

Storm's Depths

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

by Rob Edwards

The annihilation of Varna Biqua has left no doubt that there are capital ships hidden in the clouds of Genarius. The question is, where? The abandoned city of Nub Saar, shrouded in continuous ion storms for the last ten months, seems to hold the answer. While there are two Thaereian capital ships docked there, the crews are missing. It is up to the heroes of Cularin to discover what happened – and, if possible, to retrieve the ships for the coming war.

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Storm's Depths 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 low- to upper-level Living Force characters, and therefore characters levels 1 through 12 are appropriate. If a player brings a higher-level character to your table, explain that he or she must use a lower-level hero to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

GM Overview

Rumors of the Thaereian activities in the clouds of Genarius have persisted for years. Travelers have reported seeing vast shadows in the swirling, obscuring atmosphere of the gas giant. Shadows that many believed were evidence that the Thaereian Navy had stationed capital ships in the heart of the Cularin system.

These rumors were proved horribly true with the destruction of the cloud city of Varna Biqua, and Cularin mounted patrols to determine how many more ships the Thaereians had tucked away in the heart of the Cularin system.

What few people in Cularin knew was that the Thaereians had more on their minds than first-strike capability when they set up in Genarius. In the city of Nub Saar the Thaereians had begun production of a drug which, properly refined, gave the user some protection against the mind powers of the Force. Harvesting a life-form native to Genarius, the Thaereians went into mass-production, and over the last year have amassed quite a stockpile.

Unfortunately for the Thaereians, they had not fully appreciated the creatures’ part in the ecosystem. In the natural order of things, the older, heavier cochlera would fall into the deeper clouds, and be scavenged by creatures that dwell below. The Thaereians, in their ignorance, extracted what they needed from the cloud-grazers, and then dumped the rest. The net result was a trail from Nub Saar into the depths of the Genarius. Eventually, the predators came to call.

The Thaereians evacuated Nub Saar under a threat they didn’t understand. Most of their ships got away but two ships, the *Nimbus* and the *Aurora*, had to be abandoned, as the attacking predators seemed particularly interested in these craft.

Meanwhile, more pressing issues concerned the people of Thaere. Recent activities on Cularin had loosened the Thaereian grip on the system, and the military party of Thaere saw a lucrative situation beginning to disappear. To reclaim their rightful role as protectors of Cularin would require a concerted effort by the people of Thaere, and soon, or Cularin might go completely rogue. The only way this could be achieved would be if the military was given priority over all other aspect of Thaereian life, and the only way that would happen would be if the military were running things.

With heavy hearts, and a view to future history, the Admirals and Generals of Thaere mounted a coup. The action was over quickly, and the military could once again begin to look towards the criminals, vagabonds and rogue Jedi of the Cularin system...

Encounter 1: This just in...

The heroes of Cularin have been included in a briefing of some of the most important people in the Cularin system. They are briefed on the change of government in Thaere and the real possibility that Thaere may recommence hostilities.

After the briefing, Major Xirossk invites the heroes to help him again, this time recovering some Thaereian capital ships.

Encounter 2: Scene of the crime

The heroes fly to Nub Saar to find the Thaereian base is empty. Two capital ships remain docked at the city, but the lights are off and it seems nobody is home. Outside the city is another matter, as the area seems swarming with huge amorphous gas clouds that seem to move of their own volition.

Encounter 3: Echoes

The heroes travel through the deserted city of Nub Saar and see evidence of the Thaereian operations here. Most of the computers have been destroyed by exposure to some energy field, but enough physical evidence remains to suggest that this was a major chemical plant for the Thaereians. The heroes encounter clouds of a strange gas – the remains of dozens of cochlera.

Encounter 4: Noise

Approaching the docked capital ships, the heroes encounter a pride of the gas-predators, flitting around the entrance to the *Nimbus*. Depending the heroes' actions to date, they may end up fighting the predators, or simply passing a tense few moments amongst the creatures, moving through

essentially unharmed.

Encounter 5: Defects

Investigating the two ships, the heroes find both of them salvageable, although fixing the *Aurora* will take more time and manpower than the heroes have to complete. The systems on the *Nimbus* are more or less intact. While many critical systems have been damaged, most of them can be jury-rigged, and while the ship is hardly battle-ready, it could theoretically be run.

Encounter 6: Defections

As systems click back into life on the *Nimbus*, the heroes may be in for a surprise – life sensors indicate that there are almost a hundred people barricaded into the hold. If the heroes decide to talk to the Thaereians, they will find a dozen of them willing to co-operate. These Thaereians will be able to give some detail about what happened on Nub Saar, and can help run and repair the ship if the heroes trust them

Encounter 7: Look what we've got...

The heroes can limp back to the Militia on the *Nimbus* with the *Aurora* in tow, but as plans for this begin, they receive a distress call from the edges of Cularin. A convoy of merchant vessels and their Militia convoy are under attack by Thaereian forces.

The arrival of a capital ship could swing things very quickly, if the heroes want to get involved.

Important Note to Judges: Much of this module is set on the floating city of Nub Saar, and two capital ships docked there. While we have not provided maps detailing either, it is because these are *big* places, with all sorts of nooks and crannies to hide things away in. It should be made clear to the heroes that searching every inch of these places would take months, so don't try and detail every bulkhead and rivet.

Once the heroes go aboard the *Nimbus*, encounters 5-7 can easily blur into each other. For example, if the heroes activate internal sensors first, they will find the crew in encounter 6 quickly. If the heroes seem disinclined to fix the ships or deal with the crew, trigger the distress call in encounter 7 to provide some immediate motivation.

Clarification regarding tiering notation: when you see something like "DC 15/18/24/28", use the lowest DC for the lowest tier, the middle for mid-tier and so on. In this scenario, tiers are for character levels: 1-3, 4-6, 7-9 and 10-12.

Opening Crawl

As the conflict with Thaere begins to escalate, Cularin hangs in the balance. The Militia and a few brave heroes have bought some breathing room, but this cannot last. Every hard-won victory leads to another encounter and Cularin's arsenal pales before the strength of Thaere's military. The leaders of Cularin's defense must face the daunting possibility that unless more ships can be found, the coming war will be over before it begins...

Encounter 1: This just in...

Key ideas of this encounter: The heroes learn more about the changing situation on Thaere, and get a clearer picture of the politics behind the scenes. Then, shortly before they doze off, the Militia recruits them for another little job.

The heroes are all aboard the Militia flagship *Cularin 1*, now in orbit around the planet Cularin. They have been invited along to attend a briefing to be given by Osten del'Nay, Commander of the Militia, detailing the latest developments in the hostilities with Thaere.

This encounter is a bit wordy, so take a deep breath and:

Five military speeders swoop across the rooftops of the city, in a tight V formation, pillars of smoke curl through the sky behind them. The streets are deserted, doors closed, shops shut up tight, and as the speeders swoop out of view, an AAT moves past the camera.

Osten del'Nay clicks off the holo-projector. "These pictures are a week old," he says "smuggled off Thaere by a Bothan sympathizer. They certainly seem to confirm the reports we've been getting these last few weeks of a military coup in the Thaereian system."

A murmur of surprise runs through the assembled crowd, dozens of the best and brightest that Cularin has to offer.

"This has actually been good news in the short-term. With Thaereian attention turned

inwards we've had a respite, border patrols have been lighter, our transports have reported less harassment, and we've had a chance to regroup and repair. It won't last.

