

Decision: Cularin

Episode 3 of the Decisions Trilogy
Round 2 of a two-round LIVING FORCE Tournament

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As the Senate is about to decide the "Cularin Question", the Thaereians decide to make it simple for them, by rendering the whole process moot. For the moment, the "movers and shakers" of the galaxy turn their eyes to the little system of Cularin. An adventure for LIVING FORCE heroes of levels 4-12. This scenario *must* be played after "*Decision: Coruscant*" (Episode II of the "*Decisions*" trilogy) and any earlier LIVING FORCE scenarios. This scenario is especially appropriate for pilot heroes and any with good combat skills, but all heroes can be useful.

IMPORTANT NOTE: "*Decisions*" is an "exit trilogy" for Year 4 of the LIVING FORCE campaign. Any LIVING FORCE hero that is played in scenarios 2 and 3 of this trilogy may NO LONGER be played in earlier-release scenarios, from Years 1 to 4. Once the hero plays this scenario (#3, "*Decision: Cularin*"), that hero then exits Year 4 of the Campaign, to the Year 5 scenarios, presuming that the hero survives. If the player has another, different hero, that hero can still be played in older scenarios.

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Decision: Cularin is a standard RPGA Network tournament. A four-hour time block has been set aside for this event but the actual playing time should be about three and a half hours.

It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom and the hero's name, species and gender at the top. This makes it easier for players to keep track of who is playing which character.

Reporting the game for RPGA: The RPGA tracks adventures for the Player Rewards program. The Senior GM or Event Coordinator should provide a form to the GM for this purpose. Both the GM and the players need to list their name and RPGA number on the form.

GMs of RPGA tournaments are expected to be familiar with the RPGA Rules and Penalty documents. These are available as downloads from the RPGA web site at www.rpga.com.

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

House Rules

There are a large number of players throughout the world playing LIVING FORCE, and it's impossible to supervise them the way one might in a home campaign. As a result, we have a few house rules. These are outlined here for you.

Atoning for Dark Side Points

Heroes may, at the discretion of the GM, atone for Dark Side Points acquired during play by spending one Force Point to atone for one Dark Side Point. Heroes may only atone for one DSP per scenario played, and only if, in the judgment of the GM, the hero shows proper remorse and understanding of the dangers of the dark side. Players are required to keep a running total on their log sheets of all Dark Side Points ever acquired, even if the hero has atoned for them.

Dissipate Energy

Dissipate energy only works against energy damage to Wounds. It has no effect against vitality damage or stun weapon attacks. Also, the DC for the Fortitude saving throw should be "10 + damage dealt," not just "damage dealt".

Illusion

Use of the Illusion skill allows a save when the hero views or otherwise interacts with the illusion. If the player succeeds at the save, the illusion is seen as an outline only, and anything that might have otherwise been hidden inside or behind the illusion is visible. Illusion cannot be utilized to create "an illusion of nothing"; it cannot make something invisible.

Stun

If a hero hit by a stun attack makes his or her Fortitude save, the hero is unaffected by the stun attack and takes no damage. A hero who fails the Fortitude saving throw is unconscious for 1d4+1 rounds. This ruling includes heroes in the area of effect of a stun grenade. This house rule supersedes the rules in the *SWRPG-RCR*.

Hero Earnings

At the beginning of the round, if the heroes are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Heroes may not have more than one employer. Heroes who are not employed but who have Entertain, Gamble, or Profession skills may roll against those skills to see how much they have earned in the last week. Rather than using the method in the core rules for Entertain or Gamble, however, use the method described for the Profession skill on page 96; that is, roll the check, and then multiply the result by 100 credits to determine the amount you made that week. Note that heroes may use only one of the above methods each round and must choose which before rolling (Employment, Entertain, Gamble, or Profession). Per the rules, you may take 10 on Entertain or Profession checks, but not on Gamble. There is no pay for unskilled labor in the LIVING FORCE campaign.

Issuing Force and Dark Side Points

Issuing Force Points: When heroes perform cinematically heroic actions, you may issue a Force Point. Because this is a heroic campaign, we expect heroism and encourage judges to reward it. In the course of a standard LIVING FORCE event, there are many opportunities for heroism. If a LIVING FORCE hero performs in a way

that is heroic, dramatic, and cinematic, then a Force Point is definitely in order. Our favorite story involved the hero at the premiere, who leapt from a moving speeder, grabbed a vine, and swung on that vine to attack someone in another moving speeder. THAT is dramatic, cinematic heroism!

Not everything is that extreme, and you don't have to jump from a moving speeder to earn a Force Point, but if a hero does something that makes you, the judge, say, 'Wow,' then they should probably get a FP.

The core rules (pg 178) define "Dramatic Heroism" as follows:

To qualify as an act of dramatic heroism, an action must fulfill three criteria:

- It must accomplish a significant task in the defense of good or the defeat of evil;
- It must occur at a dramatically appropriate time (usually the climax of the adventure); and
- It should require significant risk on the part of the hero.

Issuing Dark Side Points: Unfortunately, it is impossible to produce an exhaustive list of all the possible ways people can get Dark Side Points. There are just too many ways that the beginnings of "evil" can manifest themselves.

To quote the *Star Wars Roleplaying Game Dark Side Sourcebook*... "Evil is not always easy to recognize. An innocent act may ultimately result in great suffering. An act of revenge may save the lives of millions of people. The pure at heart can lash out in anger. Evil may lurk beneath a mask of virtue. Whether an act is evil or not often boils down to a question of motivation, and motivation can be hard to identify.

"When a Gamemaster is in doubt about whether to award a Dark Side Point to a character, he or she should consider the character's motives: Did the character act out of anger? Hatred? Cruelty? Vengeance? Pride? Did the character choose an option simply because it would allow her to spill an enemy's blood? Was greed or envy involved? Jealousy?" (Great section, beginning on page 41, which illustrates the problem fairly precisely.) The GM must assess the motivations of the character, and if those motivations derive from the base emotions that are the path to the dark side, then a DSP is appropriate.

Wookiees, Rage and Dark Side Points: Per the sidebar on page 182 of the *Star Wars Roleplaying Game Revised Core Rule Book*,

Wookiee Force users do not gain Dark Side Points for following their natural tendencies and using the Wookiee rage species ability. They do receive a Dark Side Point, however, if they incorporate Wookiee rage with any of their Force skills.

In addition, while in a Wookiee rage, a Wookiee Force user can't call upon the Force (except for calling upon the Dark Side when using a Force point). All other uses of the Force require more calm and peace than the Wookiee can manage while in the natural frenzy.

General Notes to the GM

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many mechanical details of what they are doing. Describe things in sweeping statements, and recall scenes from the movies when necessary to help players visualize what is going on. More than anything else, have fun.

LIVING FORCE adventures are not designed purely to kill characters. If you believe a combat is genuinely too tough for a group you are running, scale it down. If you believe it will be far too simple, scale it up—within reason. Do your best to keep fights cinematic and interesting, and if someone dies because they made a glorious sacrifice, that's fine. What we want to avoid are the "dumb" deaths that result from a string of bad dice rolls. That's not cinematic, and it's not what *Star Wars*, or LIVING FORCE, are about.

New Tier information for the LIVING FORCE campaign. As of this trilogy, no more Low Tier (L1-3) scenarios will be produced. Therefore, to avoid confusion, the following tier terminology will be used. Tier 1 includes heroes of Levels 4 through 6. Tier 2 includes Levels 7 through 9; Tier 3 includes Levels 10 through 12 and Tier 4 includes heroes of Levels 13+.

This is an adventure for to Tier 1 to Tier 3 LIVING FORCE heroes, and therefore characters levels 4 through 12 are appropriate. All LIVING FORCE heroes are at least L4. There are no L13 heroes in the LIVING FORCE campaign as of the scenario release date, nor can there be, in a Year 4 scenario. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions). Note, however, that if the new hero is played in this scenario, it cannot, afterwards, be played in any previous Living Force campaign scenarios. This is an "exit scenario" for Year 4 of the LIVING FORCE

campaign.

GM Overview

At the end of Scenario 2 of this trilogy, “Decision: Coruscant”, the heroes were informed that Thaere, in a last, desperate bid for control, had announced to the Galactic Senate that it now occupied Cularin.

Thaere claimed that the terrorist actions of the Cularin Militia, against its navy and its ground base on Dorumaa, had necessitated occupation of the system.

Senator Wren was convinced that the Thaereian delegation’s bombshell was a lie, designed to gain time while Thaere did, in fact, move its forces into the system. She has asked the heroes of Cularin to transport data and reassurances to the Militia, and to help out in any way that they can. Senator Wren and her allies on Coruscant will be working on the Senate to confirm Supreme Chancellor Palpatine’s recommendation that Thaere completely withdraw from Cularin.

As we join the heroes, they are attempting to rendezvous with the Militia’s forces.

The remaining encounters offer a variety of ways in which the heroes can participate in this climactic battle with the long-standing thorn in Cularin’s side.

Note that encounters 3, 4, and 5 are set up to offer complete adaptability and freedom of choice. Heroes may be played through one, two, or all three of them, but need not complete them all. Depending on your mix of heroes and their abilities, any given encounter may be more or less appropriate. Moreover, any one of the encounters may be expanded to take up most of the time slot, or could be abbreviated so that all 3 could be played. They may even be played simultaneously, if you and your players are comfortable with that mode. There is a Judge section at the end of encounter 2 that explains the possible uses of these scenes. Each contains guidelines for running it in “short” and “long” mode.

In encounter 6, the heroes are brought back together (if necessary), in time to witness the Republic’s final solution to the “Cularin Question”.

Encounter 1: Rendezvous

The heroes make it into the Cularin system, but must avoid or defeat a Thaereian patrol to get to the Militia rendezvous point.

Encounter 2: Operation: Freedom

In the operations center of the Militia fleet, the

heroes deliver their messages, get a situation update, and pick which theater(s) of operations they wish to aid.

Encounter 3: Dorumaa Base

Heroes with good ground combat skills may participate in the battle around the Thaereians’ only legitimate base in the system, on the far side of Dorumaa from the resorts.

Encounter 4: Turbolaser Diplomacy

Many of the Thaereians are fighting only because they know of no other option. Heroes who have excellent negotiations skills may opt to try to get the Dorumaa Base personnel to surrender, which would aid the Cularin cause greatly. In war, however, *no* assignment is safe...

Encounter 5: Choke Hold

The Thaereians are attempting to hold the only safe corridors through the Comet Cloud, so that their hoped-for reinforcements will be able to join them easily. Heroes with starship skills can participate in the great battle between Cularin’s navy and Colonel Tramsig’s remaining forces.

Encounter 6: The Republic Strikes Back

As the heroes complete their own missions, they witness the arrival of Republic forces and learn the Senate’s solution to the “Cularin Question”.

Conclusion: Celebration?

Whatever has happened, Cularin will never be the same. When battle is over, and a new tomorrow lies ahead, what will be the heroes’ place in Cularin’s future? This section acts as the epilog to the action.

Important Note to Judges: Essentially, after the set-up in encounters 1 and 2, you have a long middle section of battle, before the end resolution in encounter 6 and the conclusion. Encounters 1 and 2 should not take more than one hour in total, likely less. The battle section, which involves encounters 3, 4, and 5 in any combination desired, can then run for about two to two and a half hours, leaving thirty minutes to an hour for the resolution and paperwork. (This presumes a standard, four-hour convention slot.) Please get a feeling for the skills and specialties of your heroes, and allocate an appropriate amount of time to the various activities: ground battle in encounter 3, space battle in 4 and negotiations in 5. Note that the heroes may elect to participate in one, two or all three, with your willingness and time permitting.

However, each section includes one or two very dangerous enemies, and it may be wiser for the heroes to stick to their specialties.

A likely combination would be for heroes to take part in one of either encounters 3 or 4, and then join the Militia for the big naval battle in encounter 5.

Also: (and this will be mentioned again later) not every group of opposition includes credible threats for Tier 3 (level 10-12 heroes). By that level, heroes are among the cream of the crop. There will definitely be challenges for them throughout the scenario, but not in each and every group of enemy seen. In the end, this may increase their danger: if they get too “cocky” due to some easy victories, they may have a rude awakening when the elite enemies show up.

Clarification regarding tiering notation: when you see something like “DC 18/23/26”, use the lowest DC for the Tier 1, the middle for Tier 2 and so on. This scenario is run for Tiers 1-3, for character levels: 4-6, 7-9, and 10-12. There are no heroes of level 13 or higher in the LIVING FORCE campaign, yet, if this scenario is played in proper order.

Opening Crawl

This is it. The Thaereians have finally tipped their hand. In desperation, they are hoping to blockade any outside interference and present the Galactic Senate with a fait accompli: since they are in possession of a “peaceful, stable” Cularin system that “welcomes their protection”, there should be no reason for the Galactic Senate to dislodge them.

As Senator Wren and Cularin’s heroes know, this is bantha pudu. Those same heroes are racing back to their system to do whatever is needed to eliminate the Thaereian menace, and to establish Cularin as a full member of the Galactic Senate and the Republic.

Encounter 1: Rendezvous

The heroes make it back from Coruscant to Cularin, and find that the Thaereians are not guarding the outside of the Comet Cloud, though advance warning pickets remain. Once inside the system, they head for a rendezvous with the Militia forces, but need to deal with a Thaereian patrol on the way.

