

Consignment

(Episode 1 of the Trade War Trilogy)

A One-Round Living Force Scenario

by Mexal

“Wanted: Trustworthy individuals to arrange reception and transportation of cargo from starport to warehouse.” A merchant explains that he is expecting an important consignment but for personal reasons will not be able to oversee its delivery himself. Can you help?

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

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

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use: *No-vote scoring*: The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

1. *Partial scoring*: The players rate the game master and the scenario on their player voting sheet, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
2. *Voting*: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually require advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

Character Earnings

At the beginning of the round, if the characters are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Characters who are not employed but who have profession or craft skills may roll against those skills to see how much they have earned from their profession or craft in the last week. Use the method in the core rules (Craft: pg. 72 *Check result times 20 credits*; Profession: pg. 80 *Check result times 50 credits*). Note that characters may use only one of the above methods and must choose which before rolling (Employment, Craft or Profession).

General Notes to the GM

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

This is an adventure for low- to mid-level Living Force characters, and therefore characters levels 1 through 6 are appropriate. If a player brings a higher-level character to your table, explain that he or she must use a lower-level hero to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

GM Overview

In reality, or so the characters will be led to believe should they begin to dig, the merchant has already received word that a rival concern has targeted his business, and he is a) unprepared to deal with it himself and b) too mean to pay for proper security – so he intends to present it as a simple and mundane task. However, he appears nervous and the real story will come out if the characters choose to press him. Or so they think...

The merchant is in fact an actor. He has been hired by rivals of the concern he purports to represent with the aim of bringing trouble, lots of trouble, down on their heads. The characters are unwitting pawns in this plot.

A shipment is indeed expected, but agents of the rivals have intercepted notification, and so the concern does not know that it has arrived at the starport. The container has been opened and both illicit drugs and a small explosive device placed inside. This then is what

awaits the characters when they report to the warehouse to collect it. If they can get it through customs and past the usual light-fingered individuals found in the warehouse area, their troubles are only just beginning. An anonymous tip off to the authorities will lead to the characters being stopped and searched on their way from the starport to their destination. Even if they get past this hazard, the explosive device will eventually – if not found – go off, scattering the drugs over the area.

Encounter 1: All Very Simple

Frome Eubarus, an employee of Mothven Star Trading, approaches the characters. He says that he has been asked by his employers to personally oversee the transport of a consignment of goods from Hedrett Groundport to their premises near the river. However, if he does not attend his daughter's school concert, both his wife and his daughter will make his life not worth living for the next few weeks. Surely the characters understand...

The task is simple; given the paperwork Eubarus can supply, the characters need only go to the Customs Receiving Area, pick up the container and transport it about five kilometers to the Mothven Star Trading compound. There is nothing to pay, and the consignment should fit into a cargo repulsorlift vehicle, which can be easily hired at the Groundport. The characters will, of course, be well compensated for their trouble, half in advance.

Encounter 2: Getting the Goods

At Hedrett Groundport, the characters can find out that incoming goods are held in a bonded warehouse until they are cleared through customs. With the appropriate documentation, they are cleared for entry (but are required to leave any weapons that they are carrying behind). The customs inspection needs to be organised, the duty inspector would far rather while away his shift drinking tea and watching a show in his office, than root through crates. As far as he is concerned, it matters not whether the consignment is cleared now or in the morning; indeed the morning has the advantage that someone else will be on duty by then and he won't have to do the hard work.

Meanwhile, one of the warehousemen, who is a thief, is eyeing the container. It's not too large or vacuum-sealed, and all those 'Special Consignment' stickers must indicate that the contents are of value. However, he does not get a chance to open it, this is just as well - the container is booby-trapped!

Encounter 3: Take A Good Look

Assuming the characters persuade the Customs Inspector to come and check the container out of the bonded warehouse (or decide not to wait and attempt to

sneak it out, but then, these guys are heroes, aren't they?), the dubious nature of the container may be revealed at this stage. If the contraband, or indeed the explosive device, is discovered, the characters will be asked some very awkward questions about their interest in the container. On the other hand, they may be able to present such an air of normality that the inspector will stamp their papers and allow them to leave with no more than a cursory glance.