"The faces may have changed, but the rhetoric hasn't. The Thaereian military governor has already made a speech about the need for continued vigilance with regard to the 'criminals, vagabonds and rogue Jedi of the Cularin system'.

"My analysts tell me, and I agree, that we're about to come under even stronger pressure from Thaere. They will use the supposed threat we represent to get their public behind the new regime."

A female Rodian raises her hand to ask, "Commander del'Nay, how long can we expect this respite to last?"

"I wish I could be sure on that point, Renna. I'm no Jedi, and even Master Lanius," Osten nods at the Jedi master "can't tell me the shape of that future.

"There is a storm coming, but I don't yet know how big or how violent, but conflict is inevitable. We must use this calm to prepare while we have it."

Osten will pause briefly to take any other questions. If the heroes want to ask something, let them. Osten will answer politely, but not enter into a debate. Keep answers short and snappy, and don't have him commit to any overt military action, Cularin isn't the aggressor here. When the heroes have asked anything they want:

"That concludes this briefing. Thank you all for attending and," he smiles towards the Jedi contingent again "may the Force be with us all."

With that, Osten nods and leaves the podium. After a moment's pause, the seated dignitaries stand and begin to disperse.

If any heroes have not traveled together before, now would be a good time for introductions. If there are any Cularin dignitaries they wish to speak to, now would be a good opportunity for that, too. There are representatives here from all of the major factions in the system, traders, politicians, and several Jedi are all here. That said, there are no *official* representatives from Nirama's organization, or the Cartel, or the Brotherhood.

Role play out a few conversations if the heroes want to. The movers and shakers of Cularin are generally worried about Thaere, but

are steadfast in their dedication to protecting Cularin. Oh, and incidentally, none of them currently have jobs to offer any heroes.

When it's time to leave:

Leaning conspicuously against the wall by the door is a Trandoshan in the uniform of a Major of the Militia. Xirossk grins, and beckons with a taloned finger. "You. You. And you, hiding at the back, I see you too. Come with me. I've a bit of a present for you."

Anybody who has been on one of Xirossk's missions before may begin worrying about news of a present from the Major. That's only natural, and in this case warranted. Assuming they follow, Xirossk leads them to a much smaller briefing room, sits them down and gets everyone drinks.

The following assumes that the heroes have played *Inside-out* I and II, if not, you'll need to paraphrase.

"You've done me some good work in recent weeks, and I'm grateful. I've not been able to pay you at all, but I'd like the chance to correct that. See, I've got another little job for you, and this time it's sponsored."

Xirossk waits for a reaction. If it's favorable he continues.

Xirossk flicks on a holo-projector, and an image of Genarius appears above the table. As he speaks, the view changes, and you see shapes – ships, in all likelihood -- moving through the gas giant's thick atmosphere.

"We've known that the Thaereian's maintained a base in Genarius for some time, and the recent -- events -- have put that beyond question.

"What you're seeing here is, we believe, a number of Thaereian ships leaving Genarius shortly after the coup on Thaere. We assume they are leaving to reinforce the home world, but we could be wrong."

The view changes again to show one of Genarius' cloud cities. Two vast capital ships are docked there, but as far as you can make out in the swirling clouds, both the city and the ships appear lifeless.

"And this is where they left from. Nub Saar. These pictures are from a probe droid we sent through the area to see what the Thaereians had left behind. The probe traveled through the area completely unmolested, and

we have some pretty good images of these two capital ships, the Nimbus and the Aurora, apparently just sitting there deserted, as happy as you like. Certainly no apparent damage on the outside. That means they must have erected at least a temporary radiation shield -- and then left.

"We want to know why. And we want those ships, if possible. And I think you're the people to set it up."

Hopefully the heroes have questions. Xirossk will answer them.

Sponsorship? ***Several concerned parties in system are keen to keep these ships from harassing us and have offered a reward to that end. 18,000 Credits, between you, split it as you like. I should be clear I'm not the one offering this; I'm just the messenger, so no use trying to tap me for more.***

What do we need to do? ***Just go to Nub Saar, have a look at those ships, determine if they're salvageable and report back. If you're feeling energetic you can start on necessary repairs while you're there, but we're not expecting you to get them fully operational.***

Is it dangerous? ***Possibly. The Thaereians may have left behind booby-traps or security systems, but compared to some of your escapades, this should be easy money. My gift to you. (Xirossk shows his teeth again.)***

Isn't Nub Saar a radiation-blasted, desolate wasteland? ***Yes it is, or was. There have been instances, in the past, where groups have set up temporary bases. Usually in what use to be basements and other partially shielded sublevels. I'm betting that the Thaereians had something a little more secure. The probe scanned a tower that looked something like one of Tolea Biqua's rad-absorbing power shield components. (GM note: Tolea Biqua's protective system utilizes shields that actually absorb the energy of the Genarius radiation storm winds as a power and ion plasma source. See the LF Campaign guide, p. 22 and pp. 54-55, regarding Nub Saar, and p. 23, regarding Tolea Biqua's strategy.)***

About that radiation...? ***You'll be provided with radiation resistant EVA suits.***

What if there are still Thaereians there? ***I'm not***

expecting miracles ... this time. If the resistance is too heavy, pull out. But if there were more than a handful, they would have to be fairly well hidden. Life signs are notoriously hard to spot through the radiation shielding the cloud cities use, but we're reasonably sure the place is deserted.

What equipment can you give us? **We can loan you ships if you need them. A transport and a couple of fighters should do the trick. Again, if it turns out those capital ships are still active; I don't want you getting into a fight with them.**

How about personnel? **We will detach one of the fleet engineers to your group if you feel you need him, but if your team can't handle whatever was left at Nub Saar, we'll mount a proper assault once you've let us know what to expect.**

Stats for the available ships and the Militia's engineer can be found in GM Aid #1. The heroes need not accept either if they have transport of their own or a good array of technical skills.

Once the heroes have run out of questions, and assuming they agree to the mission, Xirossk thanks them and wishes them good luck. Time is short, but not yet pressing, so the heroes have a chance to go shopping or collect what they need from the surface before heading off to Encounter 2.

Encounter 2: Scene of the crime

Key ideas of this encounter: The heroes arrive at Nub Saar and get a view of the current situation. They can learn some important facts about the events leading up to the Thaereian evacuation, but this may not be immediately apparent.

Make sure you know who is on which ship (if the heroes have taken more than one), then carry on with the approach to Nub Saar.

The clouds ahead part, and for a moment you get an almost unrestricted view of Nub Saar. All the lights are off in both the city and the two capital ships, still docked there.

There is something a little odd about the

view though – the areas around the two ships appear ... fuzzy to the naked eye, and almost seem to glow.

Have any hero by a window make a *spot* check, and give the following information depending on the DC made.

DC	What's found
5/8/12/15	Yep. Big floating city ... check. Two capital ships ... check.
10/12/16/20	All of the hangars and docking ports on the ships are closed down tight, but one hangar on the city appears to be open.
15/18/22/25	There are a number of distinct shapes in the clouds around the city – swirling eddies that glow slightly. There are dozens of them, and most seem concentrated around the <i>Nimbus</i> and the <i>Aurora</i> .
18/22/25/30	Those shapes ... they don't move right. Unless the winds are doing some pretty strange things around here, some of them are moving against the current.
25/30/35/40	There are more of the shapes, indistinct in the clouds away from the city, but they seem to describe a lazy spiral down into the atmospheric soup below the city.

