

Preemptive Strike

**Episode I of the For Every Action Trilogy
A One-Round LIVING FORCE Tournament**

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The heroes are called upon by the government of Cularin to assist in ousting Riboga's crime syndicate before it establishes too tight a grip on the Cularin system. An adventure for LIVING FORCE heroes levels 4+. This scenario should be played before "*Counter Strike*" and "*Strike III*" (Episodes II and III of the "*For Every Action*" trilogy.)

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Preemptive Strike 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.

This is an adventure for all levels of LIVING FORCE heroes, and therefore characters levels 4 and higher are appropriate. If your players bring characters level 1-3 ask them to level them to level 4 (as if they now had 6000xp). If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

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.

Campaign 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.

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. **The hero DOES NOT have to earn a Force Point in the scenario in question in order to atone.** 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 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.

GM Overview

Riboga the Hutt has returned to the Cularin system, reclaiming the organization that Nirama took from him. For some this change is insignificant, one crime-lord being much like another, but there is a difference – Nirama cared for Cularin and its people beyond simple avarice. Riboga has no such compunction and intends to bring back the dark trades that Nirama shied away from.

However, Cularin has undergone many changes since Riboga left, and the Hutt has yet to consolidate his reclaimed empire. Petty criminals need to be brought back into line, old fortresses need to be reclaimed and new power centers reinforced.

There is a small window of opportunity, while the Hutt's grip on the system is still weak, for a courageous few to loosen that grip and perhaps, eventually, to set Cularin free.

Once again, Cularin must look to its heroes.

Encounter 1: Under New Management

Riboga the Hutt is extending his influence into Cularin once more, and this trouble is one that cannot be allowed. The heroes are requested, informally and unofficially, to look into this and do what they can to prevent the Hutt regaining total control.

Encounter 2: Crossover

The heroes encounter a group of Bounty Hunters intent on capturing stragglers from Nirama's organization. The Bounty Hunters or their prey can suggest a few of Riboga's rackets to target.

Encounter 3: Turf Wars

The heroes have learned of one of Tolea Biqua's gangs is holding out against Riboga. If they can be reinforced they may be able to provide the heroes with information about Riboga's new headquarters, the gathering point for the dataries he is acquiring through extortion.

Encounter 4: Fire Hazard

In the past, protection rackets have been one of the mainstays of Riboga's activities. One of his lieutenants is in charge of a new wave of "insurance salesmen" and may be able to provide the next link to Riboga's location and the fact that it is a gathering point for dataries.

NOTE TO THE GM: The heroes can play Encounter 3 or Encounter 4 in any order. If time is short and you cannot play the second encounter

please make both the coordinates and the codes available in the encounter you do play.

Encounter 5: Getting In Is Easy

The heroes track the funds to his new hideout. There they find out that the funds are about to be moved out of the system.

Encounter 6: Getting Out Is The Hard Part

The heroes, hopefully with Riboga's ill-gotten treasury, escape the hideout.

Important Note to Judges: This module pitches the heroes into one confrontation after another, and depending how the heroes handle things there could be combat in almost every encounter. As such, there is a real danger things could run long. Most of the combats can be bypassed by clever play, but if the heroes are making hard going of it, you can give out more information in Encounters 3 or 4, allowing the heroes to skip the other encounter and proceed straight to Encounter 5.

It should also be noted that if the heroes do take non-combat options for Encounters 3 and 4 you will need to improvise around the themes a little. We have tried to provide a few suggestions for dealing with players thinking outside the box, but if some players think even further (and you know they will), let the players run with things, while keeping to the spirit of the module.

Clarification regarding tiering notation: when you see something like "DC 15/20/25", use the lowest DC for the middle tier, the middle for high tier and the third for upper tier. In this scenario, tiers are for character levels: 4-6, 7-9 and 10+. In some cases the DC not follow the usual progression from tier to tier to reflect that higher level character stop being challenged by some things or that they actually find something easier than they did when they were lower level.

Opening Crawl

In times of conflict, some find earning a dishonest credit easier. In the past such activities on Cularin had been watched and controlled by Nirama. Now Nirama's influence is gone, and more vicious sentients are in control once more. Unless something is done soon, Cularin is going to find itself controlled by the Hutts once more...

Encounter 1: Under New Management

Key ideas of this encounter: The heroes are approached by one of Senator Wren's aides to help interfere with Riboga's attempts to reclaim Cularin for his empire. They are directed towards two of Nirama's ex-henchmen who are still at large.

Things start quietly, but are going to get busy quickly. The heroes have all been asked to attend a meeting with Merik Darou, a Human employed as an aide to Senator Wren. The heroes have been given no information about the nature of the meeting, only that it is urgent.

Merik Darou's office is light and airy, with a large window over-looking the city. The office is very tidy, and the furniture sparse, with simple decoration, only a couple of holos on his desk displaying any attempt at personalization. One holo shows what looks like a racing swoop, and the other an attractive Twi'lek woman.

The man himself stands and walks in front of his desk to greet you. He is a neatly dressed in a business suit and smiles warmly as you enter. "Thank you for coming, please, sit," he gestures to chairs. "May I have any drinks brought in for you?"

Merik will get the heroes settled before returning to his seat behind the desk. He arranges drinks to be brought, ordering water for himself, then takes a moment to look over the heroes.

Some of the heroes may have "encountered" Merik before – shortly after coming back to Cularin with the Senator, he nearly died from taking tainted Ryll. Heroes who played the module "Oblivion's Kiss" may have been instrumental in saving his life at that time. He will naturally be pleased to see any such heroes and will welcome them warmly, thanking them again for their intervention.

Merik did survive, and is a reformed man; he is clean and working hard for the Senator. However, Merik's (relatively) recent contacts in the underworld make him especially knowledgeable about the problem at hand today.

With pleasantries out of the way, Merik Darou settles back in his chair and takes a sip of water. "It seems the old cliché about change

being the only constant is particularly apt for the people of Cularin. And so it goes.

"The most recent change is much further reaching than some suspect. For those of you who are not aware, Nirama is no longer in charge of crime in Cularin, and the 'businesses' he ran are being reclaimed by Riboga, the Hutt who ran things before Nirama's coup.