Encounter 4: Ride Across Town

While the characters are transporting the container to the Mothven Star Trading compound, an anonymous tip off will be sent to the authorities (by the rival concern, of course) suggesting that they be intercepted. This scene will develop into a chase, with Hedrett law enforcement officers attempting to stop the characters. To add to the confusion, Eubarus will call one of the characters saying that he has just been advised that the rival company has disguised its operatives as law enforcement officers, and will pretend to 'arrest' the characters in order to get hold of the consignment.

Encounter 5: Options

If the characters decide to stop, they will find that the law enforcement officers are genuine, and that the container in their possession contains illicit drugs and explosives. They will have some explaining to do.

If they evade the law enforcement officers and reach the Mothven Star Trading compound, the explosive device will be triggered just after they have deposited the container on the loading dock. This will bring everybody – including the authorities – running, and again there will be some hard explaining to do.

Encounter 6: Investigations and Recriminations

Whichever way things pan out, the characters are likely to find themselves attempting to explain what was going on to Hedrett law enforcement officers. It will soon become apparent that they have been duped – while a Frome Eubarus does work for Mothven Star Trading; he has been on vacation on Genarius for the past two weeks (and is single without children anyway!). Moreover, Mothven Star Trading is not expecting the goods that the consignment purports to be for another three days.

Encounter 7: Let's Make Amends

The characters will be asked by the law enforcement officers to assist in tracking down the fake 'Eubarus.' While this may seem a difficult task, they do have some clues. They know what Eubarus looks like, and they have his comlink code. If they describe him to the law

enforcement officers, they recognise him as Jarett Hurgen, a well-known scoundrel, who will do just about anything if you pay him enough, but who is not particularly bright. They can provide his address, and the communicator code corresponds with this. He is within, and the characters may attempt to break into his premises and capture him.

The authorities will be suitably grateful provided Hurgen is captured alive, and characters who have shown initiative may be offered employment as Deputies (certificated employment). Other rewards include the possibility of picking up the odd useful item from Hurgen's residence, and contacts/good relations within the law enforcement community.

Important Note to Judges: This scenario will reward quick thinking and negotiation skills, although there are opportunities for those who wish to take a more robust approach. It is a good opportunity for characters to build relationships with the forces of law and order in Cularin, perhaps to establish a reputation for themselves as 'good citizens' and people who can be relied upon by the authorities.

Opening Crawl

Whatever skills or employment you have, there are times when your expenditure exceeds your income, and you need to take on the odd job to make ends meet. This is one of those times, and you are scanning the "Positions Vacant" boards, searching for anything that will provide sufficient for your immediate needs.

It is late afternoon as a small note catches your eye. Headed with a star-shaped logo embossed MST, it reads: "Wanted: Trustworthy individuals to arrange reception and transportation of cargo from starport to warehouse."

Along with several others, you hasten to apply...

Take a moment before launching into the scenario to check whether the characters know each other already, and if not, allow the players opportunity to exchange brief descriptions before proceeding. You may give out **Player Handout # 1: The Job Advertisement** at this time.

Encounter 1: All Very Simple

Key ideas of this encounter: the heroes meet Frome Eubarus and hear at least one of his stories. They ought to leave feeling that this is probably on the level, but with a few doubts as to what is really going on.

If the characters choose to respond to the job advertisement, the small print at the bottom directs them to call a certain communicator code. If they do so, a male human responds, asking them to meet him in half an hour at one of the groundport bars. He seems a bit excited, pointing out that he does not usually do business in such places, but that he is *very* pressed for time.

If the characters state that they continue to read the notices on the board, or wander off to do something else, have Frome Eubarus approach them instead.

Either way: -

Frome Eubarus is a small man, dressed in neat but nondescript grey business clothing. He seems nervous and fidgets as he talks to you.

"I represent, indeed I am employed by, Mothven Star Trading... we are importers, mostly of small, high value items. You name it; Mothven will obtain it for you – if it's legal, of course.

"I need some help – there's a consignment due in this evening. Normally, I go and collect them personally, it's all part of our quality service, you know. But... well, tonight my daughter is playing at her school concert, and you know how these things are... if I do not attend, her mother will make my life a living hell for the next few weeks... and for that matter she's getting quite good at complaining about Daddy's shortcomings herself. I'm sure you understand... so if you could possibly?"

