treat Injury check, and restores 1d2+2 wound points. Use of the medpac depletes it.

Encounter 2

1000 credits each from Hedrett Shipping and Investments (1500 if they negotiated it up that far).

Conclusion

- One per hero, provided by the Cularin Militia
Restricted Item Permit
In recognition of service to the Cularin System, the Cularin Militia has provided the hero named above a permit for the use of one restricted item within the Cularin System. The Thaereian government does not recognize the authority of the Cularin Militia to issue permits for restricted items.
- One only, provided by Dingraz Fabrication, saying, off the record: “If anyone can be trusted with one of these things, it’s you folks. Thanks for saving a lot of lives.”
Mastercraft +1 Security kit
This security kit is a set of special tools for bypassing electronic and mechanical locks. It usually includes electronic components and dedicated sensor devices. This item gives its user a +3 equipment bonus on Disable Device checks. It also provides a +3 equipment bonus on any Repair checks relating to security systems. This kit contains a comlink that monitors frequencies typically used by silent alarms, so the user can know if such an alarm has been triggered at any point during the operation.

Two only, provided by Karrel Engineering:

Mastercraft (+2) Tool Kit:

This superbly crafted set of tools provides a +4 equipment bonus to Repair checks. It contains a broad collection of tools designed to take apart, analyze, modify, and rebuild almost any technological device. It contains a hydrosprayer, laser welder and sonic welder, power calibrator (for analyzing circuitry and to act as an emergency power cell), power prybar, probe sensors, various circuits and connector wires, and welding goggles.

Player Handout 1: Almas Academy Transport ship, *Seeker*

Seeker, Correllian Engineering Corporation YT-1300 Transport, Modified.

Seeker is a modified Corellian YT-1300-class Transport starship. Despite only two crew actually being needed, up to 6 people can optimize performance by manning various stations (see “Heroes as Crew”, pp. 224-225, RCR).

Class: Space Transport

Size: Small (26.7 meters)

Hyperdrive: x2, x12 backup

Passengers: 6

Cargo Capacity: 100 metric tons

Consumables: 2 months

Cost: 150,000 (new), 37,500 (used)

Crew: 1 or 2

Initiative: +1 size, plus crew mod

Maneuver: +2 (+1 size, +1 due to modifications), plus crew mod

Defense: 21 (+1 size, +10 armor)

Shield Points: 30 (DR 5) (A modification)

Hull Points: 120 (DR 10)

Maximum Speed in Space: Attack (8 squares/action)

Atmospheric Speed: 800 km/h (13 squares/action)

Weapon: Laser cannon; **Fire Arc:** Turret; **Attack Bonus:** +5 (+4 fire control, +1 size) + gunner’s skill; **Damage:** 4d10x2; **Range Modifiers:** PB/S +0, M/L n/a.

GM Aid #1: NPC Statistics

Encounter 1: Mayday!

(May also be seen again in Encounter 5: Here We Come...)

Note regarding Enja Ode. This NPC is intended simply to provide a pilot for player groups that do not have one. If they have a competent pilot, she is not in this scenario. If you use her, the heroes should assist her as per RCR “Heroes as Crew” rules; she may not be as good as a hero pilot. This is intentional, as she should not “steal the show”. If the hero group is very skill-poor, she may also assist (but should never be the primary die-roller) in Encounters 5 and 6, as well. For that purpose, her Computer Use and Repair skills are also listed. She has no useful skills beyond those listed, for the purposes of this scenario.

Low Tier

Enja Ode, Pilot 2; IM +1; Def 13; Spd 10 m; VP/WP 16/10; Atk +1 melee (unarmed 1d3) or +2 ranged (3d6, blaster pistol); SV Fort +2, Ref +3, Will +2; FP 2; DSP 0; Rep +0; Str 10, Dex 13, Con 10, Int 12, Wis 10, Cha 14

Equipment: Blaster pistol, Padded Flight Suit DR2, medpac

Skills: only those skills pertinent to this scenario are listed. Astrogate +6, Computer Use +4, Pilot +6, Repair +4 Survival +4, Treat Injury +1.

