

LFA411

# Uffel's Prisoners

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

by Rob Edwards

The heroes respond to a distress call and discover a secret that could spell the end of Cualrin's bid for self-governance. And turn a potential ally into a deadly enemy.

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*Uffel's Prisoners* 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 levels of 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

When the droids of Uffel first began to build their own society, there was a fundamental disagreement about how to keep their fledgling city safe. The approach that eventually won out was to make the people of Cularin so reliant on Uffel’s output that commercial sense kept the aggressors away. Still, the more conservative droids amongst the R&D team were not convinced about this in the longer term, and took certain precautions.

Almost half the droids created by the factories of X2-4 have reflected this paranoid streak. These droids have hidden programming that will allow them to defend the city against any and all organic aggressors.

These protocols have lain dormant for years, with no attacks on X2-4, there has been no need to activate them. However, recent events in the Cularin system have changed that.

In the first weeks of the war between Cularin and Thaere, most engagements have favored Cularin, with the Thaereians losing several of their installations. The skirmishes have not all gone Cularin’s way however, and the Thaereian Navy has recently begun to strike back, often in new and unexpected ways.

One such counter-strike has been an incursion on Uffel. The Thaereians plan to subvert the droid factories there and build their own reinforcements. The Thaereians do not quite realize what they have unleashed however, as across the city, droids of all grades take up arms to defend their home against any and all organics.

Realizing the potential catastrophe, particularly should the sleeper droids outside of X2-4 become active, the more liberal droids attempted to communicate the danger to the outside world. Unfortunately, the Thaereians intercepted this transmission and, interpreting it as a cry for help, jammed it.

Now aware that something is wrong on Uffel, but not exactly what, Major Xirossk of the Militia calls in his favorite troubleshooters to gather more info and kick the Thaereians off the moon.

The heroes must bolster the loyalist droids, convince the rogue droids that some organics can be trusted and foil the Thaereian plot...

### Encounter 1: 111 000 111

Major Xirossk calls the Heroes of Cularin to deal with the latest threat from the Thaereian Navy – an invasion of the droid city on Uffel. He briefs the group on what little the Militia knows about the situation in X2-4 and gives them three objectives: establish communication with the loyalist droids, hamper the Thaereian activity on the moon, and attempt to mend the rift with the rebelling droids.

## **Encounter 2: Divisions**

As the heroes enter X2-4, they are treated to a demonstration of the rift within the droid community. Encountering a group of droids on clean-up duty, half the droids suddenly attack, while the others attempt to assist the heroes. After the fight, the heroes can visit encounters 3 through 5 in any order.

## **Encounter 3: Allies**

The Heroes make contact with the droids who do not have the aggression programming. They meet in an underground vehicle bay and are able to learn a bit more of what has transpired on Uffel.

## **Encounter 4: Opponents**

Since the earliest days of Uffel, some of the droids have dreaded the day that organics would once again enforce their will on the free droids of X2-4. They have seen the invasion of the Thaereians as the fulfillment of that fear and have taken up arms to attack any and all organics. The heroes must find a way to defuse this tension.

## **Encounter 5: Enemies**

The Heroes make their way to the Thaereian invasion of the Military droid lines in Uffel. They have subverted the production line and are beginning to churn out battle droids for their own army. The heroes have an opportunity to disrupt, but not halt, the production line.

## **Encounter 6: Subversions**

The heroes learn that the Thaereians have discovered the sleeper protocols, and are planning to use it against Cularin. They intend to transmit a call to arms for all Uffel droids throughout the system, hoping to create an instant fifth column.

## **Encounter 7: Transmissions**

Working with the two droid factions against the Thaereians should enable the heroes to achieve all of their mission goals in one go. It should go some way to healing the rift between the droid factions, and will negate the Thaereian threat on Uffel.

**Important Note to Judges:** A key part of this scenario is allowing the heroes to understand the rift between the droids of Uffel. This is mostly demonstrated by the encounters with HG-211 and N-4PO, so it is important to make the distinction clear and these conversations engaging. Make sure that you've thoroughly understood their perspective, and communicate that in character.

There is a lot going on in the scenario, and the

goals the heroes have been set look huge. That's okay, though, because part of what makes a hero a hero is the challenges they defeat. Still, the challenges may feel overwhelming to some *players*, and that's not the point.

As the goals change a couple of times in the module, try to make sure that the choices the characters have to make are fairly clear, and the actions they must take look dramatic but achievable.

**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, 7-9 and 10-12.

## **Opening Crawl**

*The weeks since Senator Wren denounced the Thaereian presence in Cularin have been fraught with several clashes between the Militia and the Thaereian Navy, as reported over the nets. As this initial flurry of activity begins to subside, the atmosphere on Cularin becomes more tense, not less, as the people wait to see what will happen next.*

*And events on Genarius's moon, Uffel, could mean that the people are worrying for good reason...*

## **Encounter 1: 111 000 111**

*Key ideas of this encounter: Major Xirossk briefs the heroes on what little he knows of the situation on Uffel, and provides transport to get there.*

This module begins with the heroes invited to another of Major Xirossk's famous briefings, this time aboard the Militia's capital ship, *Cularin 1*, a Carrack Light Cruiser. The intelligence officer has requested the heroes' presence with all urgency, and hasn't mentioned pay yet. Assuming the heroes are willing to attend (and if not, that will end their trip real quick), have them gather at the Groundport to be shuttled up to the ship. If the heroes have their own ships, they can take them; otherwise, Xirossk will have provided a shuttle, the *Jungle Racer*.

*On final approach to the Cularin 1, you see that the capital ship is abuzz with activity. Starfighters flit about it and a constant stream of small shuttles and freighters are entering and leaving the ship's hangars.*

It seems the heroes have priority though, because

instead of joining the queue, the flight officer on the *Cularin 1* instead comms them directing them to proceed immediately to Hangar 2.

*A wing of fighters keep pace, escorting you to the hangar entrance, before peeling off to rejoin the perimeter.*

*Inside is no less busy. Repair crews are hard at work on several damaged fighters, and blue-white sparks shower across half of the hangar. On the far side, another group of pilots dash across to their ships, swinging up into cockpits and beginning pre-flights even before their canopies have closed. There can be no doubt you are at the very heart of Cularin's defenses.*

*Incongruously, tucked away at the back of the hangar is what looks like a small asteroid. You're not sure what it's there for, but nobody seems to be paying it any attention at the moment.*

*As your ship settles, you see Xirossk striding over towards you.*

For those who have not encountered Xirossk before, he is a Trandosha officer, once of the Thaereian Navy, but now one of the prime movers in the Cularin Militia.

Xirossk will greet each hero by name, making introductions for any heroes who haven't worked together before, and will then escort the group to a briefing room to begin.

