

Lockdown on Soboll

**Episode I of the *Inside-out* trilogy
A One-Round LIVING FORCE Tournament**

by Rob Edwards

Thaereian forces on Cularin have had to fall back, recently. While some of the Thaereians made it off-planet, many fell back to Soboll. The heroes of Cularin have quite the task ahead of them – they must infiltrate the platform city of Soboll and capture Major Kurth San, the base commander. Direct frontal assault is not an option, because of the number of Cularin citizens trapped in the locked-down platform city.

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Lockdown on Soboll is a standard RPGA Network tournament. A four-hour time block has been set aside for this event but the actual playing time will be about three and 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.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

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

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

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

Hero Earnings

At the beginning of the round, if the characters are

employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Characters who are not employed but who have 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 characters 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, don't forget that you may issue a Force point for such activities. 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 will be 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 179) 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 *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 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.

The point of LIVING FORCE is not to kill characters. If you believe a combat is 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.

But let’s not have any “dumb” deaths. That’s not what *Star Wars*, or LIVING FORCE, is about.

This is an adventure for all Living Force characters, and therefore characters levels 1 through 12 are appropriate. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

GM Overview

The presence of the Thaereian Navy in the Cularin system has been a cause for concern for some time. Though they have always claimed to be present only for protection, persistent rumors and recent events, have suggested otherwise.

All this changed very recently, when Cularin’s Senator, Senator Wren, broadcast a message stating that the Thaereians were working against the Cularin system instead of protecting them. The broadcast was coordinated with the Cularin Militia so they could capture Thaereian strong points before they could react.

Unfortunately, the plan went awry, and the Thaereians received prior warning of the Senator’s intent, and began falling back. The Thaereians were able to split Cularin resources, and were even able to distract the heroes of Cularin. Quickly engineering a false emergency, the Thaereians sent the heroes into the deepest wilds of the Cularin jungle, out of touch with civilization during the evacuation.

Not everything has gone the Thaereians’ way, however, and the Cularin Militia has managed to tie down a contingent of the Thaereian Navy on Soboll. The Militia has swept up most of the Thaereian stragglers, but Soboll presents a problem, because of the significant civilian population there.

What the Militia needs is a few good sentients to go in to Soboll and capture the Base Commander, Major Kurth San. And Major Xirossk of the Militia has just the right people in mind...

Encounter 1: Deepest, Darkest

The heroes of Cularin have been recruited to locate and disable two security droids that have gone rogue. The droids have led them on a merry chase through the most remote parts of the Cularin jungle.

Encounter 2: In-flight Briefing

Major Xirossk of the Cularin Militia picks up the heroes as they trudge back from job well done. He brings them up to speed with the political developments and asks them to help crack the Soboll nut.

Encounter 3: Platform Shoes

The platform cities of Cularin tower above the jungle canopy, and any normal vehicular approach to the city will be spotted too easily. However, Soboll is built along the same lines as the other platform cities, and Xirossk believes it will have the same weaknesses. He provides the heroes the information they need to sneak in through the support tunnels in the central pillar.

Encounter 4: Underground in the Sky

Soboll operates under strict security, but wherever civilians live and work, contacts can be made. The heroes have the names of several of Xirossk's agents on Soboll, and must make contact to get up-to-the-minute intelligence.

Encounter 5: Here goes nothing...!

The heroes are in place, but the hard part is yet to come. As the Militia raid the edges of the city to distract the Thaereians, the heroes must infiltrate the heart of the military installation and get to the Base Commander.

Encounter 6: Soboll Standoff

The heroes have captured Major San, but cannot leave just yet, not before he disarms the explosive surprise he has set for the approaching Militia forces.

Encounter 7: Getting in is only half the fun

Disaster averted, the heroes need to get away with their prisoner. As the military discipline collapses, the heroes are going to need to fight their way out.

Important Note to Judges: An important part of this scenario is the negotiations between Kurth San and the heroes. Try to make sure getting to San doesn't take up the entire slot. Also, remember that the party can "split up" in the control room after they acquire San so that the more technically inclined can tinker, while the combat jocks keep the Thaereians at bay, and the negotiators deal with San. The last "cliffhanger" is icing. Don't kill the characters if they make it that far, but make them sweat.

Clarification regarding tiering notation: when you see something like "DC 15/20/25/30", use the lowest DC for the lowest tier, the middle for mid-tier, etc.

Opening Crawl

Things change. The peace of the Republic is shattered, and war consumes the galaxy. The people of Cularin have endured their share of surprises in recent years, with no end yet in sight. Still, not all change is for the worse, and as Cularin stands on the brink of yet another milestone, it will be the responsibility of a brave few heroes to determine the fate of a world...

Encounter 1: Deepest, Darkest

Key ideas of this encounter: The heroes successfully complete a mission that has kept them away from the political action for a few days.

In the hope of keeping the heroes of Cularin occupied during the Thaereian evacuation, the Thaereian's had one of their agents arrange a little "crisis", then recruit the heroes to deal with it. This crisis has led the heroes away from civilization for several days now, but is about to come to a fairly explosive conclusion.

Slogging through the Cularin jungles on foot would rarely be considered a good time. It is hot, humid, dirty and in this part anyway, quite smelly. After just over a week of this, it's hard to keep your sense of humor about it all.

There are a number of silver linings. First, this deep under the canopy, the rain can't get you. Second, this mired amongst the roots and the mud, there is little danger of being attacked by any of the larger kilassin. Finally, at least the two rogue droids have left a trail wide enough that even a concussed bantha could follow it.

The heroes have been told that a pair of prototype security droids have gone rogue, moving seemingly at random through the jungle, armed and dangerous. Worse, their general direction could lead them towards any one of a number of Tarasin villages. With no way to predict where they will strike, the heroes were recruited to follow the droids and destroy or deactivate them before something terrible happens.

In fact, the droids have been programmed to cause trouble, and while the threat is real, it is also a setup. Incidentally, the person who recruited the heroes was unaware of this, so anyone wanting retroactive Sense Motive will not pick up anything odd.

The heroes have been offered 500 credits each for stopping the droids, 1000 credits each if the droids are returned intact. If a hero thinks they should be paid more, let them make a Diplomacy check, then up the payment a bit. It doesn't matter, because they aren't going to get paid anyway.

Because this module begins in the middle of things, give the heroes a chance to do some shopping for an extended trip through the jungle if they wish.

In fact, you are fairly sure you are getting close. Over the last few hours, you have caught occasional flashes of metal ahead. Very occasionally, you think you've

heard the whine of servos over the general sound of the jungle.

Have the heroes make Spot checks. If they make DC 12/15/21/24 they will finally see their quarry, there is a flash of optical sensors turned their way, not 20 meters ahead. The heroes will need to be a little closer before they can get a clean shot on the droid. If they make DC 20/23/29/32, they will also notice that one of the two droids has moved to conceal itself behind a particularly large tree root off to the left.

If the heroes move forward, unaware of the ambush, let the concealed droid get a round of surprise.

Heroes with the Force Sensitive feat get their normal DC 20 Wisdom check to avoid it. Otherwise, roll for initiative.

Use the droid's stats in GM Aid #1 to run the fight.

When either droid goes to half wound points, or either droid is disabled, both droids explode. This causes 3d6 damage to anyone within 5 meters of either droid, Reflex save DC 12 to take half damage.

Let the heroes search the wreckage after the explosions, but there is very little of importance remaining. If any hero makes a Knowledge (Technology) or Repair check DC 15/18/24/27, they will be able to identify the droids as having been manufactured on Uffel.