"It is naturally hard for the common citizen of Cularin to relate to the change of criminal leadership in the system, but some of us have to look to the bigger picture. While I cannot find it in myself to approve of Nirama or his activities, he did display a certain warped fondness and respect for Cularin. There were certain things that he would not do, certain vices he would not tolerate in others, and was more effective at stamping them out than any police force could hope to be.

"Some of you may remember life with Riboga in charge, and will probably agree that he is not pre-disposed towards fondness or respect. He is about as vile a person as you could hope to avoid."

Merik takes a moment to gather his thoughts, swirling the water in his glass. "Sometimes change can work for us though," he continues "and Cularin is a different creature than when Riboga was last here. He has been persuaded to leave before, and it is in the best interests of Cularin that he be persuaded away again.

"Which naturally brings me your presence here. We have a small, possibly very small, window of opportunity, to persuade Riboga that reclaiming this territory is more trouble than it is worth.

"Please understand that I am speaking now as a concerned citizen, not as a representative of the Senator. What needs to be done may involve things that cannot be done through official channels, and the Senator cannot be involved. And is not of course.

"There are other clichés about good intentions and ends and means. You must do what you feel is right, and I rely on your good conscience in this matter. Keeping Riboga out of the system is a worthwhile cause, and if you agree to help I leave the methods entirely at your discretion.

"So my friends, it comes to this, will you assist Cularin in its hour of need once more?"

Merik can't help but be a politician, and you should try and make him just a little polished, but his

request and sentiment is honest, no matter how manipulative he sounds. He will encourage the heroes to help, offering credits to those who need them, and telling stories of the vileness of Riboga to encourage the less mercenary (get creative, whatever you come up with, Riboga has probably been involved in worse).

Assuming the heroes eventually agree:

"I am pleased. As I say, I leave the methods to you, but I would start by gathering some information. I have a couple of ... contacts ... that may serve you well in this matter. People who had been close to Nirama, but who are now hiding out from Riboga's representatives. And the OPS for that matter. They will have insight into the workings of Cularin's organized crime that could well be invaluable.

"Their names are Mattenic and Kerkum, and they are currently hiding out in abandoned factory in Gadrin. I suggest you start there."

Merik will give the heroes the address. Once this is done, he will wish the heroes luck and hurry them out of his office.

Let the heroes do any shopping or provisioning they want, then head for Encounter 2.

If the players need a ship Merik can arrange for the loan of a Wayfarer. GM and player copies of the stats can be found on **GM Aid #2**.

NOTE TO THE GM: This encounter is purely talking, and the only real danger is that the heroes may not want to get involved in such a grey-area mission. Should Merik manage to put the heroes off, let them consult with mentors, friends or employers. It should be made abundantly clear that Riboga returning to the system would be a Bad Thing™ and that helping prevent that return is a worthy goal for any hero. If the heroes wish to return to Merik after thinking it over, he will be happy to schedule a second meeting.

Encounter 2: Crossover

Key ideas of this encounter: The heroes go in search of some of Nirama's lieutenants and encounter a group of bounty hunters. From one group or the other, they can learn more about Riboga's latest movements.

As the heroes approach the address in Gadrin they were given:

The industrial section of Gadrin has had something of a revival since Cularin's recent troubles began. With importing goods being more fraught, home grown industry has been on the rise. Factories long dormant have begun producing again, and areas that had fallen into disrepair have been revived.

This revival has not been universal, however, and the address you have been given is in an area of "Smoketown Ged" which is still deserted and shabby.

As you approach the address you were given the only person in sight is a female Trandosha, lounging at a street corner, although the Merr-Sonn blaster carbine slung off her hip marks her out. She nods at you amiably as you approach.

The Trandosha is called Clargod and is a bounty hunter, part of a small team hired to capture Mattenic and Kerkum. Ostensibly this is on behalf of the OPS, but the bounty hunters are also in the employ of Riboga, who wants Mattenic and Kerkum out of the way. The bounty hunters figure that getting paid twice for the same job is a pretty sweet deal.

Not much of this will be immediately apparent however, because if the heroes approach the Trandosha, she won't get much of a chance to say anything beyond "hello" before her teammates' plan begins.

Whether the heroes speak to Clargod or not:

There is a deafening crash, and a wall of the building across the road explodes outwards, sending a gout of red flame halfway across the street. Small debris splatters the sidewalk around you, and smoke billows out of the hole.

Somebody will want to roll for initiative around about now. That's fine – for combat stats, see GM Aid #1. Assuming the heroes don't overly upset the plan (okay, perhaps optimistic) use the following as a guide for the combat.

Round 1

Mattenic and Kerkum will always act on the same initiative as each other. In round 1, they jump out of the hole they just blew in their wall, and make a break for it – across the road towards the heroes, and Clargod.

Clargod has been holding an action for a while now, expecting exactly this. As soon as Mattenic and Kerkum get within 4m, she will Quick Draw her carbine and will attempt to stun the fleeing crime-bosses (if she was in conversation with the

heroes before the explosion, she will toss out a quick "Excuse me, please" before doing so).

After this, the other three bounty hunters (Dee'Hars, Kelyan and Kiimo) will emerge from the building opposite, firing wildly over the heads of everybody, intent on keeping Mattenic and Kerkum running.

Round 2-3

Mattenic and Kerkum continue their flight, running flat-out all the way, heading for a couple of speederbikes they have concealed nearby.

Clargod will ignore any shots against herself, move up the road, and put a few more stun-shots towards the backs of the fleeing pair. Dee'Hars and Kiimo will also continue the pursuit, but Kelyan will break off to talk to the heroes.

Note that at no point will the bounty hunters shoot back at the heroes.

Kelyan will recognize any hero with a reputation of +4 or higher and will flash them a winning smile and greet them by name. Kelyan's job here is to run interference. She will try to convince the heroes not to interfere, stating (truthfully) that they are on a job sanctioned by the OPS, and (less truthfully) that they just want to follow the heroes' fine example in keeping Cularin safe, and (optimistically) that everything will work out fine. Whatever she thinks may work, basically.