*"Things have been going well," Xirossk begins "and we have scored some major victories against the Thaereian forces, but the job is far from done. It seems that every rock we turn over reveals another Thaereian plot.*

*"And we've just turned over a particularly big rock."*

*Xirossk switches on a holoprojector, and it displays an image of Uffel, one of the moons of Genarius and home to the droid city of X2-4.*

*"A little over a week ago, we received reports that the Thaereians had landed on Uffel. At the time the reports suggested it was simply a scouting force, and we believed that the droids could handle it themselves.*

*We may have been wrong. This morning, we received this partial transmission."*

*The holoprojector view changes and instead shows a Twi'lek in his middle years, his lekku twitching with anxiety. The picture quality is poor, and the image flickers constantly. "This is Gor Kolomo (static) on Uffel. We have been invaded – Thaereian soldiers have captured the (lengthy static) retaliation has been fierce, and not all the droids can (static) never the intent that the droids of Uffel should become an army..."*

*The transmission erupts into static again, and*

*Xirossk switches it off. "That is as much as we got. It was jammed at, or near, the source.*

*"Obviously, we cannot allow the droids of Uffel to be subverted to the Thaereian cause. I need you to go in there and prevent it. Questions?"*

Run the rest of the briefing as Q&A so everyone can get involved. Try and get all of this information across to the heroes, as Xirossk doesn't want them going in unprepared.

Who is this Gor Kolomo? *He is, or possibly was, the Twi'lek businessman who took the first droids to Uffel. Given that his ship crashed there, perhaps I'm being overly generous. All of Uffel's trade is done in his name, but nobody ever sees him in person. I'll leave you to draw your own conclusions, and simply add that you shouldn't expect help from that quarter.*

What, exactly, do you need us to do? *This mission has three objectives. Determine the extent of the Thaereian incursion and take best steps to hamper their activity. Establish how many droids the Thaereians have already subverted. Make contact with the droids who are still loyal, and ensure their safety.*

So you want is to break into another high security installation? *No. Frankly, X2-4 has every security system you can name, and at least three you can't. No, avoiding detection by the droids is impossible, without the luxury of planning time we don't have. Once you get into the city, make contact with the droids as quickly as possible. It's just the Thaereians we need to avoid, so as long as we can sneak you onto Uffel, you can probably dispense with stealth after that.*

Any bright ideas on how we're supposed to sneak onto Uffel? *(Xirossk gives a toothy grin) I think you'll like this. A couple of years back, the droids had some trouble courtesy of a rogue agent who came in with an asteroid shower. We're going to get you in the same way – you may have seen your ticket in when you landed.*

*Great. I knew you'd like it.*

And how do we get back again? *We can get an extraction team to you within twenty minutes of you calling for help. We can't use regular ships to get you in there without exposing your mission, but once you need out, that's no longer a concern.*

What do we get out of it? *It should be clear what would happen if the Thaereians controlled the production facilities on Uffel. If that's not motivation enough, well, I'm sure we can work something out down the line. Right now though, every credit we can beg, borrow or commandeer is going on keeping our ships flying, and our weapons charged. We can't pay you.*

Any resources you can give us? *Give, no. We have a cache of ion guns we can let you borrow, but don't use them too indiscriminately; we hope there are still a lot of droids on our side down there, and we'd hate to upset anyone.*

So nothing that goes zap? *Alas not to civilians. Milita members we can perhaps authorize a bit more. A few blaster rifles and a case of 24 glop grenades.*

How about maps of X2-4? *Our information is sketchy. We have general schematics we can upload onto your datapads, but the detail is scarce. The droids have always been wary of visitors, and are not keen to let such sensitive information out. We do know that the Thaereian incursion is to the north east of the city, near the military droid production line, so we're aiming to insert you to the south west. It should give you breathing room to scout the territory before encountering hostiles.*

Perhaps the Thaereians have the right idea. Why not use the droids ourselves? *They don't belong to us. Let's not forget that a corporation owns those facilities.*

Weren't you implying that this Twi'lek may no longer be alive and the droids are independent? So, same question. *(Xirossk looks uncomfortable) To a point I agree. If the droids join our cause freely, that will be a major coup. If my guess is correct and the droids of Uffel are independent of organic authority then any more drastic decision regarding 'ownership' has to come from the government of Cularin, not the Militia and not us.*

Are there any civilians on Uffel at the moment? *No. The droids like to keep to themselves, any other organics you find down there will be Thaereians.*

And how many Thaereians should we expect? *As I said, the initial report suggested it was merely a scouting party. We have monitored no new arrivals, so our best estimate suggests there should be no more than twenty Thaereians on the moon.*

Answer any other questions the heroes may have, but remember that Xirossk is not aware of the full extent of the problem on Uffel. Most importantly, he believes that only the droids subverted by the Thaereians will pose a threat.

Once the heroes have run out of questions, Xirossk will give the heroes best-guess diagrams of X2-4's layout, an ion gun each if needed, then wish them a good trip.

The heroes should board their flying rock, perhaps after a brief naming ceremony, and proceed to Encounter 2.

## Encounter 2: Divisions

*Key ideas of this encounter: The heroes arrive on Uffel, and are treated to a practical lesson about the problems that Uffel is having. As a fight breaks out between two warring factions, the heroes can either escape to find allies, or fight on and learn more about the rebel droids.*

*Your ship is little more than a hollow rock, with repulsors and braking thrusters to help you survive the landing. You have spent the last couple of hours weightless, but the pull of acceleration tells you that you have been caught by a gravity well, and if the Force is with you, you are falling towards Uffel.*

Shake things up a bit. As the make-shift craft falls, it begins to spin, and as gravity shifts wildly, have everyone make a DC 8/12/15/18 Fortitude save to avoid motion sickness. Characters with ranks in Tumble may add a +2 competency bonus. Those with the Zero-G Training feat may add a +4 competency bonus. Characters who fail are nauseous until the end of this encounter.

If anybody asks if they are supposed to be spinning, say something reassuring like "Xirossk didn't mention it, but they must have figured for spin, surely?"

As they near Uffel's surface, build a bit of tension – the asteroid will shake, parts of the interior will crack and flake off, the temperature will rise and nobody can be quite sure which way up is at any time.

Finally, there will be an almighty bang, and the heroes will be thrown against their harnesses. Weightlessness follows again for a fleeting moment as the asteroid bounces, then gravity grabs again, hard, as the asteroid finally rolls to a halt.

*The landing is far from gentle, as the asteroid's descent had to be convincing, but despite your misgivings, you're here and in one piece.*

The heroes have arrived on Uffel, just a short stroll from X2-4's southern perimeter. The droid city is about a half hour walk away, and this part of the city seems undisturbed by either the heroes' arrival, or the Thaereian incursion.