Anybody wishing to use their ship's sensors for more information can do so. Have them make *computer use* checks and consult the table below. Two people on the same ship can co-operate, and they may take 10 if they wish.

DC	What's found
15/18/22/25	The city and both ships seem to have power. They're running on the barest trickle, enough to maintain life-support at least, but there seems to be no real <i>activity</i> going on.
20/24/28/32	There are a number of signatures swirling around the <i>Nimbus</i> and <i>Aurora</i> that may be life signs. The computer refuses to be drawn on whether they are or not, but the readings are similar (but not identical) to those associated with the cochlera. These gas-grazing creatures are native to Genarius, though rare.

24/28/32/35	There is an unnatural concentration of certain chemicals drifting out of the exhaust ports on the portion of the city nearest the ships. The composition is unusual, some byproduct of whatever the Thaereians were doing here, presumably, but there's no way of knowing what process produced this waste product
28/32/35/40	Here and there around the outside of the city are smaller clouds that might be dead cochlera. Chemical composition is a close match to that recorded by earlier research, but electrical readings are down which suggests a lack of something. Added to the lack of motion ... it seems likely they are dead.
30/35/40/45	It could be a sensor ghost, because you can't duplicate the reading, but for a fleeting moment, it looked like there were humanoid life-signs on the <i>Nimbus</i> . The reading was there and gone so quickly you didn't get a chance to determine a number, but certainly more than the "handful" Xirossk was talking about.

Determine how the heroes wish to proceed; either directly docking with the *Nimbus* or *Aurora* or landing at the city's hangar bay.

Docking at *Nimbus* or *Aurora*

Docking directly with the *Nimbus* or *Aurora* is possible if all the heroes are in one transport, but with the hangars closed, this option is not really available to fighter pilots.

The other problem is that it is almost impossible to approach the capital ships without brushing through the life-forms there, potentially hurting or killing them. If the heroes are aware that the life forms are present then make sure they realize this danger exists. A *pilot* check DC 40 can make it through without harming the creatures, but anything less will kill at least one of the predators.

If the heroes take this route, they can move directly to Encounter 4, and the predators will immediately attack people on board whichever ship they choose.

Landing at Hangar Bay

Far less ethically fraught is docking at the hangar bay on Nub Saar that was left open in the frantic evacuation. This is a straightforward

maneuver, though it does mean the heroes have a longer walk to get to the capital ships.

Once docked in the hangar, they will need to close the outer hatch. This can be done by one person getting on a vacc suit and heading over to the controls, or a *move object* DC 5 from the cockpit, if anybody thinks to ask.

Once the hatch is sealed, the automatic pumps will take over and breathable atmosphere will be generated in the hangar in short order. Also, the sensors on the heroes' ship(s) will detect a radiation shield activating around the near portion of the city.

The heroes can now explore the near environs of Nub Saar while making their way to the capital ships. Or as we like to call it "proceed to Encounter 3".

Encounter 3: Echoes

Key idea of this encounter: The heroes cross the city to the capital ships. On their way they have the opportunity to explore the Thaereian chemical plant. The heroes see several dead cochlera and may interact with a predator.

GM Note: Atmospheric description of Nub Saar: As mentioned on page 54-55 LFCG structures at, or extending above, the surface of Nub Saar are metallic skeletons of what they use to be. Nub Saar is a City of the Dead. It is gloomy, desolate, depressing and uninhabitable. The Thaereians found the sublevels of an industrial complex whose street level living quarters had been destroyed, but which was otherwise relatively intact. After six months, their corps of engineers refitted this gas processing plant for their purposes. In the following encounter, try to give a tomb like, ghostly atmosphere as the heroes explore.

Nub Saar is dead. The streets are choked with solidified, organic sludge and metal refuse. The houses and shops above street level have been shattered and destroyed, though their foundations and sublevels are relatively intact. These too, are mostly full of the tumbled down wreckage of the first Cloud City of Genarius.

Everything of value seems to have gone too, unless it was too bulky to transport, or bolted down. But last group to get away before the final storm hit left in a hurry. That much is obvious. A trail of discarded odds

and ends lead back to the hangars, doors stand ajar, speeders stand abandoned by the docks, parked willy-nilly.

About three blocks from the hangars, on the way to the capital ships, is some sort of industrial plant. It is lying idle now, but its sheer size must mean it was an important part of the operation here.

There are several things that heroes may do at this point; here are some of them (though players being players, the list is hardly exhaustive).

Checking the discarded detritus for clues

If the heroes want to try and learn more about what happened here, they may just search the area for clues. Have them generate *search* checks, and consult the table below. Heroes may co-operate and take 20 if they wish.

DC	What's found
15/18/22/25	A rather forlorn looking stuffed toy in the shape of a Wookiee. It is miraculously only a bit disheveled.
20/24/28/32	The scattered remains of somebody's vid library. The storage crystals have been subjected to a powerful energy field, maybe one of Genarius' ion storms, and the contents are lost.
24/28/32/35	A short way around the corner from the hangar is a vast cloud of gas, tens of meters wide. It hangs motionless, visibly orange in this light, and a slightly unpleasant smell rolls off it. GM note: this is a dead cochlera. After they die, they lose their jellyfishlike appearance. Make a note of anybody who interacts with this cloud, particularly anybody who touches it, or tries to collect a sample.
28/32/35/40	The dead body of Bothan, dressed in the uniform of a Thaereian lieutenant. He's been dead for some time (<i>Treat injury</i> DC 20 will determine he has been dead over a week, and died of electrical burns).

Looting

Not only is this hardly heroic, it also something of a waste of time. Most really valuable items were taken away in the evacuation; all of the remaining

electronic devices are slag just like the ones found above.

Any scavengers can find an almost endless supply of worthless trinkets and shiny things, which might satisfy any Jawas in the group, but are otherwise pointless.

Investigating the chemical plant

The chemical plant is more or less on the way to the capital ships, so heroes may wish to make a diversion there. The place is vast and complicated, and would take a month or more to search every inch of it, but a cursory check will reveal some important information.

If the heroes spend less than an hour looking around the plant, all they are likely to find is ruined equipment and a few dozen dead bodies. Airlocks, blastdoors in corridors, and other gross, mechanical devices are still working, but any delicate electronic equipment is inoperative.

A *computer use* DC 10/13/16/20 will quickly determine that almost all of the electrical equipment in the plant has been shorted out. All of the computer systems are beyond retrieval.

A *repair* check DC 15/18/22/26 will note that the damage here in the plant is significantly worse than anywhere else on the city, particularly around the various storage silos.

A *Knowledge* or *Profession* check relating to chemistry, chemical engineering, life sciences or technology will give some information about the layout of the plant. On DC 15/18/22/26 let the hero know that the plant is set up around an array of fractionating columns, where complex gasses can be divided into component parts. Given the organization of the plant it seems the process here was extraordinarily wasteful, with vast quantities of the source substance required for the process for a relatively low yield. A quick calculation suggests that 99.7% of the mass of the source material is just ejected through the exhausts, while the rest appears to be passed forward to a distinctly medical-looking lab.

If either the *repair* or *knowledge/profession* checks were successful, have that hero make a *spot* check DC 12/15/18/22 to realize that two of the silos have been removed and carried away somewhere. This would have been a very difficult undertaking.