Feats, Special: Trailblazing, Armor (Light), Weapons (simple, blaster pistols, blaster rifles), Starship Operations (Space Transport), Starship Operations (Starfighter), Point Blank Shot

Middle Tier

Enja Ode, Scout 5; IM +2; Def 15; Spd 10 m; VP/WP 30/10; Atk +3 melee (unarmed 1d3) or +4 ranged (3d6, blaster pistol); SV Fort +3, Ref +4, Will +3; FP 1; DSP 0; Rep +1; Str 10, Dex 14, Con 10, Int 12, Wis 10, Cha 14

Equipment: Blaster pistol, Padded Flight Suit DR2, medpac

Skills: only those skills pertinent to this scenario are listed. Astrogate +10, Computer Use +6, Pilot +10, Repair +6, Survival +6, Treat Injury +2.

Feats, Special: Trailblazing, Heart +1, Uncanny Dodge, Skill Mastery (Pilot), Extreme Effort, Armor (Light), Weapons (simple, blaster pistols, blaster rifles), Starship Operations (Space Transport), Starship Operations (Starfighter), Point Blank Shot

High Tier

Enja Ode, Scout 8; IM +2; Def 17; Spd 10 m;

VP/WP 52/10; Atk +6/+1 melee (unarmed 1d3) or ++8/+3 ranged (3d6, blaster pistol); SV Fort +4, Ref +6, Will +4; FP 1; DSP 0; Rep +2; Str 10, Dex 15, Con 10, Int 12, Wis 10, Cha 14

Equipment: Blaster pistol, Padded Flight Suit DR2, medpac

Skills: only those skills pertinent to this scenario are listed. Astrogate +14, Computer Use +8, Pilot +14, Repair +8, Survival +8, Treat Injury +3.

Feats, Special: Trailblazing, Heart +1, Uncanny Dodge, Skill Mastery (Pilot), Evasion, Uncanny Dodge (cannot be flanked), Extreme Effort, Armor (Light), Weapons (simple, blaster pistols, blaster rifles), Starship Operations (Space Transport), Starship Operations (Starfighter), Point Blank Shot

Encounter 2: How Would You Like Us To Take Away Your Broom?

Rroorgli and Mronk; Wookiee Entrepreneurs; Scout 3, Scoundrel 3 (all tiers); IM +1; Def 16; Spd 10 m; VP/WP 48/16; Atk +7 melee (martial arts unarmed, 1d4+3/20) or +5 ranged (blaster pistol, Stun Fort DC 15); SV Fort +6, Ref +6, Will +3; FP 0; DSP 0; Rep +2; Str 16, Dex 13, Con 16, Int 14, Wis 10, Cha 13

Equipment: Blaster pistol, Tailored Padded Flight Suit DR2, datapad, hovering translator droid

Skills: Appraise +6, Astrogate +9, Bluff +6, Computer Use +5, Diplomacy +3, Knowledge (Local: Cularin System) +5, Knowledge (Comet Cloud) +8, Pilot +9, Sense Motive +2, Spot +3, Survival +6.

Feats/Specials: Wookiee Rage, Illicit Barter, Lucky (1/day), Precise Attack +1, Trailblazing, Heart +1, Weapons (simple, blaster pistols, blaster rifles), Dodge, Martial Arts, Point Blank Shot, Starship Operations (Space Transports), Starship Operations (Starfighters)

Encounter 3: Fool Me Once, Shame On You.

Low Tier

Comet Busters hirelings (6), Thug 2; IM +0; Def 10; Spd 10 m; VP/WP 0/15; Atk +3 melee (stun baton, stun Fort DC 15) or +2 ranged (blaster pistol, stun Fort DC 15); SV Fort +4, Ref +0, Will +0; FP 0; DSP 0; Rep +0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9

Equipment: Blaster pistol, stun baton
Skills: Intimidate +3

Feats: Armor (Light), Weapons (simple, blaster pistols), Point Blank Shot

Middle Tier

Comet Busters hirelings (6), Thug 4; IM +0; Def 11; Spd 10 m; VP/WP 0/15; Atk +6 melee (stun baton, stun Fort DC15) or +5 ranged (blaster pistol, stun Fort DC15); SV Fort +5, Ref +1, Will +1; FP 0; DSP 1; Rep +1; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9

Equipment: Blaster pistol, stun baton

Skills: Intimidate +5

Feats: Armor (Light), Weapons (simple, blaster pistols), Point Blank Shot, Precise Shot