"All I need is for a few reliable people to go to the Customs Receiving Area and pick up a package, see it through Customs and deliver it to the Mothven Star Trading compound. Simple really, but it must be done tonight. I'll pay you – shall we say, 100 dataries apiece?"

He looks round, somewhat anxiously.

A successful Sense Motive check at DC 20 will reveal that Eubarus is not only nervous, he is concealing something. Any lesser roll shows merely that he is ill at ease. Fidgeting in your chair while playing this character may reinforce this in the players' minds.

Use of the Empathy Force skill reveals that he is very anxious that the characters accept the assignment.

If the characters accept the assignment, Eubarus can supply them with the necessary paperwork and further instructions. They need to go to the Customs Receiving Area of Hedrett Groundport where they will be able to collect the consignment once it has cleared customs. They should then take it to the Mothven Star Trading compound in the business district of Hedrett, a journey

of some five kilometers. They will be paid half now and the balance on delivery.

Should the characters probe further, Eubarus looks somewhat embarrassed.

“Yes... you are quite right. There is a little more to the story... word has reached me that agents of a rival concern, erm, the, ah, Universal Importation Company, have laid plans to intercept the consignment... Er, perhaps if I offer you something extra, say an extra 50 dataries each?”

Note that this is only the second layer of a complicated web of deceit. However, ‘Eubarus’ is an excellent actor and characters should not be able to detect that this too is a lie. He does not know any more than this anyway, except that he has been hired to play a part and this he will not reveal. He can go up to 250 dataries per head if pushed.

Eubarus will not elaborate upon the nature of the threat except that he believes that people acting on behalf of the Universal Importation Company will attempt to steal the shipment, either by guile or by force. It is just a rumour that he has heard, you understand, not anything definite.

If asked about the contents of the package that is to be collected, Eubarus says that it is a special order of cooking herbs, spices and flavour-enhancers ordered by one of the leading restaurants in Hedrett. The name of the restaurant is the Golden Cochlea, anyone who has spent any time in town and is interested in matters culinary will have heard of the place. The head chef, Maegyn, has made a special request for these; they are needed for a celebratory dinner he is planning for his daughter’s wedding.

For that matter, should they ask, Mothven Star Trading is a reasonably well-known concern, especially to someone who has dealings with the business community (a character with Merchant-type skills, or one who has employment with another Cularin company, for example). However, the name ‘Universal Importation Company’ is totally unknown. This is unsurprising, as the company does not exist: Eubarus made it up on the spur of the moment. Naturally, unless a detailed check is made of a business database or similar, this will not be revealed, after all there are bound to be many companies in the Cularin system that the characters are not familiar with.

Once all is settled, Eubarus hands over the paperwork, his comlink code and the agreed sum of money, and departs. If he is followed, he takes public transportation to a residential area of town.

A suspicious character may wish to contact Mothven Star Trading. They can confirm that a Frome Eubarus does work for them, but do not give out information about their employees as a matter of company policy. Neither are they prepared to discuss individual shipments except with clients.

Encounter 2: Getting the Goods

Key ideas of this encounter: The characters work out what they are supposed to be doing, and have to persuade the Customs duty officer to release the consignment. There is also a thieving warehouseman to contend with.

It is common knowledge amongst the trading community in Hedrett that incoming goods are offloaded to the Customs Receiving Area, where they are held until collected. It is normal practice for the recipient or his agent to be present during Customs inspection, so shipments are stored uninspected until somebody turns up to claim them. Characters without connections to the trading community may obtain the same information by asking at the Groundport. They will also be given directions to the Customs Receiving Area.

The Customs Receiving Area is a large warehouse complex on the edge of the Hedrett Groundport, but within the perimeter fence and its concomitant security regulations. This means that characters will be obliged to surrender any weapons that they are carrying. Note that normal belt knives, staves and lightsabres (provided that they remain unlit – but you can trust a Jedi to behave, can’t you?) are excluded from the regulations. Weapons are returned when you leave.

Once through the perimeter guardpost, the characters can either ask for directions or simply follow signs to the Customs Receiving Area itself.