If any heroes think that this is all a bit odd, they're right. Eventually, there's nothing to do but return to civilization.

Encounter 2: In-flight Briefings

Key ideas of this encounter: Politics catch up with the heroes, as Xirossk of the Militia tracks them down. He brings the heroes up to speed, and asks for their help on Soboll.

The return trip has been no more fun than the chase, but as the trees begin to thin and the ground begins to firm up, you have at least put the worst behind you.

With two days left before you get back to where you left your transport, you hear the roar of sublights, and a small shuttle circles in on your position

The shuttle's ramp extends even before it has touched down, and standing on the ramp, you see a Trandoshan dressed in the uniform of the Cularin Militia. He steadies himself as the shuttle's repulsors settle the ship to ground.

"There you are," says the Trandoshan, showing his teeth in pleasure "I was beginning to think we'd lost you. You had better come aboard." He beckons you to follow and turns back up the ramp.

As you board, the shuttle's engines fire again, and the ship is in the air once more before the ramp has fully closed.

The Trandoshan is Major Xirossk, an ex-Thaereian intelligence officer. Any member of the Militia will recognize him immediately, as will any heroes who have played *Looking In* parts 2 and 3.

Throughout this briefing, keep a sense of urgency. Xirossk has until the shuttle arrives at the drop zone to get the heroes briefed and ready. Xirossk talks quickly, and earnestly, because he believes (rightly) that this day is going to go into Cularin's history books, and he wants it to be for the right reason.

"We like to keep the exact details from being reported by the media but everyone with a holovid knows that Thaereian forces still occupy several of their bases around the system. The Senate has yet to hear our case let alone rescind the contract that Thaere has to provide protection for the Cularin system. The Senator has cancelled the payments but Thaere is taking the fees, plus some extra, in confiscated goods. Our militia is still too undermanned and equipped to protect all incoming shipments or small mining operations. However, as we root out each of their strongholds we even the field."

If any of the heroes have a Reputation of +2 or above, Xirossk will add:

"You may want to consider yourself flattered; that wild droid chase you've just been on was designed to keep you out of the way during all this. Seems the Thaereians were worried you might mess things up for them. Frankly, I'd hate to disappoint them, so let's see what we can do about that, eh?"

Once the heroes have been briefed on recent events, Xirossk will move on to the next step.

"There are a dozen places I could use people of your abilities right now, but the most important is Soboll. It has always been the main Thaereian base on Cularin, and it's still full of them. The problem is that it is also full of civilians. A full scale assault would be ... fraught.

"What we need is a group of people to infiltrate the city, get to Base Commander Major Kurth San and arrange a surrender. We need Major San alive, though, so no disintegrations." Xirossk waves a taloned finger to underline that point.

You can run the rest of the briefing as a Q&A session.

So you want us to...? *Sneak into the platform city Soboll, infiltrate the Thaereian base there, find and capture the Base Commander, negotiate a surrender, then get yourselves and Major San back out, alive.* If there are members of the Militia in the group, Xirossk adds: *You can consider that an order, by the way.*

One thing at a time. How do we get into Soboll? *The city is naturally on full alert, so any attempt to approach by air is going to be met with extreme force. But Soboll like all of the platform cities has connections to ground level through its central pillar. Supply conduits, water, waste, and power, that sort of thing. We propose to sneak you up one of those.*

Won't they be guarded? *Secured, certainly, but not actively guarded. Major San has pulled all personnel back to the city. As long as you get back out the conduit before you reach the top and any guards there, you should be fine. This map* (Xirossk gives you a datacard with the layout of the conduits) *shows the typical arrangement for conduits to any number of the platform cities. Soboll's are likely to be the same, but be ready for surprises.*

GM Note: there is no map given of the conduits. The players do not need a physical map to plan.

Assuming we can get into the city, how do we find Major San? *You will need to ascertain San's exact location. I have a few agents in Soboll, who should be able to give you that information, assuming at least one of them hasn't been picked up by the Thaereians.* (Xirossk hands over another datacard, see Players Handout #1: Xirossk's Contacts) *This card details three of my agents in the city. Please destroy this information before going into Soboll, just in case.*

Once you know where San is, use your initiative.

Okay, suppose a miracle happens and we get to Major San, then what? Why would he surrender to us? *He wouldn't of course, unless we can provide alternative persuasion. Once you are ready to move on San, signal us, and we will mount a show of force. Hopefully, the sight of our assault shuttles, in conjunction with your presence with him will be enough to tip the scale.*

Remember though, that this display is a bluff, we can't afford the collateral damage that would happen if we were to actually mount an assault.

And getting out will be easy? *I wouldn't count on it, no. Frankly, there are too many variables at that point to calculate any sensible advice. Use your judgment, but get yourselves and Major San out alive.*

What about equipment? *We can provide you with diving and climbing gear for your trip up to Soboll. Anything else you will need to find for yourself.*

GM Note: Xirossk will provide ascension guns, liquid cable dispensers and diving gear for anybody who wants it.

What about pay? *I can't promise anything until the dust settles and we know what kind of political animal Cularin is afterwards. I'll see what I can do, but the whole of Cularin's future hangs in the balance here, it's not the time to worry about your pocketbook.*

Anything else? *Lots, but we're out of time. We're coming up to the drop zone right now. Good luck, the fate of a planet rests on your shoulders today.*

The engines of the shuttle change pitch, and the shuttle descends to ground level for the briefest of stop-offs. The heroes are left within striking distance of the base of Soboll's central pillar.

Encounter 3: Platform Shoes

Key ideas of this encounter: The heroes navigate the supply conduits from ground level up to the city level, negotiating automated defenses along the way.

It looks as though Xirossk was right; the area around the base of Soboll's central pillar has been evacuated. Normally, you would expect to see any number of airtaxis here, to ferry people from ground level up to the city. Instead, the area is empty, though littered with discarded odds and ends. People obviously left here in a hurry.

It does mean that your approach to the support pillar is clear.

Paranoid players will probably feel better for Spot checks about now, so let them roll them. If they make DC 12/15/23/26, tell them they are reasonably confident that nothing is waiting to jump them. Not that they will believe you.

Anyone studying the map of the conduits Xirossk gave them can look for their best route up. Have them make a Knowledge (architecture), Knowledge (engineering) or Spot check. Anybody with the Trailblazing class feature (2nd level Scouts for example) get a +5 competency bonus on this check – finding routes through awkward territory is what they're good at. Let the heroes take 10 on this check, and a couple of people can cooperate.

People studying the maps will get all the information in the table below, up to and including the DC they made.

Knowledge DC	Spot DC	What's found
1/4/10/13	5/8/14/17	You think you can see a way into the conduits at ground level, but can't be sure it will get you where you want to go. Use sub encounter 3a.
10/13/19/21	15/18/24/27	As long as the maps are accurate, you think you can get everybody topside. It's fairly straightforward, but you will have to negotiate a number of security systems on the way. Use sub encounter 3b.
15/18/24/27	20/23/29/31	You think you have identified a second route. It will be a harder climb, and probably more dangerous, but it is unlikely to be covered by security systems. Use sub encounter 3c.
20/23/29/31	25/28/34/37	It looks like the main water conduit is not designed to be constantly flowing. It feeds into a central reservoir in the city substructure, and only needs water to flow if the reservoir needs topping up. As long as you time it right, you think you can make a straight run up that conduit. You'll need proper diving gear because of the pressure, but otherwise, it should be simple. Use sub encounter 3d.