While there is no way for the heroes to know this, the two silos contained captured living cochlera, and the Thaereiens wanted to keep some of this valuable resource, even while abandoning the plant. One was to be transported

to the *Aurora*, and the other to the *Nimbus*. Despite attacks by the predators, both silos were successfully moved, but in the process, attracted all the predators to these two ships. The crew of the *Aurora* died quickly under the onslaught, while the surviving crew of the *Nimbus* locked themselves in their own hold.

As the heroes move around the plant they will encounter several dead cochlera, appearing as orange clouds, about 30 meters in diameter, hanging motionless in the air. There is a faintly unpleasant smell associated with these phenomena. Again, make a note of which heroes interact with these clouds, particularly any who come into physical contact with one.

Should anybody inquire, there are a number of functional decontamination chambers in the plant.

Heading for the capital ships

Eventually the heroes should head towards the docked capital ships. The *Aurora* is closest to the chemical plant, while the *Nimbus* is a little closer if the heroes bypassed the plant. Determine which ship the heroes are heading for. The scene outside the docking clamp is the same in either case, but the results of going inside are quite different.

Both ships are surrounded by a swarm of maddened predators, drawn there by the presence of the two cochlera locked in silos aboard the ships.

Go to encounter 4.

Encounter 4: Noise

Key ideas of this encounter: The heroes must deal with the predators swarming around the capital ships. If the heroes are "clean" (either have not physically interacted with dead cochlera, or have been decontaminated) the predators will ignore the heroes, otherwise the creatures will attack.

You approach the docking ramp and find the corridor blocked ahead by a swirling writhing mass of gas, which glows faintly. As you watch, the gas reacts to your presence, and begins to move, the edge closest to you slowly bulging outwards in several places. The bulges become writhing, glowing streamers, almost like tentacles, and they begin to reach towards you.

It should be noted that the predators are in constant pain due to the low pressure they are experiencing this high in Genarius' atmosphere. This makes them far more aggressive and dangerous than normal, and will attack anything bearing even a trace of their natural prey.

If the heroes are "clean"

If all the characters are "clean", and don't begin firing weapons at the creatures, read:

The tentacles of gas twist and turn around you, and where they brush against you, you feel a tingle, this gas is highly charged. The tentacles duck and weave between you, never lingering by one of you for very long. They actually seem reluctant to touch you.

Then, without warning, the tentacles dissipate in a puff.

If "clean" heroes approach the docking port, the predators will drift aside, uninterested, allowing the heroes access to the vessel beyond, and Encounter 5.

If the heroes are not "clean"

Anybody who has physically touched the dead cochlera in Encounter 3 and has not been through decontamination will be marked with traces of the creatures and will trigger a feeding frenzy amongst the predators. Read:

The tentacles of gas twist and turn around you, and where they brush against you, you feel a tingle, this gas is highly charged. The tentacles duck and weave between you, seeming to pay particular attention to (tainted characters). They curl around you, almost but not quite entwining you.

Then, without warning, the gas cloud in front of the hatchway splits into a half dozen separate clouds, all of which surge forwards towards you.

There are several ways to stop the threat of the predators, but shooting is not one of them. The creatures are highly resistant to energy, and blaster fire will do minimal damage. Being gaseous creatures held together by a charged envelope, any physical weapons (vibroblades, slugthrowers et al) will pass through the creatures harmlessly.

In addition, the creatures are completely immune to the mental influence of the Force. The creatures do exist in the Force, can be detected by

it. Physical Force powers can affect the predators, but any attempt at mental contact or influence just skates off their minds.

For full details on these creatures, see GM Aid #2.

To defeat these creatures, the heroes will probably need to think their way around the problem. If they decide to retreat and plan (probably a sensible option), run this as a chase through the deserted halls of Nub Saar. Keep the predators snapping at the heels of the heroes but don't mount an all out assault until the heroes have had a chance to think through their problem.

You'll need to improvise this sequence a bit to reflect the heroes' plan, but here are a few ideas that would work.

- The creatures are fairly heavy gas; any airtight seal will keep them at bay. Luring the creatures into a corridor section with blast doors at either end would allow the heroes to trap the creatures. The only site with functional blast doors, of which the heroes would know, is the chemical plant.
- The predators are only interested in the heroes who are tainted. If the heroes work this out, they can make their way back to the chemical plant and decontaminate themselves. The predators will have to be stalled during this process, however.
- The creatures are highly electrically charged and while blasters do minimal damage, a significant electrical field could tear a predator apart. If the heroes want to pursue this angle, let them find a working power plant on a speeder or similar to cause a massive electrical discharge.
- If the heroes seem out of their depth, you can also have the predators be willing to devour injured or dead members of their own species. Incidentally, the process whereby a predator eats another gaseous being basically consists of vacuuming up the gases for 2d6 rounds. Organic victims, which the predators almost never get, would occupy them for hours.
- Anything the heroes suggest that sounds pseudoscientific enough to look good on the big screen.

Once the heroes have bypassed the predators, they can board their ship of choice. Note that technically they will need to do this twice, once at the *Nimbus*, and again at the *Aurora*, but don't feel

too constrained to repeat it.

Encounter 5: Defects

Key idea of this encounter: The heroes investigate the damage on the Aurora and the Nimbus and come to realize that the Nimbus is in almost working order, while the Aurora is in need of a serious over-haul.

Parts from encounters 5, 6 and 7 may end up playing simultaneously, depending upon in which order the heroes fix things. If the internal sensors on the *Nimbus* get fixed first, the heroes will quickly spot the Thaereians in the hold and will probably want to do something with them. Feel free to have the techs work on the physical problems aboard the *Nimbus*, while the diplomats and hustlers deal with the more -- social issues described in Encounter 6.

Aboard the Aurora

Inside the *Aurora* is a grim sight. After transporting the silo containing the cochlera on board, the crew was slow in closing the hatch. The predators swarmed through the ship, accidentally killing the crew, and disrupting most of the vital systems with their energy fields.

Don't dwell on the scene too much, but sketch out the dozens of bodies and destroyed systems. The *Aurora* is salvageable, but not with the resources the heroes have available to them here.

The predators that made it aboard are now in hold two, swirling around the silo containing the trapped cochlera. The heroes can deal with this however they wish, but probably the easiest is opening the hatches to the outside, and jettisoning the silo. The predators will have no reason to stay aboard and will follow it out.

Aboard the Nimbus

When the Thaereians moved the cochlera aboard the *Nimbus* they were much quicker sealing the hatches behind them, so relatively few predators made it aboard. Those that did mostly chased the crew who fell back into Hold 1. Since this was the supply hold, the crew figured they could hold out until rescue arrived.

Anybody who visited the *Aurora* first will immediately notice that the damage is much less aboard the *Nimbus*. Have all heroes who can make the comparison make a spot check DC 12/15/18/22. Those who make it will immediately

notice the lack of bodies aboard the *Nimbus*.

There is a silo containing a live (though weak) cochlera in Hold 2, but this is sealed tight. The four predators locked aboard the *Nimbus* roam its corridors looking for a way into the hold, and harassing any characters they encounter.

Use one or more of the predators to liven up the repairs, particularly if the heroes were able to avoid combat with the predators outside.

Again, if the heroes flush out Hold 2, the predators will leave, following the scent.