At this hour, most of the Customs Receiving Area is in darkness. A large notice covered in dense text is on the wall beside the main entrance, beside this a smaller notice with larger letters stating that all visitors should report to the office. Within, the warehouse stretches away from you, with massive stacks of boxes in all directions. Off to the left, there is a light in a glass-fronted office.

The notice covered in dense text is a list of the regulations that are to be observed while on the

premises. Do not elaborate unless the characters examine it more closely. As well as the expected strictures about not removing any item from the Area until it has been inspected and prohibition of unauthorized access; it also states that any person or his possessions are subject to search at any time, and that making any kind of image recording or telecommunication is prohibited.

There is a single figure inside the office, who can be seen sipping at a beaker and looking at a screen. If the characters get closer, they will be able to see that it is a female Tarasin wearing a dark green uniform, and that the screen is depicting some kind of romantic drama. The beaker is steaming, a hot drink one would assume.

Characters who make a Spot check at DC 25 may notice a figure moving around at the far end of the warehouse. If spotted, and the figure is investigated, it is a human wearing dark green overalls who says that he is a storeman, and that if they have business here they must report to the office; however if they can give him the consignment code for the shipment they want to collect he'll go and find it and bring it forward for checking. His name badge says 'Digby.'

The Tarasin customs officer is called Teelasin, and she is a bit annoyed at being disturbed. She'd been hoping for a quiet night, and unless the characters can come up with a good reason, she is loath to be disturbed to inspect anything. However, appeals to duty, bribes or repeated requests will work equally well to get her to come out although she'll continue to grumble all the while.

Teelasin, Tarasin Customs Officer (Administrator 4); Init +0; Defence 11; Spd 10m; VP/WP -/8; Atk +1 Melee (1d3 unarmed); SV Fort +0, Ref +1, Will +4; SZ M; Rep 1; Str 9, Dex 10; Con 8; Int 12, Wis 11, Cha 14. Challenge Code: B.

Skills: Bluff +6, Computer Use +5, Diplomacy +9, Knowledge (Cularin Customs Regulations) +7, Knowledge (Romantic Stories) +10, Profession (Customs Officer) +5, Sense Motive +7.

Feats: Dodge, Skill Emphasis: Knowledge (Romantic Stories).

Equipment: Datapad, comlink, flashlight.

Meanwhile, during the time spent cajoling the customs officer to come out and inspect the consignment, Digby the storeman has been searching the warehouse for any small but high value items that he can steal. When the customs officer emerges a crash is heard from the far end of the warehouse – he was startled and fell, upending a pile of boxes. Naturally, if the characters go to investigate, he is found sitting on the floor beside a

package that is the one that they have come to collect. If they identify it, he claims that he was just fetching the characters' consignment for inspection, but – assuming they haven't spoken to him earlier – is very evasive about how he knows which is their package.

The truth of the matter is: he does not know (unless told earlier) that it is the characters' consignment that he has been found with. Looking for something worth stealing, his eye was caught by a small package covered with 'Special Delivery' and 'Handle with Care' stickers, and he was about to open it to see what was inside.

The package is contained in a silver-coloured transfer case, with the aforementioned cautionary stickers and the Mothven Star Trading logo prominently displayed. The relevant documentation is also attached, and appears to be in order. It is just as well that the storeman did not have time to investigate further: the case has been booby-trapped.

If the characters choose to be suspicious (and any use of Sense Motive or Empathy with a DC of 10 will pick up the waves of guilt and "They've caught me" emanating from him), the storeman will attempt to run.

Digby, Human thief (Scoundrel 4); Init +3; Defence 19; Spd 10m; VP/WP 20/8; Atk +3 Melee (1d3 unarmed), +6 ranged (3d4 holdout blaster); SQ Better lucky than good, illicit barter; SV Fort +0, Ref +7, Will +2; SZ M; Rep 2; Str 10, Dex 16, Con 8, Int 14, Wis 13, Cha 12; Challenge Code C.

Skills: Appraise +9, Bluff +8, Disable Device +12, Gather Information +8, Hide +10, Listen +8, Move Silently +10, Search +9, Sleight of Hand +10, Spot +8.

Feats: Dodge, Quickness, Skill Emphasis: Disable Device.

Equipment: Coveralls, hold-out blaster, security kit, ID.