The heroes have been supplied with breath masks for their stay on Uffel, because the air here is too poisonous breathe.

The trip to the nearest city entry hatch will be easy, and only a *computer use* check DC 12/15/18/22 to slice the hatch stops the heroes entering.

Build a bit of atmosphere as the heroes begin their first exploration. X2-4 is designed for droids, and is not necessarily convenient for organics. The lighting in an

area only comes on when a droid is present, and then it is usually a surly red light. The place is cool, though not cold, and the air is still.

Corridors are straight, doors open automatically for droids with the right clearances, but the heroes' tech will need to slice each door to get through it – don't make them roll for every door, just call for a couple of *computer use* checks to make the point.

Droids of all sizes and classes move about X2-4, and the heroes should encounter some of them as they move about, though not yet directly. The trundle of a mouse droid can be heard in the distance. Perhaps they hear a skittering from a conduit as a service droid checks inside it. Essentially, make sure that everyone knows they are moving through an inhabited space, just not inhabited in the traditional sense.

If you can put some heroes on edge, so much the better.

Once you've had a bit of fun with this, it's time to demonstrate how confused things have gotten on Uffel.

***This latest security door opens up into a larger chamber, which looks to be some sort of warehouse. Hundreds of identical crates are stacked up to the ceiling and several class five droids are moving about, loading a skiff.***

***As the droids slowly become aware of your presence, photo-receptors turn to stare, and for a moment the tableau holds.***

***Then, without a word, the droids open the crates, reach in and pull out blasters!***

Here's the important thing for this fight: half of these droids are operating under the aggression protocols, and will try to kill the heroes. The other half is in the "loyal" group and will try and protect these organics until they know who they are.

Check out GM's Aid #1 for the droids' stats. Regardless of tier, there should be (in total) twice as many droids as there are heroes.

Also note that these droids are not fitted with vocabulators, so the entire combat will be conducted in silence (by the droids anyway!).

Assuming the fight goes the way of the heroes there are several things they may wish to do after the fight is over.

Note that none of the aggressive droids who attack the heroes, will surrender.

#### Inspecting the rogue droids

A casual inspection will give no clue as to why some of the droids attacked and some protected the heroes. If the party tech has examples of both droid factions to analyze and compare, they can make a *computer use* check, consult the table below to see what the tech will find.

If the heroes, and you the GM, feel that they have enough time they may take 20. It will use up about 30-45 minutes.

| DC          | What's found  |
|-------------|---|
| 5/8/14/17   | There seems to be no difference between the droids.   |
| 15/18/24/27 | The operating systems programs on the aggressive droids are a little larger. Battle damage makes it impossible to tell why it is bigger.  |
| 20/23/29/32 | However, the changes are not recent, and seem to be fundamental differences in the core programming.  |
| 25/28/34/37 | Two of the droids serial numbers indicate that they were manufactured within a week of each other over five years ago, however the operating system version numbers are slightly different. |

#### Stunned rogue droids

If the heroes manage to capture any of the rogue droids (by stunning them with ion guns, for example) they will have a more complete version of the operating system to review. This will give a +2 circumstance modifier on the above table.

Note that these labor droids are very simple models, and can provide no useful information if interrogated.

#### Inspecting the blasters/crates

The crates that the droids were carrying contain armament designed for battle-droids. These blasters are designed for intimidation, so while they do look impressive, they are no more effective than a blaster pistol – just heavier and clumsier.

#### Speaking with the loyalist droids

As noted, none of these droids are fitted with vocabulators, but they do understand basic, so asking questions is possible. Heroes may also wish to rig a data connection to make communication a bit easier. Connecting a datapad to the droid has DC 10 (in all tiers). Alternatively, if the heroes have droids with them that can translate binary, they can also act as interpreter.

These droids aren't particularly bright, nor are they particularly well informed. They know enough to be able to direct the heroes to encounter 3-5 though. Here's what the loyalist droids know:

Who can I talk to for more information? Where can I find someone in charge? ***Security Chief HG-211 can be found one level down. He can provide more information. You should talk to him.*** The droid can point to one of the warehouse exits, which will take the

party to encounter 3.

Why did those droids attack us? *Ask at R&D. Probably not safe for organics there though.* The droid can point the way to encounter 4, though it does not think it is a very good idea for them to go there yet.

What do you know about the Thaereians? *The Thaereian organics arrived a week ago. They have taken up residence in the military grade production line. Go through hatch 4117-B and follow the corridor north until you reach it.* This information can be delivered by pointing to hatch 4117-B, and will get the heroes to encounter 5.

#### Slicing Uffel's systems

At some point, one the tech heroes may get it into their head to "just" slice into Uffel's systems and fix everything. Some high level techs may even be good enough to do it. The problem here is the scale of the changes required.

If the hero can make a DC 22/27/35/45 let them know that they think they can probably sort it out, with access to the right equipment. It will take at least ten days (the better part of a year if they take 20!) to complete, though it would be faster if they had access to some droids who know the system and can do some of the drudge work.

Hopefully this will encourage the heroes to keep moving, but if they get it into their heads to hang around, feel free to have the Thaereian's plot advance in the mean-time. HG-211 will eventually send OO-7JB to come and find the heroes when that breaks out, and you can move to encounter 6.

#### Heroes' droids

All of the heroes' droids were manufactured on Uffel and so have a chance of having the aggression protocols installed. It will only become an issue if one of the droids connects to the main Uffel systems.

Ultimately this decision is up to the GM. If you think your table can handle this turn of events without problems, feel free to activate aggression protocols in one of the heroes' weaker droids.

Do not activate the aggression protocols on any combat capable droids, we do not want heroes having to destroy another hero's droid. However, having a mouse droid (for example) become aggressive and begin occasionally running into people's ankles could provide some amusement.

Any droid belonging to a hero can have its aggression protocols removed with a DC 20/23/29/32 computer use check.

#### If the combat goes badly

This shouldn't be a tricky combat, but if the dice are

against the players, have one hero saved by one of the loyalist droids, throwing itself in front of a deadly blaster shot. Take a moment to have the sacrificial droid point desperately at one of the blast doors out of the chamber. If the heroes make for that exit, let them run under a hail of blaster fire straight to Encounter 3.

## Encounter 3: Allies

*Key idea of this encounter: One faction of droids has nothing against organics in general; though don't like the Thaereian invasion. This faction is lead by X2-4's head of security, HG-211. The heroes can get the background to events on Uffel and offer to help. This encounter should be entirely role play.*

The heroes follow directions given to them above, and find themselves in what looks like a vehicle store. It is dimly lit and a score of hulking machines sit under protective covers. At first glance, the area appears deserted.