Round 4

Mattenic and Kerkum reach the speeders. As they fire them up, there will be a series of actinic flashes, and dull crumps, as the stun grenades that Kiimo rigged on the bikes go off. Mattenic and Kerkum will both fail their fortitude saves (spooky that) and fall unconscious.

The bounty hunters will all put up their weapons. Kiimo will give a sinister little Rodian laugh. If the heroes have been attacking the bounty hunters, the bounty hunters will surrender, but insist on calling in the OPS.

There are many ways this combat could go, even in only four short rounds. Here's the most likely:

The heroes interfere and capture Mattenic and Kerkum

The bounty hunters will defer to the heroes willingly in this instance, but will insist on calling the OPS. If the heroes tell the bounty hunters they need information on Riboga's operation, Kelyan will offer a deal. If the heroes let the bounty hunters turn over the prisoners to the OPS (and so claim their reward), Dee'Hars will give them some important information about Riboga's current

plans. The Bothan is quite knowledgeable on the subject.

The heroes begin attacking the bounty hunters

The bounty hunters will not fight back, and will surrender once round 4 is reached, or if two of their numbers are stunned, or if any of their number takes wound damage. Again, Kelyan will try to cut a deal to give Mattenic and Kerkum to the OPS in exchange for information on Riboga's operation.

The heroes refuse to deal with the bounty hunters

If push comes to shove, the bounty hunters will let Mattenic and Kerkum go if the heroes insist. Kiimo will comment that the chase is the fun bit anyway. The information about Riboga's operation below can then come from a grateful Mattenic.

Once the dust settles, the heroes will be able to persuade Dee'Hars or Mattenic to give them the information they need.

"Riboga had many bases around the system, from his previous tenure in Cularin. Some were well known, some secret, and some never used. My guess is he has set up shop in one of those. A base that nobody remembers because nobody ever used it. As to where it is, I don't know. But somebody must, all you have to do is follow the credits."

"It seems to me, that if you interfere with the right job, you'll get your lead, but there's no point going after the Frenda fish when there's a Leviathan to net. No, you need to find someone important to Riboga. It just so happens that I think I know where you might find some people like that."

"Riboga's got a couple of big problems at the moment and he's going to send people he trusts to deal with both of them."

"First, he's got to re-establish his rep. Some of the punk gangs on Tolea Biqua are holding out on him, seeing how far they can push it. My guess is that Riboga will send his lead enforcer to step on them, hard, before anyone else gets any funny ideas. He's a Devaronian named Mok Cadrak, and he could be the lead you need."

"Second, Riboga's operation is going to need cash fast. And nothing builds cash quicker than a protection scam. No overheads to speak of, you see, except paying the guy who goes in and makes tutting noises about the inflammable nature of laundries or"

furniture stores, or swimming pools. Riboga's old haunts are pretty much tapped out on that front though, which is why rumor has it that he's sent a Human called Phis Benlip to Dorumaa."

The heroes can get what information they need to locate each of these targets. The heroes can then arrange transport (using their own ships if they have them) to each of the trouble spots. If they head for Tolea Biqua, use Encounter 3, if the heroes head for Dorumaa, use Encounter 4.

NOTE TO THE GM: If the heroes make a real mess of this (it's hard to see how, given that both sides in this encounter can provide the information as required, but it could happen), then they can get similar information from other sources. A DC 18/22/26 Gather info roll, or a DC 18/22/26 Knowledge (Streetwise) (or similar) will let the heroes move on, but isn't a very interesting way of progressing things.

Encounter 3: Turf Wars

Key ideas of this encounter: The heroes head to Tolea Biqua to intercept Mok Cadrak. The heroes can reinforce the local gang resisting Riboga, or cut a deal that will get them access to Cadrak after the turf war is over.

Fade to:

Your ship sinks into Genarius's thick atmosphere, and begins final approach on Tolea Biqua. If your information is correct then Riboga's enforcer is down there somewhere.

The heroes can reach Tolea Biqua with no difficulty. They can land, and make preparations as they will, but the entire city is scared, and nobody is talking right now, least of all about the whereabouts of Riboga's enforcers. However, if they approach it from the other angle, the heroes can learn something about the gangs holding out on Riboga.

Let them spend a few credits and make some Gather info rolls. If they can make DC 20/25/30 they will learn that the biggest gang still refusing to join Riboga's new organization are the Lurid Gundarks. Mok Cadrak will eventually appear at the Chancellor's Head, the pub used by the Gundarks as their base of operation.

Anything can be obtained in Tolea Biqua, with the right contacts and the right credits. Alas, the range of choice available does not guarantee discernment, and the entertainment at the Chancellor's Head pub is proof. In the far corner of the bar, an overweight Human male sits on a small stage wailing "Oooooluna Biqua! City of hopes! Oh! Oooooooluna Biqua!" The patrons are largely ignoring him.

The rest of the pub is no more inviting. The lighting is low, and the atmosphere thick, as though the atmosphere controls are set a little off norm. A cross-section of the galaxy's more disreputable species are scattered around the tables, and most turn to watch as you enter.

Off to the right of the lounge area, is a raised area, better lit than the rest of the pub, your eye is drawn to it, and the people sat around the tables there. A collection of sentients in gang colors are laughing and joking amongst themselves, deferring to a young Human tough. A pair of Aqualish stand by the steps to that area.

There are several approaches the heroes could take here.

Talking with the Gundarks

To talk to the gang leader, the heroes must first get past the two Aqualish bodyguards. In fact this is not a difficult task, and whatever bluff or diplomatic gambit the heroes wish to use should work. The DC is 15/20/25, but this is merely a formality.

The only thing the heroes must not do is take an aggressive stance. The gang is on edge, and expecting Riboga's attack. Threats, intimidation or attacks will only make the gang hostile and uncooperative. If pushed too far, the Gundarks will fight, and the heroes run the risk of doing Cadrak's work for him.

The Gundark's leader is a man called Carlin. He is not stupid, and has recently come to the conclusion that he may have bitten off more than his Gundarks can chew.

Carlin will listen to offers from the heroes that might get him and his people out of their predicament, and if the heroes can impress Carlin with their competence he will accept their help.

