

Counterstrike

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

by Rob Edwards

The heroes leave the Cularin system to shift the battlefield to Riboga's other holdings. An adventure for LIVING FORCE heroes levels 4+. This scenario should be played after "*Pre-emptive Strike*" and before "*Strike III*" (Episodes I and III of the "*For Every Action*" trilogy.)

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Counter-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

Nirama is out, and Riboga is in once more. The despicable Hutt crime lord is reclaiming his lost empire in the Cularin system. Unfortunately, his early efforts at re-establishing his claim have been hampered somewhat by the heroes of Cularin (as seen in Pre-emptive Strike, part I of this trilogy).

While Riboga is not currently under threat, he has spent a little unwisely (including the purchase of a capital ship as a new base of operations), and the reversals suffered in Cularin have left him a little out of pocket. To counter-act this, Riboga has moved up the timetable for a few of his operations inside and outside Cularin, plunging every available credit he has into two projects.

In Cularin, Riboga has restarted his slave trade, recruiting some of the galaxy's most vicious slavers to the work. At the moment, the slavers are concentrating on the Tarasin – sometimes picking up whole communities from the remote jungles.

Outside Cularin, Riboga has invested heavily into spice mining and processing in the otherwise deserted Kemix system.

Riboga knows it is a risk: if either operation fails, he will be financially ruined, but it is a risk worth taking, because in both cases, he can score a quick win. The operations only need to run smoothly for a short few weeks, before he reaps the profits, and can broaden his goals once more.

The spice production in Kemix is so important that Riboga is overseeing it personally. The slave trading he has left to one of his newest lieutenants, a Zabrak called Haast Aath. Riboga poached Aath from a long-time rival, Morgra, a Hutt whose star is currently on the decline.

Aath is good at his job, and has cut a swath through the Tarasin population of Cularin. When yet another group of Tarasin are taken, including two are frightened and angry but powerless to stop the slavers. promising young Force Adepts, the Tarasin, with increasing desperation, call for help from the heroes of Cularin. The lost Tarasin must be rescued, and Aath must be stopped.

Encounter 1: Trading Lives

The heroes are in hot pursuit of the slaver Haast Aath, one of Riboga's minions. He has snatched another group of innocent Tarasin, and the heroes must try and stop him. As the confrontation grows tenser, Aath forfeits his prizes to make his escape.

Encounter 2: Rival

The heroes are searching for Aath, and the slaves abducted from Cularin. Their investigations have

led them to another Hutt called Morgra, a political rival of Riboga's, who is currently in exile in the Gravane system. Morgra will help the heroes with only one proviso – they not only rescue the Tarasin, but bring down Riboga too.

Encounter 3: Laws of the Republic

The heroes travel to Tharados to find the slaves. Here they encounter a squad of Clone Troops, who could be either help or a hindrance depending on how the heroes deal with them.

Encounter 5: Compound Interest

One way or another, the heroes can rescue the slaves, but find that a few of the Tarasin slaves are missing, including the two Adepts.

Encounter 5: The Spice Mines of Kemix

The heroes arrive at the Kemix system. If they elect to explore the planet-side production facility, they will find it winding down, with a last, extremely valuable cargo being loaded.

Encounter 6: Rightful Dominion

The heroes get to explore a little of the *Rightful Dominion*, including, finally, catching up with the Tarasin, Krizta and Trik. The two Adepts are injured and scared, but pleased to see the heroes. Trik tries to persuade the heroes to finish the job, to destroy the *Dominion* and the spice shipments.

Encounter 7: Treble Top

The heroes take control of the *Dominion*, long enough to destroy the Spice Mines, and perhaps the ship itself.

Important Note to Judges: Most of this scenario takes place outside the Cularin system. As such, most of the heroes' Reputation scores will not come into play. Being a Hero of Cularin doesn't count for much to the people of Tharados, and the chances are they haven't heard of the hero anyway.

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

Not every problem has a simple solution, and even heroics are not always enough. Despite the best efforts of the heroes of Cularin, Riboga the Hutt continues to reclaim the territory Nirama once took from him.

Perhaps to find a solution, the heroes must look elsewhere...

Encounter 1: Trading Lives

Key ideas of this encounter: The heroes have an opportunity to interact with some of Riboga's slavers.

We start *in media res* once more. The Tarasin have recruited the heroes in their hour of need, to stop the slaver Haast Aath and to rescue as many Tarasin as possible, particularly two promising young Adepts named Krizta and Trik. Sketch this out for the heroes before proceeding.

For this encounter, the heroes will need access to enough ships that all heroes can begin aboard one. If the heroes don't have enough ships available, the Tarasin will have provided a rather beat-up Wayfarer for the heroes' use (for statistics, see Player handout #1). If the heroes have their own ship(s), they may of course use them. Establish how many ships the heroes have, and which heroes are in which ships before beginning.

The jungles blur past you. After days of trying, you have finally received information about a slaver's attack as it happens, and close enough to reach it before the slavers leave. You have missed your chance time and again, and hundreds of Tarasin have been abducted because of it, but not this time. You redline the engines, hoping to reach the remote irstat in time.

Suddenly, the sensor board lights up – positive contacts, ships, running hot. Ahead of you, just on the horizon the ships in question burst out of the jungle.

The number of ships ahead will depend on the number of ships the heroes have brought – Haast Aath and his crew are in the lead ship, while their captives are spread between a number of droid-

controlled ships. There is the same number of droid-controlled vessels as there are heroes' ships.

It may look like we are about to go into starship combat mode, but there is a very important conversation to be had first.

A voice from the slaver's vessel comes over the comm. "Hello there, this is the Insanity Claws, commanded by Haast Aath hailing approaching ships. I really would advise against doing anything rash."

Aath is one of Riboga's most effective slavers. He is a male Zabrak, who firmly believes in the inferiority of most species in the galaxy. He is a vicious and cunning sadist, with a staggering disregard for the lives of those around him. He is quite insane, and should be played as such.

Aath will attempt to keep the heroes talking. His goal is to persuade the heroes to let him go and he has one rather large bargaining chip to offer into the negotiation. Use the following as a guide to running this conversation.

Who are you? ***I am Haast Aath, I am an employment specialist; I find jobs for sentients across the galaxy.***

You mean you are a slaver? ***Why, yes. How astute of you. If you can read too, I can probably find you employment as a tutor to the children of a wealthy family of Hutts, if you like? Although, "family" is perhaps rather a strong word***

Is that where you are taking these innocent Tarasin? ***Indeed no, I'm taking them for a special art project of mine; I call it the Cularin Color Collage! They will get to participate in a genuine work of art. A tapestry that changes color with its owner's mood. Although I confess I haven't decided if the Tarasin should still be in their skin when I stitch it together.***

Stand down or we blast you out of the sky! ***I don't imagine my guests would like that one bit. I promise they would die before me.***

What do you mean? ***Ah! Perhaps you didn't realize. The cargo vessels – in which my guests are currently luxuriating – are run by droids. I would have no hesitation discarding them at a moment's notice. If the droids aboard - for any reason - fail to fire the repulsors or braking jets ... well, it is already a long way down. I regret that my cargo might not survive the sudden stop at the end.***

As I said recently before leaving my last employer "Morgra old chap, sometimes you

have to be prepared to just cut your losses."

Well we are not going to just let you leave! ***You think not? Well, let's put it to the test, shall we?***

Eventually one side or the other will tire of the conversation. If Aath runs out of things to say, or the heroes decide to start shooting, he will trigger fail-safes in the droid pilots. They will immediately delete all navigational information from their ships systems, and cut all engines. The ship(s) will immediately begin to fall. Meanwhile, Aath will accelerate out into orbit.

Almost a hundred Tarasin are now plunging to their doom in large metal boxes. Stopping Aath should now take second place to rescuing the Tarasin.