If the heroes wish to begin getting the *Nimbus* running, the first thing they will need is to get the damage reporting computers fixed. This is a *repair* DC 15/18/22/26 check to re-power them, then a *computer use* DC 12/15/18/22 check to interpret the feedback. Once the heroes have this information they can begin deciding what systems to fix and in what order.

Life support, sensors and comms can all be fixed from the bridge, while shields, weapons and drive systems will need to be fixed from engineering. If you have time left, feel free to require the heroes to make sorties into other parts of the ship to get spare parts.

- Life support monitors. Life support has suffered minor failures due mostly to running unattended. A *computer use* DC 10/12/14/16 will restore things to normal running order.
- Internal sensors. Getting the security cameras working will make tracking the predators far easier (and will trigger encounter 6). Another *computer use* DC 15/18/22/25 is all that is required.
- External sensors. The heroes can fix the visual pick-ups easily enough, with a *repair* DC 18/21/24/28 check, but the more esoteric sensors mounted externally have suffered extensive ion damage and will need a proper over-haul in a proper space dock.
- Communications. A simple *computer use* DC 12/15/18/22 will get comms working again. This will include the Thaereian's tracking beacon. If the heroes ask and wish to disable this they can with a *disable device* check DC 22/25/28/32.
- Shields. There have been several ion storms while the *Nimbus* has run unattended, and the shields are all but depleted. A *repair* check DC 15/18/22/25 will get the shields powering up once more.
- Weapons. Each individual gun

emplacement needs work. Have the heroes decide on the order in which they wish to repair them, if at all. Each will take about an hour's dedicated work to fix, and a DC 18/21/24/28. Make sure you trigger the call in Encounter 7 before the heroes have fixed more than two gun emplacements. (This will severely limit the number of guns the heroes can run if they go to the rescue of the convoy in Encounter 7).

- Main drive. Redundancies and surge protectors have done their job, and the *Nimbus*'s main drive simply needs restarting. This is a DC 15/18/22/25 *pilot* check. Remember that unless the pilot has the feat Starship Operations: Capital ship, all pilot checks will be at -4.
- Hyper-drive. This is irreparable with the current resources and time.
- Back-up hyper-drive. This seems unaffected by the chaos that has struck the rest of the ship. If the heroes wish to make a slow, short jump back to Cularin, they can.

As the heroes fix things, be sure to emphasize control panels springing to life across the bridge, with satisfying twinkling tell-tales and read-outs. The more the heroes fix, the more the background noise of the *Nimbus* becomes noticeable.

As soon as the heroes become aware of the crew in Hold 1, begin running events in Encounter 6. You can trigger the distress call (and so start encounter 7) any time after the *Nimbus*' communications relays have been restarted.

Encounter 6: Defections

Key ideas of this encounter: Not every Thaereian agrees with the policies towards Cularin, and many who were sat on the fence before have been decided by the coup back on Thaere. This includes some of the ex-crew of the Nimbus giving the heroes a chance to recruit a skeleton crew of experienced hands

Paraphrase if the heroes stumble across the crew in Hold 1 before seeing them on the security feeds.

Hold 1 appears full. Not just full of equipment and supplies, but full of people, about a

hundred of them, all dressed in the uniforms of the Thaereian navy. They have all seen better days; they look gaunt, hungry and tired.

One of them, a Sullustan in the uniform of an ensign, notices the camera has lit up, and points over, calling to his colleagues.

A Human comes forward and addresses the camera. "We are the crew of the Nimbus, trapped here for a week now. What is the status of those blasted gas balls -- are they contained?"

Until the heroes identify themselves, the crew will assume that this is a rescue by their own people, and will be fairly communicative. Have the heroes who want to keep up the façade make *bluff* checks DC 15/18/22/25 to keep things moving along. The Thaereians will sketch out the order of events that lead them to this situation.

Once the Thaereians learn who their rescuers are, they will generally become far less talkative. Diplomacy checks DC 20/24/28/32 will be required to get them talking once the truth is out, and even then, Thaereians will only answer with short responses.

If the heroes just let the Thaereians out of the hold, they will quickly begin working to retake the ship. This will hopefully be clear to all heroes, and would generally make life difficult. The correct legal situation at the moment would be to turn the prisoners over to the Militia who can then arrange the Thaereian's deportation.

The Thaereians will ask for news of Thaere. They had reports of the coup shortly before Nub Saar's problem began, but have heard nothing more.

If the heroes confirm reports of the coup, and particularly if they mention that Thaere is maintaining its aggressive stance towards Cularin, one of the trapped Thaereians will request a private conversation with the heroes. She is a Human female, Lieutenant Siobhan Stern. *Sense motive* DC 12/15/18/22 will let the heroes know that she has no treachery planned.

If the heroes do grant the request:

"Look, not all of us agree with the military's stance on Cularin. Sure, you're a lucrative little cash bantha – no offence – but we have enough problems at home without buying more trouble than a war would cause.

"This coup is a bad business, and bad for business. I don't want to be a part of it, and some of the lads agree. I can't vouch for everyone, but a dozen ... yeah, a dozen I'd

trust. We can get this ship running again, as long as you're not wanting the ship run for more than a shift change. We can help you get it back to your Militia, if you think they could use us.

"What do you say?"

It's up to the heroes of course. A *sense motive* DC 18/21/25/30 will give some clue, but the only real proof would be in letting the officers out and seeing what happens.

Interestingly, any force users will be unable to use *Telepathy*, *Empathy* or *Affect mind* on her. If asked why, or if asked what the chemical plant in Nub Saar was for, she will take a small transparent pill from her pocket and explain.

"This is what we made here. Processed from the life forms we captured, the cochlera. It makes you immune to Jedi mind-bending. Or so I'm told. It only lasts a short while, but I've never had a reason to try it out before now."

If asked why she had taken the drug before coming to ask to defect, she will smile thinly and reply:

"I'd hope it's obvious. This isn't for you; it's for my crew. This is so they will know that you've not used your mind tricks on me, if I go back and tell them you've agreed to the deal."

The heroes can leave the prisoners in the hold, and let Xirossk sort it out later if they want. This will mean that the Nimbus can't be moved until after the Militia send a full salvage crew, and certainly won't be available for Encounter 7, but it is a valid choice.

An act of piracy?

Some heroes may be concerned that, since the Nimbus has crew aboard, they have no legal right to take the ship. Indeed, that taking the Nimbus could be considered an act of piracy in these circumstances.

If the heroes are concerned about this aspect of the mission and if they contact Xirossk, he will indicate that neither the ships nor the base are here legally. He will authorize the heroes to impound the ship, pending an official investigation.

In other words, if the heroes are scrupulous enough to worry about this, reassure them that they are in the right.

Encounter 7: Look what we've got...

Key ideas of this encounter: The heroes get to briefly play with their new to, incidentally rescuing some innocent traders.

GM note: This encounter is entirely optional. If you are running out of time, or if your group doesn't have many starship-capable heroes, you can go straight to the conclusion.

Note that the hero group, plus the defectors, would make a viable skeleton crew. Obviously, it would be nice if the heroes got to fulfill all of the important shipboard roles for this encounter.

The comm system squawks into life, picking up an emergency transmission. "This is the trader vessel Tarasin Dream of Cularin. We are under attack by a Thaereian Headhunters patrol claiming we are running contraband. Please assist! We are unarmed! Co-ordinates follow."