Impressing Carlin means a little informal contest between one of the heroes and one of the Gundarks. The nature of the contest will depend on the offer the heroes make.

For example, if the heroes offer to fight with the Gundarks, Carlin will want to see the heroes

shoot. He will select a target (the pub's dartboard seems appropriate), and the hero should make an attack roll to hit it. No matter how good the hero is Carlin will sniff, comment, "My Gran could do better than that," and invite Zeniff (a Gran) to take a shot. The Gran should lose the contest but not by much.

The heroes will then have time to prepare. See **Player's Aid #1** for a map of the Chancellor's Head. If the heroes want to rig booby traps or plan an ambush, they can. It might make a nice change of pace for them to be able to choose their combat ground. Don't get too hung up on this though. If the heroes' planning stage is getting a bit bogged down, a Gundark will run in warning the pub that Riboga's hit squad is almost on them.

Recruiting other gangs

It might occur to the heroes that the Gundarks will stand a better chance if they get more permanent help than the heroes can offer. Really creative heroes may offer to act as go-betweens for the Gundarks to other gangs in the area. If they all stand up to Riboga they could be a real force to be reckoned with.

Give the group diplomats a chance to role-play some conversations with other gangs, with a DC 20/25/30 Diplomacy check at the end of it. The heroes might be able to get the Gundarks help from the Cloud Warriors, the Order of the Hydrosponder and the Headhunters (all nearby gangs).

The heroes may be reluctant to be responsible for setting up a new force for crime on Tolea Biqua (they shouldn't because these gangs will bicker and fracture apart within a day of seeing off Cadrak) so they may not wish to pursue this route.

Combat!

Depending on the heroes' actions, this fight could be extremely difficult, or relatively straight-forward.

If they decide to jump the enforcer and his minions by themselves, the fight could get sticky. If they have recruited the Gundarks' help, abstract the fight a little, letting the Gundarks deal with most of Cadrak's minions. If the heroes have recruited other gangs, Cadrak can be persuaded/intimidated into giving up without a fight.

Consult **GM Aid #1** for stats for the combat.

Assuming the heroes take Cadrak in a state to talk with him, they can get some information out of him. He can tell the heroes where Riboga's new hideout is located, but has not been given the access codes to deactivate the base's automatic

defenses. Cadrak doesn't have a problem telling the heroes where the base is; he knows the funds won't be there long and it's a death trap without the codes. Cadrak will delight in telling the heroes they would not be able to get close without being reduced to radioactive dust.

The heroes can now proceed to Encounter 4 for the next piece of the jigsaw.

NOTE TO THE GM: If the heroes do not take Cadrak alive, Benlip will have to provide the necessary information to locate Riboga's base. If time is tight, or if the heroes have already visited the other location without completing the information they need, Cadrak will have a datapad on him with the required co-ordinates.

Encounter 4: Fire Hazard

Key ideas of this encounter: Phis Benlip has been cutting a swath through the legitimate businesses on Dorumaa, he and his bully boys have been twisting arms and destroying property throughout the resort. The heroes can intercede at an amusement park in Greentree Pointe.

Dissolve to:

Almas rolls by beneath you as your ship begins its approach onto the resort moon Dorumaa. Flight Control bids you a warm welcome to the moon, and directs you to land at docking bay 51.

As with their visit to Tolea Biqua, the first thing the heroes must do is find out where Riboga's man is likely to be. Let the heroes work their contacts, call in favors or make some Gather info rolls. It won't be too hard to pick up Benlip's trail – Riboga's grip has never been especially tight here.

Benlip has been working his way through the resorts and is currently working Greentree Pointe, shaking down hotels, amusements and other tourist trade. If the heroes follow this lead:

The beachfront of Greentree Pointe stretches away from you in both directions, the beaches thronging with vacationers of every species. Hotels, restaurants and souvenir stores line the boardwalk, and the beach itself plays host to bars, arcades and amusements. Appealing smells drift out of beachfront restaurants and all tastes of music fill the air from a multitude

of clubs.

Even in the middle of the Galactic troubles, the resort is busy, and finding anybody here is going to be a long and tedious process of legwork and greasing palms with credits.

Let the heroes get a few sentences out about their intent or plans before going on to:

A sudden noise cuts through the air, the unmistakable crack-whine of a blaster shot. Heads turn towards one of the amusement parks, but the holiday-makers dismiss the noise almost immediately.

Perhaps it won't be so hard after all.

This Benlip and his crew are currently working over an amusement park owner, one who just gave an answer the gangster didn't like. Have the heroes make Spot or Listen checks DC 16/20/25 to identify the source of the sound, a platform high overhead that marks the start of the "Meteor Strike!!" rollercoaster. Anyone checking out the platform with macrobinoculars will be able to see about a dozen people up there, several of them armed.

The "Meteor Strike!!" rollercoaster is relatively new, commemorating a meteor that struck near Greentree Pointe a few years ago (as seen in the module 'Depths of Dorumaa'). The ride begins on the platform overhead, then twists and turns along the beach before plunging into the sea. The ride eventually surfaces at a floating restaurant some distance out. To reach the start platform, the heroes will need to take a turbolift to that level. (For the record, there are speeders nearby to commandeer, but none with the required flight ceiling to get to the ride).

The turbolift has a hastily scrawled "Out of Order" sign pinned to it, but it is obviously out of place. A repair check (DC 20/25/30) will confirm the lift is fine, and can be taken up to confront Benlip and his men. Of course, using the turbolift will alert the gangsters to the heroes' approach, and Benlip has decided to leave.

The doors of the turbolift open, and blaster-fire crackles in. You hear someone shout, "Go! Go! Go!" as one of the ride's cars pulls away. The gangsters' second shots go wild, as their car drops rapidly from view.

As the doors open, the gangsters fire three shots into the lift – choose three random heroes to target (if the heroes have said they are taking cover, give them half cover, +4 to their defense).

The gangsters fire at +7/+12/+16 depending on tier.

Thereafter, Benlip's pilot gets their car running, and they plunge out of sight.