GM NOTE: The heroes received some extra outfitting at the end of *Decision: Coruscant*. Also, there are a variety of starships available to them for this scenario, if they do not have access to one of their own—or, in addition to it, if they have a lot of qualified pilots. The ships are detailed in **GM Aid #1** and **Player Handout #1**, along with the conditions of their loan.

This encounter serves to get the heroes to the Militia rendezvous point. This is a collection of starships, station-keeping at coordinates given to the heroes by Osten Dal’Nay, before they left Coruscant.

Along the way they encounter a Thaereian patrol. There is no more illusion of peacekeeping; the Thaereians are obviously hostile, calling upon the heroes to surrender their ships or be destroyed. The heroes have the option of eluding them or taking on the patrol. Note that the patrol is more than a match for any ordinary shipping, even if the targets were armed. Heroes have a penchant for believing themselves able to take on anything. Make sure that they know what they are facing, but if they deliberately decide to tackle a foe too tough for them, feel free to give them a scare before they get away. It would, however, be anticlimactic to vaporize them in the first encounter.

On the other hand, some hero groups will be competent enough to take care of the Thaereians and barely break a sweat. This is all right; this is just a lead-in.

It should be stressed, however, that simply running from the Thaereians and rendezvousing is absolutely fine; it will give the heroes more time for the “main events” later. Do not force a fight. The heroes may also have other clever ideas, involving use of bluff or diplomacy skills or the like. If it advances the scenario, use your own judgment.

Use the descriptive text, or paraphrase it, as you like. If the heroes choose to fight, do not let it run for more than five rounds: if the battle is still indeterminate by that point, the Thaereians will try to break off and report in. Have a Thaereian capital ship and fighter wing appear at extreme sensor range and convince the heroes to leave and go and report in, as they were asked to do. Statistics for opponents by Tier are found in **GM Aid #2**. Note that these are “movie extra” equivalents: this is the opening scene. Nonetheless, the heroes are not here for a nerf-shoot; they should elude the fighters, or deal with the situation, and then get away to report in.

Your flight back to Cularin has been without event: almost strangely so. The usual Thaereian blockade around Cularin looks to be gone except for a few, distantly sensed picket ships, presumably for early warning.

You make your way back in through the comet cloud without mishap, and then you see why it's so quiet outside. The actual "safe corridors" all have Thaereian flotillas guarding them, with fighter squadrons buzzing around. You are far enough away from the beaten paths to be able to boost in for your rendezvous with the Militia—but there's a Thaereian patrol that seems to have picked you up on its long-range sensors, too, and it's heading your way to investigate.

At extreme range, it will require a Computer (18/21/24) success to get the full details of the incoming patrol. The sensor operator gets a +2 equipment bonus, if none is specified in the ship stats. At this range, if the heroes decide to cut and run, no further rolls will be necessary. The patrol will mistake them for trade shipping and let them go "back to their hiding-holes" (the Thaereian sensors did not give a firm reading at extreme range).

Once the patrol gets to long range, the DC drops to a simple (11/14/15).

If it looks as though the heroes mean to engage, the Thaereian patrol will give them ample justification for self-defense:

"Cularin ships. Come to a halt and prepare to surrender your ships immediately. Your crews will be interned, pending investigation. Obey or be destroyed."

Once you are done, proceed to the rendezvous in encounter 2.

Encounter 2: Operation: Freedom

The heroes arrive at the Militia fleet, meet old friends and attend a briefing wherein they can choose their means of participation in the final confrontation with Tramsig and Thaere.

Major Xirossk was very glad to see you and his command staff have looked over the data you brought back from Coruscant. Now, you have been invited to a mission briefing for the final

battle with the Thaereians.

"There are two main objectives," explains Xirossk in the briefing room on Cularin 1.

"First, we will be landing an assault on the far side of Dorumaa from the populated portion with the resorts. As most here are aware, Dorumaa base was the first, and now is the only remaining, legitimate base for the Thaereian Navy. They have refused to surrender it. It is their last, remaining source of telemetry and early warning against our own fleet movements.

"The base has a shield generator and pylons attached to it, which screen it from bombardment—not that we'd like to bombard Dorumaa from orbit with our own ships, far side or not. Our assault force will be going up against Separatist-supplied droids and vehicles, as well as Thaereian ground troops. Once the shields are down, we'll want to negotiate the surrender of the base, get in and download whatever useful data remains. Of course, that will also end it as a listening post for Thaere.

"After the assault, there will be a team left to secure the base. The rest of our forces will rendezvous with this ship and we will proceed to the final battle, to dislodge the Thaereian navy from its blockading position on the inside of the Comet Cloud. This is crucial. As long as they are there, they can monitor incoming shipping and await reinforcement from their Separatist friends. Anyone friendly to us, trying to get here from out-system, would be sitting nerfs, trying to avoid the Comet Cloud's hazards as they approach a Thaereian flotilla."

Xirossk turns to look at you.

"As for you 'special forces people', I leave it to you to pick which phases you wish to help: the ground assault, the negotiations at the base, the final fleet action, or any combination. You've earned a rest, but we can use all the help that we can get."

NOTE TO THE GM: If the heroes have a good mix of skills, and if you have the time, then the encounters could be run linearly. In that case, they could participate in the ground assault on Dorumaa Base, then be instrumental in the surrender negotiations, and finally rejoin the Fleet to push the Thaereians out of the system. Encounter 4 has notes regarding modifications and streamlining, if the heroes have already fought their way to the roleplay section. In that case, encounter 4 may be no more than some RP and one or two die rolls, and would take up little time.

Alternatively, the heroes could go through either encounter 3 or 4, and then go to 5.

Finally, if the heroes are not up to a huge naval battle at the end, their participation there can be minimized, while still giving them a chance to play an important role. Encounter 5 has suggestions for that.

Force Points in encounters 1, 3, 4 and 5. A hero should not be able to earn more than one Force Point total in encounters 1, 3 and 4, despite the many opportunities for heroism and drama. If a hero truly, honestly performs amazing and personally-hazardous acts of heroism more than once, then that hero may earn up to two Force Points in this scenario: these are pivotal events in Cularin's history. Keep a firm grip on this, though: encounter 5 also is a prime point to allow the earning of a second Force Point. No hero should earn *more* than two Force Points from participation in this scenario, but if the situations occur, a maximum of two Force Points per hero, total, may be awarded over the various encounters. Remember that heroes do not need to *use* Force Points to earn them—although heroes may certainly be using them up in this scenario...

Encounter 3: Dorumaa Base

In a scene reminiscent of the Geonosis ground battle of Star Wars Episode 2: Attack of the Clones, the heroes assault the last—and first—Thaereian base of operations, on Dorumaa. Heroes can fight as infantry, or pilot military vehicles with Really Big Guns and blow things up promiscuously. What could be better?

The base is on the opposite side of Dorumaa from the resorts and civilian population. Refer to **GM Aid #4** for a map of the tactical situation, which also includes suggested sights for the events in each “section”, below. It is reproduced with slightly less detail in **Player Handout #2**. The large distances are designed to give the heroes some room to zoom around in vehicles and encounter some of the Thaereian war machinery and troops, before making it to the base proper (and, possibly, encounter 4, if they have the skills for it). Note that tactical, “combat round” speeds are used in this encounter, not overland travel speeds—no one should be trying to take a landspeeder at two or three hundred kilometers per hour through a war zone; they'd become a grease smear.

The encounter is split into a number of

sections. Sections one and two should be run to give an impression of the kind of ground battle that occurs, and to establish the point that the Thaereians have obvious Separatist support. The battle droids and heavy ground vehicles are of Separatist manufacture, many of Geonosian design.

The remaining sections are optional. If your heroes are mainly “ground-pounders”, then this encounter will be the heroes' main contribution to the entire war effort of this scenario. In that case, lengthen it and use as many of the sections as time allows. Encounters 4 can be shortened or skipped (see the note to the GM at the end of this encounter) and encounter 5 can also be more peripheral if the heroes do not include at least one really good pilot and a few competent gunners.

Potential “helpers”: There are also a few “helpers” mentioned in **GM Aid #2**, who can make appearances if you feel that they are needed. They include Biko, Oora Gellandi, and Jedi Master Ki-Adi-Mundi, who once predicted that he would be proud to serve beside the heroes. The master may be wounded, if the dice fall that way, but may not die here. It is not yet his time. If Biko and/or Oora get involved, they do not have “script immunity” and, if they fall in battle, so be it.

Do not involve any of them, unless the heroes get into serious trouble.

Staging, Special effects: You could use recordings of the battle sounds from the movies, especially Episode 2. If you happen to own the **Star Wars: Battlefront** computer game and have a computer handy, you could definitely find some battle scene footage that would give the general mood—and even show some of the vehicles. In fact, some of the LucasArts released “trailers” have nice setting movies, as well.

Extra Outfitting: Heroes will be outfitted with any requested weapon for which they have the requisite feat, as long as it is portable by a single person. They may also have up to 6 stun or fragmentation grenades apiece and, if they are skilled in demolitions, one thermal detonator.

Heroes will be outfitted in any non-powered armor for which they have the feat, as long as it is appropriate to the era. All items must be from the RCR.

Each hero will be given two standard medpacs and, if he or she needs one, a com unit.

The heroes may *not* keep unused items, any more than a real world line soldier gets to scavenge his or her issued gear: the Militia needs

all of its materiel.

Also, see below for vehicles that they can use.

Setting the stage: The heroes are dropped onto the plains in front of the Dorumaa base shield perimeter. The glowing shield is a faintly-perceptible, iridescent dome that would resist artillery and vehicular fire: the infantry and mechanized cavalry have to go in through the dome, fight their way to the shield emitters, blow them up, and then take the base or get it to surrender.

As noted at the end of this encounter, a hero group that is not very ground-combat-capable could also infiltrate to the shield emitters and blow them up, if anyone has demolitions skill.

Otherwise, the heroes can act as infantry or can be given a tank to go in as mechanized armor.

See **GM Aid #3** for possible vehicles. There, in addition to bikes and a military landspeeder, you'll find a six-legged, walker type, gun platform, a forerunner of the Rebellion era AT-AT. It is the one used by the Republic Clone Army in the Geonosis battle in Episode 2. Try to keep the heroes together, unless you are very comfortable with controlling timing for some to zoom around on bikes or speeders, while others use a tank.

Section notes and descriptions follow the drop description. Paraphrase them to suit your group, as necessary. These do not occur within seconds of each other: heroes could have a few minutes to rest or use first aid, if needed, between them. However, you should give the impression of the war-torn battlefield, with blaster and cannon fire whizzing past, droids and troopers falling or being winged, and explosions left, right and center.

The drop: ***Your landing vehicle drops onto the ground of the LZ, kicking up a cloud of dust and gravel. The Thaereian base, their first and now their last, is on the opposite side of Dorumaa from the currently- abandoned resorts and residences.***

Infantry run down the sides of the landing ramp, towards their assigned positions, while vehicles disembark down the center of the ramp.

As members of Cularin's most elite "special forces", your team has a free hand in taking the battle to the enemy.

The Thaereian shield is a faint, pearlescent shimmer in the air, about two hundred meters from your position. Behind it are the indistinct forms of the first line of enemy infantry, which seems to be mostly composed of Geonosian-manufactured battle droids.

They're waiting: to get to the base, you have to come to them.

Note that the map orientation technically doesn't matter. The heroes are only part of an action that is taking place all around the base. They cannot simply "move around" the indicated encounter positions and walk freely up to the base; equivalent action and encounters take place on all sides.

Section 1: Droids up front. ***As you, and the rest of the militia force around you, penetrate the energy shield, the air lights up with blaster bolts. Hundreds of droids pour fire towards your lines. Time for you to punch through your share.***

Don't let the heroes get hung up in a turkey shoot. Once they've cleared away a group or two of ordinary droids and dealt with the "competent" droids, move them on.

Note that, if the heroes are in a vehicle, it can easily become disabled in this encounter. That's fine; they can disembark and continue on foot. Also, **GM Aid #2** details field artillery crews for sections three and five: if the heroes have any big armored vehicles (e.g. a tank or landspeeder, not bikes), you may use a gun emplacement here, also, to target their vehicle(s). The emplacement becomes fair game for retaliation, of course.

Don't limit the heroes to trading large weapons fire with the enemy. Heroes zooming in on bikes, to take out the artillery threatening the big vehicle, are definitely doing a *Star Wars* kind of thing.

Section 2: Tanks for the memories. ***You already seem to have been pegged as big trouble by the Thaereians: at least, those repulsortanks are heading your way, cannons blazing!***

The repulsortank is detailed in **GM Aid #2**. The heroes can exchange fire and/or use a combination of tactics to take out the enemies. If they are driving a tank, then an exchange of fire is likely, but it is also much more likely that the heroes' vehicle will get damaged. Note that the term "repulsortank" is a bit overly complimentary—for all their good armor and decent weaponry, these smaller battle droid transports are very fragile: a light repeating blaster rifle could eventually shoot one up badly.

If you obviously have a group of buffed combat monsters at your table, Judge, feel free to give the armed transports an escort of "extra" droids. You don't want to modify the section up to

“lethal”, but the heroes should have a feeling of accomplishment. On the other hand, if they get outclassed, have some Militia artillery score a helpful hit on the enemy vehicles from off-stage, or use one of the suggested helpers.

Use one for a Tier 1 group, two at Tier 2 and three at Tier 3.