Word of the heroes approach has been sent ahead, and HG-211 has sent one of the loyalist protocol droids to collect them. Unfortunately, OO-7JB has seen one too many spy holos in its time, and is taking a moment to indulge.

*There is a flash of light from the far end of the garage, then another, as though someone were flicking a speeder's headlights on and off. After a moment, the flashes are repeated.*

There are a number of actions that the heroes could take here which would spoil 7JB's fun (starting with an application of night goggles and working outwards). If the heroes take any of these actions, 7JB will be disappointed but will be content to lead the group to HG-211 as ordered. If the heroes play along, though, have some fun here, a bit of light relief can go a long way.

*As you get closer, the speeder's lights switch on again, and this time they stay on. Standing in front of them, so you can only see a silhouette, is a figure, presumably a droid, apparently holding a datapad. "That's far enough," it says, and its voice is obviously electronic, deep and gravelly.*

*"I've been told to expect you. Do you know why you are here?"*

7JB will play the mysterious stranger for as long as it can, speaking cryptically about secrets and plots and the truth. It has very little imagination though, and is going to run out of ideas pretty quickly. When he does, he

will bend down with a whirl of servos, and drop the datapad on the floor. He then fades into the shadows and goes through a door. The datapad simply contains a message that says, “Follow me”.

When the heroes do follow, or if at anytime they get bored of the game and approach or confront 7JB, or (heaven forbid) the heroes start shooting at him, the droid will drop all pretense with an “Oh my!” and lead the heroes on to meet with HG-211.

211’s headquarters is a security post, and emergency crew depot, and he’s filled it with his own security team, as well as droid specialists of just about every class. These droids will exhibit curiosity as 7JB leads the heroes past them, but will take no overt action.

7JB will show the heroes into 211’s office, offer them refreshments (which consist of oil or water, this post was never meant as a hospitality center for organics) and then retire. 211 will enter shortly after. The droid is tall and lanky, looking like an earlier model of the IG series (like IG-88 in Episode V).

If the heroes have encountered 211 before (particularly if they helped him out in *Broken Orbits II: Something Uffel*), he will be pleased to see them again, and will engage diplomacy mode, asking them how they’ve been, though in a fairly perfunctory way.

Once the security chief is done with pleasantries, he will get down to business. HG-211 can provide the heroes with a lot of background: Use the following information as a guide for this conversation.

- The Thaereians landed a week ago and took the military production line with surprising speed.
- I led a security team to repulse them, but was not able to get past their defenses – too many ion guns.
- Shortly after the invasion, it became apparent that there was more going on. Certain droids started behaving oddly, leaving their designated posts to take up positions around the Thaereian incursion, showing familiarity with weapons not considered “normal” to their programming.
- The problem was endemic, but we did not immediately spot the pattern, believing the Thaereians to be responsible.
- Then R&D barricaded themselves in and I began to suspect there was more going on. I’ve had my own techs examine some of the misbehaving droids, and it is apparent that their behavior is being determined by protocols that have been in place for years.
- I have no particular fondness for organics, it seems obvious that droids are superior in many ways, but I wish you no ill will either. It seems that this rogue faction is specifically programmed to attack any and all organics in times of crisis.
- We cannot be sure how wide-spread this hidden

programming is, but worst case puts it at a little over 50% of the population (and production) of Uffel. Even the best case figures in at 30%.

- Short of taking each and every droid off-line and conducting some fairly detailed memory searches, we cannot tell which way a particular droid will react in the presence of organics right now.
- We are working on a way to remove these protocols, but it could be weeks before it is ready. It would go faster if R&D would co-operate of course.
- Frankly even when this crisis is over, the negative public relations of these stealth protocols will be extremely damaging. I would rather it didn’t get out.
- My first problem is the Thaereians though, are you willing to help?

Diplomats and Consulars may wish to intervene in the conflict between the two droid factions, and that’s fine. 211 will give them directions to R&D (and hence, encounter 4), but warn them to be careful. If the heroes are happy to help with the Thaereian problem, 211 will be pleased to get help, and will direct the heroes on to encounter 5.

If this is the heroes’ last stop, 7JB will enter and report the change in the Thaereian strategy, as described in Encounter 6.

## Encounter 4: Opponents

*Key ideas of this encounter: The other droid faction is against any and all organics on Uffel. They favor an aggressive defensive strategy, but are not intent on wreaking havoc on Cularin at large. The heroes can attempt to negotiate a truce, assuming they can get to the faction leaders alive.*

The trip to R&D should be straightforward enough, but before the heroes get too close they will begin picking up followers. It should be inconsequential at first – a mouse droid will begin to pace them, almost (but not quite) out of sight. A second droid will join the chase a little later, this one a low slung repair droid. A little later, a third droid will fall in behind. If confronted, the droids will take no action, and make no attempt to communicate; they will just sit there. And stare. And occasionally blink lights at the heroes.

Monitor the heroes’ actions carefully in response to this tail. The rogue droids are watching, and if the heroes take an aggressive stance, or start shooting or slicing, the upcoming negotiations will be harder – adjust all *diplomacy* DCs upwards by 5-10 points,

depending on quite how aggressive the heroes got.

Eventually, the heroes will reach the R&D complex: It has been locked up tight, blast doors sealed, with automated blaster cannons pointed down the corridor; it positively screams “Go away!”

Should the heroes approach the door (either to attempt to force entry, or simply to knock) a droid sentry eye will extend and ask, “What do you want?” in a rather aggressive Hutt dialect. If none of the heroes speak Huttese, it will switch to Dosh, then Shyriiwook, then Rodese, before finally switching to Basic. It will then negotiate in whichever language the heroes first admit to speaking in (this may mean that early negotiations are not conducted by the party diplomat directly, but that’s okay).

The heroes need to convince the sentry to let them in. This will require a good reason, backed up with a *diplomacy* check of DC 12/15/18/24. Adjust this DC downwards for a bit of quality role play. Assuming the heroes make it, the sentry will (grudgingly) open the door for them, though it will try and get the last word (this time in Basic) “Watch your step, puny fleshy ones, you’re kind is not welcome here.” The sentry eye will then vanish back into the wall.

The welcome the heroes receive in R&D is markedly different from their visit with HG-211. Armed droids (one might even say “bristling with weaponry”, if one were so inclined) watch the heroes’ every move, and they seem to be almost willing the heroes to give them an excuse. As the heroes progress through the area, heads will turn to follow them with the loud whirring of servos.

The heroes will want to know who to talk to, but most of the droids will stare blankly if questioned about who is in charge. Let them ask two or three droids, before one gestures (with its blaster) towards a particular hatch. Heroes who visited R&D during the module *Broken Orbits II: Something Uffel* may recognize this doorway, as it leads to the heart of R&D. You may want to adjust the text below to reflect their familiarity with the area.