Getting into any of the conduits requires some slicing – either with Computer Use (DC 15/18/24/27) or a lightsaber – to get through the access panel. The access panel to the main water pipe is actually an air lock, and heroes electing to use a lightsaber to get into that are just not thinking enough.

The heroes can select the route that best plays to their

strengths. If they decide to just get into a conduit and see how it goes, use encounter 3-A. If they opt for the easy climb, but secure route, use 3-B. If they follow the un-monitored but difficult climb, use 3-C. If they decide to go for a swim, use 3-D.

In all cases, the point is not to have the heroes fail, but to let them understand how difficult the task they are attempting is. If the dice are against your players, feel free to fudge some DCs to get the party onwards and upwards, but make sure they've jumped through a hoop or two before you do. If it were easy, Xirossk wouldn't need heroes.

3-A Hit and Miss

The mess of conduits, cables and pipes stretches up for a kilometer or more above you. Navigating this mess is going to be hard work, and you can be sure you're going to encounter security along the way somewhere. Still, Xirossk is counting on you, and there's no going back now.

Describe the long awkward climb upwards. The heroes will need to make two consecutive Spot checks (DC 15/18/24/27) as they go, to even find a route onwards. Any failed spot checks, and they will have to back track and try a different route.

In addition, have the heroes encounter:

- A sensor net. To bypass this, the heroes will need someone to make a Disable Device check of DC 15/18/24/27. If no heroes have the disable device skill, they may make a Repair check of DC 20/23/29/32.
- A particularly awkward section to climb. This will require Climb checks DC 14/17/23/26 to navigate. If people are using liquid cable and ascension guns, they get a +2 equipment bonus to the check, and up to two people can assist their climbing partner.
- Exhaust spurt. Establish the climbing order, and pick on the second character. As they are passing an exhaust port, there is a sudden blast of steam. Have them make a Reflex save. If they fail DC 14/17/23/26, they take 2d6 damage from the superheated steam. If they have also failed DC 10/13/19/22 they fall and take a further 2d6 damage (a DC 15 Tumble check will halve the falling damage).

3-B I feel like ... I'm being watched

Service ladders make the climb easy, if tiring. Unfortunately, the Thareians are obviously aware of

this route and monitor it closely. Active sensors, security nets and even cameras line this conduit. Each one is going to have to be dismantled or disabled before you proceed or you will have a welcoming committee up top.

The climb is easy but well protected – this particular route is intended for travel. The big worries are the security devices. Make sure whoever is climbing first makes a couple of Spot checks. The hero should only just catch one sensor net inches before they cross it, or have to flatten themselves against a ladder when they hear the whir of a camera at the last minute.

Have them encounter three separate security systems. Each needs to be bypassed, using Disable Device DC 14/17/23/26. However, there is a security panel just beyond the first sensor net. If someone wants to slice this (Computer Use DC 16/19/25/28) they can gain a +2 circumstance bonus on the remaining Disable Device checks.

3-C With a single bound

No sane person would go this way. It's going to be like scaling a kilometer tall mountain with razor sharp cliffs and occasional chasms to cross. The up side is that whoever arranges the security system obviously doesn't consider mad men, and the way up looks clear of sensors. As long as you don't fall and die, this should be a breeze.

Do your best to inspire vertigo as you describe the vast drops the heroes must navigate. Have somebody drop something, and watch it fall away into the darkness, falling so far it seems to take an age to hear the eventual clatter. Make sure at least one person dramatically misses a hand hold and teeters over the brink.

- Have the heroes generate Climb checks. They can assist each other, and if they use ascension guns and liquid cable, they can get a +2 equipment bonus. DC 16/19/25/28
- If anybody wanted to swing across the chasm in the Death Star in Episode IV, now's the time to emulate that. Make a ranged attack (defense 12) to snag a secure hold, then Tumble or Dexterity checks to swing across, DC 12/15/21/24.
- A final Climb check, as above, should finish the trip. Try to make sure the players are relieved they survived it.

3-D It's going swimmingly

Of all the routes available, this one seems the most straightforward. It's a long swim, but it's up all the

way, and with enough handholds (and the diving gear Xirossk gave you) it should be tiring, and time consuming, but not actually difficult.

The heroes can reach almost to the top of the pipe without incident. But why should they miss out on all the fun?

A deep booming noise signals that something has changed, and moments later you feel a current in the water where previously there had been none. A current that is drawing you upwards toward the cleaning grating.

Have everybody generate a Spot check. Whoever rolls highest will spot an airlock off to the right. To reach this shelter requires a Swim check DC 12/15/23/26. If the check fails, the DC increases to 15/18/24/27 the next round, and to 18/21/27/30 after that. People failing this last check will be swept away in the torrent.

Other heroes can try to save their floundering comrades either with a swim check 5 higher than the current DC (no pun intended), or by Move Object, DC 20.

The bad news is heroes who fail all their chances to save themselves, or be caught by their companions, will be swept along before being smashed against a grate. If the hero makes either a Reflex saving throw or a Swim check (player's choice) of 12/15/21/24 they take the damage to vitality. If they fail, remind them that force points can be used. Damage taken is equal to a fall of 8/12/20 meters, as per page 289 of the RCR.

The good news is the hero is now at the top of the conduit and can easily gain access to the city.

Encounter 4: Underground in the sky

Key ideas of this encounter: The heroes need to find one of Xirossk's informers. Unfortunately, two of them have been picked up by Thaeireian security. If the heroes can find the other one, they can get the information they need to get to Major San.

After the long trip up from ground level, getting into the city itself is something of an anti-climax. Out through a convenient access panel, through a deserted industrial building of some sort, then out into the air again.

Soboll itself is empty. It seems the Thaeireians have established a curfew, or everybody is staying indoors anyway. The city's defensive laser batteries

constantly flash, as the Militia keep the Thaereians penned in, and the Thaereians keep the Militia back. Off in the distance, you hear the beat of marching troops, followed by someone calling out orders. The sound is moving away from you though, and there seems no immediate danger.

The air seems heavy, even allowing for the heat, and you can't help but feel that everyone in the city is waiting, waiting to see which way the sabacc cards will change.

Xirossk gave the heroes information on three informers: Orla Defra (a female Human lab technician), Betrek Moy'nast (a male Bothan bartender) and Mub Tyeb (a male Sullustan sensors expert). Of these three contacts, the Thaereians have picked up Orla and Betrek in their house-cleaning. Mub has avoided attention and is still secure at his home.

When looking for any of the informers, the group will need to keep a low profile. The streets are empty, so people just strolling along will stand out like sore thumbs. Have a couple of Hide checks every time they change location to see if they're spotted DC 14/17/23/26. If more than half of the group fails this check, have a Thaereian patrol stumble across the heroes.

See GM's Aid #1 for patrol stats – keep the fight quick, and don't worry too much about noise, who is going to notice a bit more blaster fire in Soboll right now? Don't pull the patrol out too often unless the heroes are on the lookout for uniforms to steal.

Looking for Orla

The heroes can find Orla's house, but she's not in, and her work colleagues haven't seen her for a couple of days. Any hero asking about Orla can make a Gather Information check of DC 12/15/23/26 to determine that her colleagues believe she was picked up by Thaereian security.

Looking for Betrek

Walking into the Medoric to look for Betrek is a brave move, but if the Bothan is anywhere, it's there. Getting to the Medoric is easy, and getting in is easier still. Unfortunately, Betrek has also been picked up, and the Thaereians have laid a somewhat clumsy trap.

The Medoric is busy today, with an array of junior officers scattered around the bar, grabbing a quick drink before they're called back to duty. Most are sitting in silence, worry on their faces. Several turn to look at you as you enter.