High Tier

Comet Busters hirelings (6), Thug 6; IM +0; Def 12; Spd 10 m; VP/WP 0/18; Atk +8/+3 melee (stun baton, stun Fort DC 15) or +7/+2 ranged (blaster pistol, stun Fort DC 15); SV Fort +6, Ref +2, Will +2; FP 0; DSP 2; Rep +1; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9

Equipment: Blaster pistol, Blast helmet and vest, Stun Baton

Skills: Intimidate +5, Jump +4

Feats: Armor (Light), Weapons (simple, blaster pistols), Point Blank Shot, Precise Shot

Encounter 7

E1-6RA, Walking droid Expert 9; IM +0; Def 13; Spd 8 m; WP 12; Atk +6/+1 melee; SV Fort +6, Ref +5, Will +7; SZ M; Rep 5; Str 10, Dex 10, Con 13, Int 16, Wis 12, Cha 8.

Equipment: two extra arms with tool mounts, vocabulator, comlink, alien telepathic receiver unit, improved sensor package, heuristic processor, locked access, motion sensors, translator unit (DC 30), recording unit (audio)

Skills: Computer Use +11, Diplomacy +0, Disable Device +11, Gather Information +2, Knowledge (Cularin system) +15, Knowledge (galactic politics) +7, Knowledge (Jedi lore) +13, Knowledge (physics) +7, Knowledge (security codes) +7, Listen +11, Read/write Basic, Repair +10, Search +11, Speak Basic, Speak Tarasinese, Spot +13, Treat Injury +3.

Feats: Cautious, Great Fortitude, Lightning Reflexes, Sharp-eyed

As a droid administrator of the Jedi Academy, E1 was purposely constructed with parts from as many different droids as possible, giving her a unique appearance. Her basic frame is that of a protocol droid, but she has four arms, two of which extend

from just above her waist and terminate in tool mounts. She carries a variety of small tools to mount on these arms. Her plating is bronze-colored with some permanent blaster scoring. Internally, she sports a heuristic processor, which allows her to learn, and a piece of alien technology that receives telepathic transmissions and translates them into signals she can understand. This piece of technology comes from beyond the Outer Rim. It was installed into E1 on a whim by a smuggler that wanted to hide it from authorities. He was arrested anyway, and the module remained installed in E1. She passed through many masters, and was modified many times, before Lanius found her. He bought her from the family of a new student and brought her to Cularin some years ago.. Lanius calls her Era, but students must refer to her as E1-6 or EeOne.

Something of an all-purpose droid, E1 is prepared for anything and always willing to do Lanius's bidding. Using her heuristic processor, she learns which new skill may be required and programs herself to handle whatever situation may come up at the academy. Stuffy but not prissy, she expresses herself with stiff speech patterns and convoluted sentences. Working with the Jedi has been the best service she remembers. She is utterly devoted to serving Lanius and the academy.

GM Aid #2: What's Really Going On?

Synopsis of the Sinister Plot (cue evil music): An unnamed adherent of the Dark Side of the Force, a very powerful, rich, and malevolent being, has decided that it would be to his benefit to begin to discredit the Jedi of the Almas Academy. In order to do this, he sent his go-between, another powerful Dark Side adherent, to the Cularin “Comet Broom” service, using Force Skills to appear to be Master Lanius of the Almas Academy. Note that the go-between usually arrived in the typical Jedi hooded cloak as well as a disguise, because the droid receptionist could not be affected by Force-based mind-tricks. The villainous agent commissioned the Cometary Water Reclamation Project, to aim a huge comet at Almas. It would be inserted into orbit and then used to bring more water to the surface, to further terraform the planet. Well, that was the story. The identification checked; the credit line checked, and the Wookiees went to work.

About two weeks before the scenario starts, the Wookiees notified the go-between, via a secret comm. code, that the project was essentially complete. “Master Lanius” visited again. By now, the Wookiees simply let the ship dock to their own, so no one at Artom Station would see and “spoil the surprise” for Almas. Besides affecting the Wookiees’ minds, the Dark Adept brought a very competent slicer, who changed the target coordinates of the comet to those of the ancient Sith Fortress on Almas, to make it look as though the Jedi were trying to destroy the hated edifice. The slicer also linked the data to that of a small comet fragment that could pose a shipping hazard. He then deleted the data about the “Big One” and the fragment, but did so in a way that could be detected. He also left a Trojan program behind that would replace the original data with a keypress.