Section 3: Thaere heading our way. ***Aha! Looks like Thaere actually has troops here, as well as droids and war machines! A group of soldiers, or maybe marines—anyway, they’ve got armor and guns and they’re heading your way!***

Standard shoot-’em-up. Use a group or two of “extra” quality soldiers. If you do not plan to use section 5, you could throw in some “elites” here, instead. Gauge your hero group. Again, if the heroes are inside a heavily armored vehicle, you may wish to give the enemy an E-web for fire support.

Section 4: That’s a wheely big gun. The heroes see another war machine. It is not actually heading directly for them, but intends to trundle to the LZ and attack the landing vehicles. However, if the heroes attack, it will retaliate. This one is a huge wheel with a missile launcher rack, several stories high. It is seen in the Geonosis battle scene, in Star Wars episode 2: Attack of the Clones. Other than that, treat like section 2.

Over to your right, making a run for the LZ and your transports—if this weren’t such a serious situation, you’d be tempted to call that a “wheely big gun”. Well, missile launcher, but it looks like it could do a lot of damage, if it gets to its destination.

Section 5: Last ditch. ***You’ve won your way to the last line of defense, through a withering hail of blaster fire. There’s a ditch between you and the base and those shield emitters, and it’s full of troopers. You hear a few Militia sergeants yelling, “Get ‘em!” and the final surge forward is on!***

The heroes are up against some “extra” quality troopers and also a group of “elites”. However, what the heroes really want to do is disable at least two shield emitter towers, here on their side of the base. If they do that, you may have a third explode moments after, taken down by the Militia further around the side. That will bring down the base’s defensive shields, leaving it vulnerable to bombardment.

Have the heroes encounter no more than two groups of extras and one of elites, unless they somehow still have a functional, armored vehicle available (for example, they might even have captured one of the Thaereian vehicles, if they are really good at this). If they still have some kind of tank, then throw in some field artillery, as in section 1. If you need more things to go crunch under their feet, some “extra” droids can also be used.

Again, with the highly variable possibilities for level and combat skills in a typical group of heroes, you should try to fine-tune this to give them an exciting fight, somewhere between the extremes of “cakewalk” and “send flowers”. The tools are in the GM Aid; we trust you to use them well.

The shield emitter towers have a DR of 15 and each takes 60 points of damage to destroy. There actually are small ledges—actually bulges in the armor over the emitter rings—about 20 meters up each tower, so someone with jets or Force Flight or similar abilities could get up onto one.

Demolitions charges could also be placed, according to the table on p. 082 of the RCR. The DR still counts, but with the potential to multiply damage, a demolitions charge is an almost sure-fire success. Of course, the heroes who are not placing it will likely have to keep troopers away from the ones who are.

Once the second shield emitter comes down, read or paraphrase:

The second shield emitter tower suddenly shatters like a glass rod, brilliant energies arcing up and out of its structure. With an ear-splitting roar, it vanishes in a column of shooting sparks and fire.

Almost as if on cue, a third tower, further around the base, suddenly shudders to a cannon hit and explodes, falling away from the base. Overhead, the dim radiance of the shields flickers once and dies out.

Heroes with good diplomacy skills (DC 15/20/23) could likely persuade any nearby, remaining defenders, now trapped outside the base, to surrender. The base itself may be a different story. Go to encounter 4, if you have time.

NOTE TO THE GM: if your heroes do not have the negotiation skills that would let you use encounter 4 (below) to good purpose, or if you do not have the time, then the Thaereian base will simply surrender in the face of overwhelming firepower. (It can now be bombarded both from the ground and from space.) Many of the people

within do not truly believe in what they are doing, and also have no real wish to die. The Cularin Militia occupies the base and asks the heroes to deliver tactical information taken from its computers, to the Militia fleet. It will be very useful for the final, big push.

Medics can also provide treatment for injured heroes, and Master Ki-Adi-Mundi may also be available to use Force-based healing skills, if needed.

Otherwise, continue to encounter 4. If you have a team of heroes with great diplomacy and subterfuge skills, but little in the way of ground combat, you can also have them infiltrate their way through the battle to the shield generator emitters and blow them, only encountering a few “extra” quality droids and troopers. Then they can play through the diplomacy and negotiations in encounter 4. Note, however, that heroes who do not encounter *some* sort of “elite” resistance, either in space or on the ground, are eligible for fewer experience points at the end.

Encounter 4: Turbolaser Diplomacy

The Thaereians are faced with a decision: surrender, or go down fighting, while destroying everything of strategic value in the base. Can the heroes persuade the officers within to surrender? Even more importantly than data, hundreds of lives depend upon the answer.

This is intended as a short roleplaying break, to allow the negotiators and roleplayers to strut their stuff. Not to worry, for those who are not glutted with fighting: the big space battle is yet to come.

If you have not used Encounter 3, because your players are not well suited to ground fighting, then you can have a combat encounter or two occur as mentioned below, in the suggested encounter flow.

Use the information from Encounter 3 to paint a picture of the battle that rages around the heroes, as they are transported in to be present at the taking of the base.

The heroes will be dropped at the LZ along with the fighting troops, but will hang back there during the initial phase of the ground battle.

With the kind of firepower that is being thrown around, the actual ground assault is actually rather brief—probably not more than 40 minutes from

beginning to end. Vehicles move swiftly, and infantry can advance rapidly in their wake, occasionally getting into blaster combat with other infantry.

By the time about 25 minutes have elapsed, things are clearly going in the Militia’s favor. At that time, an armored transport will be provided, and the heroes will be whisked off towards the base, taking the safest and most cleared paths there.

As they approach, use the descriptive text that signals the destruction of the shield emitter towers.

The driver will say, “That’s our signal to go in” and will head for the main entrance of the base, huge 4 meter tall double blast doors.

Once there, the heroes and a group of six militia soldiers will disembark, and the vehicle will pull aside.

If you wish, you could use a group of droids and Thaereian troops, of the “extra” quality, to make a quick attack as they appear from the ruins of a destroyed troop transport. The militia will hold its own, and the heroes can trade shots with a few extras.

Then run the negotiations described below. There is a possibility mentioned on the negotiations table, below, for a further combat. At the climactic moment, and if the heroes have succeeded, the base doors suddenly open to disgorge a group of fanatic Thaereians, including both some extras and elite troops. Their hope is to kill or drive off the Militia officers who have arrived for the negotiations, and stall surrender until all of the base data can be erased, or until their fleet arrives to relieve them (not going to happen, but they do not know that).

Now, if your heroes have proved able to handle themselves, they can participate in the battle. Presume some militia soldiers nearby, plus a Major in charge of the ground assault, as the primary targets. The elite troops will concentrate their fire upon the militia people, and won’t take more than one or two shots apiece at the heroes. However, if the heroes are willing to risk helping the militia, then they count as having faced some “elite” enemies, at the end. Alternatively, they can take cover.

Consider the friendly militia present to be a roughly equivalent number of extras and elites, using the Thaereian stats as a guideline. Thus, the heroes can tip the balance. In the end, the militia people may be badly shot up, and the Major wounded, but they should win. If necessary, you can have reinforcements arrive: after all, Cularin holds the field.

The negotiations: A Cularin Militia Major, Ren Terlo, will arrive in an armored Staff vehicle, with a group of guards and two technicians, just as the heroes get to the base doors. A technician will attach communications gear to the outside com interface beside the base doors, and place a small hologrid on the ground. This will enable holographic communication with the base commander, a haggard looking, Human, Thaereian officer in a Major's uniform. Her name is Vayla Sevren.

Major Terlo will look at the hero negotiators and gesture for them to proceed, making it clear that the best possible outcome would be immediate surrender of the base, before the occupants have a time to wipe all useful data. After they make their opening statement(s), Sevren will reply.

Below are some points that Major Sevren will bring up in her negotiations. They are designed to provide fuel for roleplaying and suggest arguments to the heroes. You may use all, some or none, as needed. Some counterpoints are presented in brackets, just so you have the reality of the situation in your hands, but you should let the heroes come up with their own arguments.

As well, heroes who succeed in a Sense Motive DC20 will realize that the base CO actually doesn't seem that gung-ho about the Thaereian cause, and not just because the base is about to fall. However, it's a far bet that at least some of the officers inside are fanatics, and she probably can't just say, "Oh, sure, come on in".

- The Thaereian Navy will figure out that base communications are being jammed due to an assault, and be here shortly to paste the Militia. Why should they surrender? (Very unlikely. They can't do that and guard the Comet Cloud, too. Also, the Militia Navy is near. Finally, the Thaereians couldn't get here in time before bombardment of the base could occur.)
- This is a legitimate, enfranchised Republic base. Actions against it are terrorist and Separatist actions. (No: not since the Supreme Chancellor ordered the Thaereians out. Colonel Tramsig did not actually inform the base of this. The CO may or may not believe the heroes, depending upon how convincing they are.)

- If you attempt to force an entry, we can blow up the base. This would be very bad for the environment of Dorumaa and would also destroy a good part of your assault force. (True, but a bluff. The CO does not want to blow up the base and in fact does not have the authority to do so. Heroes' response could range from reminding her that soldiers do not harm innocents to suggesting that a destroyed base is an acceptable outcome, or they could just reason with her that suicide is a bit of an extreme response.)
- Base personnel know that Thaereians can expect no mercy from Cularin pirates, terrorists and thugs. (Actually, some of them, not including the CO, do believe this. Shouldn't be hard for the heroes to come up with rather a lot of examples of living Thaereian defectors.)
- You may also throw in other dramatic defiance, if you wish. In reality, the CO would be glad to surrender if she can save face and come out of it with a whole skin—and is assured that prisoners will be well-treated.

After all heroes who wish have had a chance to speak, have the lead negotiator make a Diplomacy check. You may allow synergy bonuses for Bluff or Intimidate if they were used by anyone. If the heroes were clever enough to suggest that the base CO must be among to surrender (or come up with some other way that she's not likely to get shot in the back), they get a +4. The total also gets a +2 per hero that roleplayed participation and can make a DC10 check on an appropriate skill.

Note that a very dramatic speech, implying that hundreds of lives can be saved, and perhaps thousands more in whatever confrontation is to come, could be worth a Force Point. And, of course, a Force Point may also be used on the roll.

Diplomacy check total	Result
<20	Major Sevren refuses to surrender. The heroes will be thanked by Major Terlo, "You did the best that you could—some people are fanatics." After the heroes are

Diplomacy check total	Result
	pulled back a good distance across the now-quiet battlefield, the Militia vehicles will pound the main doors of the base until they blow inward, follow it up with smoke and gas into the main corridor, and take it by assault. Proceed to encounter 5.
20-29	The CO will agree to surrender in two hours' time, if the Thaereian fleet has not come to relieve the base. Major Terlo will reluctantly accept this outcome, knowing that most or all of the base's sensitive information will be destroyed by that time. Still, it's a win for Cularin.
30-39	The CO will surrender the base as for 40+, but a group of fanatics, who have been listening in on the com channel, just inside the base doors, will suddenly open them and attack, as described above.
40+	Immediate surrender. It is in effect an unconditional surrender, but one hopes that the heroes left the CO an opportunity to save face.

One last point: if the heroes simply browbeat the CO into surrendering, and do not make a convincing enough argument that it was an inevitable necessity and that the Thaereian Navy is not on its way to relieve the base, then Major Sevren will not survive the surrender—one of her own people will have assassinated her, in the confusion as the Militia moves in to take control.

Otherwise, she surrenders and is most cooperative. Go to encounter 5.

Encounter 5: Choke Hold

The big space battle: the Cularin Militia space forces and the heroes need to clear the Thaereians away from the key access points on the interior of the Comet Cloud. As long as they hold those positions, they can easily turn back a force five times their own size from coming through the Comet Clouds into Cularin space.

Flushed with victory on Dorumaa, you are back at the Militia fleet. The final mission briefing is taking place, and everyone here already knows

the target: Colonel Tramsig and the entire Thaereian Space Fleet in the Cularin system.

“This is the Big One,” rasps Xirossk, and you can hear the capitals. “With the base on Dorumaa in our hands, the Thaereians no longer have telemetry and we can force the battle in a way of our own choosing. Their supply depots in our system are non-existent and their time is running out.”

The expression on Xirossk’s face could not exactly be called a smile.

“Still, they have one major tactical advantage. They control the choke points on the Comet Cloud, interdicting shipping while keeping open the possibilities of supply and reinforcement. We aren’t worried about Thaere helping them—but it’s obvious by now that they have been in league with the Separatists.

“From their positions at the two main arrival points, they could easily defeat forces five times their size, if such forces had to also be worrying about getting destroyed by comet fragments. And the Thaereians could blow to atoms a force small enough to sneak in, by some uncharted route. So: we have to clear the space lanes.

“The Thaereians still have a larger force than we do. We essentially have two options. We can divide our own forces and take on their two positions simultaneously, or we can try to overwhelm one position quickly.”

Around you, the ten or so senior officers who have been called to this meeting exchange glances and pause to think.

The heroes are free to offer suggestions. Yes, they have enough credibility with the Militia to be in on the Staff meeting for the final push.

The Thaereian forces consist of the flagship *Indefatigable*, another Corellian corvette called the *Vigilant*, about 30 Corellian Space Cruisers, and their attendant fighter screens.