There are two bar staff, a female Human red head, and male Bothan, polishing a glass and looking around the bar with a surly expression on his face.

If anybody thinks to ask now, they can make a Sense Motive or Knowledge (Streetwise) to get a feel for the room. If they make DC 12/15/23/26 they should tell right now, that something is off here. Too many sober people with half empty drinks, too many eyes on the newcomers, and too quiet by half. It would be a good idea to turn around right now.

If the heroes don't get a feel for the room, or decide to proceed anyway, they can ask someone if they've seen Betrek (or if the bartender is Betrek). At that point, Spot, Listen, Knowledge (Streetwise) or Sense Motive DC 5 will let the hero know that almost everyone in the room is paying sudden and avid attention to them.

The bartender is not Betrek, instead he is a Thaereian agent. If heroes watch him, and make Profession (Bartender) (or similar) rolls, they will notice he is clumsy and awkward around routine bar tasks. The clincher is that if the heroes give the recognition code, he will simply look blankly at them, genuinely surprised at the mention of Rodian mime.

Hopefully, they will take the hint that this is not the time to push the issue. Allow the heroes to role play themselves out of this potentially dangerous situation. Worst case, a Bluff check DC 16/19/25/28 will get the hero out, but a good bit of role playing should lower that DC considerably.

If a combat starts here, it could go really badly for the heroes. Individually, the Thaereians are no match for the heroes, but reinforcements are easy to come by in the middle of their own stronghold. Use the patrol stats in GM Aid#1 for the Thaereians, but while the bar starts with a dozen Thaereians in it, reinforcements will arrive in a constant stream. Add as many as you need to make the heroes retreat (with some groups, this will mean a *lot*, but the Thaereians have them available), then run a few rounds of the Thaereians chasing the heroes before you let them make a Hide check to get into cover.

Looking for Mub

When the heroes look for Mub, he is easy to find. He, like most civilians in Soboll, is hiding out at home.

A nervous-looking Sullustan answers the door. "I've been expecting you," he says in basic "Or, I think I have. Did you have something particular you wanted to say to me?"

If the heroes give the correct recognition code "Elder sister", Mub will let them in and answer their questions.

Where is Major San? *Well, there is, I suppose both good, and I suppose bad news there. Um. He has remained in his command center since this all started.*

Which, I suppose, means he shouldn't be hard to find. I was worried he might tour about, and that would be harder, do you see, to actually know where to get to him. And I suppose, well you asked, so I imagine you do want to get to him of course? But the bad news, the bad news of course is also that he is in his command center. It might have been easier to get to him if he had moved about, but at the same time, he would have been, I suppose harder to find, do you see?

How do we get to him? *Well, there is, do you see, good news, and I suppose bad news there. The bad news is that the security system for Major San's command center is, I suppose, the tightest anywhere in the city, even more than the armories and so forth. Plus, with all the soldiers and blasters, I suppose, do you see?*

And the good news? *Oh yes ... the good news. (Mub smiles) The good news is that I designed large parts of the security system there, and can make you a hole big enough, I suppose, to drive a herd of bantha through, if, do you see, you needed me to.*

Will you be okay? *I suppose.*

You don't sound sure? *I'm not. But, I have to see this through, for my sister, do you see?*

Your sister? *(Mub looks pained) Please, we have work to do.*

As the party begins to plan, move to Encounter 5.

Encounter 5: Here goes nothing...!

Key idea of this encounter: The heroes sneak in to the Navy base, looking for Major San, and eventually confronting him.

Mub is knowledgeable about the layout of the command center, and is able to give the heroes a rough sketch map of the base (see Player Handout #2: Soboll Command Center Sketch). The Sullustan can also arrange two holes in the security net for the heroes – any more than that would look too suspicious and alert every soldier on the base. He will suggest those holes could be:

- At the outer perimeter wall allowing the heroes to get into the base undetected
- In the ventilation system, allowing the heroes to move around the base unseen

- In Major San's office, to make taking him there easier
- In the airspeeder garage. This will make getting away a lot easier.

The best choices are probably the ventilation monitors, and the Major's office, but the final decision should be the heroes'.

Mub will be remaining at his computer in his quarters to open up the security holes and will not be accompanying the heroes.

If the heroes come up with other plans for getting in and around, and the plans seem reasonable, let the party run with them. Use the following encounters as examples of the kind of challenges they should face.

Note that the Thareian system has a high percentage of Bothans, Humans and Sullustans, and this is reflected in the Navy personnel on the base. Uniforms to fit these three species will be easy to find, and characters dressed as such should not stand out too much. A Wookiee stuffed into a Thareian uniform is going to look odd though.

Over the wall

If the heroes have used one of Mub's security holes here, getting over the wall is simply a case of making climb checks DC 11/14/20/23.

Otherwise, the Climb check will need to be supplemented by a Search check DC 15/18/24/27 to find the security systems and either a Hide check DC 15/18/24/27 to get past them, or a Disable Device check (DC 16/19/25/28) to knock them out. If this makes three security net holes, the base will go onto full alert as soon as anybody notices the problem (and this will be fairly quickly given the base is already feeling pretty alert). If the heroes repair the sensor after they pass by it (a second Disable Device or Repair check, DC 15/18/24/27), they can avoid this.

Moving around the base

The turbo lasers fire again as you wait under the lee of the wall. The noise rumbles across the base, and ozone sparks through the air. The blast catches one of the Militia's shuttles on the port stabilizer, and the shuttle wobbles and drops like a stone. You wait for the crash, but none comes, and you hope the pilot got the ship stabilized and away.

Just as you are about to move out, a platoon section jogs past, boots thrumming on the deck plate. They move with purpose, but don't seem to be looking for you. Yet.

You can't say why, but as each second ticks away, you become more convinced that time is of the

essence.

If the heroes have used one of Mub's security holes here, they can get into the ventilation system and move about the base freely. They need to make a Search check, DC 12/15/23/26, to find their way to the war room and Major San's office.

Moving about otherwise is going to be difficult. Without Mub's security break, the ventilation system is too dangerous to use, as it is densely packed with security measures to avoid just such a tactic.

The heroes can get themselves uniforms and try to bluff their way through. If they want to follow this route, arrange a small patrol to tumble for their clothes, but remember that finding uniforms for some heroes may prove difficult (and even if your heroes are all Human, Sullustan and Bothan, it might be fun to have one of the heroes' uniforms be a bad fit – an oversize jacket, say, or boots fit for a twelve year old).

Alternatively, the heroes can simply rely on stealth to get to the war room. This is difficult, but if the Force is with them, perhaps possible.

Either way, improvise some challenges – if they are in disguise, make sure that their disguises get questioned at least once, and quite closely. Good role play should win the day here, perhaps backed up by a Bluff check or two. If the heroes are just sneaking about, they should encounter at least one lengthy corridor with nowhere to hide. A dangerous run across the open ground should be enough to keep people on their toes, but if you want to be mean, have one or more of the heroes caught in the open by a solitary Thaereian.

Let any methods of preventing an alarm be used (ranging from stunning unconscious, some really fast talking, or maybe a bit of Affect Mind).

However the heroes get about, make sure that they realize this is an active, inhabited, and dangerous installation. One misstep at any time could buy the heroes a world of trouble.

Finding the Major

Even the ventilation system will only get the heroes to just outside the war room. When they get there:

Finding Major San proves to be easy, you simply needed to find the heart of the Thaereian war machine, and there he is.

The war room is dominated by a table-sized holoprojector, displaying tactical information about the area around Soboll. It looks as though the Militia have amassed a significant number of ships a few kilometers away, but they are poised waiting for your signal.