Once the slicer had been sent back to the ship, “Master Lanius” supervised the Wookiees as they got a secure data cylinder ready, so that all of their most recent Comet Cloud data would be properly transmitted to Cularin SpaceNav and the beacons outside the cloud, accessed by incoming vessels for up-to-date “safe lane” information. Once more, the evil Force-user affected the Wookiees’ minds, so that they would not notice anything unreasonable. As soon as the cylinder was encrypted and sealed, the villain activated the Trojan and restored the original data, which now did not match the data that SpaceNav would receive. Once the small fragment was discovered, it would begin a chain of investigation that would inevitably point to Master Lanius as being a Sith-obsessed maniac, and the Almas Jedi as a threat to the system. Even if not everyone believed, there were enough people jealous of or actively anti-Jedi already, that this would be the final catalyst.

The Dark Adept then left the Wookiees and set up to watch over events. If all turns out well, the slicer will be murdered and dumped into space, to tidy up the trail. If something goes amiss, he will be saved for future use.

As the scenario begins, a merchant ship, the *Fricasseed Nerf*, runs afoul of the small fragment. After it is saved, the heroes are asked to investigate. When they get to the Comet Broom, the Wookiees give them a copy of the original data, not realizing that it is not the data that was sent to SpaceNav. While the heroes transmit the data, the villainous go-between, who has been close at hand monitoring the final few days up to the comet engine firing, murders the Wookiees and tries to make it look like a Jedi did it and then tried to destroy the evidence. The computer memory core is purposely left intact, for it has incriminating evidence against the Jedi.

The heroes should race off to stop the comet. If they are skillful and/or lucky, they may also discover enough weird circumstances—or hard evidence—to make them suspicious or convinced that this was a frame-up of the Jedi. If they do not discover that evidence, there are dark times ahead for the Jedi of the Cularin system...

If you need to trim time:

1. Some of the events of Encounter 1 can be compressed or abstracted;
2. The conversation with the Wookiees, in Encounter 2, can be *very* short;
3. The fight scene in Encounter 3 lasts a maximum of 5 rounds, but can be shortened;
4. The race to the comet can be kept to die rolls and descriptions right off the table, or can have expanded, dramatic description, if you have the time;
5. The conclusion debriefing can be completely abstracted, as stated in Encounter 7.

Try not to shorten the team’s time in Encounters 4, 5 or 6 too much; these are the critical deductive and “heroic” ones.

GM Aid #3 – Table of Hazards

Hazard/Pilot DC	Success	Failure
A large but slow-moving comet nucleus/(10/13/16)	<i>You effortlessly veer around the icy mass.</i>	<i>Crunch! Already? You are grazed by an upthrust spire.</i> (5d10 damage.)
A small but rapidly-moving fragment/ (16/19/22)	<i>The frozen missile misses!</i>	<i>Whomp! What -- Are you collecting samples?</i> (3d10 damage.)
<i>You're flying past a nucleus when another chunk crashes into it, shattering it! Dodge that small mountain dead ahead!/(13/16/19)</i>	<i>Whew! It wasn't moving fast, but that would have been like running into an Acclimator-class warship.</i>	GM: allow your eyes to expand and ask if the pilot is “really happy with that roll”. If the pilot does not fix matters with a Force Point, the ship takes 5d10/x2 damage! If that would destroy the ship (very unlikely, since that takes –100 hull), describe a terrible crash, give everyone (2d10/3d10/4d10) vitality damage (Fort DC 12 for ½) and the ship is dead in space. Time to call for help. Also, see above about the ditch-landing.
<i>A flock of Mynocks flits off a comet, towards your ship/ (13/16/19) Piloting, or target Def 24 due to size and relative speed, if the gunner wishes to blow a corridor through them (3 successes, out of 4 rolls, are needed).</i>	<i>No match for your speed, the energy-eating creatures mournfully watch their lunch leaving.</i>	No damage—in fact, a number of splattered Mynocks. However, some have managed to attach themselves. Power fluctuations cause all future Pilot and Gunnery checks to be at –2.
<i>Alarms shriek as an almost invisible shard of rock appears, pointed towards you like a finger of doom!/(20/25/30)</i>	<i>With terrific skill and a lot of lurching crew, you manage to elude the terrible spine by a hair's-breadth.</i>	<i>Despite your best efforts, the spine of rock smashes into you. Fortunately, it was a rather small finger of doom—perhaps a pinky of doom?</i> (2d10/x2 damage.)