The message is interrupted by a burst of static. Obviously someone is jamming them and you'll have to be a lot closer to reestablish communications.

The *Tarasin Dream* is a legitimate trading vessel, registered out of Cularin. It is part of a convoy of ships that had been stopped "for inspection" by the Thaereians as they came out of hyperspace at the edge of the Cularin system. A DC 10/13/18/21 on Knowledge: Thaereian Military, Knowledge: Military Tactics, Knowledge: Bureaucracy/similar. Members of the Militia or Spacer's Union or players who have consistently roleplayed their hero as a smuggler (GM discretion) may make the Knowledge roll unskilled as they may have picked up this fact through random briefings.

The convoy co-operated up to the point where the Thaereians attempted to impound legal cargo as contraband, at which point the convoy broke away to try and make it to Almas. At this point the Thaereians attacked.

Hopefully, by the time the heroes hear this message, they are well on their way to having a running capital ship, with potentially a limited skeleton crew of Thaereian defectors.

Note that the defectors will not be willing to fire on other Thaereians just yet. It will be possible to negotiate using the *Nimbus* as a bluff, and they would be willing to pilot it and let the heroes use

the weapons if the other ship fires first.

Remember, if the heroes have not agreed to let the defectors help, they will not have the manpower to run the *Nimbus*, and it may not be used in this encounter.

The ideal scenario is for the heroes to take the *Nimbus* and fly/limp to the rescue. If the heroes decide to leave the *Nimbus* behind and go in their own ship(s), they can, but you will need to paraphrase through the following. Also, the Thaereian commander is less likely to retreat before a couple of fighters and a transport, so the dogfight will go on a few more rounds before the Thaereians back off.

The heroes might even take the capital ship plus any fighters/transport they have available for support. This is also acceptable, and indeed will make the Thaereian commander retreat more quickly.

GM Note: The six Thaereian fighters get only one attack per round each, but space combat is potentially deadly. If the heroes do not have the *Nimbus* available, responding with less than three or four ships will be extremely dangerous unless the hero group includes very good pilot and gunners.

Finally, the heroes may simply ignore the emergency broadcast not wanting to leave the *Nimbus* unattended. This isn't very heroic, but might be a logical precaution. In that case, you can proceed to the conclusion.

Assuming the heroes take at least the *Nimbus* with them to the rescue:

The same voice you heard on the emergency transmission earlier comes across the comm again. "Unidentified vessel, please assist, we are under attack after an illegal search..."

Another voice breaks in to the transmission. "Hardly unknown. Welcome, Nimbus. We don't really need your help with this smuggling scum, but perhaps you want to give them a demonstration of Thaereian strength?" The voice oozes confidence and condescension, secure in the knowledge that the Nimbus is on their side.

Put as much oiliness into the Thaereian's voice as you can. Make the heroes *want* to show him how wrong he is. Its even odds whether the heroes will attempt to wipe the smugness out of that voice by shooting or talking. Either way, a short fight seems almost inevitable, though a storming *bluff* or *intimidate* on the comm. might persuade the

Thaereians to leave immediately, say a DC 25/30/35/40.

This fight could go several ways depending on what ships the heroes have brought to the fight. Make sure you are familiar with the section 'heroes as crew' on pp224-225 of the RCR before attempting to run this.

As well as firing guns and coaxing them to keep going (see below), heroes can take posts as commander and pilot. Unfortunately, the sensors operator would not be able to contribute a bonus in this case, due to the damaged external sensors.

Running the combat

No map is provided for this combat, and you should keep it abstract and cinematic. The combat is about and around the *Nimbus*, and the Thaereian fighters will swoop and whirl around it, in diving attack runs. Make sure the Thaereians get a few good hits in, so the *Nimbus* can shudder, and control panels spark and smoke.

The gunners aboard the *Nimbus* have two main problems – first, the targeting computers rely on sensors that are no longer operational, so the heroes will have to target manually. In game terms, this means they do not receive a fire control bonus for the guns.

Second, the *Nimbus*'s guns turn out to be highly temperamental. The one or two guns that may have been repaired work fine. At the end of each round, any other gun that has fired will break down, and will need restarting with a *repair* check DC 15/18/22/25. This *repair* check will take one round.

Tiering the combat

At the end of the day, the Thaereians should not be able to destroy or retake the *Nimbus*. Even damaged, it outclasses the Thaereian patrol by a substantial margin. To that end, the tiering of this combat is not about the numbers or skill levels of the opponents, but about how easy life is made for the heroes.

Unless the heroes have the feat Starship Operations: Capital Ships, they will be at a -4 penalty to pilot checks and starship weapon attacks. Depending on tier the defectors' assistance may give a circumstance bonus.

Heroes level 1-3

The Thaereian defectors' assistance will give a circumstance bonus of +4.

The enemy squad leader will be quite conservative and will leave as soon as either one of his ships has been reduced to zero hull points

or worse, or more than half of his ships have been damaged.

Heroes level 4-6

The defectors' assistance will give a circumstance bonus of +2.

The enemy squad leader will be cautious and will leave as soon as one of his ships has been reduced to zero hull points or worse, or all of his ships have been damaged.

Heroes level 7-9

There is no circumstance bonus from the defectors. Heroes without the feat operate at the normal -4 on all rolls to use the ship's systems (including firing weaponry).

The enemy squad leader will be quite aggressive and will leave as soon as two of his ships have been reduced to zero hull points or worse, or all of his ships have been damaged.

Heroes level 10-12

There is no circumstance bonus from the defectors. Even with the help of the Thaereian defectors, there aren't enough people at key stations to be really effective. All rolls on ship systems (including firing weaponry) are at an additional -2. Heroes without the feat operate at a total of -6.

The enemy squad leader will be overconfident and will not leave until at least half of his ships have been reduced to zero hull points or worse.

If the heroes did not bring *Nimbus*

This is really not a good idea, since without the *Nimbus* the Thaereians are likely to have the edge in terms of firepower. Still, the commander does not particularly want losses in what had been a fairly routine stop-and-search.

Run the dogfight for five rounds before the Thaereians turn tail and run away. Remember that at 0 hull, a ship is dead in space. It is not destroyed unless its hull is taken to -100. If that happens follow the procedure on page 215 RCRB. Death is not a certainty.

When the Thaereians decide it's time to leave, read the following. Paraphrase, if the heroes did not bring *Nimbus*.

The Thaereians seem to have had enough. Their ships begin to fall back, and after a moments thought, make the jump to

lightspeed.

Jubilant cheers come from the comm. system. "Thank you Nimbus! Thank you!"

Give the heroes a chance for a pithy response, before proceeding to the conclusion.

Conclusion

Xirossk finishes going through the engineer's reports on the Nimbus and Aurora. He looks up from the datapad and smiles. "You amaze me again, my friends. With these two ships added to our fleet, we have the core of a creditable space navy.

"I'll be honest, the numbers are still heavily in Thaere's favor, but what you've done today will have effects even beyond the boost to our firepower, when Thaere hears that it's new military government just lost two capital ships. You should be proud. And I'm proud to be working with you."

Xirossk shows his teeth. "Now get out of my office before I find you something else to do!"

Here Ends, "Storm's Depths"

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 secure the capital ships and either call the Militia in or get the *Nimbus* back? 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 $\frac{1}{2}$ adventure experience. If the heroes succeeded in securing only one ship but then ran out of time, award them $\frac{3}{4}$ 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.