The Thaereian forces are centered around an impressive array of ground based turbolasers, that

would make any approach on the city from air difficult. It seems the Major has arranged a number of his own ships, either for an evacuation, or counter-attack, but they remain concealed in hangars dotted around the city.

The Major is not alone, and the room is teeming with techs and operators working their consoles and officers talking softly but urgently into comlinks, coordinating the defenses.

Major Kurth San looms over the tactical display, watching like a hawk. He is tall and bulky, but moves with grace. His precise, military appearance is marked, though hardly spoiled, by an old scar on his left cheek.

As you watch, the Major seems to come to a decision. He raps the edge of the holotable, and turns to walk to a nearby office. This may be your best chance to take him...

The Major goes to his office, sits at his console, and enters a short series of commands there. Then he sits and stares at a countdown.

If the heroes used one of Mub's security holes here, they can simply slip inside the office and into Encounter 6.

Otherwise, they have one last hurdle to get past. Still, this isn't the point of the story that heroes are going to fail at. There is just enough cover to flit across the war room to the Major's office out of sight, or they can just brazen it out and cross the short distance from the corridor, through the war room, to the Major's office. Somehow, the sensors don't spot them. A tech will see one hero, stare at them a moment, and then return to his work. The heroes should be more nervous when they get to Encounter 6, but should get there anyway.

Encounter 6: Soboll Standoff

Key ideas of this encounter: The Major has been expecting some sort of Militia incursion and has prepared a surprise for them. The heroes must either disarm the device themselves, or persuade Major San to do so.

The heroes were asked to send a signal to Xirossk to begin his diversionary attack now, but even if they don't, the Militia is about to get an invitation they can't refuse.

Major San is alone when you reach him, sitting behind his desk, watching a console display. He taps a final control, and looks up as you enter.

This encounter is the real climax of the module, as the heroes must race against time to disarm a series of booby traps laid across Soboll, while Major San looks on smugly. The drama is somewhat lessened if the heroes shoot San on sight without giving him a chance to explain his diabolical plan. They shouldn't, since Xirossk asked the heroes to negotiate surrender with San, but certain blaster-happy groups may have forgotten this.

If they do just blast San and carry him away without checking his console, the group can proceed straight to Encounter 7, but if they haven't disarmed the Thaereian trap, this is going to be a dark day for Cularin.

Assuming the heroes follow their orders:

The Major sneers at you. "So, the Militia's hit squad has finally arrived. And just after the nick of time. Frankly, I'm disappointed."

Major San affects a Core World accent; remember all the officers on the Death Star with their upper class English accents? Like that.

He twists the console to let you see the display. It is counting down to something, and just as you wonder what, you hear a claxon sound throughout the base.

"In a little over five minutes there will be a massive power failure to our turbolasers. Catastrophic for us, leaving us practically defenseless. Your friends will naturally leap on this chance, and begin landing in the city. They will have just enough time to secure key points around the perimeter before the explosive devices I have armed detonate.

"Your friends are in a great deal of trouble, I'm afraid. We, on the other hand, will have fallen back to our ships in the center of Soboll and should be able to get away with minimal losses. A frustrating defeat for us, I have no doubt, but a crippling blow to your Militia, and I will take that victory, indeed I will."

Major San smiles ironically "My condolences on your loss."

From this point on, keep an eye on real time. The heroes have exactly fifteen minutes (shorter if the module is running long) before the explosives go off.

GM Note: the party can "split up" in the control room after they acquire San so that the more technically inclined can tinker while the combat jocks keep the Thaere at bay and the negotiators deal with San. While all the tasks below can be accomplished they can be worked on simultaneously by the heroes.

Warning Xirossk

It is the work of a few moments to discover that the

Major has activated a jamming device of some sort, and for the moment Xirossk is unreachable.

"A communications blackout is the first phase of this protocol, I'm afraid," Major San adds helpfully.

Guarding the door

If the conversation with San stalls, have the Thaereians realize that something is amiss in the Commander's office. A dozen troops will assault the office for a game of stunner tag – with blasters on stun and stun grenades, they fire fairly indiscriminately knowing that with non-lethal force, they can rescue their Commander later.

Don't use this force all at once, but continue the assaults if the conversation with San begins to lull. For stats, see GM Aid #1.

Note that if time is crunchy or the party is low on combat personnel then the heroes may opt to simply lock the door.

Disarming the devices

Someone will need to slice the console before they can even begin to set about disarming the device. Major San will offer no protest, and allow any heroes to the computer. For all of these checks, one hero may assist, however, there is no access port connected to the system, so while droids can be used to assist, they cannot be the primary slicer.

A Computer Use DC 12/15/23/26 will get into the system, and allow the hero to estimate how long it will take to disable the explosives from here.

The system is a mess, but deliberately so, and it will take some time to actually understand which protocols connect to which. Five minutes, assuming things go easily. Another five to locate the correct procedures to connect to the explosives, and anything from seconds to ten minutes to disable the devices themselves. Checking the countdown, you have to hope you are wrong.

After five minutes (or a third of your allotted time) have passed, allow the hero at the console a Computer Use DC 16/19/25/28 to disentangle the system. The hero can retry every minute, if necessary, but each failure will add a cumulative +1 to the DC for the second and third stages. Read after the hero succeeds:

A muffled explosion in the distance marked the end of the turbolaser batteries, and the Thaereians' trap is baited. Meanwhile, you think you have finally worked out how this system works. You've no time to find the designer and slap him just at the moment; instead, you have to locate the destruct protocols. You get back to work.

After five minutes more have passed, the slicer can move onto the next stage. A Computer Use DC 18/21/27/30 (+1 per failure from stage one) will locate the correct systems. Each failure can be retried after a minute, but adds a cumulative +1 to the DC of the third stage.

“I imagine your Militia friends will be fully committed by now,” the Major observes, smugly. “How’s your little project coming?”

In fact, you think you may be able to wipe the smile from his face, because you have located the systems you need to disable. There is one simple code that can be entered that will disable all of the explosives. No doubt San knows what it is, but if he won’t tell you it, it will be very hard to slice. Rather than trying to slice his code you can set about disarming four individual explosives remotely. This is much easier, but each one is time consuming.

The final stage can consist of one of two procedures, or both, if the heroes wish to hedge their bets: 1) one big computer use check DC 22/25/31/34, which will take place as the clock ticks to zero. There is no retry on this roll (*cough Force Point cough*), but if successful, this slices the Major’s abort code and cancels all the explosives at the last minute. 2) a hero can attempt to physically interfere with the four local detonator circuits by making four Disable Device or Demolitions checks DC 15/18/24/27 as the counter ticks down. The hero may have up to one helper who may use either skill to aid. The hero can retry any failed check, but each failure adds +1 to all remaining checks, as working against the clock becomes more and more pressing.

If the heroes are able to disable the bomb themselves, proceed to Encounter 7.

Dealing with Major Kurth San

While a couple of heroes are trying to disarm the devices themselves, and some guard the door, the rest can be trying to persuade Major San to disarm it himself. This is a DC 30/35/40/45 Diplomacy check, but the DC can be reduced in conversation with the Major.

Major San believes he is negotiating from a position of strength, and will give ground slowly if at all. He will take the conversation off at tangents, ask the heroes about their past clashes with the Navy, the Cartel and the Brotherhood. He will ask the heroes about their background, how long they’ve worked in Black Ops, what they think of Osten del’Nay and Xirossk (he knows both of these ex-Thaereiens personally). He will taunt the heroes. In particular, he will keep reminding the heroes of how much of the countdown is left.