Digby would much rather get away than fight, but he will use his hold-out blaster (that he smuggled in to work, staff – apart from security guards – are supposed to obey the same rules regarding weapons as everybody else) if he has to.

Teelasin will leave any chasing to the characters; she retreats to her office and calls Security. They will take about 10 minutes to get there – plenty of time for the characters to capture Digby if they choose to do so.

If captured conscious, Digby says that he was just on the look out for anything worth stealing: he had no idea that the consignment he selected was the one that the party was due to collect, nor did he know to whom it belonged. Any attempts to ascertain the truth of what he

is saying will show that he is telling the truth. His ID shows that he is a legitimate groundport worker (this too is true – he is just light fingered and always on the lookout for a way to supplement his wages). Security will take him away when they arrive, leaving the characters to get on with their business after merely asking for names and a brief account of what occurred. Petty theft is a commonplace event here.

Encounter 3: Take a Good Look

Key idea of this encounter: this encounter enables the characters to make a detailed investigation of the package should they so wish. Be careful: the thing is booby-trapped! This Encounter may be used later on in the scenario if the characters do not wish to investigate the contents of the consignment at this time.

As Teelasin is anxious to get back to her romantic holo-vid, she gives the container a cursory glance, reads over the paperwork and stamps it, then sends the party on their way, wishing them a happy evening before returning to her office. However, if the characters have acted in a manner that attracts suspicion, she may ask for the container to be opened for a more thorough inspection.

If the characters are suspicious by this time that the consignment is not all that they expected, they may wish to take this opportunity to examine it more closely. They will have to leave the Groundport first, Teelasin will not permit them to remain in the Customs Receiving Area once she has cleared the consignment, and patrolling Security guards will move them on elsewhere within the Groundport perimeter. It is recommended that the party get on with its task rather than start dismantling the package; this section is placed here, as it is the first opportunity that the characters have for investigation.

Here is a detailed external description: -

The package you have been hired to collect is about a metre square by half a metre deep. It is contained in a silver-coloured metal box, of rigid construction, and is fastened by a simple latch. There are several labels stuck on the side. These include: -

- ***A bright yellow one with “SPECIAL CONSIGNMENT – URGENT” in red letters***
- ***The Mothven Star Trading logo – red circle with yellow star superimposed***
- ***A red on white “Handle with Care” sticker***

- ***A white on green “Bio-foodstuffs” sticker***
- ***A red edged white label giving the address of the Mothven Star Trading compound (the one the characters have been told to take it to)***
- ***Several bar code stickers, presumably for automated handling in transit***

Characters who have the Demolitions or Disable Device skills may wish to use them at this point to see if the box is booby-trapped. Remember that a character with five or more ranks in the Disable Device skill gets a +2 synergy bonus to Demolitions; also remember that the GM should make this roll rather than the player. At this point the DC to detect anything is 30. Characters who have neither of these skills will not be able to discover anything by examining the box – although do not prevent them from doing so if they wish.

The nature of the trap is this: there is a small explosive charge in the middle of the package inside the box. This is surrounded by loosely packed pale green powder – an illegal drug called banthazolate that gives users +2 to Str and psychedelic hallucinations. The amount in the package has a street value of some 50,000 dataries. The explosive charge is triggered by the package being lifted out of the metal container – there is a pressure plate underneath the package. To prevent tampering, a photocell on the top arms a tilt switch so that anyone trying to move the package must make a Dex roll at DC 25 to avoid setting off the charge.

The photocell is fairly obvious – anyone with Demolitions or Disable Device needs a success at DC 15, anyone else may make a Spot check at DC 20 to see this odd glass ‘eye’ thing. Once it has been noticed, wires leading from the ‘eye’ under the package are clearly visible. The DC for disarming the explosive is 21 – but remember the anti-handling device, the Dex roll is also necessary to avoid setting it off even if the character declares that he intends to cut the wires near the photocell. Such an action will be sufficient to disarm the explosive device.

If the explosive is triggered, it does 6d6 damage within 2 metres only, minimal damage beyond. For purely dramatic reasons, characters within 10 metres may suffer knockdown, sore ears, etc. The primary purpose of the charge is to scatter the banthazolate. Characters within a 10-metre radius must make a Fortitude save at DC 20 to avoid the effects of breathing the banthazolate (i.e., +2 to Str and wild visual hallucinations for 1d4 hours).