Remember that the heroes receive one share of the sponsored 18,000 credits. If a hero refuses their share, or wishes to donate it to a charity, those credits are not added back to the pot. The most a hero can get is one share (or 3000 for a table of 6, 3600 for 5 and 4500 for 4).

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.

Respect of Thaereian Military: (cert) The above mentioned hero dealt honorably with a member of the Thaereian Military. Because of this the hero receives a +2 circumstance bonus when negotiating a surrender or in a hostage taking situation. They may not like the hero, or even Thaere, but they trust the hero to keep their word.

GM Note: The above cert is only given if the heroes deal honorably with the potential defectors, abide by their word and do not force or coerce them into aggressively attacking their 'countrymen'. Note that if the Thaereian defectors elect to defend the Nimbus and the freighter and, in doing so, attack the Thaereian patrol the heroes may still receive this cert.

Player Handout 1: Militia resources

Personnel

Rigo Devane, Human Tech Specialist 2; IM +1; Def 15; Spd 10 m; VP/WP 14/14; Atk +1 melee (1d6, hydrospanner); SV Fort +2, Ref +2, Will +3; FP 1; DSP 0; Rep +0; Str 10, Dex 12, Con 14, Int 14, Wis 14, Cha 12

Equipment: Toolkit, Militia uniform

Skills: Astrogate +7, Computer Use +10, Craft (capital ship systems) +7, Demolitions +7, Disable device +7, Knowledge (Technology) +7, Repair +10

Feats: Weapons (simple), Skill Emphasis (Repair), Skill Emphasis (Computer Use), Stealthy

Rigo is an amiable sort, and will get on with anybody who doesn't get between him and interesting technology. He has an uncanny knack for fading into the background when not required.

Militia ships

Z-95 Headhunter Class: Starfighter; Size Tiny; Crew 1 (pilot); Passengers none; Cargo 85kg ; Max speed in space: Ramming (9 squares/action); Atmospheric speed: 1,150 km/h (19 squares/action); Defense 22 (+2 size +10 armor) ; Shield points 30 (DR 10); Hull points 120 (DR 10)

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

Weapon: Concussion Missile Launcher (2 missiles); Fire Arc Front; Damage 7d10x2; Missile quality Ordinary (+10) GM Note: the launcher can hold up to six missiles but the Militia is low on ordnance (ammunition).

Kuat Systems Engineering Wayfarer-class Medium Transport; Class: Space Transport; Size: Medium-sized (82 meters); Hyperdrive: x2, x14 backup; Passengers: 6; Cargo Capacity: 220 metric tons; Consumables: 3 months; Cost: 202,500 (new), 130,000 (used); Crew: 10 (Normal +2); Initiative: +2 (+2 crew); Maneuver: +2 (+2 crew); Defense: 20 (+10 armor); Shield Points: 60 (DR 15); Hull Points: 160 (DR 15); Maximum Speed in Space: Attack (6 squares/action); Atmospheric Speed: 830 (14 squares/action)

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

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

Player Handout 2: The Nimbus

The Nimbus "Corellian Gunship"; Class: Capital Ship; Size Large (120m long); Crew 91; Passengers none; Cargo 300 metric tons; Consumables: 8 months, Max speed: Attack (5 squares/action); Defense 19 (-1 size +10 armor); Shield points 230 (DR 10); Hull points 120 (DR 20).

Weapon: Heavy double turbolaser cannons (8); Fire Arc: 2 Front, 3 Left, 3 Right; Attack bonus -1 (-1 size); Damage 4d10x5; Range modifiers: PB -2, S +0, M +0, L -2

Weapon: Quad laser cannons (6 point defense); Fire Arc: 3 Left, 3 Right; Attack bonus -1 (-1 size); Damage 5d10x2; Range modifiers: PB +0, S/M/L n/a

Weapon: Concussion Missile Launcher (4, 30 missiles each); Fire Arc 1 battery front, 1 battery rear; Attack bonus +0 (-1 size, +1 battery fire); Damage 9d10x5; Range modifiers: PB -2, S +0, M +0, L -2

Crew modifiers and fire control have been removed from the above stats. Use Heroes as Crew (page 224-225 RCR).

GM Aid #1: Militia resources

Personnel

If the heroes need some technical assistance, then Xirossk will detach Rigo Devane to accompany them to Nub Saar. Only use Rigo if the heroes are short on technical skills – if the group has a tech head, it's far better to let them do the job than to use an NPC.

Rigo Devane, Human Tech Specialist 2; IM +1; Def 15; Spd 10 m; VP/WP 14/14; Atk +1 melee (1d6, hydrospanner); SV Fort +2, Ref +2, Will +3; FP 1; DSP 0; Rep +0; Str 10, Dex 12, Con 14, Int 14, Wis 14, Cha 12

Equipment: Toolkit, Militia uniform

Skills: Astrogate +7, Computer Use +10, Craft (capital ship systems) +7, Demolitions +7, Disable device +7, Knowledge (Technology) +7, Repair +10

Feats: Weapons (simple), Skill Emphasis (Repair), Skill Emphasis (Computer Use), Stealthy

Rigo is an amiable sort, and will get on with anybody who doesn't get between him and interesting technology. He has an uncanny knack for fading into the background when not required.

Ships

Xirossk will loan the heroes one transport and up to two fighters, if the group wants them and has pilots for them.

Z-95 Headhunter: Class: Starfighter; Size Tiny; Crew 1 (pilot); Passengers none; Cargo 85kg ; Max speed in space: Ramming (9 squares/action); Atmospheric speed: 1,150 km/h (19 squares/action); Defense 22 (+2 size +10 armor) ; Shield points 30 (DR 10); Hull points 120 (DR 10)

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

Weapon: Concussion Missile Launcher (2 missiles); Fire Arc Front; Damage 7d10x2; Missile quality Ordinary (+10) GM Note: the launcher can hold up to six missiles but the Militia is low on ordnance.

Kuat Systems Engineering Wayfarer-class Medium Transport; Class: Space Transport; Size: Medium-sized (82 meters); Hyperdrive: x2, x14 backup; Passengers: 6; Cargo Capacity: 220 metric tons; Consumables: 3 months; Cost: 202,500 (new), 130,000 (used); Crew: 10 (Normal +2); Initiative: +2 (+2 crew); Maneuver: +2 (+2 crew); Defense: 20 (+10 armor); Shield Points: 60 (DR 15); Hull Points: 160 (DR 15); Maximum Speed in Space: Attack (6 squares/action); Atmospheric Speed: 830 (14 squares/action)

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

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

GM Aid #2: Nub Saar and the Cochlera predators

Nub Saar

Paraphrased from page 54 of the *Living Force Campaign Guide*.

Nub Saar was the first of Genarius' cloud cities. Constructed quickly, at a low orbit and without adequate shielding to protect the inhabitants from the massive radiation storms it quickly became a ghost town. Although most of the approximately 5000 initial inhabitants fled before the storms grew too fierce, several hundred men refused to leave and perished.

Since that time few have journeyed to Nub Saar leaving the city as a monument to the dead and a reminder of nature's power.

Combating the predators

The predators have a fairly specific range of weaknesses and strengths, which may come as a surprise to some groups of heroes. The hungriest and bravest predators will attack singly before the rest swarm the heroes. Let the heroes have a round or two to learn some of the predators' properties before multiple predators attack.