Some heroes may have met the commander of *Vigilant*, one Captain Yfridian, in the scenario *Who Goes Thaere?*

Cularin has two capital class ships: *Cularin 1*, which is actually the refitted, captured Thaereian corvette *Nimbus*, and *Aurora*, also a captured Thaereian corvette. As well, it has a huge assortment of converted freighters and armed transports, a wing of fighters donated by Nirama, some Headhunters and the newly-developed Cularin starfighter, or Delta Wing.

If the heroes advocate one or the other of the strategy options mentioned above, there will be some discussion, but their advice will eventually sway the group in favor of that option. Xirossk’s

personal favorite was to try to divide and conquer, by hitting the Thaereian group that does not include the flagship (call it Group B) first. He will not reveal that until after he has any suggestions in. The heroes might want to suggest going after Group A first, including Tramsig's flagship, *Indefatigable*. Xirossk was hoping that attacking the "B" group first might mean that they perform less effectively, since the Militia will jam communications between the two Thaereian forces. (He's wrong, though—attacking the "A" group will mean that they defend themselves better, but the "B" group will be more indecisive about whether they should stay at their posts or come running to flank the Militia.)

If the heroes advocate some alternative suggestion entirely, you might wish to consider it. Here are some guidelines for the flow of this encounter.

If the choice is for a split attack: In this case, the battle will be portrayed as a very tough one against superior numbers. On the plus side, the Thaereians will have no forces "free"; they'll be occupied to the end of the encounter. However, it is somewhat more dangerous for all the Militia forces, including the heroes, and there will also likely be some collateral damage to NPCs that the heroes have met, though they do not know that now. Although the Militia will do some heavy damage to the Thaereians, it will be looking like a draw at best, heading into encounter 6. Near the end of the battle, the group that does not include the heroes will be falling back, pursued by the Thaereians, even if the heroes' group is doing very well.

If the choice is for "divide and conquer": This starts off well, with the Militia having a slight numerical superiority over the Thaereian half-fleet. It also means that the heroes will have more help handy, if needed. However, partway through the battle, the second force of Thaereians will attack from the flank and things will turn very desperate, setting up the scene for encounter 6. It is slightly better if the Militia decided to attack Group "A" first.

If the heroes propose an alternative assault: Xirossk won't want to let them do anything harebrained like take on one part of the Thaereian Navy themselves, but if they come up with some maneuvers for the whole force, you might try to adapt them if they sound good. What you need to maintain is a crisis point at the end of this encounter, leading into encounter 6. It's still "dramatic" if the Militia is in a "draw" position, or

even if Cularin is winning, as long as the following points are maintained: (1) Tramsig is still there in his flagship; (2) one of the guarded pathways from the Comet Cloud has been left unattended by Thaereians trying to outflank or pursue a part of the Militia.

Once the plan is set, let the heroes distribute themselves into whatever ship or ships they'd like from **GM Aid #1** and **Player Handout #1** (or they can use their own, if they have them), and it's time to "scramble, scramble, scramble!" There is a note near the end with recommendations for heroes who are not very competent at space combat.

GM NOTE: One last point: if the heroes participated in encounter 4 and managed a result of 30 or higher on their Diplomacy check, they get a circumstantial +1 to starship initiative, pilot rolls, and starship Defense, due to tactical information gleaned by the Militia from Dorumaa Base.

Potential "helpers": As with the ground battle, **GM Aid #2** contains information about potential helpers, if the heroes get into trouble. These include Teeloo and Alto Janss, who have joined up with the militia for this battle. As before, use them only if they are really needed. Perhaps Alto might pick up any hero who had to eject, or Teeloo will zoom in from a flank to provide a distraction or a well-timed shot against an enemy that is doing too well. These two do not have "script immunity". If they come under fire and die, then that is the sad result. It can be reported in the Critical Summary at the end.

Flow of the battle: (1) As the heroes approach the Thaereians, send the defensive waves of fighters out. A hero in a single ship should face two or three "extras" at a time. If two heroes flew two fighters in an element, for example, you might throw four "extras" at the two of them. If multiple heroes are using a larger ship, then send groups of three to five more "extras" at them, enough to keep things lively. (2) Run about two or three of such encounters, as long as the heroes' ships are still in reasonable shape. (3) Have the heroes called to form up for a run on a capitol ship. The run lasts for two rounds as they fly in, fly along the axis of the ship, and fly out. As they go in and strafe and/or launch missiles, they will come under attack from three turbolaser batteries (see **GM Aid#2**). Distribute shot attempts evenly among the hero ships, with larger ships getting any extras, if they have more than one. Consider the

first round to be at Short and the second at Point Blank range. Note that if you actually disable a hero vessel, you should give them time to eject and be picked up by a Cularin armed freighter, so that they can still participate (or at least survive). A “finishing shot” can await their ejection. (4) If the heroes are mostly hale and hearty, you can run another fighter encounter, time permitting. This could be a group of elites. If the heroes have not faced any elite opponents as yet, you want to give them a chance to, because some adventure XP is awarded for defeating at least one elite group of NPCs. (5) The tide turns. Use the description at the end of the encounter to set the stage for encounter 6. The “current situation” will largely depend on the heroes’ own condition.

Hero death: This is possible, but should not be trivial, or simply due to one thousand-to-one bad die roll, like maximum damage from one turbolaser shot. Instead, heroes should be able to eject from nearly destroyed ships, to be picked up so that they can participate in the final encounter. However, player choice, die rolls, and the situation may result in hero death being appropriate, or a hero may want to send his or her flaming starfighter into the bridge or deflector array of an enemy capital ship. If that is the player choice, or if death is the result of a knowing commitment to a desperate situation, then let the death be meaningful, heroic and, at the end, applauded as true heroism, in memorial.

Setting up encounter 6: Read or paraphrase to suit. Choose one “A” paragraph and one “B” paragraph and then finish with “C”. Again, you don’t have to follow this text slavishly; it is designed to give you the “flavor” of the possible situations.

A1, current situation: Heroes are getting shot up pretty badly, have lost ships, etc.: ***Cularin’s militia has fought bravely, but the battle is not yet won. The call goes out to fall back and regroup. You can see that the Thaereians have been badly hurt, and they are not pursuing very quickly—but they are pursuing.***

A2, current situation: Heroes are holding their own: ***Cularin’s militia has fought bravely, and the battle is seesawing back and forth. The call goes out to regroup and set up the next attack. You can see that the Thaereians have been badly hurt, and they, too, are regrouping for what looks to be the final clash.***

A3, current situation: Heroes are doing very well: ***Your portion of this battle will soon be over. The Thaereian forces are in disarray; only the fact that Colonel Tramsig’s flagship Indefatigable is still intact is holding them together. The call goes out to regroup for the final assault upon the Thaereians, at the same time as Xirossk is offering them surrender terms.***

B1, if the plan was a simultaneous assault, add: ***However, the Militia force that was attacking the other half of the Thaereians has suffered more than your flotilla, and is fighting a retreat back to you. The Thaereians have abandoned the Comet Cloud station and are in close pursuit.***

B2, if the plan was “divide and conquer”, add: ***Suddenly, your com system comes alive with alarmed chatter: the other part of the Thaereian force has left its station and is attacking on the flank! It’s not over yet!***

C. Regardless, finish with: ***Long range sensors light up like a fireworks celebration! From the unattended Comet Cloud corridor, you can see the signs of an approaching fleet of at least twelve large vessels and their attendant fighters.***

Colonel Tramsig’s triumphant voice punches through the static and multiple signals from ships all around you.

“That will be our reinforcements arriving. Cularite scum, your cause is lost. Surrender immediately, or we’ll wipe you from space.”

If you do not have heroes who would be competent in a space battle: Heroes could still use something like the Wayfarer ship and the “heroes as crew” rules, and you could allow them to do several things. They could hang around on the periphery rather than getting hot and heavy in the main action. That makes it reasonable for them to pick off the occasional group of “extras” and not encounter an elite group of enemy pilots. You could also team them up with one of the helpers (Alto or Teeloo) and let the heroes take on opponents suitable to their skills, while the helper NPC dukes it out with the meatier foe. If you don’t make it too obvious, it should look like the heroes and the NPC are more or less splitting the workload. Note that the NPC helpers can become casualties, if the dice say so.

Encounter 6: The Republic Strikes Back

The Republic forces arrive and ~~kick asteroid~~, er, enforce the Senate's enlightened decision to recognize Cularin. The heroes can participate in the destruction of the Thaereian flagship.

It has been a tense few minutes, full of frantic planning, and the approaching fleet is almost to the near edge of the Cloud. Xirossk's voice is firm. "Militia elements within range, form up on me—we're taking that sleemo out. The rest of you, regroup and follow your section leaders.

A quick check of your scanners show that you are within range of Xirossk's battered but spaceworthy flagship, Cularin 1.

If the heroes feel that they are too battered, to join, they can await developments and you might still let them get in a few good shots at the end. If they answer the call to action:

The Militia force, your own craft among them, hurtle toward Indefatigable and its defenders. If you can survive to take out Colonel Tramsig, victory may still be possible.

As you reach extreme firing range, the first of the arriving fleet exits the Comet Cloud and a strong signal comes over the com unit of every ship in the battle.

"This is Republic Star Cruiser Relentless, Captain Meeba commanding. I bring with me Colonel Ardine, Senator Wren, Osten Dal'Nay and the direct orders of the Republic Senate. Thaereian forces: stand down and surrender; you are here illegally! We just chased off your Separatist scum allies outside the system, and we'll blow you to vapor if you do not surrender right now."

Ahead of you, you see the Thaereian forces coming apart at the seams and scattering, as the Republic fleet enters and a cloud of fighters form up, including several of the distinctive Jedi starfighters. Cheers echo over your com units.

From Tramsig's flagship, you hear an incoherent scream—and its turbolasers open up in full force at your ships. Cularin I seems to be the target; it's forward shields crumple and it takes heavy damage, veering off from the approach.

"What do we do?" ask a dozen voices, in the ships around you.

It's the heroes' call. If they get the Cularin forces to pull off, no one will be hurt and the Republic ships will pound *Indefatigable* and its few defenders, eventually destroying the Thaereian flagship. The rest of Thaere's forces surrender unconditionally.

If the heroes confirm the attack, conduct a run against the flagship. Some of the Cularin fighters and ships will duel with the fighter screen, but it's the heroes' final run that will decide the fate of *Indefatigable*.

Again, the heroes' ship(s) will come under attack by a total of three turbolasers. Distribute shots evenly, with larger vessels getting any extras. The gunners will be trying to disable as many ships as possible, before they worry about finishing anyone off. Consider the first round to be at Short and the second at Point Blank range.

Note that *Indefatigable* has suffered some battle damage. Its shields have been reduced and have only regenerated to 100 out of the normal 200 and it has taken a little hull damage: it is at 225 out of its usual 300.

The heroes can unload into *Indefatigable* for the two rounds, before they fly off. Save the description of the final effect until after everyone has taken his or her shots. If they do enough damage to disable it, describe its drifting, shattered hulk. If they get it to -100 hull, then be as descriptive as you like about the multiple explosions, building to the titanic flash that signals the end of the Thaereian presence in Cularin.

There will not be time for another run; the Republic forces will arrive and shut the battle down.

If even one hero managed to do any hull damage to the Thaereian flagship, then an explosion on the bridge terminated the career of Colonel Tramsig.

GM NOTE: As always, hero death is possible, but should not be trivial. All ships that the heroes use should be presumed to have at least short-endurance vacuum suits, if a hero does not have life-support gear. So, intelligent heroes who note that their ship(s) are about to become a nice background flash on the movie screen could consider ejecting.

Go to the **Conclusion**.

If you do not have heroes who would be competent in a space battle: Since outrunning and

outmaneuvering the enemy are not of great importance on an abstracted run against the flagship, a hotshot pilot is not really a necessity for this encounter. If the heroes can at least manage to take a few creditable shots with ship's weapons, and if their vessel looks like it would survive a hit or two, you could still let them get in on the final run. If you are really worried about their survivability, then have them notice a group of enemy fighters ("extras", of course, but they don't know that) who are trying to flank the attack run and disrupt it. The heroes can then go after the flankers, allowing the attack run to take its shots. Make sure that when the enemy flagship is disabled or goes boom, and everyone's cheering, some of the attack run pilots com the heroes and thank them for keeping the enemy off their tails.

Conclusion: Celebration?

The menace of the Thaereian space navy in Cularin is ended, and Cularin is ready to take its place as a full, participating member of the Galactic Senate. The heroes have seen their system to the end of a four-year trial of its survival. Whatever the future holds, Cularin has much to thank them for. Still, the reward of a job well done is a harder job...

The plaza in front of the government buildings in Gadrin-Hedrett is full of cheering people of all species, and you are among the honored guests in the platform party.

Your own joy at the victory must be tempered by the knowledge of the terrible cost. Many faces that were familiar to you will not be seen again, and war brings suffering to both sides.

Among the fallen on Dorumaa were Biko and Oora Gellandi, whom many knew: they determined for themselves, in the end, what it meant to be heroes, and will be recorded as such in the battle memorial.

Nevertheless, the cost must be believed to be worth it: Cularin is free of the menace of occupation by Thaere, and has been confirmed as a full, voting member of the Republic Senate. Senator Wren's tenure will continue some months longer, until the system's affairs have been stabilized a bit. Then, elections will be held to see if she should continue.

Gavid Lermyn, once a Thaereian diplomat and then a rebel fighting for peace, has just finished a speech. His words still echo over the plaza.