Encounter 4: Ride Across Town

Key ideas of this encounter: assuming the characters have not yet blown the package (or themselves) up, they should become embroiled in a chase with officers of the Office of Peace and Security, with plenty of opportunity for misunderstandings. Should they have caused an explosion, well – that gives them a REAL reason to avoid the authorities, especially with all those drugs around!

If the characters do not have transportation of their own, they may wish to rent a vehicle. There is a branch of the speeder hire franchise, Knub Lairotide's Speeders, at the Groundport where they can hire a speeder large enough for all of them and the consignment for 25 dataries (plus an extra 10 dataries if the services of a pilot droid are required). More expensive (but more reliable) rentals are also available.

While a Knub Lairotide's Speeders vehicle will behave under normal operating conditions, the stress of a pursuit will cause the engine to overheat and cut out each round that the pilot does not succeed in a Pilot check at DC 25.

Once the characters are heading from the Groundport into Hedrett, two things happen. A call is made to the Hedrett Office for Peace and Safety advising them that a party of terrorists is traveling through the town with a box full of explosives and illegal drugs. At the same time, Eubarus calls one of the characters (select one at random, provided he has a comlink – best to avoid the driver if a character is driving the vehicle).

“This is Eubarus. Have you got the consignment? Good – now listen carefully. I have just been advised that our enemies have disguised themselves as OPS officers and are going to try to ‘arrest’ you and obtain the package that way. So if you see anyone who appears to be a peace officer, avoid them; and if they attempt to stop you – well, you’ll know that you have met the bad guys and had better make a run for it. Or fight them off, your option. Good luck...”

By now it is evening, and the streets are filled with people out for an evening’s entertainment. Most do not pay any attention to passing speeders... not yet, anyway. Most people are out on foot; there are not many speeders in the air.

A Listen check at DC 15 will allow successful characters to hear the sound of OPS sirens in the

distance. Allow them to respond (briefly) then read or paraphrase the following: -

Three gleaming white OPS speeders converge on your position, lights flashing blue and purple and yellow. You see officers in white uniforms within them; then searchlights blaze out, shining directly at you. An amplified voice says, “Land your vehicle and get out with your hands in the air.”

These are, of course, *genuine* officers of the Office of Peace and Security; and they expect instant obedience – and are poised to deal with any problems with an appropriate show of force. The party must now decide what they intend to do.

Encounter 5: Options

Key idea of this encounter: Faced with a large number of what appear to be OPS officers, the characters need to decide whether to surrender to the forces of law and order, or to assume that their employer is correct and that these are fake officers.

Each OPS speeder is droid-driven, and carries 4 officers.

OPS Officer (Scoundrel 2/Thug 1/Soldier 1): Init +5; Defence 18; Speed 10m; VP/WP 22/13; Atk +4 melee (1d6 stun baton, 1d4 combat glove), +5 (1d8 heavy blaster pistol); SQ: Authority (Gives a +2 bonus to a Charisma check aimed at getting people to do what they want, DC normally 15 but may increase if the order given is something the target does not want to do), Resources (able to obtain information or equipment from OPS records and stores); SV Fort +2, Ref +2, Will +3; SZ M; Rep 3; Str 15, Dex 10; Con 13; Int 12; Wis 10; Cha 13. Challenge Code: D.

Skills: Appraise +3, Bluff +7, Diplomacy +5, Gather Information +10, Intimidate +6, Knowledge (Cularin Law) + 7, Profession (Police Officer) +5, Search +4, Sense Motive +7, Treat Injury +3.

Feats: Alertness, Weapon Group Proficiency: Blaster Pistols, Endurance.

Equipment: OPS uniform, heavy blaster pistol, stun baton, comlink, medpack, binders, blast helmet and vest (if situation warrants).

The OPS officers expect to be obeyed – this is Hedrett, after all, not one of the lawless platforms let alone one of the Genarius floating cities – but if the party attempts to run they will respond as appropriate. They prefer to capture suspects alive, and will target the engines or pilot droid (if used) of the speeder in the first instance. Only if it is unavoidable will they fire on people. At the

first opportunity they will close to melee combat and use their stun batons.