The ride lasts one minute (10 rounds), ending some distance away, where the gangsters will be able to acquire transport and vanish into the night (depending on what time the heroes got here of course). The villains have a one round head start now. If the heroes look like they may dither, a harassed manager will gasp "Stop them, they're getting away!" and point the heroes to a second ride car.

If the heroes do dither at this point, and wait before pursuing the villains, the villains will be further away and catching them will become harder.

When running this combat, remember that both parties are on a rollercoaster. There will be twists, turns, loops and sudden stops (and sudden drops). Describe a few; keep things as cinematic as possible.

Note: While on the ride, heroes' concentration will be tested enough that they cannot take full round actions.

For combat statistics, see **GM Aid #1**.

Round 1

The heroes can all get into the second car. Benlip's car is out of sight and not a valid target currently. The car has six seats – the front two have access to the limited computer and piloting systems, with two further pairs of seats behind them.

The ride has safety features to stop two cars being released too close together. A DC 18/22/26 Computer use check will over-ride this (remember only heroes in the front two seats can attempt this).

A Pilot check (DC 15/19/25) is required to understand the basic manual controls. The ride does not run on rails, but instead is guided through its course using low-level tractor beams and repulsors. The pilot will have only minimal control of the car.

Round 2

The heroes drop into the ride proper. This is designed to be one of the big hits of the ride, so have all heroes make a Fortitude save DC 12 (no tiering). Anybody failing this check will be unable to participate in the next three rounds of the combat.

Have everybody make a Spot check. DC 15/19/24 will spot the gangsters' car. If any hero makes DC 20/25/30 they will notice a faint shimmer in the air around the heroes' car.

In fact the car is surrounded by a low-level force field – necessary for when the car goes underwater later, but awkward if the heroes try to shoot without deactivating it. Deactivating the shield requires a DC 22/26/30 computer use role (again, only someone in the front seat can make this check). Firing a ranged weapon while the shield is still up will cause a ricochet. For each shot fired, choose a random target in the car, and make an attack roll at +5/+10/+15.

The two ride cars are fast moving, unpredictable and some distance apart. There is a circumstance penalty on all attack rolls from either side of -5 (with a further -3 for each round of the heroes waited before joining the ride). Make a contest of pilot skills between the heroes' pilot and the gangsters'. If the gangsters win, this penalty increases by 2, if the heroes win, the penalty decreases by 2.

Rounds 3-6

The ride continues. The two cars will dance around each other, swirling, turning, getting closer then moving apart again. The whole thing is fast, exciting and disorienting.

Pilots can make contested rolls each round if the heroes want to get closer – reduce the attack penalty by 2 each time the heroes win, increase by 2 when the villains do, with a minimum penalty of -1.

Let the heroes get creative if they wish. Force users can use Move Object on the enemy car (DC 25), to provide a +2 co-operation bonus for the pilot check. If the heroes' pilot manages to reduce the penalty to -1, then it is possible for heroes to jump from one car to the other if they wish (DC 15/20/20) this is nice and cinematic, but a failed jump check will send the hero spiraling into the sea below.

Round 7

The gangsters' car plunges into the sea. Their shield is currently down, and any unconscious gangsters will get washed away at this point. Anybody in the gangsters' car must make a DC 15/19/24 Fortitude save to avoid a similar fate. If any gangsters are still conscious they will be able to get the force field up before anyone in their car drowns.

Hopefully this will provide a clue that putting their own force shield up again on the heroes' car is a good idea. A computer use DC 25/28/32 is

required.

Round 8-9

If the heroes' force shield is not in place at the start of round 8, everybody in the craft should make DC 15/19/24 Fortitude saves. If the heroes fail, they have the breath knocked out of them and must begin making Constitution checks for drowning, as described on page 287 of the RCRB.

The shield will be automatically re-engaged shortly after this, as the sensors detect the vehicle is submerged. With the shield back in place, the heroes cannot fire at the gangsters; however you should continue to call for opposed Pilot checks each round.

Round 10

In round 10, any surviving gangsters will have reached the end of the ride. If they are far enough ahead of the heroes, they will be able to get away – if the current penalty to hit is -5 or larger, the gangsters will get clean away. If not, the heroes can finish the fight here amongst the rather startled diners at the Splashdown restaurant.

If the heroes are able to capture at least one of the gangsters alive, they can interrogate him. None of them, not even Benlip, know the location of Riboga's base, but if the heroes make a DC 15/20/25 Bluff, Diplomacy or Intimidate roll, the gangster will admit to having overheard the security codes for the base's defense system. He also knows that the codes are due to change soon as the funds will be ready for shipment.

NOTE TO THE GM: As before, you may need to make Benlip (or his men) a little more knowledgeable if the heroes have made hard work of Encounter 3.

Encounter 5: Getting In Is Easy

Key ideas of this encounter: The heroes believe they have tracked the funds to one of Riboga's secret bases hidden, as usual, in the asteroids field.

Note to the GM: It is possible that the heroes will decide to wash their hands of it at this point and simply turn the codes and coordinates over to the authorities (OPS, Militia, Senator's offices, etc.). If so that would conclude the scenario and you should award XP as per the guidelines.

There are times when it seems like the asteroid

field in Cularin is more inhabited than some of the planets. But there's no denying it makes a fine location for a secret base – one giant space rock looks very much like another. Without the exact co-ordinates you have, finding this particular asteroid would have been impossible.

The heroes should now have the co-ordinates and access codes to Riboga's asteroid base. The defense system will hail them and ask for the codes. Give them a second or two's worry (maybe make a few die rolls just for fun) and then have the defense system give the all clear.

A tiny beacon indicates the correct entrance to the asteroid, and with no other choice you follow it in. The access way into the asteroid is a tight squeeze, and twists and turns around before opening up into an open hangar bay. A dozen ships of various sizes are already docked here.

The hangar is busy, droids trundle around making repairs to ships and to the hangar itself, which has a not-quite-finished feel to it. There are no organic life-forms in sight.

Once the heroes leave their ship, they will be approached by a protocol droid. The droid will welcome them in the name of "the Supreme Exalted One" and wish to help the heroes as much as possible.