"Just as yourselves, the common people of Thaere had no desire for expansionism, for war. That was the doing of a corrupt, military junta that openly seized power some months ago. They are now proven to be in league with the Separatists. It is my hope that Cularin's Armed Forces, now officially recognized by the Republic as a standing military force allied to the Republic Army, will continue its mission of liberation past the borders of Cularin and into Thaere. Let my people be freed, as you have been."

Whether your fate is to answer that plea or not, you know that Cularin will never be the same. A universe of opportunities and adventures lies ahead of you.

As Senator Wren turns to look at you from the podium, and as she summons you up before the ecstatic throngs, you hear the voice of the representative of the Corsucant Jedi Temple, Master Ki-Adi-Mundi, murmur, "Well done, my friends. May the Force be with you—always."

GM NOTE: In case you or your players are wondering, the mission to oust the Thaereian Military Junta and free Thaere is the subject of an upcoming Battle Interactive named "Situation Room". If approved for release, this interactive will be orderable by local conventions and game days.

However, no hero *needs* to participate in it. By the commencement of the Year 5 story arc, that part of the plot will have been resolved.

Here Ends, "Decision: Cularin"

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). There are occasionally "specials": this scenario is one of them.
- 2) Assign discretionary role-playing experience (0-500 points, for this scenario). 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 survive and make a significant contribution to the Battle of Cularin, defeating at least one group of Elite enemies? If so, each hero who survived receives 1000 xp. GM NOTE: This scenario has an atypically high potential XP reward (though not much in the way of material "loot"). As it is a climactic battle that ends many story threads of the first four years of the LIVING FORCE campaign, the higher award was deemed appropriate.

Adventure Experience:	1000 xp
Roleplaying Experience:	0-500 xp

Total Possible Experience: 1,500 xp*

(* Please see "Important GM Note", below.)

If the heroes did not complete the scenario because of time constraints, but were "on the right track," you may award ½ adventure experience. This is also an appropriate award if you frankly had to save their lives more than once. If the heroes significantly contributed to the Battle of Cularin, but either did not manage to defeat an Elite enemy group, or required too much "help" (your decision), award them ¾ adventure experience.

Loot Summary

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

Each hero receives 3000 credits.

Each Militia hero receives a battle ribbon commemorating the Battle of Cularin that may be worn on his or her dress uniform.

Each civilian or Jedi receives a commemorative medallion that can be worn blue and white ribbon around the neck.

Medal of Bravery (cert): Each hero who faced at least one elite Thaereian will be awarded a Medal

of Bravery.

Memento of the Battle of Cularin (cert): As a remembrance of their part in the final battle to free the Cularin system of Thaereian control the hero named above was given a piece of debris from the destroyed Thaereian Naval Vessel *Indefatigable*.

Player Handout 1: Ships Available, Encounters 1 and 5

You have access to a **Wayfarer-class transport**, with which you may be very familiar. It has been stocked with EVA suits, breath masks, a ship repair kit and so forth. If you take your own transport and require the loan of EVA suits or the like, such equipment will gladly be loaned.

Kuat Systems Engineering Wayfarer-class Medium Transport

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

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

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

Heroes that have the Starship Operations (Starfighter) feat can be *loaned* **Headhunter starfighters, a Jedi starfighter (one only, for a Jedi only), or Delta Wing starfighters** by the Militia.

Incom/Subpro Z-95 Headhunter Starfighter

Class: Starfighter, **Crew:** 1 (skilled +2), **Size:** Tiny, **Initiative:** + 2*(+2 size, + hero crew), **Hyperdrive:** x1, **Maneuver:** +2 (+2 size, + hero crew), **Passengers:** None, **Defense:** 22 (+2 size, +10 armor), **Cargo Capacity:** 85 kg; **Shield Points:** 30 (DR 10); **Consumables:** 1 day, **Hull Points:** 120 (DR 10), **Maximum Speed in Space:** Ramming (9 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action).

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

Weapon: Concussion missile launcher (6 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; **Missile Quality:** Ordinary (+10)

Jedi Starfighter: Jedi pilots or Jedi aces with the Starship Operations (Starfighter) feat may be pleased to know that the Coruscant Temple and Supreme Chancellor have offered the *loan* of one Jedi starfighter, with TransGalMeg hyperdrive booster ring included. Assume that the ring is stored with the Militia fleet, once the heroes get in-system.

Kuat Systems Engineering Delta-7 Aethersprite-class Starfighter

Class: Starfighter, **Crew:** 1 (normal +2), **Size:** Diminutive (8 meters long), **Initiative:** + 4*(+4 size, +hero crew), **Hyperdrive:** x1, **Maneuver:** +4* (+4 size, +hero crew), **Passengers:** None, **Defense:** 24 (+4 size, +10 armor), **Cargo Capacity:** 60 kg; **Shield Points:** 30 (DR 5); **Consumables:** 1 week, **Hull Points:** 65 (DR 5), **Maximum Speed in Space:** Ramming (10 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action).

Weapon: Laser cannons (4 fire-linked); **Fire Arc:** Front; **Attack Bonus:** + 8*(+4 size, +hero crew, +4 fire control); **Damage:** 6d10x2; **Range Modifiers:** PB +0, S +0, M/L n/a

(Continued next page.)

Delta Wing starfighters: The Delta wing was designed on a remote outpost of the SoroSuub economic empire, Edic Bar. The designer, Ryll Narbe, once a prominent star ship designer set out to prove he was still a credible employee, created the Delta Wing to prove himself once again to his superiors. Technically the Delta Wing was an unmitigated success, in test it outperformed both Incom's Headhunter fighter, and SoroSuub's own flagship fighter project the G-59 Cannibalizer. However the sheer cost of producing the Delta Wing meant that the corporation decided not to go into mass production with the fighter. It would simply not be cost effective enough to warrant continuing development. However, a few were built and donated to the Cularin Militia as a gesture of good faith by the corporation. This has led to the ship being nicknamed the "Cularin Starfighter".

Delta Wing StarFighter: SoroSuub Corporation G61 Delta Wing (Cularin Starfighter)

Class: Starfighter; **Cost:** 204 500 credits

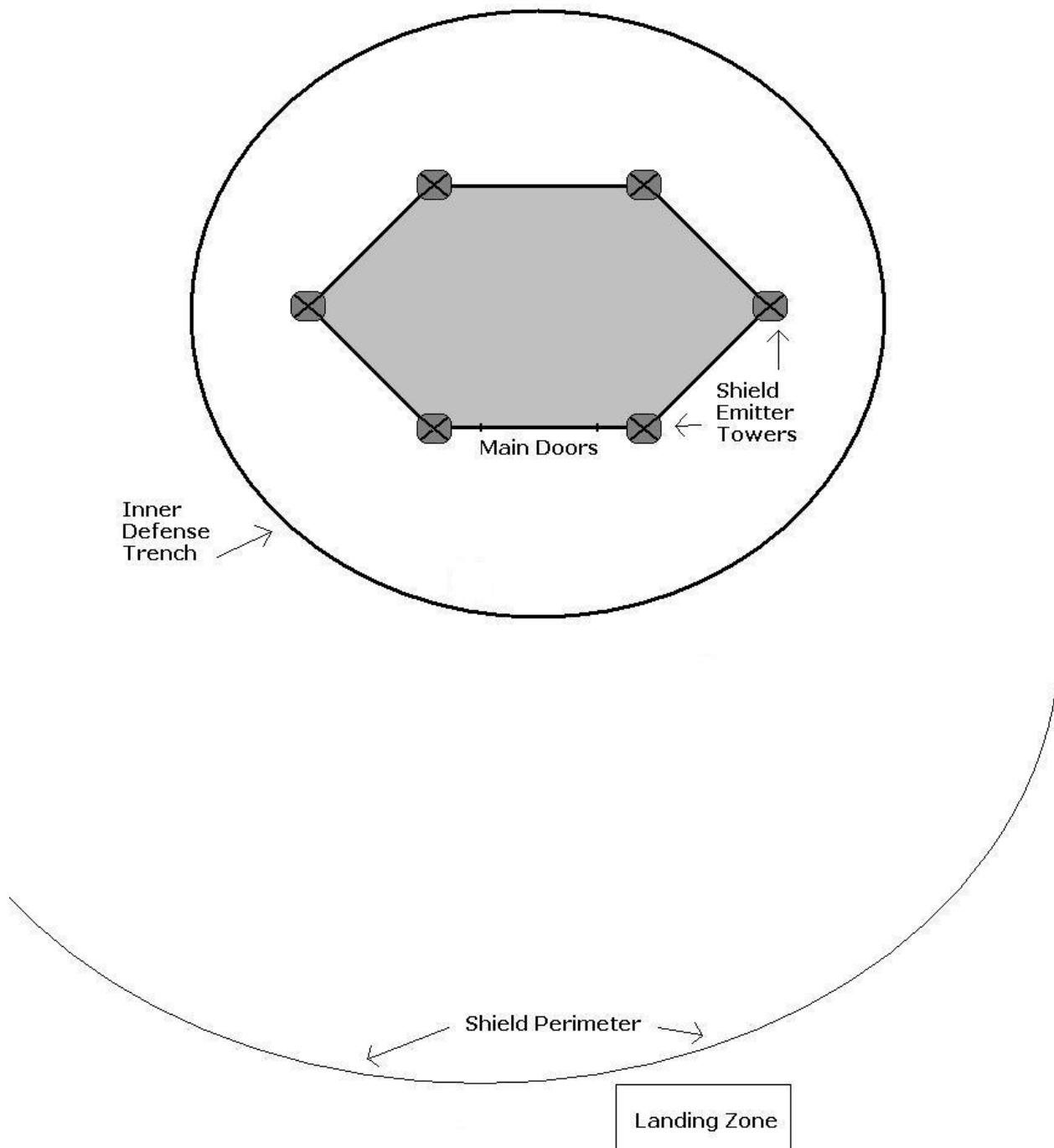
Size: Diminutive (9.5 meters long); **Initiative:** +6 (+4 size modifier; + crew) **Crew:** hero; **Passengers:** 0

Consumables: (50kg) 2 days; **Hyperdrive:** x1.5; **Maximum Speed:** Ramming (9 squares); **Maneuver:** +6 (+2 size, +2 Maneuver System, + crew); **Defence:** 22 (+2 size +10 armour); **Shield Points:** 25 (DR10); **Hull Points:** 100 (DR10)

Weapon: 2 Laser cannons (Fire Linked); **Fire Arc:** Front; Attack Bonus: +10 (+4 size, +4 fire control, + crew); **Damage:** 5d10x2; **Range:** short

Weapon: Arakyd ST2 Concussion Missiles (6); Fire Arc: Front; Attack Bonus (Missile Quality Ordinary): +10; Damage: 8d10x2

Player Handout 2: Map of Dorumaa Base War Zone



Player Handout 3: Military Vehicles Available for Encounter 3: Dorumaa Base

SoroSuub V-19 Gian Speeder

Class: Groundspeeder; **Cost:** 20,000 (new), 10,000 (used); **Size:** Large (5.7 meters); **Crew:** 2 (skills as per hero pilot/crew); **Passengers:** 2; **Cargo Capacity:** 50 kilograms; **Speed:** 100m; **Max Velocity:** 240 km/h (4 square/action); **Defense:** 13* (-1 size, +4 armor); **Hull Points:** 27 (DR 10).

Weapon: Double repeating blaster cannon (fire-linked); **Fire Arc:** Front; **Attack Bonus:** +1* (-1size, +2 fire control, *+ hero crew); **Damage:** 4d8; **Range Increment:** 30m.

Weapon: Repeating blaster cannon; **Fire Arc:** Turret; **Attack Bonus:** +1* (-1 size, +2 fire control, *+ hero crew); **Damage:** 4d8; **Range Increment:** 30m.

*Provides one-half cover to the pilot and passengers.

Modified Ika-Adno 22-B Nightfalcon; Class: Speeder (ground); Cost: 6,000 (new), 2,000 (used); Size: Large (4.87 meters long); Crew: 1; Passengers: 1; Cargo Capacity: 4 kilograms; Speed: 100 m; Max Velocity: 300 km/h (5 squares/action); Altitude: up to 10 meters; Defense: 11* (-1 size, +2 armor); Maneuver: -1 (-1 size) + hero crew; Hull Points: 16 (DR 5); Shield Points: 0

Weapon: Laser cannon; **Fire Arc:** Front; **Attack Bonus:** -1 (-1 size) + hero crew; **Damage:** 4d8; **Range Increment:** 20 m.

**Provides no cover to the pilot and passengers.*

Republic Armed Armored Transport (AAT): the stats for this vehicle have been modified from the **Caridan Test Grounds MT-AT**, and are intended to represent the six-legged walker used by the Clone Army in Episode 2. It essentially has six legs, armor and a really big, front-mounted laser cannon. The vehicular weapon requires the heavy weapons feat to use at full attack value. There is no special piloting or operations feat.

Republic AAT; Class: Walker (ground); Cost: 80,000 (new), 48,000 (used); Size: Gargantuan (15.6 m long by 12 m wide); Crew: 3 (Skilled +4); Passengers: 0; Cargo Capacity: 300 kilograms; Speed: 36 m; Max Velocity: 90 km/h (2 sp./action); Altitude: not applicable; Defense: 12* (-4 size, +6 armor); Maneuver: +0 (-4 size, +4 crew); Hull Points: 70 (DR 15); Shield Points: 0.