Essentially, he will pad for time, knowing that the more desperate the heroes get, the more likely they are to make concessions.

If the heroes try to use Affect Mind or Friendship. ***I’m told those Jedi mind tricks only work on the weak willed. I’m annoyed you thought they would work on me.*** Add +2 to the Diplomacy DC for each of the attempted skills. Some Thaereiens have access to a drug that protects them against Jedi mind powers, and the Major has taken a dose quite recently.

If the heroes use Empathy, and the Major fails his save, this will work.

If the heroes remind the Major about all the civilians who will be caught in the blast. ***This is a military installation. Anybody moving here must weigh the potential risk before making their decision to do so, and they chose to accept that risk. I ... regret the necessity, but they are acceptable losses.*** Nevertheless, reduce the DC by 4.

If the heroes offer to let San go. ***That is the most ludicrous thing I have heard. To come all this way, only to release me? No, I do not believe you.***

If the heroes promise safe passage away for some of the Thaereian troops. ***Many of my people will escape anyway. Still, there are a number of people I’m sure you’d love to get your hands on. If you will guarantee my choice of personnel, and promise to let, say, five ships of those personnel leave, I will try to remember the abort code.*** This will reduce the Diplomacy check by a full 10 points, or 2 points for each ship load the heroes agree to, if they choose to haggle over this concession (and San has started high, expecting them to haggle, so won’t be offended).

If the heroes think to ask for safe passage off Soboll for themselves as part of the deal. ***The Major laughs. I think you misunderstand the bargaining positions here. But, very well. You may leave unmolested in exactly 20 minutes. My men will not harm you, but I will not accompany you. And my gift for the Militia goes ahead.***

No dice, Major, you’re coming too. ***Then you will have a fight on your hands. I will not grant safe passage to my kidnappers.***

If the heroes offer any other concessions on the deal, and they seem valuable and believable, the Major will accept, and reduce the Diplomacy DC by 2.

If the heroes persuade the Major:

“So, you are offering me <restates the deal> if I disable my little trap. Very well, I trust that you have bargained in good faith.” Major San will look at each of you in turn, paying particular attention to the negotiators <and any Jedi in the group>.

After a moment, he stands and walks to the console. He enters a short code and then looks at you expectantly. “I have disabled the jamming device, and put the explosives on hold. Speak with your masters. If they abide by your deal, I will abort the detonation. If they do not, I’m afraid hundreds of civilians will pay the price for your infamy.”

After a hurried conference with Major Xirossk, the Militia will agree to the deal the heroes struck. It is still a good deal, as much of the Thaereian military here will be captured. That so many of the scientists, plotters and officers will get away is a cause for concern, but that can be dealt with another day.

Proceed to the Conclusion.

Encounter 7: Getting in is only half the fun

Key ideas of this encounter: If the heroes were able to disable the devices without dealing with Major San, there is still the small issue of getting off Soboll to deal with.

If time is tight, you can sketch out the events of this encounter and cut straight to the Conclusion. This is particularly a good idea if your group has no pilot. If you do have a pilot though, it’s their turn to shine.

Leaving the Major’s office, you find the war room is now deserted, as the Thaereians continue their planned evacuation. It’s hard to say what will happen when they realize their surprise has failed. If the Militia can get here fast enough, and take this central point, then it’s likely you will get the surrender you were sent here to arrange. But to make sure that happens, you need to get out from under the jamming field and let Xirossk know.

Getting from the war room to the speeder hangar is plain sailing, and there is one airspeeder left (GM Aid #2 and Player Handout 3). Establish who is piloting, and if there is a co-pilot, then have them make a Pilot check to get going.

If the heroes specifically look for protection or booby traps have them roll a Spot 15/18/24/27. If they

succeed they can easily disable or destroy the emplaced turbo gun and fly off. In this case proceed read:

The way looks clear and free when, suddenly, a platoon of Thaereian troopers open fire on you. The air speeder’s hull takes the brunt but a lucky shot hits the engine compartment. As the engine cuts out, you see the jungle, a kilometer below you, but rising fast.

Go to Falling, Falling, Falling.

If the heroes do not specifically look then, as the speeder engines fire, Major San will begin to struggle.

Roll for initiative. With everyone sitting down, and a canopy above them, this is nasty close quarter fighting. Blasters, lightsabers, and any blade longer than a vibrodagger are going to be useless in here. And everybody loses their Dexterity bonus to his or her defense.

The heroes will probably have restrained San, and if so he will only be able to get one attack each round. He will punch, kick and head-butt anyone in range, trying to cause a distraction. With the focus on him, he hopes that the heroes will forget about the defenses near the hangar bay.

When San is subdued, or if the pilot indicates that he/she is continuing out of the base, the point defense laser will fire at the speeder. San was hoping to distract everybody so they wouldn’t notice.

Suddenly, Major San stops fighting, and you realize he’s achieved his goal. In the distraction, nobody noticed the point defense lasers targeting your speeder, at least, not until they hit you. San smiles triumphantly as the lasers catch the back of your speeder.

The smile disappears quickly as a second shot catches the speeder, pitching it forward and over the lip of Soboll. As the engines stall, you see the jungle, a kilometer below you, but rising fast.

Continue to Falling, Falling, Falling.

Falling, Falling, Falling.

Nothing is seriously damaged, at least not that can be serviced right now. The main thing is to get the engines back up and running. It takes just over two rounds to fall to the jungle floor from here, which gives the pilot two chances to get the engines fired and running. The first Pilot check is DC 20/23/29/32, the second pilot check is actually easier, as the speeder’s systems begin to recover from the shock. This DC is 15/18/24/27. Don’t forget that the co-pilot can attempt assist, and that Force Points are your friend.

And really, don’t let them die here; this is supposed to be the triumphant escape, not the inglorious death.

The ground is getting close. Real close. Close enough for you to see a rather surprised-looking kilassin is watching your descent with interest.

The engines falter and whine again, as everything seems to move really slowly, and you begin to back away instinctively in your seats.

The main repulsor indicator blinks red, red ... then green, as the engines kick you forward, screaming in protest. There is a flurry of green around the speeder, as you hurtle back up through the canopy and break out into the clear sky again.

Conclusion

There are several ways this could finish, depending on the heroes' actions.

If the heroes were unaware of San's trap

If the heroes captured San and left without realizing the Theareians had laid a trap for the Militia, read:

As you depart the beleaguered city of Soboll, a series of huge explosions rock the city, and you suddenly have a sense that something has gone horribly wrong.

The city burns behind you, and when you rendezvous with the Militia, you discover why.

Lieutenant Lalande, one of Xirossk's aides, greets you sadly. "I am sorry that Major Xirossk could not welcome you back in person. He was injured during our assault on Soboll and will be in a Bacta tank for a few days.

"Soboll's defenses failed catastrophically and we took advantage of this to mount an assault. In retrospect it must have been just what they wanted us to do, because as we landed on Soboll, the Thaereians were evacuating. Worse, they had mined key areas around the city. We barely had time to realize something was wrong before the explosions hit us.

"Thank you for your help today, but despite it, it has been a black day for the Militia. We have taken a heavy beating today, and I suspect we will need your help again, in the not too distant future."

If the heroes could not stop the Thaereian trap

If the heroes knew about the bombs but were unable to disarm all of them, read:

Lieutenant Lalande, one of Xirossk's aides, greets you sadly. "I am sorry that Major Xirossk could not welcome you back in person. He was injured during our assault on Soboll and will be in a Bacta tank for a few days.