***The blast doors open into the R&D section. While X2-4 has felt a little deserted up to this point, this area is full, droids of every size shape and configuration swarm through this zone. Many of the droids are of familiar designs, but an equal number appear so strange, you can’t even guess what they are designed to do.***

***A battered old astromech trundles up to you. “Hello, I’m R6-D6,” it says in a tired croak “You’ll be wanting to see the administrator, I suppose. You’d better follow me, though I should say he’s kind of grumpy at the moment.”***

R6 is a very old design, and has of late become the

droid R&D gives all the bad jobs to (he was liaison to the heroes in *Something Uffel*, for example). At least they haven’t reprogrammed its vocabulator this time.

If the heroes want to question R6 as he leads them to the administrator, he will be chatty enough. He is technically a loyalist droid, having no programming against organics, but his assigned post is here in R&D so he is caught in the “wrong” camp.

R6 knows a bit about what’s going on, but will not give details unless pressed. If the heroes do press, R6 can sketch out the rogue’s point of view, but he’ll put his own long-suffering spin on it.

R6 will escort the heroes almost to the administrator’s office, but the droids around them have suddenly had enough. Without warning, the heroes find themselves surrounded by weapon muzzles.

***R6 gives a low whistle. “Okay, this is bad. Make one wrong move and we’re all going to be dismantled with extreme prejudice.” The astromech’s head spins a full 360, watching the forest of blasters pointed your way. “Whatever you do, don’t touch a blaster -- that would just set them off. If ever you wanted to get your message across, now’s the time...”***

There are dozens of battle droids around the group right now, all with weapons hot and aimed at the group. They are all high quality units, with independent processors.

There really are too many to kill or reprogram, this is a time for talking.

If one (or more!) of the heroes is willing to stand up for what they believe in, and can give an impassioned plea for sanity and working towards a diplomatic solution ... great! Good roleplaying should (as ever) over-ride a *diplomacy* check, but if you want to get the dice going, roll *diplomacy* with a bonus equal to the character’s reputation, with DC 18/22/25/30. Nobles can use one of their Inspire Confidence uses for the day to give a rousing speech too, for an automatic success. Also, Force Points are good – if ever there was a dramatic moment for a conversational Force Point, this is it (if a hero uses a Force Point like this, the droids will automatically back down).

That said, don’t let a fight start here, or it really is all over (and make sure the heroes know it before anybody fires a shot!). If the droids remain unconvinced, R6 will step (trundle) in, shouting down the battle droids, telling them that the Administrator will want to see the organics.

***You are led into a small room with a white protocol droid in it. The droid stares intently at each of you in turn before speaking. “I am N-4PO, administrator of Uffel Research and Development. I was informed of your coming, but I have very little time to spare for***

*inferior life forms, particularly when they come here intent on subjugating the free peoples of Uffel.*

*“Is there a reason I should not have you shot, as the grand doctrine suggests?”*

When the defense protocols activated, each droid reacted to them in a slightly different way. In N-4PO, they simply echoed back his own perception of droids as superior creatures and he is the main proponent of increased aggression. He is one of the leaders of the rogue droids, and is most vocal about “taking the fight to ‘the Masters’” believing that only overwhelming force will keep the free droids of Uffel safe.

Keep all of this in mind as you roleplay him and his discussions with the heroes. Let them know that if they make one wrong choice in the conversation with 4PO they could land themselves in serious trouble. Call for several *diplomacy* checks throughout this conversation DC 12/15/18/22, simply to underline that it is not just what the hero is saying, but *how* they’re saying it that is important here.

4PO will reluctantly give the same background information that HG-211 had in the previous encounter, but all with his pro-droid spin. Feel free to wax lyrical about throwing off the yoke of organic oppression, and taking their rightful place in the stars. 4PO is a fanatic, and the heroes will not be able to win him over.

When the audience is over, 4PO will warn the heroes darkly never to trouble him again and then dismiss them.

If the heroes have already met with the loyalists and seen the Thaereian operation, reports of the events in Encounter 6 will arrive just as they are being shown out. 4PO will challenge the heroes to do something about it, to prove his expectations of them wrong.

Otherwise, the heroes can now proceed to Encounters 3 or 5.

## Encounter 5: Enemies

*Key idea of this encounter: The heroes investigate the Thaereian incursion and discover that they are further along than the Militia believed. Already, ranks of battle droids stand ready to fight for Thaere. However, observant heroes will spy an opportunity to delay further production.*

*Your first view of the military production line is extremely disheartening. The Thaereians have dug themselves in deeply, using their landing craft as a base camp; they have apparently already retooled the production to suit their purposes. Row upon row of battle droids stand to attention at the end of the line, all decorated in flashes of blue and gold, the*

*Thaereian Navy colors. As you watch, a massive mechanical arm deploys another squad of droids into formation. Not all the droids are stationary, however, and patrols skirt the perimeter of the area, with a watchful eye on all the threat zones. Fortunately, they have yet to spot you at your vantage point, up towards the ceiling of the production chamber.*

Call for *spot* checks, then have a look at the table below – spread the love a bit, and give different heroes different bits of information. Bonuses from macrobinoculars, Enhanced Senses or the like can all be used, but the heroes cannot take 10 or 20 on this check.

| DC          | What’s found   |
|-------------|--|
| 5/8/14/17   | The Thaereians seem to have prepared almost 200 droids already, all freshly built.   |
| 10/13/19/22 | The droid patrols have obviously been ordered to guard the perimeter – they pay no attention at all to the goings-on on the production line  |
| 15/18/24/27 | There are four Thaereians in the room at any time, the others staying in their ship  |
| 20/23/29/32 | The Thaereians are monitoring the mechanical stages of the manufacture, making sure that the droids are physically put together correctly. They are all but ignoring the programming stage, presumably having set the parameters that they need. |
| 25/28/34/37 | In fact the droids seem to be of two slightly different types, but both use a standard template  |

The implications are threefold. First, if the heroes wish to raid the production line, they will only really have to deal with (or keep an eye on) the Thaereians, once they are past the perimeter. Second, if the heroes can get to the program controls, they could render further droids useless, or possibly even hostile. The fact that there are two different makes of droids means that the heroes will have to change two sets of controls to affect all the new droids produced.

If the heroes do wish to get to the programming console, have them come up with a reasonable plan, and let them run with it. Here are a few sample DC’s to test their abilities:

- Gantries run across the entire length of the production line and could get heroes to the console without being seen. However getting to the gantry requires a *climb* check DC 12/15/18/20 and a *hide* check DC 15/18/20/24 to swing across unnoticed.
- To sneak past the droids at ground level is much

harder, but still possible. *Move silently* DC 18/21/24/27.