Remember, the heroes have as many ships as there are slave containers, even if that number is "one". Saving the Tarasin is no mean feat. If the heroes are using a ship fitted with a tractor beam, have whoever is controlling the tractor beam make an attack roll DC 18/21/25. This will allow the Tarasin to be lowered to the ground.

If the heroes' ship has no tractor beam, the cargo vessels can be caught with a docking claw. This requires a Pilot check DC 20/25/30 to get close enough and then a ranged attack DC 20/25/30 to snare the vessel (Force users can assist here with Move object DC 35/35/35 if they wish). The sudden extra weight will cause the heroes' ship to drop suddenly, and another Pilot check DC 22/26/32 is required to get the ship under control again.

Either way, the heroes will only get two chances!

Should the heroes fail both attempts the slave containers will crash through the trees to the jungle floor. All occupants will take mortal damage requiring liberal use of medpacks and medkits as well as Force and more traditional healing skills.

If the heroes push to close with the slaver, you will need to improvise a short space battle. Aath's ship is a custom job, designed for speed before everything. Use the stats for Aath's Z-95 (**GM Aid #1**). Aath is not interested in dogfighting with the heroes and will accelerate to maximum speed, shutting down weapon systems if necessary to help him do it. Once he is clear of Cularin's atmosphere, he will use his hyperdrive to micro-jump him further away to escape. Basically, the heroes have six rounds to disable his ship, before he can jump away.

If the heroes are able to disable Aath's ship,

Aath will unfortunately have been killed during the fight. He will not be able to provide information about the whereabouts of his slave camp, and the scenario can continue as written (apart from the meeting with Aath later on!)

The Tarasin will all be suitably grateful for the rescue, but don't know anything which will further the heroes' search. Instead, Mother Tysara, the Tarasin elder who initially recruited them, will contact the heroes.

"My friends, I thank you. You have saved a great number of lives today and we are grateful. I am sorry, but I must ask more of you."

"I have been trying to locate our missing children, Krizta, Trik and the others, but I cannot. They are very far from here, certainly beyond this star system, and so beyond the reach of the Tarasin. Please, the children are in pain and dreadful fear, if there is anything you can do to rescue them, any way you can reach out to save them, we would be in your debt."

"We are not a wealthy irstat. But we have called in what favors we can, begged help from the other irstats who have lost people and we can provide you with a ship, the Salvation, large enough to carry our people home. We can afford to fuel your ships; certainly we can provide provisions for your journey. Beyond that, we cannot reward you."

"Please, if you cannot help, I sense only darkness and despair in the future."

Assuming the heroes agree, move on to "What now?" below.

For details of the ship, see Player handout #2. It is a slow transport ship, but fitted out for passengers, with enough elbowroom to carry all the missing Tarasin back home.

What now?

There is no immediately obvious route to rescuing the slaves. It's a big galaxy and no real clues on where to start looking.

One possibility, which may occur to some of the sharper heroes, is to wonder who Morgra is. Since Aath mentioned Morgra was his last employer he may know something. Have the heroes make a Gather info DC 15/20/25 or Knowledge (streetwise) (or similar) DC 20/24/24 to find that Morgra is an out-of-favor Hutt, a long time rival of Riboga's. Morgra is currently in political exile in the Gravane system.

If the heroes don't make an immediate connection to Morgra, they will need to do some legwork on Aath first. Again, Gather info 18/22/26 or Knowledge (streetwise) 22/25/25 will pull up rumors that Aath has only just joined Riboga's operation, and that if there is anyone outside Riboga's operation who might know where Aath stashes his slaves, it is Morgra.

Heroes can of course call in favors to get assistance with these checks. Suggest this to them if they aren't making their rolls on their own.

As leads go, it is fairly flimsy, but at this point, it is all the heroes have to go on.

Encounter 2: Rival

Key ideas of this encounter: The heroes have traveled to the Gravane system in the hopes of meeting with one of Riboga's rivals who may be persuaded to help.

With the problems that Cularin has suffered in recent years, it can be easy to forget that the galaxy at large is having troubles of its own. The trail of the abducted Tarasin has proven a sobering lesson: these are dark times for everyone. You have made several navigational stops on your way to Gravane, and none of the systems you have visited in your search have been untouched by the Clone Wars.

Even the Gravane system, an out of the way non-entity of an Outer Rim world, has not escaped unscathed. The only habitat in the system is a space station hanging over the second planet, and while its general disrepair seems ingrained, recent blast scoring indicates that the Separatists have been here too.

Gravane Station Control comes over the comm. "Welcome to the deathtrap, guys. If you have any sense, you'll turn around and go home now, but if you've got a death wish I'll try and find you a docking bay," the voice says, then pauses "Techs tell me they have a pretty good feeling about docking bay 17. Assuming I can get the beacon to work, follow it in."

The docking beacon begins to flash irregularly.

Port control did not exaggerate; Gravane station is in a bad way. Decades of neglect have given the station a run-down look, leaving the station's survival hanging by a thread: a thread which looks like it may well have been snapped due to

collateral damage from a skirmish between Republic and Separatist forces. Those with the resources to leave, have, with only the stubborn, poor or foolish left behind. The locals are predominately tired-looking near-Humans, whose most distinctive feature is a tendency to blue or green hair.

As the heroes progress through the station, describe torn-out control panels, emergency doors rusted open, and a sense of emptiness even in those areas that are still populated.

If the heroes ask around after Morgra, they will find information soon enough. Any of the locals can point the heroes in the directions of the Magnificent Superior High Lord's Throne Room – Morgra has set up court in a dingy little hotel near the very top of the station.

Even out of favor and in exile, Morgra still has a hefty pocketbook and if his quarters aren't grand, he is still able to command his share of lackeys and toadies. As the heroes approach the newly renamed "Throne Room" hotel, an obsequious little Sullustan, who introduces himself as "the humble Mygg Morb, right hand of the glorious Magnificent Superior High Lord, Morgra the Hutt", will stop them.

Mygg arranges all audiences with his master and knows not to disturb the Hutt with trivialities. The heroes better have a good reason for disturbing Morgra, and now would be the time to share it.

The heroes can get by Mygg (and the guards who back him up) with a suitable bit of role-playing and a DC 15/20/25 Bluff, Diplomacy or Intimidate. "Affect Mind"-ing Hutt henchmen is always a popular stand-by too, and Mygg serves his master well and will be well rewarded, no doubt.

The bar and some ground floor rooms of the hotel have been converted into the Hutt's throne room. He sits on a platform at the far end, eyes closed, swirling one hand in a fish bowl, ignoring the hubbub around him. Twi'lek dancers dance, Bith musicians play and Human singers sing, each vying for the Hutt's attention and favor, but he seems oblivious to it all.

After the empty corridors outside, the sudden throng feels out of place, wrong. There is a sense of futile denial in the room, as each of the people here is battling to forget the failing station around them.

As your arrival is announced, Morgra opens one bored eye, and then the other.

"Who disturbs me at this hour?" he

rumbles in perfect Basic.

GM Note: While most Hutt refuse to speak Basic there is no real reason for them not being able to. Morgra has his own reasons for speaking Basic but will not share them with the heroes.

Morgra is desperate. He does not want to end his days here in Gravane, but cannot leave the system while his rival Riboga still has influence. He will immediately see the heroes as a potential tool for bringing down Riboga. Morgra will try to do what he does best – spin a deal.

Note that Morgra will not budge on this point, to get anything out of him, the heroes must first agree to taking down Riboga.

To get the heroes' commitment to destroying Riboga there are several things the heroes can ask for in return, among these:

- Information – Morgra will offer to tell the heroes how to bring down Riboga
- Credits – Morgra will offer heroes 2,000 credits each if they bring down Riboga
- Haast Aath – Morgra knows where Aath had his slave camp and can direct the heroes to it

If none of these are sufficient inducement, Morgra will offer up one final card: Only offer this up if the heroes have bargained well, or if they need just a little bit more encouragement.

“You drive a hard bargain. I salute you. There is one last thing I can offer, one last good turn I can do, once Riboga is destroyed and my influence is restored.