"The Supreme Exalted One has only just returned to the system and regrets the inconvenience caused by these problems. However the Supreme Exalted One has taken steps to ensure the accommodation blocks are complete and of the greatest luxury. Do you have goods or funds to be off-loaded? You are just in time. The Supreme Exalted One has arranged for the goods to be transferred out of system. Expansion is always so expensive."

If the heroes planned on posing as enforcers making a delivery they can do so. The droid will be very happy to show the heroes where their ill-gotten gains can be safely stored. Actually, the droid will be very happy to show the vault to anyone at the slightest hint of curiosity.

The vault area is fairly secure. Riboga depends on secrecy and the outer defense system to protect his treasure. Any interior security is because he never trusts his own people 100 percent.

The "treasure" consists of several large chests

on anti-grav sleds - similar to what Han Solo used for his reward in *A New Hope*. There is one chest per hero.

Getting into the vault is easy. A DC 14/18/22 in Diplomacy or Bluff can trick the droid. Intimidation and other threats do not work so well on inorganic beings but they do work (DC 18/22/30 Intimidate). Mind tricks don't work at all, of course. If all else fails physical force and gunfire can get them into the vault. But, as it says, getting in is easy...

Encounter 6: Getting Out Is The Hard Part

Key ideas of this encounter: The heroes race against time to leave Riboga's base.

There are two elements to escaping Riboga's base: physical and piloting. Feel free to emphasize the section(s) which play to your table's strengths, it will make things more interesting.

Getting back to the hangar

It will take heroes a couple of minutes to get back to the hangar from the treasury. Find out what order they are moving in, and scatter the following through the journey:

- Security units. Use the stats for generic thugs in the **GM Aid #1**. On their own these guards shouldn't be a serious threat but are meant more for atmosphere. Feel free to reuse them if appropriate or to make the other encounters below a bit more tense.
- Bulkhead doors. These doors will slam down at the first hint of alarm. Disable Device 18/22/30 (or the ever popular Jedi can opener in three rounds).
- Depressurized hangar. Riboga believes in separating trouble from escape and depressurizing the hangar is standard procedure. It will take a Computer Use 15/18/22 to start pressurization. The entire process takes 10 rounds.

Getting out of the asteroid

Finally aboard their own ship(s) the heroes can fly out as the security system reactivates.

- Have the pilot make a DC 10 pilot check to fire the engines in quick time (as described on pg 218 of the RCRB). If the

check fails (oh, the indignity) have a anti-personnel blaster hit the ship doing 5d6 hull damage. Even if the check succeeds, make sure you describe the engines faltering and dying before they catch and fire properly.

- Remember the twists and turns described on the journey into the asteroid? Now the heroes have to get back out again past those twists, and at speed. Two pilot checks are required both at DC 25/30/35. Failed checks result in another 5d6 damage to the ship (though the shields may take it this time).
- The entrance to the tunnel is heavily protected from ships entering. A pilot check of DC 25/30/35 will get them out and away. Otherwise the ships will take 10d10 damage as it gets caught in the crossfire of several emplacements.

NOTE TO THE GM: It would be easy for this encounter to fall into the trap of just being a series of dice rolls. Encourage the players to role-play this amongst themselves. Most importantly, play this encounter fast; it's not supposed to be about debate and discussion but a race.

Conclusion

When the dust settles, the heroes will find themselves out of leads with, potentially, a ship full of dataries. If they don't contact Merik Darou at this point, he will contact them shortly. After they've brought him up to speed:

"My thanks heroes, you have done sterling work this day. You have undoubtedly dented Riboga's activities in Cularin, and given him pause for thought I've no doubt. The recovery of these funds will slow Riboga's expansion but not stop it. Hmm. Well, that is a concern for another day. In the meantime heroes, once again, I thank you."

Here Ends, "Preemptive Strike"

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 (800 xp for core LF plot scenarios, 500 for non-core LF scenarios).

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

Adventure Experience Award:

Did the heroes manage to recover the money that Riboga's lackeys had extorted? If so, each hero who survived receives 800 xp. [500 for non-core scenarios.]

Adventure Experience:	800 xp
Roleplaying Experience:	0-400 xp

Total Possible Experience: 1,200 xp

If the heroes did not complete the scenario because of time constraints, but were "on the right track," you may award ½ adventure experience. If the heroes succeeded in discovering the location and the access codes but didn't manage to reclaim the credits, 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.

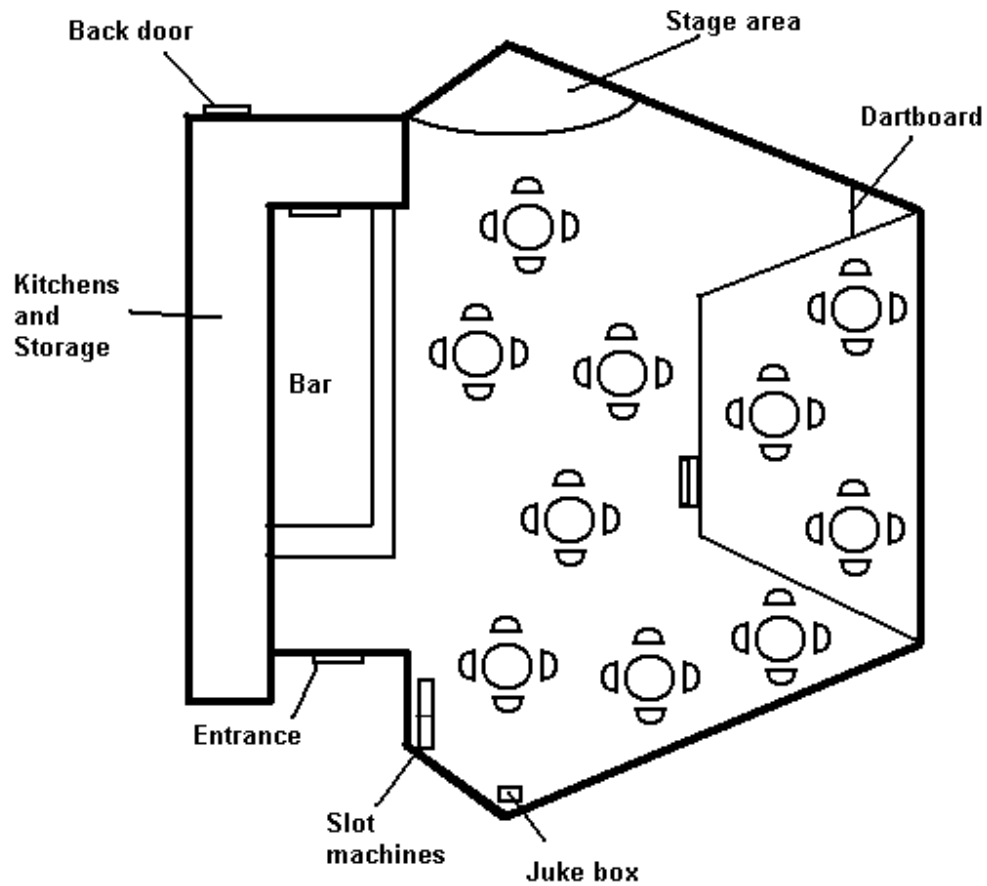
The heroes each receive 3000 credits from Merik as a "consulting fee".