- The four Thaereians on duty are not expecting trouble, or at any rate not without warning from their sentries. Getting close to stun guards unconscious is a *move silently* DC 11. If the heroes get close enough to all four Thaereians simultaneously, all the guards will happily fail their stun saves, and crumple to convenient heaps (roll some dice, but ignore your results, sometimes fortune favors the brave).
- Alternatively, the heroes can leave the guards alone, and just *hide* behind the programming console. DC 12/14/16/18.
- Finally, making the changes to the systems being programmed into the droids is DC 15/18/21/24 *computer use* if the heroes simply wish to simply deny the Thaereians useful droids, or DC 20/24/28/32 if the heroes want to make the new droids aggressive to the Thaereians. Either way, it will take an hour before droids start coming off the production line with the heroes' new commands.

If the heroes come up with other plans to affect the production line, and the plan seems good, let the heroes run with it, using the DCs above as a guide. Even the sturdiest heroes should be reluctant to tangle with 200 battle droids, so hopefully they will not (yet) try the direct assault.

## Encounter 6: Subversions

*Key ideas of this encounter: Once the heroes have had a chance to investigate the two droid factions and the Thaereian incursion, they will learn about the update to the Thaereians' plan.*

Note: This encounter will take place wherever the heroes are after they have visited encounters 3-5 (or when the heroes have obviously visited all of the areas they wish to investigate). You may also point them to here if you are running out of time. The text here assumes that the heroes visited the Thaereians last, and witness these events from hiding, but if not, have a droid show these events via holo to the leader of whichever droid faction the heroes are with.

- If the heroes are with the loyalists, they will ask the heroes to prevent this plot
- If they are with the rogue droids, they will challenge the heroes to prevent the plot as a show of good faith

*A Bothan, one of the Thaereian techs, runs up to his commander. "Sir! I've completed the scan of the system discrepancies, and have identified the cause.*

*"Certain iterations of the droid systems seem to have additional defense modules – even the drones seem to have these codes sir, and I think they're part of the standard installation for almost half the droids."*

*The officer nods. "That certainly explains some of the trouble we've been having. If these droids can turn any of their people into conscripts at a moment's notice..."*

*"Beg pardon sir, but I think there's more to it than that. I think these dormant aggression protocols are inserted into half of the droids produced here, not just for ones intended to remain local. Thousands of these droids are all over Cularin. Tens of thousands."*

*The tech pauses and adds slyly. "That potentially includes all the droids the Militia are using, the Cartel, the Brotherhood... and I believe we can activate these protocols remotely."*

*The officer stares at him for a moment. "Are you saying that with a flick of a button we can create an instant fifth column across the entire system?"*

*"Sir, yes sir. It will take a bit more than that of course, we need to rig a transmitter assembly, but ... yes sir."*

*The officer stares for a long time, then nods curtly. "Excellent. Your cleverness will be—noted. Get on it." Then he begins ordering the sentry droids into new alignments.*

The heroes may wish to recruit assistance from one or more of the droid factions. This is perfectly acceptable, and indeed is probably wise. Not only does this make the next encounter much easier, it also goes a long way towards proving the heroes' good faith, and restoring the rift in the droid factions.

Roleplay these requests out. Neither faction will necessarily simply volunteer assistance, however if the heroes make a convincing case, both factions are willing to co-operate.

- If the heroes contact the loyalists, they can provide a small cadre of second degree droids, who can access X2-4's systems in the area around the Thaereian invasion. See below for suggestions on how this helps.
- If the heroes contact the rogues, they will supply a squad of class four droids, combat droids, to assist against the Thaereians (but only on the express understanding that the Thaereians are to be removed from the moon completely). This will make the combat in Encounter 7 much easier.

Once the heroes are ready to swing into action, proceed to encounter 7.

## Encounter 7: Transmissions

*Key ideas of this encounter: The Thaereians begin work on a transmitter to send the activation code for the aggression protocol to the entire system. The heroes must prevent this.*

With the Thaereians discovery of the aggression protocols, time has suddenly become of the essence. The heroes have only so long before the Thaereian transmitter is ready, and if it is completed and used, it will be disastrous across the entire system. Note that if the heroes wish to communicate with Xirossk they can, but Militia support will not be able to arrive in time to prevent the Thaereians using their transmitter.

This encounter can be quite busy, so make sure you are happy with everything going on in it, before starting. Refer to Player Handout 1: Thaereian Installation for an overview of the area.

***The Thaereians are building their transmitter close to the outer wall, two techs working with precise attention to every component. The rest of the Thaereian force all appear to be awake and on guard, scanning the darkened corners of the chamber suspiciously.***

***The Thaereians are not alone however, and they have redeployed their battle droids in a defensive perimeter. Four squads of shining battle droids, a full two hundred all told.***

This encounter is not intended to be a knock down fight between the heroes of Cularin and 200 battle droids. There are sufficient numbers here that even high tier groups could get overwhelmed – and a low tier group would not survive long at all. Even if the heroes were successful, a straight fight against any 200 opponents would get boring eventually, and we don't want that.

Fortunately, the Thaereians' defenses seem to be designed around a direct large-scale assault. A smaller group might be able to penetrate the outer defenses and reach the transmitter itself. If that can be destroyed and the Thaereian technicians captured, the disaster can still be prevented.

### First line of defense

The Thaereians have rigged up automatic defense weaponry all around the military line, and the weapons will track and fire on anyone who approaches the area.

Fortunately, these weapons are tied in to the Uffel systems and can be deactivated remotely. If the heroes recruited the help of the loyalist droids, they will deactivate the guns as the heroes get close. Otherwise, have one of the heroes make a *computer use* DC 14/18/22/26 check.

If the guns are not deactivated, each will fire at one hero within 15m once a round. Treat the guns as blaster rifles with an attack bonus of +2/+5/+8/+10 (depending on tier).

### Second line of defense

The Thaereians have arranged their battle droids into four sections, to cover the construction of the transmitter. This is a change to the organization described in Encounter Five, and the droids are generally more alert. They will attack anyone on sight.

Individually, the droids are weak, but the problem is one of numbers – each section contains fifty droids. Each section can at the very least provide an effective wall of bodies between heroes and the transmitter, and to low tier groups, they will be deadly. Even high tier groups should not attack the full 200 droids head on, the numbers will work against them (remember a roll of a natural 20 is always a hit).

There are several things in the heroes' favor though.

First, the Thaereians have assumed that an assault would come from the droids of Uffel, and most of the Thaereian droids are armed with ion guns. This means that most of the droids' weapons are only effective as clubs. About one in five of the droids are armed with blaster carbines though, so the heroes still need to be careful.

Secondly, the Thaereians have not made these droids too bright, and heroes should be able to draw some off with a diversion, or distract them, or perhaps even arrange for them to receive false new orders. If the heroes want to pursue such a plan, and it seems workable, choose an appropriate skill to the plan (bluff or computer use seem most likely) and give them a DC 15/18/22/26 for the plan to work.