“It cannot have escaped your attention that this place is dying, and when it gasps its last, hundreds of innocents will die with it. Men. Women. Little children. Restore me to my glory, and I will use my ships to get these people away to safety. I cannot do so, exiled and neutralized as I am. But remove Riboga, and it is within my power again.

“Agree to my deal and you will not only be destroying a threat to your home, not only rescuing these lizard people you talk of, not only that but you get wealth, prestige and the opportunity to save some little gurgling blue-haired babies from a horrible death in this infernal space station.

“What do you say?”

Roleplay out this deal. You can add a Diplomacy check if you wish, but this should go to the role players first and foremost. Like most Hutts,

Morgra responds well to flattery. The more grandiose the title the heroes use for him, the more agreeable he will be. Note that Morgra knows shockingly little about Cularin and its troubles, except how it relates to Riboga.

As a sidebar, if anybody asks why Morgra is speaking Basic, he will say nothing. In fact it is one of the more demeaning terms of his exile. Not that he will admit it.

If the heroes agree, Morgra will give a jovial laugh and then:

“Very well. You need to know the following. These slaves you seek will most likely be stashed on Tharados. It is a world that Aath has used many times before. He will know his prizes are safe there, and the locals turn a blind eye to his activities and-- markets.

“To finally, truly, cripple Riboga, you must do two things. He has invested heavily in a spice mining operation in the Kemix system. Find some way to destroy the production facility there and he is all but over. But to complete his humiliation, you must also destroy his new ship, the Rightful Dominion. If he has his ship, he can bargain it, perhaps for enough funds to start over, but if the ship is gone, the spice is gone, the slaves are gone-- then, Riboga is finished.” Morgra’s laugh booms out again.

“And the beauty of it is, the Dominion and Riboga are both currently at the Kemix system, overseeing the spice production. You don’t even have to move around too much!”

Having completed negotiations with Morgra, the heroes can choose what to do next. The slaves probably have priority – if the heroes decide to continue their rescue mission, proceed to Encounter 3. If the heroes decide to head straight to Kemix, go straight to Encounter 5.

NOTE TO THE GM: It is just possible that the up-standing heroes will refuse to deal with Morgra. At the end of the day he is a Hutt, and in all honesty no better than Riboga, just less influential. Make sure the heroes understand that this is the only lead they have on the missing Tarasin. If they refuse this deal, they are on their way back home empty handed.

Encounter 3: Laws of the Republic

Key ideas of this encounter: The heroes travel to the Tharados system to rescue Tarasin slaves. They find a cold world, a fortress compound, and a small squad of Clone Troopers.

Tharados is a small, cold, Mid Rim world in something of a hyperspace backwater. It is off the main trade routes, and lacks resources to make it interesting; it is hard to understand how it ever came to be populated. But people have found their way to Tharados, and as you land at the planet's only spaceport, you see the Republic has made it here too. A small Republic troop carrier inhabits the docking bay next to yours, and as you debark, you see a squad of Clone Troopers march past.

Port Control takes you quickly through the formalities and then hurries back inside, out of the biting cold wind, and the constant drizzle.

GM Note: The formalities include strict weapon restrictions. Heroes with weapons that do not have licenses or that have licenses that are only valid should be warned they face fines or confiscation if they're caught.

There are, all told, a dozen Clone Troopers on Tharados at the moment, and none of the locals quite knows why. Certainly the Troopers aren't saying.

The heroes can begin asking around. Make a Gather info check – to find information about Aath (or his replacement should Aath be dead), the DC is 15/18/22; to find out about the Troopers, it's DC 18/21/25.

If they make the roll for Aath (and remember that spending a few credits can give bonuses to the roll) they will find that the slaver has a compound about 10 kilometers outside of town. Nobody goes there very much, except Aath's employees, and the place is built like a fortress.

If the heroes ask locals about the Troopers, the only thing they will find out is that the Troopers seem to lack purpose here, and are perhaps a bit bored. They constantly spot-check transports and individuals for illegal goods and weapons, making life more difficult for the honest trader. They have remained within the city since they arrived a month ago, so they have never been out to Aath's compound.

The Clone Troopers

If the heroes wander around the city with weapons on show, the Troopers will eventually stop the heroes and check out their permits. If the heroes are carrying any unlicensed weaponry (remember

the Cularin-based permits for Mer-Sonn weaponry do not apply here), the Troopers will efficiently confiscate the weapons and levy a fine of twice the weapon's value. Also, the Troopers will not trust the heroes any more, and will not provide help in Encounter 4.

If the heroes come up clean, they can ask the Troopers some questions. Use the following as a guide. The Troopers are not very chatty, but note that if the heroes include one or more Jedi Knights or Masters, the Troopers will be a little more deferential.

What are you doing here? ***We serve the Republic and we have been assigned to protect Republic interests on this world. In addition, our standing order to monitor Separatist activity remains.***

What sort of interests? ***We are not at liberty to discuss that. Please move along.***

There are Separatists here? ***We are not at liberty to discuss that. Please move along.***

What do you know about Haast Aath? ***[The trooper consults a datapad] Zabrak male, resident of Tharados.***

We have reason to believe that Aath is a slaver, and keeps slaves at his compound. ***Slavery is against the Republic Law. Thank you for the report; we shall investigate.***

Mind if we tag along? We're trying to rescue some friends of ours. ***If your report is accurate and Aath resists, he may turn violent. You may accompany us if you wish, but for your own safety you will remain outside.***

In fact the Troopers have been assigned to Tharados through an administration error, and they are about as bored as Clone Troopers can get. The Troopers' duties here are almost non-existent, and they can be persuaded to assist the heroes in Encounter 4, if the heroes make a good case for it (DC 20/23/26 Diplomacy check to ask for help with the slaver, DC 23/28/34 Bluff if they try to persuade the Troopers that Aath is a Separatist). If a Jedi Knight or Jedi Master makes the request, that hero may get a +2 circumstance bonus on the check.

Visiting the compound

Ten kilometers outside of town, away from prying eyes, you find Haast Aath's hide-out. It is an uninviting sight.

The fortress sprawls across a low ridge, it is a low building, made of some slate-grey stone, and appears entirely functional. Every corner is a right angle, every wall vertical and

smooth, every window barred. A squat, dark prison, protected from the wind and rain by a force field. The only gap in the field appears to run through a separate gatehouse, made of the same grey stone.

The heroes may wish to monitor the building for a while, or search for alternative ways in. Let them spend some time, and make some plans.

Some of the things that careful investigation can glean:

If the heroes look for alternative ways in, have them make a Search check DC 15/20/25. If successful, they can find the out-flow of a drain, about a kilometer from the compound, just large enough for a Wookiee to crawl up. The grate is heavy and rusted, impossible to shift without the right tools – but the heroes should have those available, even if potentially escaping slaves would not.

If the heroes want to know how many troops they could potentially be up against, have them make Spot checks DC 18/21/25. Failed checks will let the heroes know there are more than twenty slavers in the compound. Successful checks will let the heroes know there are thirty troops on duty at any time. There are six guards in the gatehouse at any time.

If the heroes want to know about any automated defense systems, another Spot check DC 23/28/33 will let them know that Aath relies exclusively on people for his security. The force field is apparently controlled from inside the main building.

If the heroes ask who goes in and out, they will need to wait a full day to get a clear picture. They will see that Guards arrive every eight hours for shift changes. They apparently live outside the compound, and arrive (and depart) out of uniform. A cargo skiff arrives once a day with supplies for the compound. Late during the heroes' surveillance, a buyer will arrive. He spends about an hour inside before leaving again with a newly purchased slave (not a Cularin resident, incidentally).

Once they begin to move on the compound, go to Encounter 4.

Encounter 4: Compound Interest

Key ideas of this encounter: The heroes enter Aath's slave compound and free the slaves. They may or may not have their final encounter with Aath here.