If the characters surrender, or the OPS officers subdue them, they will be disarmed. They will then be taken to the main Hedrett OPS compound, where they will be questioned by Senior Officer Jak Dexter, a human male terrorism specialist (Skills: Knowledge: Terrorist Groups +10, Sense Motive +11). He will soon, unless the characters prove remarkably stupid, realise that they are NOT terrorists.

Meanwhile, a technician will have examined the container under secure conditions, and will have been able to discover the contents without setting off the charge. (She's good, and has plenty of time and facilities to investigate potential explosive devices with care.) Once Senior Officer Dexter has finished talking to the characters, she will come in and report her findings (see **Encounter 3** for details). Dexter will then invite the party to explain themselves.

If the characters manage to evade (or even destroy) the OPS speeders, it is up to them where they go. A likely destination is the Mothven Star Trading compound. At this hour of night, the place is all locked up and all that they will be able to rouse is the night watchman, an old and rather deaf Tarasin male. He will let them into the loading dock and open the box to see what is inside – triggering the explosives, of course. (See **Encounter 3** for what happens.) The explosion will bring the authorities running, in sufficient force to overwhelm the characters.

Questioning will then proceed as detailed above... but will probably be more hostile as the characters are now (or so it appears) responsible for an explosion in the central business district of Hedrett.

Encounter 6: Investigations and Recriminations

Key idea of this encounter: the truth begins to be revealed, and the characters are given the choice of cooperating or being hostile towards the forces of law and order.

The characters will probably find themselves spending most of the night explaining themselves to the OPS. Senior executives of Mothven Star Trading will be contacted as matters develop; the one who turns up is a Twi'Lek female called Mirri Thebes. She is the concern's financial director, and knows everything that

is to be known about the company. As a law-abiding citizen, she is totally cooperative.

Once she hears the story, she looks surprised. While they do have an employee named Frome Eubarus, he is one of her junior staff dealing with personnel, and he left three days ago for a two-week holiday on Genarius – being single, he left saying that he was looking forwards to a fortnight of gambling and female company. To prove once and for all that the 'Frome Eubarus' the party met was an imposter; the *real* one is a Twi'Lek like herself!

As for the consignment, again there is some – but not much – truth in the story that the characters were told. Mothven Star Trading does acquire herbs and spices for Chef Maegyn, but there is consignment expected at the moment. Indeed, he placed an order yesterday for binka-tree bark from the planet Agamar – but the order has not yet been transmitted to concern agents in the right part of the galaxy, let alone be ready for delivery!

This evidence from a respected member of the community should be enough to convince Senior Officer Dexter of the characters' innocence, provided that they have not done anything untoward. Even if they did attempt to evade the OPS speeders in **Encounter 4**, there is sufficient information before the authorities for them to take into account the fact that the party has been lied to throughout by an imposter.

Encounter 7: Let's Make Amends

Key ideas of this encounter: the characters are offered the opportunity to assist the authorities by helping to find the fake 'Frome Eubarus' and uncover whatever plot he is involved in.

Senior Officer Dexter will ask the characters to describe the man who hired them. Piecing together the evidence, he believes that the person is one Jarett Hurgan. This individual is known as a talented actor who probably earns as much as a con man as he does treading the boards. It is known that he will lend his acting talents to anyone who pays him, and Dexter would like to know who is behind this latest plot... it isn't the sort of thing Hurgan would come up with on his own, there is no obvious profit to be made.

Records show that the comlink code 'Frome Eubarus' gave the party is the same as that listed for Hurgan. See what the characters suggest, otherwise Dexter will come up with the idea that the characters should visit

‘Eubarus’ at home saying that they have delivered the consignment but were told to contact him for payment. If anyone spots the obvious: ‘Eubarus’ never told them where he lived, Dexter looks slightly embarrassed and changes his proposal to asking them to call him and suggest that they meet to receive the balance of their payment. If they call, he will accept the suggestion that they come round to his home, although he will not make the suggestion himself. Dexter is happy for the party to go, and asks them to report back to him afterwards. He will then decide what further action is to be taken in the matter.