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.

**Provides full cover to the pilot and crew*

GM Aid #1: Ships Available, Encounters 1 and 5

The heroes can be given access to a **Wayfarer-class transport**, with which many of them will be very familiar. It has been stocked with EVA suits, breath masks, a ship repair kit and so forth. If the heroes take their own transport and require the *loan* of EVA suits or the like, such equipment will gladly be *loaned* to them.

Kuat Systems Engineering **Wayfarer-class Medium Transport**

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

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

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

Heroes that have the Starship Operations (Starfighter) feat can be *loaned* **Headhunter starfighters** by the Militia, but will likely prefer the **Delta Wing starfighters** listed at the end. The Headhunters are not as fragile, but the Delta Wings pack a lot of firepower.

Incom/Subpro **Z-95 Headhunter Starfighter**

Class: Starfighter, **Crew:** 1 (skilled +2), **Size:** Tiny, **Initiative:** + 2*(+2 size, + hero crew), **Hyperdrive:** x1, **Maneuver:** +2 (+2 size, *+ hero crew), **Passengers:** None, **Defense:** 22 (+2 size, +10 armor), **Cargo Capacity:** 85 kg; **Shield Points:** 30 (DR 10); **Consumables:** 1 day, **Hull Points:** 120 (DR 10), **Maximum Speed in Space:** Ramming (9 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action).

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

Weapon: Concussion missile launcher (6 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; **Missile Quality:** Ordinary (+10)

Jedi Starfighter: Jedi pilots or Jedi aces with the Starship Operations (Starfighter) feat may be pleased to know that the Coruscant Temple and Supreme Chancellor have offered the *loan* of one **Jedi starfighter**, with TransGalMeg hyperdrive booster ring included. Assume that the ring is stored with the Militia fleet, once the heroes get in-system.

Kuat Systems Engineering **Delta-7 Aethersprite-class Starfighter**

Class: Starfighter, **Crew:** 1 (normal +2), **Size:** Diminutive (8 meters long), **Initiative:** + 4*(+4 size, +hero crew), **Hyperdrive:** x1, **Maneuver:** +4* (+4 size, +hero crew), **Passengers:** None, **Defense:** 24 (+4 size, +10 armor), **Cargo Capacity:** 60 kg; **Shield Points:** 30 (DR 5); **Consumables:** 1 week, **Hull Points:** 65 (DR 5), **Maximum Speed in Space:** Ramming (10 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action).

Weapon: Laser cannons (4 fire-linked); **Fire Arc:** Front; **Attack Bonus:** + 8*(+4 size, +hero crew, +4 fire control); **Damage:** 6d10x2; **Range Modifiers:** PB +0, S +0, M/L n/a

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Delta Wing starfighters: The Delta wing was designed on a remote outpost of the SoroSuub economic empire, Edic Bar. The designer, Ryll Narbe, once a prominent star ship designer set out to prove he was still a credible employee, created the Delta Wing to prove himself once again to his superiors. Technically the Delta Wing was an unmitigated success, in test it outperformed both Incom's Headhunter fighter, and SoroSuub's own flagship fighter project the G-59 Cannibalizer. However the sheer cost of producing the Delta Wing meant that the corporation decided not to go into mass production with the fighter. It would simply not be cost effective enough to warrant continuing development. However, a few were built and donated to the Cularin Militia as a gesture of good faith by the corporation. This has led to the ship being nicknamed the "Cularin Starfighter".

Delta Wing StarFighter: SoroSuub Corporation G61 Delta Wing (Cularin Starfighter)

Class: Starfighter; **Cost:** 204 500 credits

Size: Diminutive (9.5 meters long); **Initiative:** +6 (+4 size modifier; + crew) **Crew:** hero; **Passengers:** 0

Consumables: (50kg) 2 days; **Hyperdrive:** x1.5; **Maximum Speed:** Ramming (9 squares); **Maneuver:** +6 (+2 size, +2 Maneuver System, + crew); **Defence:** 22 (+2 size +10 armour); **Shield Points:** 25 (DR10); **Hull Points:** 100 (DR10)

Weapon: 2 Laser cannons (Fire Linked); **Fire Arc:** Front; Attack Bonus: +10 (+4 size, +4 fire control, + crew); **Damage:** 5d10x2; **Range:** short

Weapon: Arakyd ST2 Concussion Missiles (6); Fire Arc: Front; Attack Bonus (Missile Quality Ordinary): +10; Damage: 8d10x2

GM Aid #2: NPCs by Encounter

Encounter 1: Rendezvous

Thaereian “Extra” Starfighter for Low and Mid Tiers.

Incom/Subpro Z-95 Headhunter Starfighter

Class: Starfighter, **Crew:** 1 (normal +0), **Size:** Tiny, **Initiative:** + 2(+2 size, +0 crew), **Hyperdrive:** x1, **Maneuver:** +2 (+2 size, +0 crew), **Passengers:** None, **Defense:** 22 (+2 size, +10 armor), **Cargo Capacity:** 85 kg; **Shield Points:** 30 (DR 10); **Consumables:** 1 day, **Hull Points:** 120 (DR 10), **Maximum Speed in Space:** Ramming (9 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action). **Weapon:** Triple blasters (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** + 4(+2 size, +2 crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S –2, M/L n/a.

Weapon: Concussion missile launcher (2 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10) (Number of missiles reduced from 6. The Thaereians are low on ordnance.)

Thaereian “Extra” Starfighter for High and Upper Tiers.

Incom/Subpro Z-95 Headhunter Starfighter

Class: Starfighter, **Crew:** 1 (skilled +2), **Size:** Tiny, **Initiative:** + 4(+2 size, +2 crew), **Hyperdrive:** x1, **Maneuver:** +4 (+2 size, +2 crew), **Passengers:** None, **Defense:** 22 (+2 size, +10 armor), **Cargo Capacity:** 85 kg; **Shield Points:** 30 (DR 10); **Consumables:** 1 day, **Hull Points:** 120 (DR 10), **Maximum Speed in Space:** Ramming (9 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action). **Weapon:** Triple blasters (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** + 4(+2 size, +2 crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S –2, M/L n/a.

Weapon: Concussion missile launcher (2 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10) (Number of missiles reduced from 6. The Thaereians are low on ordnance.)

Encounter 3: Dorumaa Base

Thaereian “Extra” Troopers, various Thug 1/Soldier 1 (4 to 6 per group); Init +2; Defense 16/DR 2; Spd 10m; VP/WP 9/12; Atk +2 melee (1d4, rifle butt); +5 ranged, or -1/-1/-1 using Weapon Focus, Rapid Shot and the multifire weapon option (3d8/19-20, blaster rifle); SQ DR 2; SV Fort +5, Ref +3, Will +2; SZ M; Rep 0; FP 0; DSP 0; survival chance 0; Str 13, Dex 14, Con 12, Int 10, Wis 12, Cha 8.

Skills: Fall down, with smoking hole in armor, saying “Argh!” +5.

Feats: Armor feats, Weapons feats, Point Blank Shot, Weapon Focus (blaster rifle), Rapid Shot.

Equipment: Blaster Rifle, light armor and helmet (DR2).

Tactics: They’ve got Rapid Shot and they’re proud of it. They use it to spray ineffective blaster bolts all over the landscape, and, almost incidentally, at the heroes. If they’re into wounds and make their saves, they fall down and hope to live through this by surrendering to the first likely Clone Trooper.

Note that they have a 1 in 20 chance of confirming a threat (for which they need a 20 in the first place, at –1). If you happen to fluke a couple of pairs of 20s, you may have to cut down on the number of encounters before the trench and the elites, who are an actual challenge for the heroes.

Thaereian “Extra” Droid Troopers. Baktoid Combat Automata B1 Series (standard, from the RCR).

High-Level Battle Droid: Thug 4; Init +1 (-2 remote processor, -1 Dex, +4 Improved Initiative); Defense 10 (+1 class, -1 Dex); DR 3; Spd 10 m; VP/WP 0/9; Atk +3 melee (1d4+1, hand) or +1 ranged (2d8/19-20, blaster rifle); SV Fort +5, Ref +0, Will +0; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 9, Int 6, Wis 8, Cha 6.

Skills: Intimidate +4, Speak Basic.

Feats: Ambidexterity, Armor Proficiency (light), Improved Initiative, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Equipment: Armor (light), blaster rifle, integrated comlink, remote receiver (5,000 km range), vocabulator.

Tactics: “Shoot ‘em, roger-roger-- oh zotz, my arm fell off.” These are controlled from inside the base. They’re the economy models. Since they are droids, they can be destroyed by the score, with no angst and no messy stains.

Thaereian Elite Troopers, by tier.

This is potentially a very lethal encounter, especially if the Thaereians gain initiative on the heroes. Feel free to scale it to your player group, assigning the bad guys a slightly lower to hit chance, or whatever seems correct, if the heroes look to be heavily outclassed. You could also reduce the number of attackers by one or two, if the heroes’ group does not include many good combat classes. Spread the damage around a bit; don’t concentrate on downing one hero.

Low Tier (levels 1-3)

Thaereian Elite Troopers, various Scoundrel 2 (number = number of heroes); IM +7; Def 15/DR4; Spd 8m (armor); VP/WP 10/12; Atk +2 melee (1d3+1, punch); +4 ranged (3d8, heavy blaster pistol); SV Fort +1, Ref +6, Will +1; SQ DR4, Illicit barter, Lucky 1/day; SZ med; FP 1; DSP: 0; Rep +0; Str 12, Dex 16, Con 12, Int 10, Wis 12, Cha 12.

Skills: Bluff +5, Demolitions +6, Disguise +4, Escape Artist +7, Hide +7, Knowledge: streetwise +5, Move Silently +7, Pilot +4, Profession (Soldier) +5, Listen +4, Spot +4, Tumble +6.

Feats: Improved Initiative, Point Blank Shot.

Equipment: Heavy blaster pistol, blaster rifle, battle armor, padded (DR4, max. DEX. bonus +3, ACP –4, Speed 8).

Description/Group equipment: The group has one stun grenade. There is one medpac per soldier. If the soldiers do not use them, the heroes may add them to their stores.

Tactics: If any heroes are sufficiently far away from the Separatists, the one with the stun grenade tosses it into the heroes. Blaze away; surrender if into wounds at all. Note 1 FP each.

Mid Tier (levels 4-6)

Thaereian Elite Troopers, various Scoundrel 4 (number = number of heroes); IM +7; Def 16/DR4; Spd 8m (armor); VP/WP 22/13; Atk +4melee (1d3+1, punch); +7 ranged (3d8, heavy blaster pistol or blaster rifle); SV Fort +2, Ref +7, Will +2; SQ DR4, Illicit barter, Lucky 1/day, Precise Attack +1; SZ med; FP 2; DSP: 0; Rep +1; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +7, Disguise +6, Escape Artist +7, Hide +7, Knowledge: streetwise +5, Move Silently +9, Pilot +4, Profession (Soldier) +7, Listen +7, Spot +7, Tumble +7.

Feats: Improved Initiative, Point Blank Shot, Rapid Shot.

Equipment: Heavy blaster pistol, blaster rifle, battle armor, padded (DR4, max. DEX. bonus +3, ACP –4, Speed 8). Note that, with Rapid Shot, they may elect, with a Full action, to shoot either as +7 or +3/+3 or +1/+1/+1, including DEX mod.

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Description/Group equipment: The group has one stun grenade. There is one medpac per two soldiers. If the soldiers do not use them, the heroes may add them to their stores.

Tactics: If any heroes are sufficiently far away from the Separatists, the one with the stun grenade tosses it into the heroes. It is much more dramatic to take the maximum number of inaccurate shots with the rifles, rather than to take slow, accurate shots. Blaze away; surrender if into wounds at all. Note 2 FP each.

High Tier (levels 7-9)

Thaereian Elite Troopers, various Soldier2/Scoundrel 6 (number = number of heroes); IM +7; Def 18/DR4; Spd 8m (armor); VP/WP 40/13; Atk +7/+2melee (1d3+1, punch); +9/+4 ranged (3d8, heavy blaster pistol or blaster rifle); SV Fort +4, Ref +8, Will +3; SQ DR4, Illicit barter, Lucky 2/day, Precise Attack +1; SZ med; FP 3; DSP: 0; Rep +1; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +7, Disguise +6, Escape Artist +7, Hide +8, Knowledge: streetwise +5, Move Silently +10, Pilot +6, Profession (Soldier) +9, Listen +8, Spot +8, Tumble +10.

Feats: Improved Initiative, Point Blank Shot, Rapid Shot, Multishot.

Equipment: Heavy blaster pistol, blaster rifle, battle armor, padded (DR4, max. DEX. bonus +3, ACP -4, Speed 8). Note that, with Rapid Shot and Multishot, they may elect, with a Full action, to shoot either as +9/+4 or +7/+7/+2 or +5/+5/+5/+0, including DEX mod.

Description/Group equipment: The group has one stun grenade. There is one medpac per two soldiers. If the soldiers do not use them, the heroes may add them to their stores.

Tactics: If any heroes are sufficiently far away from the Separatists, the one with the stun grenade tosses it into the heroes. It is much more dramatic to take the maximum number of inaccurate shots with the rifles, rather than to take slow, accurate shots. Blaze away; surrender if into wounds at all. Note 3 FP each.