This Encounter is straightforward enough, but potentially it can run in many different ways depending on what the heroes have done before it.

If the heroes have already been to Kemix and dealt with the *Rightful Dominion*, then this encounter will be the climax of the module, and the events should be tweaked a little to feel that way. If the heroes have started here on Tharados, and have still to visit Kemix, this encounter can be downplayed a little, because there are explosions and fights yet to come.

Aath is not here. Even if Aath escaped Cularin in Encounter 1, he will have recently departed with a shipment of slaves to Kemix and the *Dominion*.

Getting in

There are (at least) four ways that the heroes can get in. If the heroes come up with anything else that sounds reasonable, let them run with it. Note that storming the gates will *not* work. As soon as the fight starts, the slavers either lock down the forcefield, or close the doors. Either way, brute force will not work!

- Follow the Troopers in. If the heroes sic the Clone Troopers on the compound, the Troopers will demand entry and the heroes can simply follow them in. The Troopers will search the place until they find the slave quarters.
- Up the drain. If the heroes found the drain, they can arrive smelly and dirty inside the compound. They can sneak around (DC 15/18/22 Hide checks) until they find the slave quarters.
- Sneak aboard the supply skiff. Improvise a little around this theme, using Hide and/or Bluff checks (typically DC 15/18/22) depending on how the heroes approach it. Once inside the compound, the heroes can sneak off and find the slave quarters.
- Pose as potential buyers. Make a few Disguise checks (DC 15/18/22) to look the part, and a Bluff check to get past the gate guards (DC 15/18/22). The heroes will be given a guided tour to the slave quarters by a single guard.

The slave quarters

At first glance, the slave quarters seem not as bad as you had feared. The slaves are kept two to a cell, and while the cells are not comfortable, they are at least clean and dry. But as your eye follows up the line of cells you begin to see how many of these people bear

injuries: scarring, burns, broken bones. All almost conspicuously non-life-threatening. The deadened look of despair in the prisoners' eyes. Aath has been systematically torturing these people.

And there are hundreds of sentients here. Not just the Tarasin you have come to rescue, but beings from every species across a dozen worlds.

As you stand there, a Cerean prisoner reaches towards you. "Help us ... please...!"

If the heroes are here alone, or with the Clone Troopers they can begin setting people free. If they are here with a guard, the guard will need to be dealt with first. Use the stats for the fight in GM Aid #1.

If this is the finale of the module, this is where it all goes horribly wrong. Otherwise, skip ahead to "Getting out".

It all goes horribly wrong

There is a fight waiting to happen here, but it will only break out for two reasons. First, if this is the last Encounter of the module, then the heroes will be spotted, alarms sound and combat ensues.

Alternatively, if the heroes are being clumsy, careless and unlucky, a fight can break out then too. Careful with this, though, because if this *isn't* the finale, there is still a lot to do.

"You!" a startled cry from the corridor ahead "I recognize you from Cularin!"

See GM Aid #1 for combat stats, and GM Aid #2 for a map of the slave quarters where the combat will take place. Note that if the fight breaks out and the Clone Troopers are with the heroes, they will join in on the heroes' side. The clones will follow any orders given them by Jedi to the best of their ability.

If there are no Jedi the Troopers will fight as a separate unit to the heroes, assisting but not accepting any hero suggestions or orders.

Getting out

Getting out with over two hundred Tarasin, plus a few hundred other sentients could be tricky. It is impossible to sneak them all on to the cargo skiff, for example. And while sneaking them all back through the sewers might be possible, it is highly unlikely.

However, it is largely irrelevant. Once the heroes break the slaves out of their cells, numerical superiority swings vastly in the heroes' favor. The slaves should be able to break out

(with technical assistance from the heroes) based on sheer weight of numbers alone.

Wrapping up

If this is the final Encounter, proceed straight to the Conclusion. If not, once the heroes are away from the Compound, they can talk with one of the rescued Tarasin.

"Thank you, thank you," the Tarasin enthuses, his colors shifting rapidly in pattern with his relief and joy "I had given up hope of ever seeing the sacred trees again. I cannot thank you enough. But please, tell me, have you also been able to rescue Krizta and Trik? That madbeing, Aath, he took particular pleasure in torturing them. The screams ... the screams were ...

"Please, tell me you have rescued them? Aath took them away, with some of the others, he took them to Kemix."

This should be enough to persuade the heroes to proceed to Encounter 5, even if they had been considering double-crossing Morgra.

The heroes may wish to send the slaves back to Cularin on the Salvation. That's fine; there are pilots among the prisoners who can get the slaves home. The slow moving bulk of the Salvation will be a hindrance in Kemix anyway, and as far as anyone can tell the heroes, Aath has only taken a handful of slaves away to Kemix.

Encounter 5: The Spice Mines of Kemix

Key ideas of this encounter: The heroes infiltrate the spice mines on Kemix to determine the extent of the operation, or to look for slaves.

If the heroes have come to Kemix before heading to Tharados, they will probably have the Salvation with them. Point out that it is conspicuous and slow, and if they have alternatives, it might be best not to bring the carrier into the area.

The Kemix system is marked on all navigation charts as unremarkable and uninhabited. At the moment, neither of these descriptors is true. A small cold star glowers out at three barren planets, but the first of these worlds is not uninhabited at the moment.

Sensors show a large ship – capital class of unrecognized manufacture – hanging in orbit about the planet, and lights on the planet

itself suggest activity down there too.

Riboga really lucked out with the Kemix system. While surveying for potential boltholes, Riboga's scouts stumbled across a planet with naturally occurring glitter-stim. The quantities were insignificant compared to Kessel, but enough to restore Riboga's dwindling fortunes many times over. To avoid word of this discovery leaking out, Riboga had his scouts killed, then immediately sent a small contingent of droids to Kemix to begin harvesting the spice in darkness and secrecy.

Word eventually leaked, of course, but by then it was too late, and Riboga's influence was restored. He had finally recovered from the humiliation of Nirama's coup on Cularin all those years ago.

In fact, the mines are now all but completely tapped out, but the last and largest shipment of spice is now being loaded, and will be dispatched in the next few days. Riboga's ascendance will be complete. If the heroes can destroy this shipment, Riboga's rapidly rebuilding empire will suddenly be starved for capital. And the funds he borrowed using the shipment as collateral will come due.

If the heroes ignore the planet, and head straight for the *Dominion*, proceed to Encounter 6. However, if they wish to explore the planet, they will first need to reach it. Large automated freighters regularly move between the *Dominion* and the planet's surface, and some fancy flying DC 23/29/35 can get the heroes in under a freighter's sensor shadow. Alternatively, the heroes will have to do some fairly spectacular bluffing to get permission to go planet-side. While the *Dominion* will let the heroes dock with the capital ship if they report malfunctions (see Encounter 6), the heroes will need to come up with something better or be really, really convincing to be allowed to land. Bluff DC 26/32/38.

The cleared landing area is the only aboveground structure on the planet, and it is merely a flattened surface with power plants and fuel silos at one end, and stacked containers at the other. Six large freighters sit on the landing area, and load-lifters trundle back and forth maneuvering containers aboard the freighters.

The area is dimly lit, with deep shadows between the rows of containers, and darkness behind the freighters.

Two dozen of Riboga's minions, veteran mercenaries of several species, watch over the proceedings, blaster carbines at the ready.

If the heroes were unable to land in secret, guards with no-nonsense expressions will meet them. Let any Soldiers or Jedi Guardians in the group make Spot or Sense motive checks DC 15/18/22. If they are successful, let them know that these guards are not your typical rent-a-thugs. They are highly trained, and highly capable, as capable as individual heroes. The guards will herd the heroes back to their ship(s), allow them to make any "necessary repairs" and will then pointedly watch the heroes leave.

If the heroes landed in secret, they can sneak about a bit to find out what's going on here. Have the heroes make Hide checks DC 15/18/22 to move around between the areas. Characters getting spotted will be attacked immediately, and this could prove very dangerous.