"The Thaereian trap caught us all off-guard. Thank you for your help today, but despite it, it has been a black day for the Militia. We have taken a

heavy beating today, and I suspect we will need your help again, in the not too distant future."

If they were successful in capturing San:

"San knows a lot about the upper reaches of the Thaereian military, and while he is not going to give away too much too quickly, I think we can get there. Even the areas he shies away from will tell us something."

GM Note: if the heroes were able to disarm some of the bombs but not all tailor the above to reflect that. Basically, the more bombs that were disarmed the fewer casualties there were.

If the heroes were able to abort the trap

The heroes rendezvous with the Militia and Xirossk greets them and their prize warmly.

"You've done us a great service here today, and we are grateful," Major Xirossk smiles. "San knows a lot about the upper reaches of the Thaereian military, and while he is not going to give away too much too quickly, I think we can get there. Even the areas he shies away from will tell us something.

"The biggest victory is the removal of the Thaereian stronghold here on Cularin, and whatever else happens, that is significant. We couldn't have done it without you.

"Now. There are about ten places I could use people of your talents right about now. Get some rest, but don't get too comfortable, I have just the place in mind for you."

Here Ends, "Lockdown on Soboll"

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 prevent the destruction of Militia forces and capture Kurth San? If so, each hero who survived receives 600 xp.

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

Total Possible Experience: 1,000 xp

If the heroes did not complete the scenario because of time constraints, but were “on the right track,” you may award ½ adventure experience. If the heroes succeeded in capturing Kurth San award them ¾ adventure experience.

Loot Summary

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

Thaereian Military Gear: (cert) The heroes can keep a set of weapons, uniforms or armor that they acquired while on the mission. A generic cert is supplied; just indicate what materials each hero recovered.

Medal for Bravery: (cert) The hero named above has been awarded the indicated decoration for actions deemed valiant and brave beyond the call of duty or, in the case of civilians, performed at great personal risk. Jedi are eligible for the civilian decoration. If time permits you can role play the award presentation.

GM Note: indicate militia or civilian decoration and then indicate which level the hero has been awarded for this scenario. For example, a militia member who already has Artom’s Cluster would now receive Artom’s Wings. A civilian with both the Medallion of Bravery and the Silver Comet would receive the Medallion with Gold Comet.

Player Handout 1: Xirossk’s Contacts

To prove your identity, you must give the recognition code to the contact.

Orla Defra

Female Human. Lab Tech working directly for the Thaereian research teams in Soboll. She has been able to provide

valuable technical readouts about Soboll and Thaereian research, though she does not work on any of the core projects. Not very well placed for directly observing the military functions on Soboll.
Recognition code: MYNOCK WING

Betrek Moy'nast

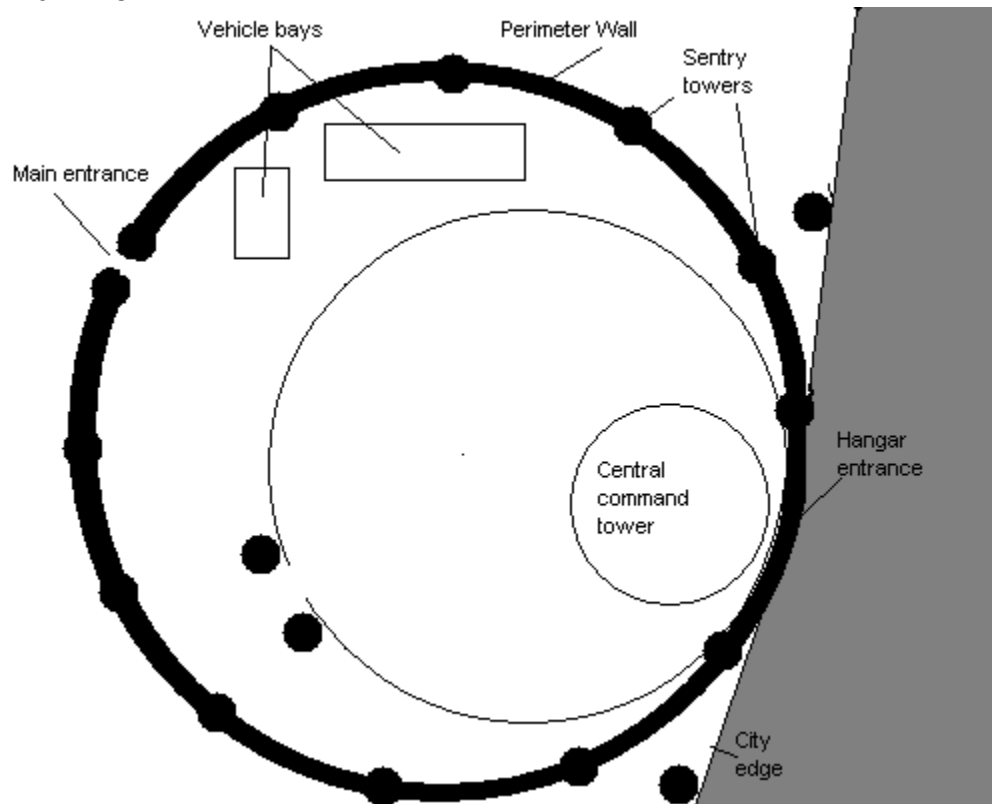
Male Bothan. Bartender at the Medoric Fall cantina. The Medoric is an established military bar, and while Betrek has no access to technical data, he keeps abreast with troop movements and personnel changes amongst the Thaereians simply by keeping his ears open.
Recognition code: RODIAN MIME

Mub Tyeb

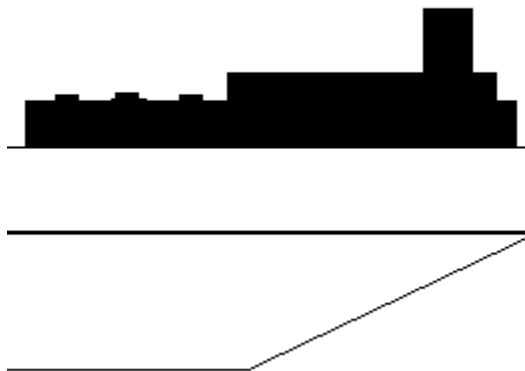
Male Sullustan. Sensors expert employed as a consultant by the Thaereian security forces to monitor, maintain and upgrade security systems. Mub's position is highly sensitive, but consequentially useful. Particular care should be taken with Mub's cover because he is extremely well placed.
Recognition code: ELDER SISTER

Player Handout 2: Soboll Command Center Sketch

Plan View



Elevation View



Player Handout 3: Vehicles

Caarimon Celahdrine X-Taxi; Class: Airspeeder; Cost: 20,000 (new), 10,000 (used); Size: Huge (7.5 meters); Crew: Varies (1 pilot); Passengers: 6; Cargo Capacity: 50 kilograms; Atmospheric Speed: 240 m (4 squares/action); Altitude: up to 200 meters; Defense: 13 (-2 size, +5 armor); Hull Points: 20; DR: 8.
Weapons: none. *Provides one-half cover to the pilot and passengers*

GM Aid #1: NPCs Combat Statistics – page 1

Encounter 1: Deepest, Darkest

The two droids that have gone rogue in the jungle are based around an Eradicator chassis, but fully functional Eradicator droids are too valuable to just throw away. These models lack ion guns and shields, but are still a threat.

Remember that if either droid drops to half its wounds, both droids will self-destruct. It may only take one good hit.