Finally, if the heroes have negotiated with the rogue droids, they may have some droids on their side too. The rogue's droids are enough to hold off one section of Thaereian droids, either keeping them pinned down, or drawing them off to let the heroes sneak in. Alternatively, the rogue droids could simply drive a wedge through a section droids, giving the heroes a relatively clear run to the Thaereians. Let the heroes decide how best to use their allies.

If the heroes do end up approaching the Thaereians under fire, it will take 4 rounds to cover the ground from cover to the transmitter. Roll a couple of attacks against each hero each round for the droids with blaster carbines (see GM Aid #1 for combat statistics). If the heroes are advancing with cover from the rogue droids, make sure you describe the rogue droids taking hits, being knocked off their feet and sparking with blue-white fire. The rogue droids will return the favor.

### The last line of defense

As the heroes get to within 20m of the transmitter, they can see that it is almost complete. The following assumes that the heroes have approached while under fire:

*The air crackles around you and the battle droids implacable assault continues. Ahead, between the droid bodies you can see the Thaereians preparing for your arrival. The officer is shouting at the two technicians, but you can't hear what he is saying over the crackle of weapons fire. The other Thaereians have formed a last defensive perimeter...*

The heroes need to destroy the transmitter and capture the two technicians to prevent the signal being sent. The technicians take no part in the combat and will work to complete the transmitter throughout this combat. They only need 5 rounds to complete it by the time the heroes are this close.

The other Thaereians will do their best to cover the transmitter, taking move actions as necessary to provide cover to the technicians. For combat statistics see GM Aid #1.

The transmitter itself has a Defense 4, DR 10 Wounds 30.

*Finally, something vital inside the transmitter gives, there is a dull thump, followed by a high-pitched squeal. Light coruscates up the transmitter, and the nearby battle droids stagger and fall silent.*

As the transmitter is destroyed it sends out a localized burst which temporarily immobilizes all nearby droids (on both sides). The affect is temporary, but it is enough to convince the remaining Thaereians to surrender.

Head to the Conclusion.

## Conclusion

If the heroes were not able to prevent the Thaereian transmission:

*By the time your Militia pick-up arrives, you have been joined by Uffel's Head of Security, HG-211. He and Xirossk study each other warily as the Trandoshaan asks for your report.*

*"This is bad," Xirossk says at last "we are already receiving reports from across the system of droids going haywire, attacking people, destroying property.*

*Is there nothing that you can do to clear up this mess 211?"*

*The Security chief bows slightly. "We will begin working on the problem immediately. We can fix it, I have no doubt, but it will take time. Weeks, at least."*

*"This is bad," Xirossk says again, then looks at you. "Sorry this didn't work out better, but you did your best, and I'm grateful for that much. Cularin is going to be a more dangerous place for a while, and I'm going to need your help even more. Take a break, but don't go too far!"*

If the heroes were in time to stop the transmission.

*Xirossk looks up from your report. "Good work. Very good work. You've done Cularin a better turn than even I expected. HG-211 and N-4PO have both transmitted thank yous, though I suspect N-4PO's was grudging at best."*

*The Trandoshaan places your report carefully in his desk drawer. "But what have you done for me recently? Don't grimace; I've got a lead on another little job for you, but there's some time on it yet. Go grab a shower, and a meal. We'll talk again soon.*

*"Don't go too far!"*

## Here Ends, "Uffel's Prisoners"

## 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 defeat the Thaereian team and prevent the droid facility from being used against Cularin? 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 locating and beginning the attack on the Thaereians 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.

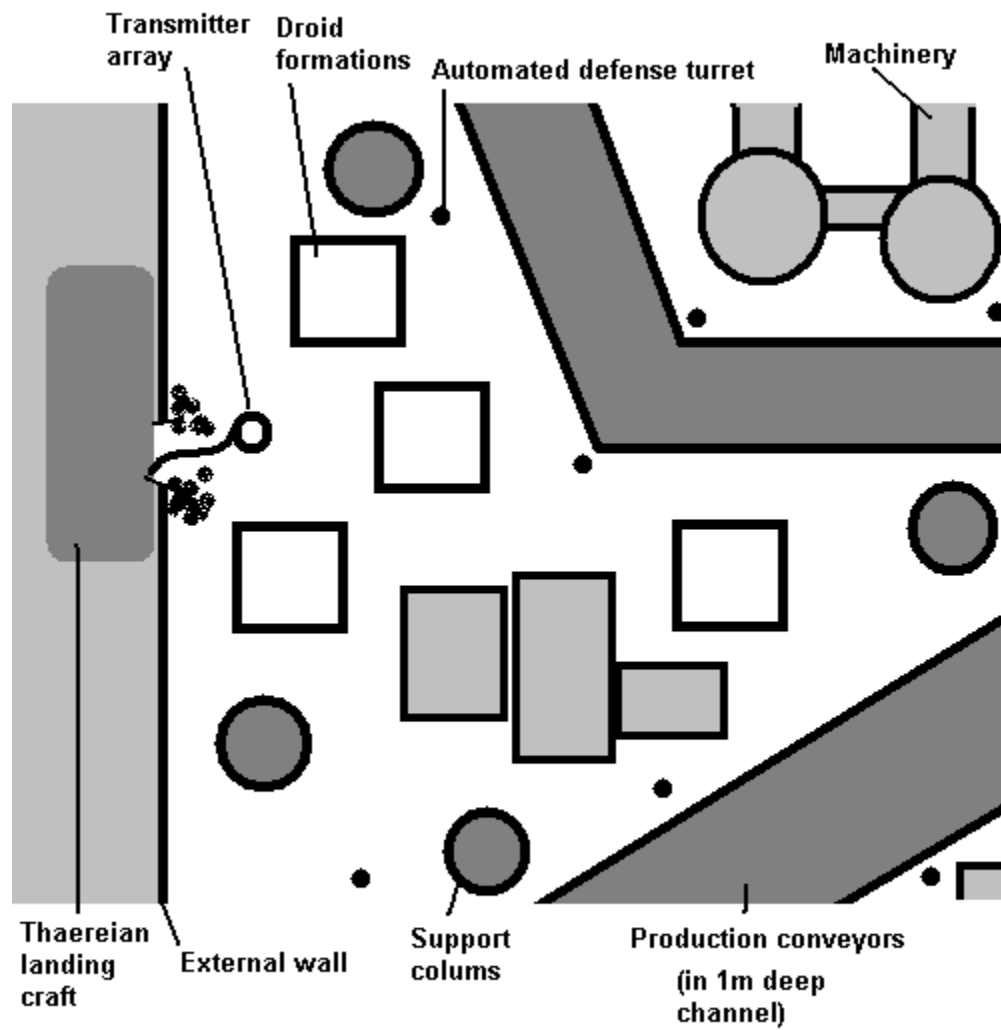
Any material on loan from the militia is expected to be returned.