The Freighters

The freighters are all automated mid-range transports, and are being loaded up with containers. One ship is almost full, but the other five are still relatively empty. One glance across at the containers on the deck will let the heroes "guesstimate" that these freighters will be sufficient to haul the remaining cargo.

None of the freighters are heated or pressurized, but heroes in full vacc suits would probably be able to stow away on a freighter as a means of getting to the *Dominion* undetected.

The Containers

The only markings on the containers are serial numbers, and Riboga's branding. There are no external indications as to what may be contained within.

The containers have all been sealed tight. A Knowledge (technology) or similar DC 18/21/25 will let the heroes identify the substance – a fairly common industrial alloy, used for secure packing of temperamental cargo. Difficult (though not impossible) to puncture, cut, melt or harm in any way. It would be impossible to open any of these containers stealthily. Anybody attempting to open a container will alert the guards immediately. The containers themselves are very expensive, so what is within must be more so.

The containers left on the deck will all fit in to the available ships.

The mine

The mine is now sealed tight. However, a control panel by the blast doors to the mine is still active, and has access to sensors within the mine area.

A Computer use DC 15/18/22 will let the heroes access the sensors. They will learn three important things: the mine is completely devoid of life, there are no other entrances or exits from the mine tunnels, there is no lighting within the mines and never has been.

This last is because glitter-stim is photosensitive, and light causes it to break down. Heroes with Knowledge (streetwise) may make a DC 18/21/21 check to make the connection if they are curious.

Sabotage!

Unless the heroes have managed to bring an awful lot of detonite with them, the resources available on the surface here are not sufficient to cause significant damage. Certainly not enough damage to the area to put a dent in Riboga's plans. A DC 15/18/22 Demolitions check will confirm this.

However, what would be possible would be to arrange a delay. A Disable device check (DC 18/21/25) will be required for each freighter the heroes want to keep on the ground, but a Hide check DC 15/18/22 will also be required to keep out of sight of the mercenaries' patrols as the heroes work.

Combat?

If for any reason a fight breaks out, use the stats in **GM Aid #1**. This is potentially a dangerous and time-consuming fight, so be careful with it. The mercenaries' orders are clear however, and their priority is to secure the landing area, not necessarily to kill intruders. If the heroes retreat, the mercenaries will pursue the heroes to their ships, but will not prevent them leaving.

The heroes can now head topside, and approach Riboga's new capital ship.

NOTE TO THE GM: While the installation on Kemix does not move the heroes noticeably forward, it is likely the heroes will investigate it, if only to look for missing Tarasin. It is quite important not to get too bogged down here since most of the action is on the *Rightful Dominion* above.

This encounter should involve some taut sneaking, as heroes flit from container to freighter under the noses of the guards, it should not be a pitched battle, if only because the heroes could lose. The guards down here are the best Riboga could get, because his fate hangs on the success of this project. Make sure the heroes understand that these guards are more than just competent.

They have been warned.

Encounter 6: Rightful Dominion

Key ideas of this encounter: The heroes get a look at the Rightful Dominion and locate and free the remaining Tarasin. The heroes must then decide whether they are going to destroy Riboga or not.

The Rightful Dominion is a new ship, and not of any shipyard you've seen before. From the lines, the ostentatious, almost clumsy detailing down the length of the hull, if you had to guess you would place it as Hutt designed and built.

That it is a capital class ship there is no doubt. Not only is it huge, but also armaments cover every conceivable field of fire, covering every scale of weapon. Point defense, turbolasers, missile launchers, even a few larger cannons designed for orbital bombardment. Whatever the Dominion wishes to shoot, it has the weapons systems for it. There is even a hangar bay that looks designed to carry fighters – though thankfully you can see no sign of fighters at the moment.

Getting aboard

Boarding the *Dominion* should be made relatively easy. The fun stuff is all on the ship after all. Let the heroes come up with a workable plan and run with it. A few suggestions might include:

- Faking an emergency to gain access to the ship as either a repair crew or in the confusion. Bluff DC 18/21/25 the *Dominion* comms officer to be allowed aboard. They will then need some Hide checks DC 15/18/22 to get away from the repair crews
- Faking their ship's id. A Computer use DC 23/29/35 will let the heroes tamper with their ship's id code. Such tampering won't stand close scrutiny, but if the heroes use the id of one of the freighters on Kemix, they will be let aboard.
- Claiming to be envoys from important people, or pretending to be new employees, or to have captured the mighty Xirrosk, or any similar gambit can be made to work with Bluff and/or Disguise checks DC 18/21/25.
- Sneaking aboard a freighter on Kemix.

Finding the slaves

Moving around on the *Dominion* is reasonably straightforward. Riboga's people don't wear any specific uniform, so even a basic disguise (Jedi wearing something other than their robes for example!) should let the heroes blend in. Indeed the ship is new enough, and the crew large enough, that nobody is curious about new faces around. And as the heroes progress through the ship they will see a lot of people. This is Riboga's mobile palace, so as well as guards and mercenaries, the heroes will see dancers, entertainers, clerks, accountants, Hutt hygiene specialists, and so forth.

The *Dominion* is built on a grand scale, and all of the main thoroughfares are wide enough for two Hutts to slither side-by-side. The décor displays Riboga's love of purples and golds, as well as his leaning towards tasteless excess. Noble portraits of the mighty Riboga adorn many of the walls.

A free terminal and a Computer use DC 18/21/21 will bring up basic schematics of the ship, and that will lead the heroes in the direction of the holding cells. Anybody checking out the schematics should make a Pilot DC 18/21/25 or Knowledge (technology), (starship design), (spacer lore) or similar DC 15/18/22. Make a note of anybody who passes the check, but don't do anything with it yet.

The holding cells are not extensive on this ship. There will eventually be proper slave quarters furnished, but the *Dominion* is not quite done yet.

Three guards – run-of-the-mill henchmen – guard the area and must be dealt with before the slaves can be freed. This shouldn't be so much a fight, as a flurry of stun bolts.

A half dozen Tarasin look up as you approach. You recognize Krizta immediately and her brother Trik a moment later, sitting cross-legged on the floor opposite each other. Both look well, though they bear the signs of recent torture.

Krizta speaks, her colors rippling too fast to track "You have come, at last. We have waited, the Force as our guide, awaiting your arrival."

Trik's colors shade to pink "And now that we are free, we should make Riboga pay. He and Aath must not be allowed to terrorize our people again."

Krizta raises a hand "Brother, you speak of revenge, an act of anger, be mindful of your feelings."

The male Tarasin's skin turns a deep blue

"Of course sister. I misspoke." Trik takes a breath, and visibly controls his emotions. "Nevertheless, I believe it to be the correct thing to do. Our people are in constant danger from these slavers, we have a chance to stop Riboga once and for all, I suggest we take it." Trik looks at you. "Please, for our people."

If the heroes wish to make Sense motive checks, and make DC 15/18/22 they can be confident that Trik is in control and calm again after his momentary outburst. If the heroes make DC 23/29/35 they will notice something is wrong with Krizta. Her colors flutter and change constantly, but each and every shade is tinged with yellow, the color most often associated with feelings of dread and fear.

And so we come to the decision. Do the heroes take steps to ruin Riboga? Hopefully, by now the arguments are compellingly for it, but some groups may decide it's the wrong thing to do. If the heroes do decide to bring Riboga down, proceed to Encounter 7. If the heroes decide against it, and if this is to be the final encounter of the module but if there is time and you still wish to have an ending battle, have them discovered on the way back. Use the combat stats from Encounter 7, except that the Tarasin take no part.

Encounter 7: Treble Top

Key ideas of this encounter: The heroes take control of the Dominion, long enough to destroy the Spice Mines, and perhaps the ship itself.