“Rogue” droids (2); Modified Eradicator Series: Walking battle droid, Thug 8; Init +2; Defense 14 (+3 class, +2 Dex, -1 size); DR 3, Spd 4m; VP/WP 0/19; Atk +11/+6 melee (1d6+4 tool) or +10/+5 ranged (3d8 blaster carbine); SV Fort +9, Ref +4, Will +1; SZ L; Face/Reach 4m by 2m/2m; Rep +2; Str 18, Dex 14, Con 16, Int 10, Wis 8, Cha 6

Equipment: Light Armor, Blaster carbine, self-destruct mechanism

Skills: Listen 5 ranks, Spot 6 ranks, Understand Basic

Feats: Armor proficiency (light), Point blank shot, Toughness, Weapon focus (blaster carbine), Weapon proficiencies (rifles, simple)

Encounter 4: Underground in the Sky

The Thaereians patrol in groups of six – five regulars and an NCO. These patrols represent the standard rank and file in Soboll, so these encounters are not tiered.

Thaereian soldiers (5) Various Thug 2; IM +0; Def 10; Spd 10 m; VP/WP 0/15; Atk +3 melee (1d6+1, baton) or +2 ranged (3d6, blaster pistol); 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, Baton

Skills: Intimidate +3

Feats: Armor (Light), Weapons (simple, blaster pistols), Toughness

Theaereian Sergeant (1) Thug 4; IM +0; Def 11 (+1 class); Spd 10 m; VP/WP 0/15; Atk +6 melee (1d6+2, baton) or +5 ranged (3d6, blaster pistol); 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, Baton

Skills: Intimidate +5

Feats: Armor (Light), Weapons (simple, blaster pistols), Toughness, Weapon Focus (Blaster Pistols)

GM Aid #1: NPCs Combat Statistics – page 2

Encounter 6: Soboll standoff

While some heroes are defusing the trap, and some are trading barbs with Major San, the soldiers of the party can keep themselves busy fighting off a Thaereian rescue force. The Thaereians don't all attack at once – use them in twos or threes, depending on how busy the group is with the real problems. Use as many waves of troops as you need to keep the pressure on.

In all tiers, the Thaereians are firing on stun, in case stray shots hit their boss.

Low Tier

Theareian elite Thug 4; IM +0; Def 11 (+1 class); Spd 10 m; VP/WP 0/15; Atk +6 melee (1d6+2, baton) or +5 ranged (3d6, blaster pistol); 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, Baton

Skills: Intimidate +5

Feats: Armor (Light), Weapons (simple, blaster pistols), Toughness, Weapon Focus (Blaster Pistols)

Mid Tier

Theareian elite Thug 4/Soldier 2; IM +1; Def 15 (+4 class, +1 Dex); Spd 10 m; VP/WP 16/15; Atk +8/+3 melee (1d6+2, baton) or +8/+3 ranged (3d6, blaster pistol); SV Fort +8, Ref +2, Will +1; FP 0; DSP 1; Rep +1; Str 14, Dex 12, Con 12, Int 8, Wis 10, Cha 9

Equipment: Blaster pistol, Baton

Skills: Intimidate +5, Computer Use +3, Demolitions +3

Feats: Armor (Light), Weapons (simple, blaster pistols), Toughness, Weapon Focus (Blaster Pistols), Point blank shot, Precise shot

High Tier

Theareian elite Thug 4/Soldier 4; IM +1; Def 16 (+5 class, +1 Dex); Spd 10 m; VP/WP 28/15; Atk +10/+5 melee (1d6+2, baton) or +10/+5 ranged (3d6, blaster pistol); SV Fort +9, Ref +3, Will +2; FP 0; DSP 1; Rep +1; Str 14, Dex 13, Con 12, Int 8, Wis 10, Cha 9

Equipment: Blaster pistol, Baton

Skills: Intimidate +7, Computer Use +5, Demolitions +5

Feats: Armor (Light), Weapons (simple, blaster pistols), Toughness, Weapon Focus (Blaster Pistols), Dodge, Point blank shot, Precise shot, Rapid Shot

Upper Tier

Theareian elite Thug 4/Soldier 6; IM +6 (+2 Dex, +4 Improved Initiative); Def 18 (+6 class, +2 Dex); Spd 10 m; VP/WP 40/15; Atk +12/+7/+2 melee (1d6+2, baton) or +12/+7/+2 ranged (3d8, blaster pistol); SV Fort +10, Ref +3, Will +3; FP 0; DSP 1; Rep +1; Str 14, Dex 13, Con 12, Int 8, Wis 10, Cha 9

Equipment: Heavy blaster pistol, Baton

Skills: Intimidate +7, Computer Use +5, Demolitions +5

Feats: Armor (Light), Weapons (simple, blaster pistols), Toughness, Weapon Focus (Blaster Pistols), Dodge, Point blank shot, Precise shot, Rapid Shot, Multishot, Improved Initiative

Tactical notes are base and do not presume use of Rapid Shot or Multishot. Don't forget to lower attack values if those feats are used to gain more attacks. Note also that a hail of less effective blaster fire looks very dramatic and is less likely to wipe out your heroes.

GM Aid #2: Vehicles

Caarimon Celahdrine X-Taxi; Class: Airspeeder; Cost: 20,000 (new), 10,000 (used); Size: Huge (7.5 meters); Crew: Varies (1 pilot); Passengers: 6; Cargo Capacity: 50 kilograms; Atmospheric Speed: 240 m (4 squares/action); Altitude: up to 200 meters; Defense: 13 (-2 size, +5 armor); Hull Points: 20; DR: 8.
Weapons: none. *Provides one-half cover to the pilot and passengers*

GM Aid #3: Major Kurth San

Kurth San Male Human Soldier 6/Officer 8; Init +6; Defense 21 (+9 class, +2 Dex); Spd 10m, VP/WP 99/17; Atk +15/+10/+5 melee (1d4+3 unarmed); +15/+10/+5 ranged (3d6, blaster pistol); SQ Leadership, Requisition supplies, Tactics, Uncanny survival; SV Fort +14 Ref +10 Will +9 ; FP 4; Rep +11; Str 16, Dex 15, Con 17, Int 14, Wis 12, Cha 11

Equipment: Uniform, Blaster pistol

Skills: Astrogate +5, Bluff +8, Computer Use +11, Diplomacy +10, Intimidate +12, Knowledge (Cularin) +11, Knowledge (galactic politics) +7, Knowledge (culture – military) +13. Knowledge (scholar – military tactics) +17, Knowledge (scholar – starship design theory) +6, Knowledge (streetwise) +5, Pilot +5, Search +3, Sense Motive +11, Survival +4; Read/Write Basic, Speak Basic, Speak Tarasinese, Understand Tarasin silent color language.

Feats: Alertness, Armor Proficiency (Light), Far Shot, Great Fortitude, Improved Initiative, Lightning Reflexes, Martial Arts, Persuasive, Point Blank Shot, Rapid Shot, Weapon Focus (blaster pistol), Weapon Proficiencies (simple, pistols, rifles, heavy, vibro)

Critical Event Summary

Lockdown on Soboll

1. Did the heroes stop the trap before there were civilian or Militia casualties?

☐ Yes

☐ No

2. Did any shiploads of Thaereian personnel get away?

☐ Yes

☐ No

3. Did Major Kurth San get away?

☐ Yes

☐ No

GM Name, RPGA#: _____ GM Email Address: _____

Convention Name/Date _____

Convention Coordinator:

To report these results (for events during the months of June and July 2004 only, you may email to:
Living Force Critical Event Reporting: PO Box 707, Renton, WA 98057-0707

Or e-mail them to: rpgahq@wizards.com

Or fax to: (425) 687-8287