If they recovered any of the money from Riboga's base they will receive a further 2000 credits reward from the Dorumaa Business Improvement Association.

There are no certs associated with this scenario.

Player Handout 1: Map of the Chancellor's Head Pub

The Chancellor's Head



GM Aid #1: Combat Statistics

Encounter 2: Crossover

Each of the bounty hunters in the team has a specific role to fill. See below for specific stats, but when playing the bounty hunters, remember their jobs in the team:

- Clargod is the team's muscle and real combat monster. She is almost casually capable with any weapon she uses. Not a big talker, she is scrupulously polite when she does talk.
- Dee'Hars is the team's intelligence officer. The Bothan loves information and always investigates the team's mark (and usually its employer) thoroughly.
- Kelyan is in charge of public relations. When blasters don't work, the team relies on her fast-talking and quick thinking to get them out of jams.
- Kiimo is in charge of technology, she is pilot, engineer and demolitions expert. As a Rodian, she is also an expert tracker.

For Mattenic and Kerkum use that stats for Generic Thugs on the next page.

Clargod Female Trandoshan Soldier 5 IM +1; Def 17 (+5 class, +1 Dex, +1 natural); Spd 10 m; VP/WP 52/14; Atk +7 ranged (3d8, blaster carbine), +9 melee (1d4+4 unarmed); SV Fort +6, Ref +2, Will +1; FP 2; DSP 0; Rep +1; Str 18, Dex 13, Con 14, Int 10, Wis 10, Cha 10

Equipment: Blaster carbine

Skills: Astrogate +4, Computer use +4, Intimidate +8, Pilot +5, Repair +4, Treat injury +6, Speak language: Basic, Dosh, Lekku

Feats: Armor (Light), Weapons (simple, blaster pistols, rifles, heavy weapons, vibro), Martial arts, Point blank shot, Precise shot, Quick draw, weapon focus (carbine)

Dee'Hars Male Bothan Scoundrel 5 IM +3; Def 17 (+4 class, +3 Dex); Spd 10 m; VP/WP 22/10; Atk +6 ranged (3d8, heavy blaster pistol); SQ Illicit barter, Lucky (1/day), Precise attack +1; SV Fort +1, Ref +7, Will +2; FP 2; DSP 1; Rep +1; Str 8, Dex 16, Con 10, Int 16, Wis 12, Cha 14

Equipment: Heavy Blaster pistol

Skills: Appraise +8, Bluff +6, Computer Use +11, Demolitions +5, Disable device +11, Forgery +11, Gather info +15, Hide +9, Knowledge (Cularin) +10, Knowledge (streetwise) +9, Listen +9, Move silently +9, Pilot +5, Spot +13, Tumble +8, Speak language: Basic, Bothese, Lekku, Huttese, Binary (understand only)

Feats: Weapons (simple, blaster pistols), Alertness, Dodge, Skill Emphasis (Gather info), Stealthy

Kelyan Female Twi'lek Noble 5 IM +2; Def 16 (+4 class, +2 Dex); Spd 10 m; VP/WP 27/12; Atk +5 ranged (3d6, blaster pistol); SQ Low-light vision, Co-ordinate +1, Favor +2, Inspire confidence; SV Fort +3, Ref +5, Will +4; FP 2; DSP 1; Rep +2; Str 8, Dex 14, Con 12, Int 14, Wis 10, Cha 18

Equipment: Blaster pistol

Skills: Bluff +17, Computer Use +10, Diplomacy +12, Disguise +12, Entertain (dance) +12, Knowledge (Cularin) +10, Sense Motive +8, Speak language: Basic, Ryl, Lekku, Huttese, Rodese, Bothese, Dosh, Tarasin, Ithorese, Sulustese, Cerean, Dug, Jawa Trade

Feats: Weapons (simple, blaster pistols), Persuasive, Skill Emphasis (Bluff)

Kiimo Female Rodian Scout 5 IM +4; Def 18 (+4 class, +4 Dex); Spd 10 m; VP/WP 37/12; Atk +7 ranged (3d8, blaster carbine); SQ Heart +1, Skill Mastery (demolitions), Trailblazing, Uncanny dodge; SV Fort +4, Ref +7, Will +3; FP 1; DSP 2; Rep +1; Str 12, Dex 19, Con 12, Int 12, Wis 10, Cha 8

Equipment: Blaster carbine

Skills: Astrogate +11, Computer Use +7, Demolitions +11, Disable device +4, Pilot +14, Repair +9, Search +11, Survival +8 Speak language: Basic, Rodese, Lekku

Feats: Weapons (simple, blaster pistols, rifles), Cautious, Spacer, Starship operation (transports), Track

GM Aid #1: Combat Statistics (continued)

Encounter 2, 3, 4 & 6: Generic Thugs

Use the following statistics for Mattenic and Kerkum in Encounter 2, and for the thugs assisting Phis Benlip and Mok Cadrak in Encounters 3 and 4.