So, the heroes have decided to destroy the spice mines and possibly the *Dominion*? Let them discuss their options for a bit, and hopefully they will come to the obvious conclusions, but if it looks like your table is having trouble deciding how to achieve this worthy goal, have Trik pipe up:

"Perhaps this ship has all we need to destroy the spice mine? It looked like it had many weapons when we approached. And then ... perhaps we can simply crash the ship into the planet?" he casts a quick worried glance at his sister "We can sound 'Abandon ship' beforehand, nobody need get hurt!"

GM Note: There are, of course, other options that the heroes might elect to try. Use the information as best you can and, should they come up with

something totally unforeseen, adapt as well you can.

If the heroes go with this plan, any hero who made the Knowledge check while looking at the schematics in the last encounter will remember seeing a "Secondary Bridge" on the plans. It is far less likely to be guarded than the main bridge, and will have access to all the controls the plan will need.

Krizta will remain uncomfortable with the plan, and the further along it gets, the more agitated she will become. She will actively try to dissuade the heroes from this path.

The Secondary Bridge is security sealed, and will require a DC 18/21/25 Computer use to slice in. Further Computer use checks will be required to slice into each station on the bridge. This DC will be 15/18/22 to get access to navigation, sensors, main engines, life support, comms and so forth, DC 18/21/25 to get at combat systems including weapons and shields, and DC 23/29/35 if the heroes want to trigger the auto-destruct system, or to overload the engines, or any other similar massively destructive tactic.

As soon as the first system is sliced on the backup bridge, the main bridge will be alerted. This will begin a tug of war between techs on the main bridge and the heroes' techs.

- To destroy the spice mine with the orbital bombardment lasers require six rounds in control of the cannons. The heroes can only fire the cannons if they have someone dedicated to controlling the lasers.
- To activate the autodestruct, or to set the engines to overload, or to aim the *Dominion* at the planet, requires the DC above to slice the appropriate system, then three consecutive Disable device checks. The first two disengage certain safety protocols, and the final puts a temporary block on that system that will prevent anyone else repairing it quickly enough. The DC on each of these checks is 18/21/25. If the heroes do not have Disable device, they can instead use Computer use or Repair, at the higher DC of 23/29/35

Slicing a new system, disabling any safety protocols, or keeping a system under the heroes' control each requires full round actions. The DCs for slicing new systems or disabling safety protocols are as above. Maintaining control of an

already sliced system requires a contest of skills against Riboga's techs, who work at +11/+17/+23 depending on tier.

Meanwhile, guards are dispatched to reclaim the backup bridge, and they arrive on round 3, and attack, immediately. Use the stats in GM Aid #1.

On round 4, if he is available, Haast Aath up. He doesn't fight in round 4, but instead (on his initiative) calls to Krizta over the noise of the battle.

GM Note: If Aath is incapacitated before round 4 ignore the below speech. Instead have Krizta be overcome with despair –after all, darkness is coming and what's the use of fighting- but she will not attack the heroes.

"It's me, Krizta! Come on, you know what you're doing here is the wrong choice! Remember my dear you told me yourself-- a darkness is coming, and you won't be safe on Cularin. But me and Riboga, we can keep you safe, we promised. The whole galaxy to hide in remember? You can be safe! But these people will ruin everything! They have to be stopped!"

Krizta rises, lightning in her eyes, terror on her tongue "... yes ..."

Traumatized by the torture she suffered at Aath's hands, terrified by the darkness she has foretold coming to the galaxy, Krizta has fallen to the Dark Side. She acts out of terror, and despair, and a ragged misplaced anger. Krizta is redeemable, but not during this fight. No attempt at diplomacy, bluff, or mind-affecting force powers can snap her out of this rage. It will burn fast, and dark, but quickly. When she runs out of vitality, she will slump to the ground unconscious.

The fight will continue for four rounds after the heroes complete the jobs they need to on the backup bridge. At that point the engine overload goes critical, the destruct system begins verbal warnings or the ship gets too close to the planet's atmosphere (depending on the doom the heroes arranged for the ship). As soon as the emergency alarms begin to sound, the mercenaries will flee. Aath and/or Krizta will fight to the end however.

Getting back to the hangar and away can be sketched over. Alarms sound, people run hither and yon, the Bith band continues to play. Whatever you need to give the run back to the hangar a little pace.

At the hangar, the heroes can either board their own ship (if it's here) or commandeer an

empty freighter.

If the heroes haven't gone to Tharados, head for encounter 3. Otherwise, proceed to the conclusion.

Conclusion

If the heroes did Encounter 7 last, and did destroy the *Dominion*:

The prow of the Dominion hits the atmosphere, and the entire ship shudders. A dull roar shakes the ship, as the hangar bay begins to break apart. Your ship twists on repulsors and aims for the hangar, but as it does, a group of people you hadn't seen before catch your eyes, standing at the other entrance to the hangar.

A Tradoshan and a Bothan are turning to move away, while a Twi'lek woman pulls at the arm of a female Rodian, obviously shouting over the noise. The Rodian nods, and half turns to follow, before turning back and saluting you. Then, as the hangar bay shakes violently again, she stumbles and finally runs off.

Your ship punches out of the Dominion as it dies, crashing into the planet below, scattering escape pods behind it.

You have dealt a deathblow to Riboga's operation, but cannot be sure that Riboga himself is destroyed.

If the heroes did Encounter 4 last:

The last of the freed slaves boards the Salvation and you look back at Tharados. You can't think the last time you were on such a dowdy planet. You're glad to be leaving and gladder to be leaving with such success.

A Bothan port official hands you a datapad to sign off. "I trust you enjoyed your stay," he comments, before walking off through the drizzle.

Something seems odd about that, perhaps only because he was the first Bothan you'd seen on Tharados. You look up, but the official is gone.

Slightly disquieted, you board ship to head home.

You have dealt a deathblow to Riboga's operation, but cannot be sure that Riboga himself is destroyed.

Here Ends, "Counter-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 (600 xp for core LF plot scenarios, 350 for non-core LF scenarios).
- 2) Assign discretionary role-playing experience (0-400 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially. Do NOT automatically award max roleplaying XP, consider carefully how well the players stayed in-character. This is your opportunity to reward appropriately cinematic behavior, so use it!

Adventure Experience Award:

Did the heroes rescue the captured Tarasins? If so, each hero who survived receives 1000 xp.

Adventure Experience:	1,000 xp
Roleplaying Experience:	0-500 xp

Total Possible Experience:	1,500 xp
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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 rescuing the Tarasins but did not destroy Riboga's shipment, 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.

There are no certs for this scenario.

Player Handout 1: Ship stats

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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Player Handout 2: *The Salvation*

Corellian Star Shuttle

Class: Space Transport; **Cost:** does not apply; **Size:** Medium (80 meters); **Crew:** 80; **Passengers:** 200; **Cargo Capacity:** 900 metric tons; **Hyperdrive:** x1.5, x12 backup; **Consumables:** 3 months; **Initiative:** +2 (+0 size, +2 crew); **Maneuver:** -2 (+0 size, +2 crew, -4 armor); **Defense:** 20 (+10 armor); **Shield Points:** 200; **Hull Points:** 300 (DR 30); **Max Speed in Space:** Cruising.

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.

GM Aid #1: Combat Statistics

Encounter 1: Aath's Headhunter

Use the applicable skills below for Aath and his Starfighter.

Tier 1 (Average party level 4-6)

Ranged Attack +3 (*), Pilot +8 (*)

Tier 2 (Average party level 7-9)

Ranged Attack +5 (*), Pilot +11 (*)

Tier 3 (Average party level 10-12)

Ranged Attack +8/+3 (*), Pilot +14 (*)

(*) reflects penalty for not having the Starship Operations (Starfighter) feat.

All Tiers

Incom/Subpro Z-95 Headhunter Starfighter

Class: Starfighter, **Crew:** 1 (AAth), **Size:** Tiny, **Initiative:** + 4(+2 size), **Hyperdrive:** x1, **Maneuver:** +4 (+2 size), **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), **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Concussion missile launcher (6 missiles); **Fire Arc:** Front; **Damage:** 726x2; Missile Quality: Ordinary (+10)

Encounter 4 & 7: Generic Thugs

Use the following statistics for Haast Aath's lackeys at the slavers compound on Tharados, and for Riboga's thugs aboard the *Rightful Dominion* in Encounter 7.