This part of the operation will go quite smoothly. Hurgen is at home, enjoying a glass of wine and relaxing after his latest operation, and he is not a man of violence anyway. Not that the characters know this: describe Hurgen’s residence as a reasonably secure apartment on the top floor of a three-level building, with a balcony (i.e. the possibility of escaping over the roof) and a single entrance from a hallway reached by either stairs or an elevator. Require Spot (DC 15 to locate security cameras) and Move Silently checks to keep them on edge as they make their way in.

When confronted, Hurgen is quite open and relaxed about the whole thing. He says that he was approached by two Caarites who provided him with a script, suitable documentation and money both as his fee and to pay the dupes hired for the task. That was all. He never heard their names, didn’t ask – “Had they wished me to know, they would have told me.”

Hurgen points out that as far as he is concerned, it was a business deal, a professional contract. He does not see himself as responsible for the motives of those who hire him, any more than he would consider himself responsible for what was sold as a result of a holo-vid advertisement he was hired to act in. He says that he will repeat what he has just told the party to the OPS, but is not willing to go further – there are certain standards to be maintained and one of those relates to client confidentiality. Even if he did know their identities, he would not be prepared to reveal them... but that as he does not, the question does not arise.

A successful Sense Motive at DC 25 will reveal that he is utterly sincere and telling the truth.

Conclusion

Senior Officer Dexter will listen to whatever the characters report back in impassive silence. He then states that he will have to consult with his superiors, but

that in the meantime the characters are free to go about their business, and no charges will be laid against them.

Some days later, the characters hear on the news that the actor Jarett Hurgen died in a tragic speeder accident. Foul play has not been ruled out.

Each member of the party receives a commendation from the Office of Peace and Security. This serves as a Special Favour, and may be used on one occasion either to give a +4 bonus to Gather Information skill checks, or to give a +4 bonus to attempts to explain away suspicious behaviour that they are being questioned about.

Here Ends *Consignment*

Experience Point Summary

Experience is calculated as follows for Living Force events.

- 1) Experience awards in Living Force 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 role-playing 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 complete the adventure without allowing the explosives to go off or getting into trouble with the Office of Peace and Security? If so, each hero who survived receives 600 xp.

Adventure Experience:	600 xp
Roleplaying Experience:	0-400 xp

Total Possible Experience:	1,000 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 but the explosives were detonated, award them ¾ adventure experience.

Loot Summary

If it's not on this list, the PCs cannot keep it. This is a house rule that overrides what they may actually acquire in the scenario. Certificates are not supplied for standard equipment, but it should be assumed that any equipment the heroes find which is not listed here cannot be kept or is non-functional for one reason or another.

Encounter 1.

- Up to 125 dataries per person (fee paid in advance by 'Frome Eubarus').

Encounter 2.

- One security toolkit – may be taken from Digby the thief. Note that no permit accompanies this, and that if the characters mention it to Dexter or any other member of the OPS it will be confiscated.
- One hold-out blaster – also from Digby.

Conclusion.

- 'Special Favor' from the Office of Peace and Security: This favor may be used on one occasion either to give a +4 bonus to Gather Information skill checks, or to give a +4 bonus to attempts to explain away suspicious behavior that they are being questioned about.



***Wanted: Trustworthy individuals to arrange
reception and transportation of cargo from starport
to warehouse.***

Good rate of pay.

Apply:

Frome Eubarus

ComCode # 109-4957-184

DM Aid #1:

If time permits: -

Plans of

- a) Customs Receiving Area**
- b) Hedrett streets (for potential chase)**
- c) Jarett Hurgen's apartment**

Critical Event Summary: *Consignment*

1. Did characters accept the story told by 'Frome Eubarus'?

Yes

No

2. Did characters apprehend Digby the storeman/thief?

Yes

No

3. Did the characters attempt to open the box?

Yes

No

4. Did the explosives go off?

Yes

No

5. Did the characters attempt to evade the OPS officers?

Yes

No

6. Did the Heroes receive the Commendation (special favour) from the OPS? If so, record character & player names and RPGA numbers below.

Convention Coordinator:

To report these results (for events during the month of August 2001 only), you may US mail them to:

RPGA - Living Force, P.O. Box 707, Renton, WA 98057-0707

Or email to: LFPlots@rpga.net

Or fax to: (425) 687-8287 Attention Living Force Critical Events