Upper Tier (levels 10-12)

Thaereian Elite Troopers, various Soldier5/Scoundrel 6 (number = number of heroes); IM +7; Def 19 (plus potential Dodge bonus)/DR4; Spd 8m (armor); VP/WP 58/14; Atk +10/+5melee (1d3+1, punch); +12/+7 ranged (3d8, heavy blaster pistol or blaster rifle); SV Fort +6, Ref +8, Will +3; SQ DR4, Illicit barter, Lucky 2/day; Precise Attack +1; SZ med; FP 3; DSP: 0; Rep +2; Str 12, Dex 17, Con 14, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +7, Disguise +6, Escape Artist +7, Hide +8, Intimidate +6, Knowledge: streetwise +5, Move Silently +10, Pilot +9, Profession (Soldier) +9, Listen +8, Spot +8, Tumble +12.

Feats: Improved Initiative, Point Blank Shot, Rapid Shot, Multishot, Dodge, Mobility, Shot on the Run.

Equipment: Heavy blaster pistol, blaster rifle, battle armor, padded (DR4, max. DEX. bonus +3, ACP -4, Speed 8). Note that, with Rapid Shot and Multishot, they may elect, with a Full action, to shoot either as +12/+7 or +10/+10/+5 or +8/+8/+8/+3, including DEX mod.

Description/Group equipment: The group has one stun grenade. There is one medpac per two soldiers. If the soldiers do not use them, the heroes may add them to their stores.

Tactics: If any heroes are sufficiently far away from the Separatists, the one with the stun grenade tosses it into the heroes. It is much more dramatic to take the maximum number of inaccurate shots with the rifles, rather than to take slow, accurate shots. Blaze away; surrender if into wounds at all. Note 3 FP each.

Continued next page

GM, in general, remember: the Low Tier Group has the SQ “Lucky 1/day” (re-roll any one d20 roll, once; take the new result even if worse). Middle Tier has that and also “Precise Attack +1”, which can add 1 to one of either the “to hit” or damage, *one* roll per round. You must select which to add to *before* you roll for that round. High and Upper Tiers can get Lucky *twice* per day, and there’s no time like the present. Your job, GM, is not necessarily to wipe out the heroes, although they can die. However, they should certainly feel that it was an equal combat, unless the dice have smiled, or they are simply very, very good. Heroes almost never think to retreat from battle. In this case, with the possibility of calling in reinforcements, it’s definitely a tactic to consider, if they are overmatched. Also, as the encounter suggests, feel free to have a “helper” put in a passing appearance if needed.

Thaereian Fire Team (Field artillery, for use against vehicles) (3): Use elite troopers as appropriate from the list above. They have only heavy blaster pistols as personal sidearms; their duty is to operate their E-web blaster against any vehicles that offer a target. The E-web is a standard model from p. 132 of the RCR, with stats reproduced here for convenience. Note that it has to have a full, three-man crew to operate it and transport it. It is a tripod-mounted weapon and has a large power generator. Depending on the situation and how torn up or functional your heroes are, you may wish to give the artillery a little cover from the terrain. If your heroes are in the **Republic AAT tank**, you may even wish to have two crews try for crossfire, since the tank can soak up a lot of damage and has a good DR, even against 6d8.

Blaster, E-web: Damage 6d8, critical 19-20, range increment 80m, weight 38 kg, type energy, multifire and autofire possible, large size, requires heavy weapons proficiency to use at full attack.

Thaereian Military Vehicles for Sections 2 and 4 of Encounter 3: Section 2 uses the repulsortank seen in Episode 1; Section 4 used the wheeled missile platform. These are only listed once. Their crew qualities are noted in Tiered format, within the stat blocks. The wheeled missile platform is an adaptation, intended to represent the ones seen in the Geonosis battle in Episode 2. Be judicious; those missiles pack a nasty punch. If a hero tries to target the missile pack specifically, they are at –8 to hit due to size differential and partial cover for the missile launcher, but if they succeed then, in true *Star Wars* battle tradition, the whole thing will explode in a very impressive, fiery shock wave that will knock over a goodly number of surrounding enemy troops, as well.

Section 2: (Tanks for the memories) Baktoid Armor Workshop AAT-1 (1 per Tier level, so 1-3);
Class: Speeder (ground); Cost: not available for sale; Size: Gargantuan (9.75 m long); Crew: 4 (+4/+6/+10); Passengers: 6 (battle droids); Cargo Capacity: 500 kilograms; Speed: 40 m; Max Velocity: 120 km/h (X sp./action); Altitude: not applicable; Initiative: +2/+4/+6 (crew); Defense: 14* (-4 size, +8 armor); Maneuver: +0/+2/+6 (-4 size, +4/+6/+10 crew); Hull Points: 20 (DR 10); Shield Points: 0.
Weapon: Heavy laser cannon; **Fire Arc:** Front; **Attack Bonus:** +4/+6/+10 (-4 size, +4 fire control, +4/+6/+10 crew); **Damage:** 5d8; **Range Increment:** 30 m.

**Provides full cover to the pilot and crew*

Section 4: “Wheely Big Missile Launcher” (1); Class: Wheeled (ground); Cost: 100,000 (new), 60,000 (used); Size: Gargantuan (10 m tall); Crew: Built-in Droid (+4/+6/+10); Passengers: 0; Cargo Capacity: 1,000 kilograms; Speed: 80 m; Max Velocity: 200 km/h (3 sp./action); Altitude: not applicable; Initiative: +2/+4/+6 (crew); Defense: 12* (-4 size, +6 armor); Maneuver: +0/+2/+6 (-4 size, +4/+6/+10 crew); Hull Points: 40 (DR 10); Shield Points: 0.
Weapon: Concussion missile launcher (8 missiles); **Fire Arc:** Front; **Damage:** 6d10x2; **Missile Quality:** Ordinary (+10). Note: these missiles have only half of the endurance of an ordinary missile, not being designed for use in space. They run out of fuel after **three** rounds, not six. Any missile that misses has a flat 50% chance of impacting the ground or an obstruction and detonating.

**Provides full cover to the pilot and crew*

GM NOTE: This vehicle will not target the heroes unless they are in the tank and either attract its attention or fire upon it. It is headed for the LZ to blow up the Militia landing vehicles.

Potential “helpers” (not tiered): Don’t use them all, if you use any. Select the appropriate helper(s) for the situation and your group.

Jedi Master Ki-Adi-Mundi: He once said, at the Almas Academy, *“I would be proud to serve with any of the beings here tonight. Who knows, perhaps one day I shall?”* If he makes an appearance, that day has come. While stats for him exist in the PotJ sourcebook, they are not truly needed: he has “script immunity” and only appears to deflect a few blaster bolts, wave away some droids, affect the enemy’s minds so that they go away, or whatever is needed. A blaster bolt may wing him, for a little vitality loss, if you wish a medic hero to have a quick thrill by helping him. That’s as seriously as he can be hurt; this is not his time. If you don’t like script immunity, use Biko and Oora, below.

Or, instead use:

Biko and Oora Gellandi: If the heroes get into a serious problem, Oora and Biko can be troubleshooters. This means that they cruise by in a Republic AAT tank (see the listing in **GM Aid#3**), aim at the trouble, and shoot it. They then have to proceed to their assigned objective and cannot stay to chat or pick up heroes. It is really unlikely that the two could get killed here inside that tank, but if it happens, it happens. (Note that, alas, they will be casualties listed in encounter 6, regardless of whether it happened here or not.) A brief recap of their descriptions follows. Biko is the gun-crazy Rodian youth; Oora is the techie Chagrian.

Biko

Rodian Male Thug 3/Soldier 2. Previously encountered in *Padawannabes* and possibly this trilogy. Biko is a very typical Rodian youth, perhaps a bit more personable. He has black eyes and the normal green skin of his species. He is a bit “edgy” and always likes to keep moving and looking around. His old model blaster pistol, vibrodagger and armour are now in storage, as he has lovely new Militia armor and guns. He is 15, one year short of official, full Rodian adulthood, but lied about his age to get into the Militia. Sadly, he will never reach full adulthood, now.

Oora Gellandi

Chagrian female Expert 3/Tech Specialist 2. Previously encountered in *Padawannabes* and possibly this trilogy. For those who do not have the *Ultimate Alien Anthology*, the Chagrian description is reproduced here, from pp. 32-33. “Chagrians have blue skin. Males and females both have a pair of horns, known as ‘lethorns’, protruding from fleshy growths on the side of their heads. Lethorns can become quite large and can be draped over the shoulders. Males have a second pair of horns sprouting from the tops of their heads...”. This is the species of the male Bureaucrat assistant to Supreme Chancellor Valorum, in *Star Wars* Episode 1. The females do not have the upper set of horns, making them look a bit like Iktochi.

Oora is a looker and has a great pair of lethorns, which she has adorned with many ring-inlays. She has recently turned 17, making her officially a Chagrian adult.

Sadly, Oora pays the price for her own decisions about how to be a hero, in this conflict.

Encounter 4: Turbolaser Diplomacy

If you have need of a combat scene, use the suggestions from the encounter. See the enemy ground forces, above.

Encounter 5: Choke Hold

For reference, here are the stats for the capital ships in the battle. Please refer to the encounter descriptions; the untiered ship is **not** used freely.

Corellian Engineering Corporation Corvette *Indefatigable*

Class: Captial, **Crew:** 30-165 (expert +8), **Size:** Large, **Initiative:** + 7 (-1 size, +8 crew), **Hyperdrive:** x2, **Maneuver:** +7 (-1 size, +8 crew), **Passengers:** 600, **Defense:** 19 (-1 size, +10 armor), **Cargo Capacity:** 3,000 tons; **Shield Points:** 200 (DR 20); **Consumables:** 1 year, **Hull Points:** 300 (DR 20), **Maximum Speed in Space:** Attack (5 squares/action), **Atmosphere Speed:** 950 km/h (16 squares/action).
Weapon: Double turbolaser cannons (6); **Fire Arc:** 3 front, 1 left, 1 right, 1 rear; **Attack Bonus:** + 9 (-1 size, +8 crew, +6 fire control); **Damage:** 5d10x2; **Range Modifiers:** PB -2, S/M +0, L -2.

Thaereian “Extra” Starfighter for Tier 1 (L4-6).

Incom/Subpro Z-95 Headhunter Starfighter (see encounter for suggested numbers)

Class: Starfighter, **Crew:** 1 (normal +0), **Size:** Tiny, **Initiative:** + 2(+2 size, +0 crew), **Hyperdrive:** x1, **Maneuver:** +2 (+2 size, +0 crew), **Passengers:** None, **Defense:** 22 (+2 size, +10 armor), **Cargo Capacity:** 85 kg; **Shield Points:** 30 (DR 10); **Consumables:** 1 day, **Hull Points:** 120 (DR 10), **Maximum Speed in Space:** Ramming (9 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action).
Weapon: Triple blasters (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** + 4(+2 size, +2 crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.
Weapon: Concussion missile launcher (2 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10) (Number of missiles reduced from 6. The Thaereians are low on ordnance.)

Thaereian “Extra” Starfighter for Tiers 2 and 3 (L7-9, 10-12).

Incom/Subpro Z-95 Headhunter Starfighter (see encounter for suggested numbers)

Class: Starfighter, **Crew:** 1 (skilled +2), **Size:** Tiny, **Initiative:** + 4(+2 size, +2 crew), **Hyperdrive:** x1, **Maneuver:** +4 (+2 size, +2 crew), **Passengers:** None, **Defense:** 22 (+2 size, +10 armor), **Cargo Capacity:** 85 kg; **Shield Points:** 30 (DR 10); **Consumables:** 1 day, **Hull Points:** 120 (DR 10), **Maximum Speed in Space:** Ramming (9 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action).
Weapon: Triple blasters (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** + 4(+2 size, +2 crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.
Weapon: Concussion missile launcher (2 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10) (Number of missiles reduced from 6. The Thaereians are low on ordnance.)

Thaereian “Elite” Fighter Aces, by tier.

Tier 1 (levels 4-6)

Incom/Subpro Z-95 Headhunter Starfighter (see encounter for suggested numbers)

Class: Starfighter, **Crew:** 1 (skilled +2), **Size:** Tiny, **Initiative:** + 4(+2 size, +2 crew), **Hyperdrive:** x1, **Maneuver:** +6 (+2 size, +4 crew), **Passengers:** None, **Defense:** 22 (+2 size, +10 armor), **Cargo Capacity:** 85 kg; **Shield Points:** 30 (DR 10); **Consumables:** 1 day, **Hull Points:** 120 (DR 10), **Maximum Speed in Space:** Ramming (9 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action). **Weapon:** Triple blasters (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** + 4(+2 size, +2 crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S –2, M/L n/a.

Weapon: Concussion missile launcher (2 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10) (Number of missiles reduced from 6. The Thaereians are low on ordnance.)

Tier 2 (levels 7-9)

Incom/Subpro Z-95 Headhunter Starfighter (see encounter for suggested numbers)

Class: Starfighter, **Crew:** 1 (expert +4), **Size:** Tiny, **Initiative:** + 6(+2 size, +4 crew), **Hyperdrive:** x1, **Maneuver:** +10 (+2 size, +8 crew), **Passengers:** None, **Defense:** 22 (+2 size, +10 armor), **Cargo Capacity:** 85 kg; **Shield Points:** 30 (DR 10); **Consumables:** 1 day, **Hull Points:** 120 (DR 10), **Maximum Speed in Space:** Ramming (9 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action). **Weapon:** Triple blasters (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** + 6(+2 size, +4 crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S –2, M/L n/a.