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 5: The Spice Mines of Kemix

There are as many mercenaries guarding Riboga's spice mine as there are heroes.

Tier 1 (Average party level 4-6)

Riboga's Mercs Kajain'sa'Nikto (Red Nikto) Soldier 6; IM +2; Def 19; Spd 10 m; VP/WP 68/16; Atk +9/+4 melee (2d10+3, vibro-ax) or +9/+4 ranged (3d8, blaster carbine); SQ: Natural Armor, Desert Dweller; SV Fort +7, Ref +4, Will +4; FP 3; DSP 1; Rep +2; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 8
Equipment: Blaster carbine, Vibro-ax, Combat Jumpsuit (DR 3)
Skills: Computer Use +9, Demolitions +9, Intimidate +8, Listen +4, Pilot +4, Spot +4,
Feats: Armor (Light), Weapons (simple, blaster pistols, rifles, heavy weapons, vibro), Dodge, Point Blank Shot, Precise Shot, Weapon Focus (blaster carbine), Heroic Surge (2/day), Quick draw, Iron Will

Tier 2 (Average party level 7-9)

Riboga's Mercs Kajain'sa'Nikto (Red Nikto) Soldier 6/Elite Trooper 3; IM +2; Def 21; Spd 8 m; VP/WP 101/20; Atk +13/+8 melee (2d10+3, vibro-ax) or +12/+7 ranged (3d8, blaster carbine); SQ: Natural Armor, Desert Dweller, Uncanny dodge (Dex bonus); SV Fort +11, Ref +6, Will +6; FP 3; DSP 1; Rep +3; Str 16, Dex 14, Con 17, Int 10, Wis 10, Cha 8
Equipment: Blaster carbine, Vibro-ax, Battle armor, medium (DR 5)
Skills: Climb +1; Computer Use +9, Demolitions +9, Hide +1; Intimidate +8, Jump +0; Listen +4, Move silently +1; Pilot +4, Sense motive +4; Spot +8,
Feats: Armor (Light, medium, heavy), Weapons (simple, blaster pistols, rifles, heavy weapons, vibro), Dodge, Point Blank Shot, Precise Shot, Weapon Focus (blaster carbine), Heroic Surge (3/day), Quick draw, Iron Will, Weapon Focus (Vibro-ax), Toughness

Tier 3 (Average party level 10-12)

Riboga's Mercs Kajain'sa'Nikto (Red Nikto) Soldier 6/Elite Trooper 6; IM +2; Def 22; Spd 8 m; VP/WP 146/21; Atk +16/+11/+6 melee (2d10+5, vibro-ax) or +15/+10/+5 ranged (3d8, blaster carbine); SQ: Natural Armor, Desert Dweller, Uncanny dodge (Dex bonus), Weapon specialization (vibro-ax); SV Fort +14, Ref +7, Will +7; FP 5; DSP 1; Rep +3; Str 16, Dex 14, Con 17, Int 10, Wis 10, Cha 8
Equipment: Blaster carbine, Vibro-ax, Battle armor, medium (DR 5)
Skills: Climb +4; Computer Use +9, Demolitions +9, Hide +5; Intimidate +8, Jump +2; Listen +4, Move silently +5; Pilot +4, Sense motive +8; Spot +12,
Feats: Armor (Light, medium, heavy), Weapons (simple, blaster pistols, rifles, heavy weapons, vibro), Dodge, Point Blank Shot, Precise Shot, Weapon Focus (blaster carbine), Heroic Surge (3/day), Quick draw, Iron Will, Weapon Focus (Vibro-ax), Toughness, Power attack

Encounter 7: Treble Top

The combat on the backup bridge of the Rightful Dominion runs in four phases, as the heroes progress through their sabotage efforts.

As soon as the heroes slice the first system, Riboga's security is alerted. It takes two rounds for the thugs to start arriving, which the heroes can use to continue their slicing.

Riboga's thugs join the fight in round 3. There is effectively a limitless supply on the *Dominion*, but they do not arrive all at once. Use 2-4 of the thugs at a time depending on how combat-capable your table is. If thugs fall, more will be ready to take their place.

In round 4, Aath arrives, and begins talking to Krizta. Aath and Krizta join the combat in round 5. In round 5, and for the remainder of the combat, Aath will be supported by 4-6 thugs, again depending on the heroes' combat level.

After the heroes succeed with their sabotage, there will be another three rounds of combat, before the *Dominion* alarms begin to ring. At this point, the thugs will exercise their discretion and retreat to life

Pods. If Aath and Krizta are still fighting, they will continue until the heroes subdue them.

Tier 1 (Average party level 4-6)

Haast Aath Zabrak Scout 6; IM +3; Def 17; Spd 10 m; VP/WP 44/12; Atk +7 melee (1d4+1, knife) or +7 ranged (3d8, heavy blaster pistol); SQ Evasion, Skill mastery (pilot), Extreme effort (1/day), Uncanny Dodge (Dex), Heart +1, Trailblazing; SV Fort +6, Ref +6, Will +6; FP 2; DSP 3; Rep +1; Str 10, Dex 16, Con 12, Int 13, Wis 12, Cha 13

Equipment: Heavy blaster pistol, Mastercraft knife (+1)

Skills: Computer use +5, Hide +8, Knowledge (interrogation) +5, Move silently +8, Pilot +12, Profession (slaver) +6, Search +10, Spot +10, Survival +10, Speak Basic, Zabrak, Huttese, Tarasinese, Dosh, Shyriiwook

Feats: Weapons (simple, blaster pistols, rifles), Combat expertise, Starship operations (transports), Track, Weapon finesse (knife)

Krizta Female Tarasin Force Adept 6; IM +1; Def 16; Spd 10 m; VP/WP 50/14; Atk won't attack except with Force powers; SQ Force weapon, Cold-blooded, Color change, Force Perception, Silent communication; SV Fort +6, Ref +4, Will +8; FP 4; DSP 1; Rep +1; Str 8, Dex 12, Con 14, Int 14, Wis 16, Cha 12

Equipment: none

Skills: Handle animal +3, Knowledge (Cularin) +5, Spot +5, Survival +13

Force skills: Affect mind +5, Enhance ability +8, Enhance senses +9, Farseeing +9, Fear +14, Force defense +5, Force lightning +4, Heal another +7, Heal self +5, Move object +10, See force +12, Telepathy +7

Feats: Weapons (simple, primitive), Force sensitive, Rugged, Track

Force feats: Alter, Aware, Control, Malevolent, Sense, Skill emphasis (Fear)

In combat, Krizta does not attack except by using Force abilities. She will begin by lashing out with the fear she is feeling, using Fear targeting Jedi or the more capable Soldiers. Thereafter she will alternate between Fear (against other Jedi and Soldiers) and Force lightning (targeting anyone working on slicing the computer system. Remember that Force lightning has an area effect, so if Krizta targets a slicer, anyone assisting the slicer will also be caught in the blast.

Remember, Krizta will lapse into unconsciousness as soon as she runs out of Vitality.