Blasters: The predators' natural habitat is the highly charged atmosphere of Genarius. As a result they are highly resistant to energy of all forms and will take minimal damage from blaster fire, due to the listed DR 15 (energy).

Lightsabers: If the lightsaber does sufficient damage to penetrate the energy resistance, the blade of the lightsaber will ignite the internal gases of the creature, killing it instantly. There is an unfortunate side effect: there will be a highly localized explosion. This ion/plasma damage will affect droids and organics differently. It will cause 5d8 ion damage to any droid within 2m (Reflex save DC 12/16/20/25 for half). Organic beings will take 2d8 vitality damage and must make a Fortitude save DC 12/16/20/25 or be dazed for 1d4 rounds (a dazed creature can take no actions, but can defend against attacks normally).

Physical "melee" weapons: The predators will ignore all normal physical damage. The force-imbued melee weapon of a Force Adept will do full normal damage.

Grenades: The predators are used to the buffeting of the winds of Genarius. External grenade explosions are almost entirely useless against the creatures. However, if the grenade (even a stun grenade) can be detonated *inside* one of the creatures, it will kill it. To achieve this, heroes will need to make a *demolitions* check DC 18/22/25/30 to set a timer, then a ranged attack DC 20/24/28/32 to get the placement right. You can describe the grenade drifting through the molasseslike cytoplasm of the creature, after which it explodes, sliming everyone within 5m (the slime has no ill effects).

Note that the encounter also makes suggestions for combating the predators.

GM Aid #2: Nub Saar and the Cochlera predators

Nub Saar Predators - Low Tier (Level 1-3)

Predator 2; Init +4; Defense 18 (+4 natural, +4 Dex); Spd 15m; VP/WP 16/16; Attack +2 (tendrils 2d6 energy); SQ: Blindsight, DR 15 (energy only), Immune to mental force powers, Immune to normal, physical damage; SV Fort +6 Ref +7 Will +0; SZ M, Str -, Dex 19, Con 16, Int 3, Wis 10, Cha 9.

Skills: Listen +3, Move silently +5, Spot +3, Survival +5

Feats: Track (see page 116-117 RCR)

Nub Saar Predators - Mid Tier (Level 4-6)

Predator 5; Init +5; Defense 21 (+6 natural, +5 Dex); Spd 15m; VP/WP 40/16; Attack +10 (tendrils 2d6 energy); SQ: Blindsight, DR 15 (energy only), Immune to mental force powers, Immune to normal, physical damage; SV Fort +7 Ref +9 Will +1; SZ M, Str -, Dex 20, Con 16, Int 3, Wis 10, Cha 9.

Skills: Listen +4, Move silently +8, Spot +4, Survival +8, Tumble +6

Feats: Track (see page 116-117 RCR), Weapon Finesse (unarmed tendrils attack)

Nub Saar Predators - High Tier (Level 7-9)

Predator 8; Init +9; Defense 23 (+8 natural, +5 Dex); Spd 15m; VP/WP 60/16; Attack +13/+8 (tendrils 2d6 energy); SQ: Blindsight, DR 15 (energy only), Immune to mental force powers, Immune to normal, physical damage; SV Fort +9 Ref +11 Will +2; SZ M, Str -, Dex 21, Con 16, Int 3, Wis 10, Cha 9.

Skills: Listen +5, Move silently +10, Spot +5, Survival +10, Tumble +6

Feats: Improved Initiative, Track (see page 116-117 RCR), Weapon Finesse (unarmed tendrils attack)

Nub Saar Predators - Upper Tier (Level 10-12)

Predator 11; Init +10; Defense 24 (+8 natural, +6 Dex); Spd 15m; VP/WP 85/16; Attack +17/+12/+7 (tendrils 2d6 energy); SQ: Blindsight, DR 15 (energy only), Immune to mental force powers, Immune to normal, physical damage; SV Fort +10 Ref +13 Will +3; SZ M, Str -, Dex 22, Con 16, Int 3, Wis 10, Cha 9.

Skills: Listen +5, Move silently +13, Spot +5, Survival +10, Tumble +11

Feats: Flyby Attack, Improved Initiative, Track (see page 116-117 RCR), Weapon Finesse (unarmed tendrils attack)

Cochlera Predators are jellyfishlike. Their bodies are 2 meters in diameter, slightly smaller than their normal prey. Their tentacles reach lengths of 10m but they are not considered to have Reach. They are not sentient. They are solo hunters but sensing Cochlera essence can attract multiple predators. See Tiering for further details.

GM Note: these are to set mood and provide conflict. Not kill the party.

GM Aid #3: Encounter 7: Look what we've got ... stats

Thaereian Patrol

Z-95 Headhunter (6) Class: Starfighter; Size Tiny; Crew 1 (skilled +4); Passengers none; Cargo 85kg ; Max speed in space: Ramming (9 squares/action); Atmospheric speed: 1,150 km/h (19 squares/action); Defense 22 (+2 size +10 armor) ; Shield points 30 (DR 5); Hull points 120 (DR 5)

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

Weapon: Concussion Missile Launcher (3 missiles); Fire Arc Front; Damage 7d10x2; Missile quality Ordinary (+10), see pages 214-215 RCR for Missile Weapon rules. GM Note: the launcher can hold up to six missiles but are not at full complement due to supply problems.

Tactics: In the first round, the Thaereian ships will fire their triple blasters dividing up shots among all the heroes' ships. They will not fire on their former prey, the merchant transport, in this battle. Any extra shots that cannot be evenly assigned are doubled up in the following order: Nimbus, Wayfarer, fighters. On round two, and every round thereafter, one Thaereian fighter will fire one concussion missile at the Nimbus or the Wayfarer. This far from Thaere, they are under strict orders to conserve ordnance (ammunition).

Tier modifiers/retreat conditions reprinted below for your convenience:

Heroes level 1-3

The Thaereian defectors' assistance will give a circumstance bonus of +4.

The enemy squad leader will be quite conservative and will leave as soon as either one of his ships has been reduced to zero hull points or worse, or more than half of his ships have been damaged.

Heroes level 4-6

The defectors' assistance will give a circumstance bonus of +2.

The enemy squad leader will be cautious and will leave as soon as one of his ships has been reduced to zero hull points or worse, or all of his ships have been damaged.

Heroes level 7-9

There is no circumstance bonus from the defectors. Heroes without the feat operate at the normal -4 on all rolls to use the ship's systems (including firing weaponry).

The enemy squad leader will be quite aggressive and will leave as soon as two of his ships have been reduced to zero hull points or worse, or all of his ships have been damaged.

Heroes level 10-12

There is no circumstance bonus from the defectors. Even with the help of the Thaereian defectors, there aren't enough people at key stations to be really effective. All rolls on ship systems (including firing weaponry) are at an additional -2. Heroes without the feat operate at a total of -6.

The enemy squad leader will be over-confident and will not leave until at least half of his ships have been reduced to zero hull points or worse.

Critical Event Summary

Storm's Depths

1. Did the heroes retrieve the Nimbus for the Militia?

- ☐ Yes
- ☐ No

2. Did the heroes retrieve the Aurora for the Militia?

- ☐ Yes
- ☐ No

GM Name

GM RPGA#

Date

Convention
Name

Convention Coordinator:

To report these results (for events during the months of August and September 2004 only, you may email to: LFPlots@living-force.info)