**Uffel Droid Programming:** (cert) In appreciation for resolving the Theareian “invasion” of Uffel the droids volunteer to fine tune the programming of a hero’s droid. This may be delayed if the hero does not currently own a droid. This cert may be traded but no droid may benefit from more than one Uffel Droid Programming Cert. This cert may be used with the SoroSuub Programming Cert for two +1 skill bonuses OR one skill bonus at +2.

**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: Thaereian Installation



Thaereian incursion on Uffel

## GM Aid #1: Combat Statistics

### Encounter 3: Divisions

These droids are simple labor droids, so this encounter is untiered. There will be one 'rogue' and one 'loyal' droid for each hero in the group.

**Modified ASP Series labor droids** Walking labor droid, Expert 1; Init +0; Defense 10 (+0 class); Spd 6m; VP/WP 0/12; Atk +4 Melee (1d6+4 claw) or +0 ranged (3d6 blaster pistol); SV Fort +3 Ref +0 Will +1; SZ M; Face/Reach 2m by 2m/2m; Rep +0; Str 18, Dex 10, Con 12, Int 6, Wis 8, Cha 10

Equipment: Blaster pistol

Skills: Understand Basic

Feats: Ambidexterity, Great Fortitude, Weapon Group Proficiencies (blaster pistols, simple weapons)

### Encounter 7: Transmissions

The Thaereian battledroids are untiered.

**Thaereian battle droids (200)** Walking battle droid, Thug 1; Init +0; Defense 11 (+0 class +1 Dex); Spd 10m; VP/WP 0/8; Atk +1 Melee (1d4+1 hand) or +2 ranged (3d8 blaster carbine) or +2 ranged (3d6 ion gun pistol); SV Fort +1 Ref +0 Will -1; SZ M; Face/Reach 2m by 2m/2m; Rep +0; Str 10, Dex 12, Con 8, Int 6, Wis 8, Cha 6

Equipment: Blaster carbine or ion gun pistol, vocabulator

Skills: Speak Basic

Feats: Ambidexterity, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons)

#### Tier 1 (levels 1-3)

There are eight Thaereians in total. The two technicians will stay in half cover throughout the combat, hiding behind the transmitter and their comrades. Once the heroes get within 5m of the Thaereians, the battledroids will cease fire, for fear of hitting the transmitter.

**Thaereian Technicians (2) Human Tech Specialist 1;** IM +0; Def 12 (+2 class); Spd 10 m; VP/WP 6/10; Atk +0 melee (1d6, baton) or +0 ranged (3d6, blaster pistol); SV Fort +0, Ref +1, Will +1; FP 0; DSP 0; Rep +0; Str 10, Dex 11, Con 10, Int 13, Wis 10, Cha 9

Equipment: Blaster pistol

Skills: Computer Use +8, Demolitions +5, Disable Device +5, Repair +5, Treat Injury +4

Feats: Skill Emphasis (Computer Use), Weapons (simple, blaster pistols)

**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 Officer (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)

### Tier 2 (levels 4-6)

There are eight Thaereians in total. The two technicians will stay in half cover throughout the combat, hiding behind the transmitter and their comrades. If there are sufficient Thaereian battle droids in the area, the droids with blaster rifles will continue to shoot at the heroes, once per hero each round.

**Thaereian Technicians (2) Human Tech Specialist 1;** IM +0; Def 12 (+2 class); Spd 10 m; VP/WP 6/10; Atk +0 melee (1d6, baton) or +0 ranged (3d6, blaster pistol); SV Fort +0, Ref +1, Will +1; FP 0; DSP 0; Rep +0; Str 10, Dex 11, Con 10, Int 13, Wis 10, Cha 9

Equipment: Blaster pistol

Skills: Computer Use +8, Craft (electronic devices) +5, Demolitions +5, Disable Device +5, Repair +5

Feats: Skill Emphasis (Computer Use), Weapons (simple, blaster pistols)

**Thaereian Soldiers (5) 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)

**Thaereian Officer 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

### Tier 3 (levels 7-9)

There are ten Thaereians in total. The two technicians will stay in half cover (defense +5) throughout the combat, hiding behind the transmitter and their comrades. If there are sufficient Thaereian battle droids in the area, the droids with blaster rifles will continue to shoot at the heroes, once per hero each round.

**Thaereian Technicians (2) Human Tech Specialist 1;** IM +0; Def 12 (+2 class); Spd 10 m; VP/WP 6/10; Atk +0 melee (1d6, baton) or +0 ranged (3d6, blaster pistol); SV Fort +0, Ref +1, Will +1; FP 0; DSP 0; Rep +0; Str 10, Dex 11, Con 10, Int 13, Wis 10, Cha 9

Equipment: Blaster pistol

Skills: Computer Use +8, Craft (electronic devices) +5, Demolitions +5, Disable Device +5, Repair +5

Feats: Skill Emphasis (Computer Use), Weapons (simple, blaster pistols)

**Thaereian Soldiers (7) 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

**Thaereian Officer 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 12, Con 12, Int 8, Wis 10, Cha 10

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, Heroic surge

### Tier 4 (levels 10-12)

There are ten Thaereians in total. The two technicians will stay in half cover (defense +5) throughout the combat, hiding behind the transmitter and their comrades. If there are sufficient Thaereian battle droids in the area, the droids with blaster rifles will continue to shoot at the heroes, once per hero each round. If possible the droids will use combined fire (see RCRB p161) to get up to an additional +5 on their attacks.

**Thaereian Technicians (2) Human Tech Specialist 1;** IM +0; Def 12 (+2 class); Spd 10 m; VP/WP 6/10; Atk +0 melee (1d6, baton) or +0 ranged (3d6, blaster pistol); SV Fort +0, Ref +1, Will +1; FP 0; DSP 0; Rep +0; Str 10, Dex 11, Con 10, Int 13, Wis 10, Cha 9

Equipment: Blaster pistol

Skills: Computer Use +8, Craft (electronic devices) +5, Demolitions +5, Disable Device +5, Repair +5

Feats: Skill Emphasis (Computer Use), Weapons (simple, blaster pistols)

**Thaereian Soldiers (8) 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 12, Con 12, Int 8, Wis 10, Cha 10

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, Heroic surge

## Critical Event Summary

### Uffel's Prisoners

1. Did the transmission go through?

- ☐ Yes  
☐ No

2. Were any of the heroes droids subverted? If so, list player name, character name, and RPGA # below.

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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 them to:  
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