Tier 2 (Average party level 7-9)

Haast Aath Zabrak Scout 9; IM +3; Def 19; Spd 10 m; Atk +9/+4 melee (1d4+2, knife) or +9/+4 ranged (3d8, heavy blaster pistol); SQ Evasion, Skill mastery (pilot), Extreme effort (2/day), Uncanny Dodge (Dex, can't be flanked), Heart +1, Trailblazing; SV Fort +9, Ref +7, Will +9; FP 3; DSP 4; Rep +1; Str 10, Dex 17, Con 12, Int 13, Wis 12, Cha 13

Equipment: Heavy blaster pistol, Mastercraft knife (+2)

Skills: Computer use +6, Hide +10, Knowledge (interrogation) +7, Move silently +10, Pilot +15, Profession (slaver) +8, Search +13, Spot +13, Survival +13, Speak Basic, Zabrak, Huttese, Tarasinese, Dosh, Shyriiwook

Feats: Weapons (simple, blaster pistols, rifles), Combat expertise, Starship operations (transports), Track, Weapon finesse (knife), Great fortitude, Iron will

Krizta Female Tarasin Force Adept 9; IM +1; Def 17; Spd 10 m; VP/WP 74/14; Atk won't attack except with Force powers; SQ Force weapon, Force talisman +2, Comprehend speech, Cold-blooded, Color change, Force Perception, Silent communication; SV Fort +7, Ref +5, Will +9; FP 4; DSP 1; Rep +2; Str 8, Dex 12, Con 14, Int 14, Wis 17, Cha 12

Equipment: Force Talisman +2

Skills: Handle animal +3, Knowledge (Cularin) +8, Spot +5, Survival +16

Force skills: Affect mind +8, Enhance ability +8, Enhance senses +9, Farseeing +12, Fear +14, Force defense +5, Force lightning +4, Heal another +10, Heal self +8, Move object +13, See force +13, Telepathy +7

Feats: Weapons (simple, primitive), Force sensitive, Rugged, Toughness, Track
Force feats: Alter, Aware, Control, Malevolent, Mind trick, Sense, Skill emphasis (Fear)

In combat, Krizta does not attack except by using Force abilities. She will begin by lashing out with the fear she is feeling, using Fear targeting Jedi or the more capable Soldiers. Thereafter she will alternate between Fear (against other Jedi and Soldiers) and Force lighting (targeting anyone working on slicing the computer system. Remember that Force lighting has an area effect, so if Krizta targets a slicer, anyone assisting the slicer will also be caught in the blast.

Remember, Krizta will lapse into unconsciousness as soon as she runs out of Vitality.

Tier 3 (Average party level 10-12)

Haast Aath Zabrak Scout 12; IM +4; Def 21; Spd 10 m; Atk +14/+9 melee (1d4+2, knife) or +13/+8 ranged (3d8, heavy blaster pistol); SQ Evasion, Skill mastery (pilot, move silently), Extreme effort (3/day), Uncanny Dodge (Dex, can't be flanked), Heart +2, Trailblazing; SV Fort +11, Ref +10, Will +11; FP 3; DSP 4; Rep +3; Str 10, Dex 17, Con 12, Int 12, Wis 12, Cha 14

Equipment: Heavy blaster pistol, Mastercraft knife (+2)

Skills: Computer use +7, Hide +14, Knowledge (interrogation) +8, Move silently +13, Pilot +19, Profession (slaver) +10, Search +18, Spot +16, Survival +16, Speak Basic, Zabrak, Huttese, Tarasinese, Dosh, Shyriiwook

Feats: Weapons (simple, blaster pistols, rifles), Combat expertise, Starship operations (transports), Track, Weapon finesse (knife), Great fortitude, Iron will, Sharp eyed, Weapon focus (knife)

Krizta Female Tarasin Force Adept 12; IM +1; Def 19; Spd 10 m; VP/WP 98/17; Atk +8/+3 (1d6-1 +1d8 Force imbued club); SQ Force weapon, Force talisman +2, Comprehend speech, Force secret (Fear), Cold-blooded, Color change, Force Perception, Silent communication; SV Fort +7, Ref +5, Will +9; FP 4; DSP 1; Rep +2; Str 8, Dex 12, Con 14, Int 14, Wis 18, Cha 12

Equipment: Force Talisman +2, club

Skills: Handle animal +6, Knowledge (Cularin) +11, Spot +9, Survival +20

Force skills: Affect mind +8, Enhance ability +8, Enhance senses +9, Farseeing +12, Fear +14, Force defense +5, Force lightning +4, Heal another +10, Heal self +8, Move object +13, See force +13, Telepathy +7

Feats: Weapons (simple, primitive), Force sensitive, Rugged, Track

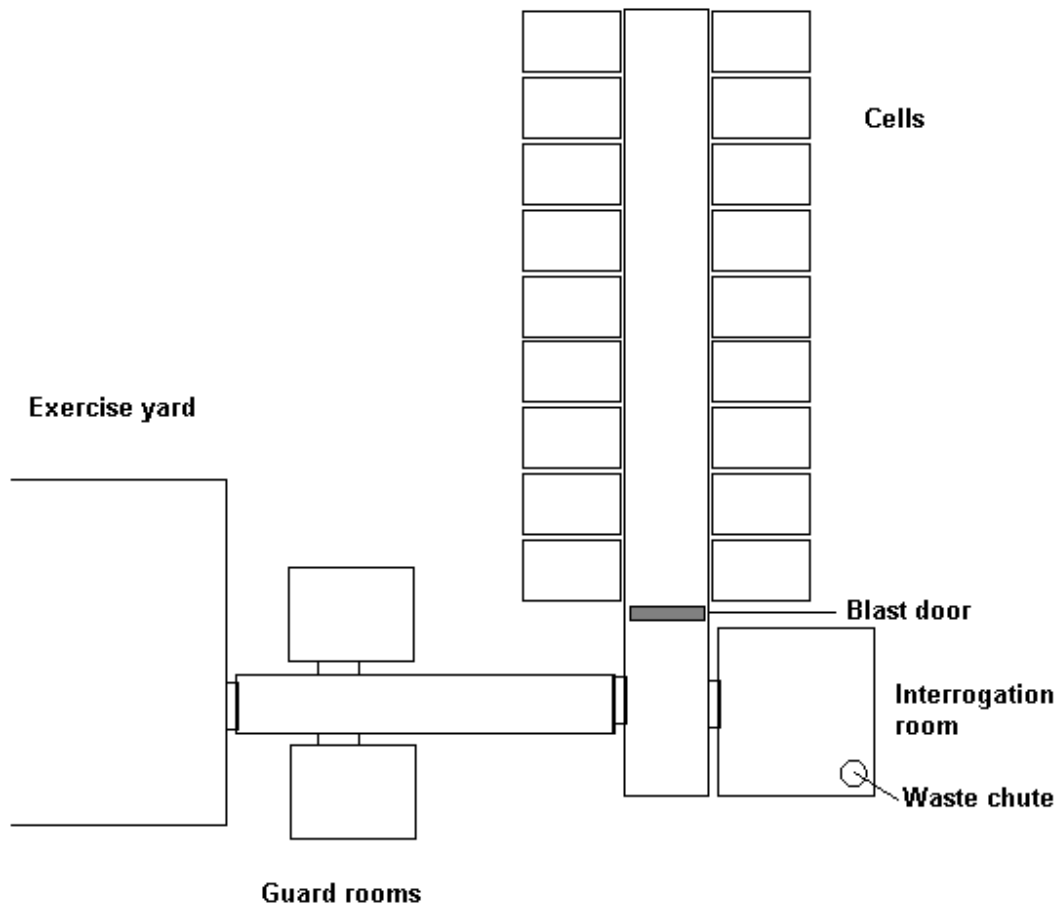
Force feats: Alter, Aware, Control, Malevolent, Sense, Skill emphasis (Fear)

In combat, Krizta begins by lashing out with the fear she is feeling, using Fear targeting Jedi or the more capable Soldiers. Thereafter she will alternate between Fear (against other Jedi and Soldiers) and Force lighting (targeting anyone working on slicing the computer system. Remember that Force lighting has an area effect, so if Krizta targets a slicer, anyone assisting the slicer will also be caught in the blast.

If the combat is still running after Krizta has used Fear and Force lightning four times each, she will spend a round imbuing a blunt object of some kind and thereafter attack in melee with it.

Remember, Krizta will lapse into unconsciousness as soon as she runs out of Vitality.

Section of Slavers' Compound



GM Aid #3: Map of Backup Bridge on *Rightful Dominion*