GM Aid #4 - Starships of the Scenario

Player Handout #1 has Seeker on it. If the heroes are thinking of using Clean Sweep, you may let them have a copy of this page as well. You may wish to make an extra copy of the page.

Seeker, Correllian Engineering Corporation YT-1300 Transport, Modified.

Seeker is a modified Corellian YT-1300-class Transport starship. Despite only two crew actually being needed, up to 6 people can optimize performance by manning various stations (see “Heroes as Crew”, pp. 224-225, RCR).

Class: Space Transport

Size: Small (26.7 meters)

Hyperdrive: x2, x12 backup

Passengers: 6

Cargo Capacity: 100 metric tons

Consumables: 2 months

Cost: 150,000 (new), 37,500 (used)

Crew: 1 or 2

Initiative: +1 size, plus crew mod

Maneuver: +2 (+1 size, +1 due to modifications), plus crew mod

Defense: 21 (+1 size, +10 armor)

Shield Points: 30 (DR 5) (A modification)

Hull Points: 120 (DR 10)

Maximum Speed in Space: Attack (8 squares/action)

Atmospheric Speed: 800 km/h (13 squares/action)

Weapon: Laser cannon; **Fire Arc:** Turret; **Attack Bonus:** +5 (+4 fire control, +1 size) + gunner’s skill; **Damage:** 4d10x2; **Range Modifiers:** PB/S +0, M/L n/a.

Clean Sweep, Correllian Engineering Corporation YT-1300 Transport, Modified.

Clean Sweep is a modified Corellian YT-1300-class Transport starship. Despite only two crew actually being needed, up to 6 people can optimize performance by manning various stations (see “Heroes as Crew”, pp. 224-225, RCR).

Class: Space Transport

Size: Small (26.7 meters)

Hyperdrive: x2, x12 backup

Passengers: 6

Cargo Capacity: 80 metric tons (A modification: some space was used up for new systems)

Consumables: 1.5 months

Cost: 200,000 (new), 50,000 (used)

Crew: 1 or 2

Initiative: +1 size, plus crew mod

Maneuver: +2 (+1 size, +1 due to modifications), plus crew mod

Defense: 22 (+1 size, +12 modified armor)

Shield Points: 50 (DR 5) (A modification)

Hull Points: 130 (DR 10) (A modification)

Maximum Speed in Space: Attack (8 squares/action)

Atmospheric Speed: 750 km/h (12 squares/action)

Weapon: Laser cannon; **Fire Arc:** Front; **Attack Bonus:** +5 (+4 fire control, +1 size) + gunner’s skill; **Damage:** 4d10x2; **Range Modifiers:** PB/S +0, M/L n/a.

Second Weapon (A modification, usually for blasting small comet fragments): Quad laser cannon; **Fire Arc:** Turret; **Attack Bonus:** +4 (+2 fire control, +1size), + gunner’s skill; **Damage:** 6d10/x2; **Range Modifiers:** PB +2, S +1, M/L n/a.

Critical Event Summary

At Your Service

1. [Don't put in a critical event summary if there aren't critical events. On the other hand, if it's important to know if the Big Bad got away (so we can use that villain again) or there are other special conditions, this would be the place for them.]

☐ Yes ☐ No

2. What happened to [Big Bad]?

☐ Killed ☐ Escaped ☐ Captured

- If captured, who got custody of her[him]?

☐ Group1 ☐ Group2 ☐ Group3 ☐ Group4 ☐ Group5

Other (please specify) _____

3. Were any of the heroes [special condition]? 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 [premiere month] only), you may US mail them to:

RPGA - LIVING FORCE, PO Box 838, East Lansing, MI 48826

Or email to: LFPlots@living-force.net

Or fax to: (517) 351-0288 Attention LIVING FORCE Critical Events

Check <http://www.living-force.net> for other methods