Tier 1 (Average party level 4-6)

Generic Thugs Various Thug 3/Soldier 1; IM +3; Def 17; Spd 10 m; VP/WP 10/14; Atk +4 melee (1d6+2, baton) or +7 ranged (3d6, blaster pistol); SV Fort +7, Ref +4, Will +4; FP 1; DSP 0; Rep +0; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 10

Equipment: Blaster pistol, Baton

Skills: Knowledge (streetwise) +7, Swim +9, Intimidate +7, Pilot +5

Feats: Armor (Light), Weapons (simple, blaster pistols, rifles, heavy weapons, vibro), Iron Will, Point Blank Shot, Precise Shot

Tier 2 (Average party level 7-9)

Generic Thugs Various Thug 4/Soldier 3; IM +3; Def 19; Spd 10 m; VP/WP 30/14; Atk +9/+4 melee (1d6+2, baton) or +11/+6 ranged (3d6, blaster pistol); SV Fort +9, Ref +5, Will +5; FP 2; DSP 1; Rep +2; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 10

Equipment: Blaster pistol, Baton

Skills: Knowledge (streetwise) +10, Swim +12, Intimidate +10, Pilot +7

Feats: Armor (Light), Weapons (simple, blaster pistols, rifles, heavy weapons, vibro), Iron Will, Point Blank Shot, Precise Shot, Dodge, Heroic Surge (2/day), Weapon focus (Blaster pistol)

Tier 3 (Average party level 10-12)

Generic Thugs Various Thug 6/Soldier 4; IM +3; Def 19; Spd 10 m; VP/WP 40/15; Atk +12/+7 melee (1d6+2, baton) or +14/+9 ranged (3d6, blaster pistol); SV Fort +11, Ref +6, Will +6; FP 2; DSP 1; Rep +2; Str 14, Dex 16, Con 15, Int 10, Wis 12, Cha 10

Equipment: Blaster pistol, Baton

Skills: Knowledge (streetwise) +13, Swim +15, Intimidate +13, Pilot +9

Feats: Armor (Light), Weapons (simple, blaster pistols, rifles, heavy weapons, vibro), Iron Will, Point Blank Shot, Precise Shot, Dodge, Heroic Surge (3/day), Weapon focus (Blaster pistol), Improved critical (Blaster pistol), Rapid shot

Encounter 3: Turf Wars

Use the following statistics for Mok Cadrak. He will bring a dozen thugs with him to the Chancellor's Head – if the heroes fight alone, they will need to deal with all twelve (which could be very dangerous!), if the heroes are co-operating with the Gundarks, assume that the gang deals with eight of the thugs, leaving Cadrak and four thugs for the heroes to deal with.

Cadrak himself is untiered. Before entering the Chancellor's Head he will use his Inspire confidence ability on one of his henchman – depending on how long the heroes talk before the combat begins, the bonus may still be in effect. Cadrak uses his Frightful presence ability every few rounds to put his opponents off – the heroes need a DC 16 Will save to avoid its effects.

Mok Cadrak Male Devaronian Noble 2/Scoundrel 3/Soldier 3; IM +6; Def 18; Spd 10 m; VP/WP 62/14; Atk +6/+1 melee (1d6, baton) or +9/+4 ranged (3d8, heavy blaster pistol); SQ Bonus class skill (Intimidate), Favor +1, Inspire confidence, Illicit barter, Lucky 1/day, Precise attack +1; SV Fort +6, Ref +8, Will +6; FP 4; DSP 2; Rep +6; Str 10, Dex 15, Con 14, Int 12, Wis 12, Cha 15

Equipment: Heavy blaster pistol, Baton

Skills: Appraise +7, Bluff +8, Computer use +6, Escape artist +7, Forgery +7, Gamble +5, Intimidate +13, Knowledge (streetwise) +12, Sense motive +7, Spot +7, Tumble +6, Speak Basic, Devaronese, Hutt, Rodese

Feats: Armor (Light), Weapons (simple, blaster pistols, rifles, heavy weapons, vibro), Improved initiative, Frightful presence, Infamy, Dodge, Weapon Focus (Heavy Blaster Pistol)

GM Aid #1: Combat Statistics (continued)

Encounter 4: Fire Hazard

Phis Benlip is accompanied by a small cadre of thugs – use the stats above, using 2 thugs at mid tier, 4 thugs at high, and 5 at upper tier.

Phis himself is untiered and may prove problematic for low level groups – for low level tiers, have Phis pilot the villains car during the chase, for higher levels, one of the thugs will take pilot duty while Phis shoots at his pursuers. Phis uses his heavy blaster at range, but switches to his flame carbine if any of the heroes are in close range – if the flamer is destroyed or runs out of ammo (it only contains ten shots), Phis switches to unarmed combat.

Phis Benlip Male Human Soldier 8; IM +2; Def 21; Spd 10 m; VP/WP 74/12; Atk +10/+5 melee (2d4+4 unarmed) or +11/+6 ranged (3d8, heavy blaster pistol) or +11/+6 (4d6 flame carbine); SV Fort +7, Ref +5, Will +2; FP 4; DSP 2; Rep +6; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 14

Equipment: Heavy blaster pistol, Combat gloves, Merr-Sonn Model C-22 Flame Carbine

Skills: Appraise +2, Astrogate +3, Bluff +3, Computer use +3, Demolitions +7, Gamble +2, Gather info +5, Intimidate +10, Knowledge (streetwise) +3, Pilot +7, Profession (Enforcer) +2, Repair +6, Sense motive +3, Spot +2, Survival +1, Treat Injury +6

Feats: Armor (Light), Weapons (simple, blaster pistols, rifles, heavy weapons, vibro), Martial arts, Point blank shot, Power attack, Precise shot, Infamy, Exotic Weapon (Flame Projectors), Improved martial arts, Iron will, Defensive martial arts

For full details of the Flame Carbine, see page 35 of the AEG. It has a range increment of 2m and can only fire a maximum of 4 range increments, but can hit everyone on a direct line to its target square. The flamer can cause heroes' clothes to catch fire. If the Carbine is destroyed, it will explode for 4d6 damage to everyone in a 4m radius.

GM Aid #2: Available Ship

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.

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