Weapon: Concussion missile launcher (2 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10) (Number of missiles reduced from 6. The Thaereians are low on ordnance.)

Tier 3 (levels 10-12)

Incom/Subpro Z-95 Headhunter Starfighter (see encounter for suggested numbers)

Class: Starfighter, **Crew:** 1 (ace +8/+3), **Size:** Tiny, **Initiative:** + 8(+2 size, +6 crew), **Hyperdrive:** x1, **Maneuver:** +14 (+2 size, +12 crew), **Passengers:** None, **Defense:** 22 (+2 size, +10 armor), **Cargo Capacity:** 85 kg; **Shield Points:** 30 (DR 10); **Consumables:** 1 day, **Hull Points:** 120 (DR 10), **Maximum Speed in Space:** Ramming (9 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action). **Weapon:** Triple blasters (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +10/+5(+2 size, +8/+3 crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S –2, M/L n/a.

Weapon: Concussion missile launcher (2 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10) (Number of missiles reduced from 6. The Thaereians are low on ordnance.)

Again, GM, please note: Starship combat has one central trait: it can go from “hey, no problems here” to “what do you mean, I’m an expanding vapor cloud” in one die roll. Your job, GM, is not to wipe out the heroes. However, they should certainly feel that it was an equal combat, unless the dice have smiled, or they are simply very, very good. This does not mean that heroes cannot die; this is a climactic battle. But starfighter combat can get messy very, very quickly, and it’s hard to gauge the outcome of a 7d6x2 damage roll, if a ship is already hurt. Try to give your heroes warning if it’s time to pull back or eject.

Potential “helpers” (not tiered):

Alto Janss, Human female smuggler, Scout 3/ Scoundrel 5; Init +1; Def 17, DR4; Spd 10m; VP/WP 40/10; Atk +5 melee (2d6 vibroblade); +6 ranged (3d8 or DC18 stun heavy blaster); SV Fort +3, Ref +8, Will +4; SQ Illicit barter, Lucky 1/day, Precise attack +1, Skill Emphasis: Knowledge: (streetwise) Cularin System Criminal Subculture, Trailblazing, Heart +1; SZ med; FP 5; DSP:1; Rep +2; Str 10, Dex 14, Con 10, Int 14, Wis 12, Cha 17.

Skills: Appraise +8, Astrogate +4, Bluff +9, Computer Use +9, Diplomacy +13, Disguise +7, Forgery +6, Gather information +11, Hide +6, Knowledge: Cularin System Criminal Subculture +9, Knowledge: Spacer Lore +6, Knowledge: Business +8, Knowledge: Bureaucracy +7, Knowledge: Politics +4, Knowledge Cularin System +12, Knowledge: World Lore +3, Listen +5, Move Silently +6, Pilot +7, Profession: (Smuggler) +7, Search +6, Sense Motive +9, Spot +7, Gamble +2, Spoken Languages: Basic, Sullustese, Huttese, Bothese, Shyriiwook, Durese, Read/Write Language: Basic, Sullustese, Bothese. Other Language: Lekku.

Feats: Weapon proficiencies: blaster rifles, blaster pistols, simple weapons, Point Blank Shot, Starship Operation (space transports), Skill Emphasis: Diplomacy, Skill Emphasis: Knowledge: Cularin System, Trustworthy, Sharp Eyed.

Equipment: Heavy blaster pistol (license is “in her other pants”), armored flight suit, datapad, stun grenade, vibroblade.

Description: Alto Janss is not tiered. She has auburn hair, hazel eyes, is very good looking. High cheekbones, coffee-and-cream skin. Her hair is cut short but feminine. She can out-con and out-negotiate just about anyone she’s met.

Tactics: Sneak up on the Thaereians from behind and blow them to space dust. Remember, she has Lucky 1/day and Precise Attack +1 and 5 Force Points. Her personal combat stats should not be needed, but they are included for consistency, as the heroes will likely have met her.

The Long Spoon, Alto’s ship: treat it as a highly modified freighter. Use the stats for the Wayfarer class in **GM Aid #3**, if she has to fight. The ship looks somewhat more lozenge-shaped than a Wayfarer, but the stats will do.

Teeloo

Previously encountered in *Price of Business*, and quite likely in this trilogy. Rodian Male Fringer 1/Scoundrel 3/Scout 1. He’s a typical Rodian who can do the “puppy dog” look very well, and who “thpeakth with a bit of a lithp”. Thaereians blew up the old *Neeva Beelo*, sadly, but it wasn’t much above space junk when it went.

Teeloo in a fighter (some heroes’ worst nightmare...): He’s flying one of Nirama’s nifty, sleek-looking fighters, but they are essentially almost the same as a Headhunter. They have a little weaker hull, but slightly more powerful shields and a marginally better cannon that sports minimal fire control. Use the following stats. Teeloo’s numbers have been factored in.

Nirama Modified Incom/Subpro Z-95 Headhunter Starfighter (1)

Class: Starfighter, **Crew:** Teeloo, **Size:** Tiny, **Initiative:** + 4(+2 size, +2 Teeloo), **Hyperdrive:** x1, **Maneuver:** +10 (+2 size, +8 crew), **Passengers:** None, **Defense:** 22 (+2 size, +10 armor), **Cargo Capacity:** 85 kg; **Shield Points:** 35 (DR 10); **Consumables:** 1 day, **Hull Points:** 110 (DR 10), **Maximum Speed in Space:** Ramming (9 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action).

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

Weapon: Concussion missile launcher (2 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10)

Encounter 6: The Republic Strikes Back

See Encounter 5. The heroes will either be flying an attack run against the Thaereian flagship, or dealing with some extras to allow the attack run to proceed.

GM Aid #3: Military Vehicles Available for Encounter 3: Dorumaa Base

For Encounter 3, you may offer the heroes use of a variety of military vehicles, depending upon their skills and their desire to remain together or fight in smaller groups. The stats for the vehicles below are also found in the Player Handout section, above.

SoroSuub V-19 Gian Speeder

Class: Groundspeeder; **Cost:** 20,000 (new), 10,000 (used); **Size:** Large (5.7 meters); **Crew:** 2 (skills as per hero pilot/crew); **Passengers:** 2; **Cargo Capacity:** 50 kilograms; **Speed:** 100m; **Max Velocity:** 240 km/h (4 square/action); **Defense:** 13* (-1 size, +4 armor); **Hull Points:** 27 (DR 10).

Weapon: Double repeating blaster cannon (fire-linked); **Fire Arc:** Front; **Attack Bonus:** +1* (-1size, +2 fire control, *+ hero crew); **Damage:** 4d8; **Range Increment:** 30m.

Weapon: Repeating blaster cannon; **Fire Arc:** Turret; **Attack Bonus:** +1* (-1 size, +2 fire control, *+ hero crew); **Damage:** 4d8; **Range Increment:** 30m.

**Provides one-half cover to the pilot and passengers.*

Modified Ikas-Adno 22-B Nightfalcon; Class: Speeder (ground); Cost: 6,000 (new), 2,000 (used); Size: Large (4.87 meters long); Crew: 1; Passengers: 1; Cargo Capacity: 4 kilograms; Speed: 100 m; Max Velocity: 300 km/h (5 squares/action); Altitude: up to 10 meters; Defense: 11* (-1 size, +2 armor); Maneuver: -1 (-1 size) + hero crew; Hull Points: 16 (DR 5); Shield Points: 0

Weapon: Laser cannon; **Fire Arc:** Front; **Attack Bonus:** -1 (-1 size) + hero crew; **Damage:** 4d8; **Range Increment:** 20 m.

**Provides no cover to the pilot and passengers.*

Republic Armed Armored Transport (AAT): the stats for this vehicle have been modified from the **Caridan Test Grounds MT-AT**, and are intended to represent the six-legged walker used by the Clone Army in Episode 2. It essentially has six legs, armor and a really big, front-mounted laser cannon. The vehicular weapon requires the heavy weapons feat to use at full attack value. There is no special piloting or operations feat.

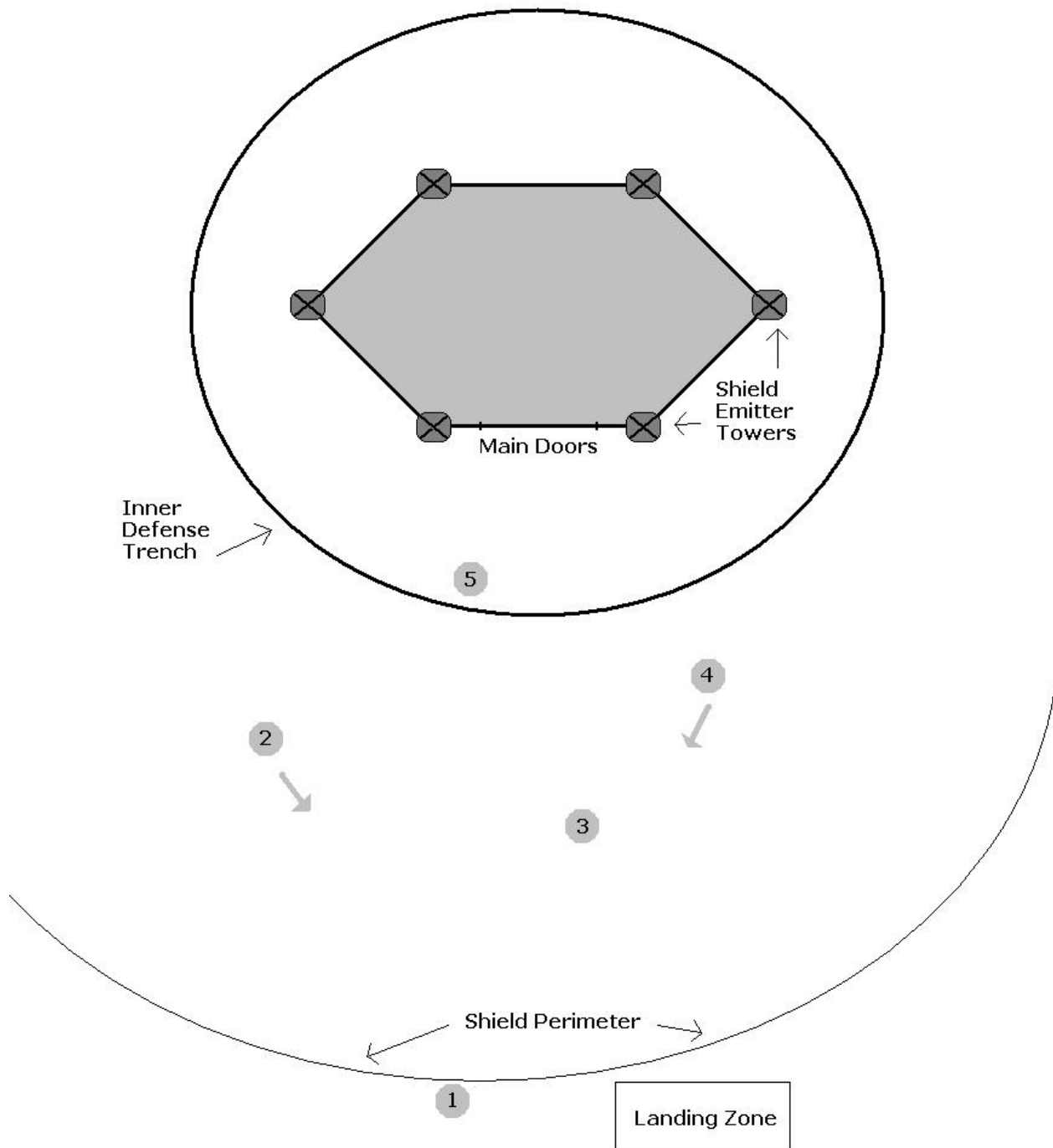
Republic AAT; Class: Walker (ground); Cost: 80,000 (new), 48,000 (used); Size: Gargantuan (15.6 m long by 12 m wide); Crew: 3 (Skilled +4); Passengers: 0; Cargo Capacity: 300 kilograms; Speed: 36 m; Max Velocity: 90 km/h (2 sp./action); Altitude: not applicable; Defense: 12* (-4 size, +6 armor); Maneuver: +0 (-4 size, +4 crew); Hull Points: 70 (DR 15); Shield Points: 0.

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.

**Provides full cover to the pilot and crew*

GM NOTE: Heroes choosing to use the tank can become the targets of enemy artillery and missile fire that would not normally target them in smaller vehicles. Remember that the hull points of a vehicle must be totally exhausted to disable it, and that it does not explode until it has taken an additional 50 points of damage, which will usually give the heroes inside time to get out of a disabled vehicle. Exploding vehicles deal 10d6 damage (REF DC 20 for half) to everyone inside and 5d6 (REF DC 15 for half) to everything within 10m. Vehicles that explode due to a ram also deal that damage to the other vehicle.

GM Aid #4: Map of Dorumaa Base WarZone



- Section 1 Droids up front.
- Section 2 Tanks for the memories. (arrow indicates tank's course)
- Section 3 Thaere heading our way.
- Section 4 That's a wheely big gun. (arrow indicates vehicle's course)
- Section 5 Last ditch.