

STRANGE BEDFELLOWS

By John Zinser • Illustrated by James King,
Ships Illustrated by Victor Navone



This is an Intermediate adventure for *West End Games' Star Wars Role-Playing Game, Second Edition*. The characters are assumed to be rebels on a mission to a rebel base on Danton VI with information that can be used against the captain of the Imperial starship *Magellan*.

Plot Summary

Episode 1. The party drops out of lightspeed near Danton VI. They are smuggling information disks that have incriminating information on Julius Narn, captain of the imperial starship *Magellan*. The party requests permission to land but permission is denied. The entire complex has been quarantined.

A strange disease of local origin has broken out on the planet. An antibiotic has been developed but requires high-tech facilities to produce in the needed quantities - something Danton VI doesn't possess. An out-of-system planet was contracted to produce the antibiotic, the first shipment of which was due to arrive weeks ago. As it turns out, a very powerful alien pirate force has hijacked the shipment. The party is instructed to read the computer disks and use the information to blackmail Julius into helping them find the antidote shipment.

Episode 2. The information on the disks is nothing more than Julius' family tree, but it dates back to the Clone Wars, and reveals that three of his relatives were Jedi Knights. Julius has been hiding this information for fear the Imperials would hold him back because of this or worse, turn him over to Darth Vader (or Grand Admiral Thrawn depending on when your campaign is set). The party finds out that Julius is throwing a formal ball for a group of visiting dignitaries. The party must

'crash' the party and attempt to use the information to persuade Julius to aid them.

Episode 3. Having secured Julius' help, the party docks in the *Magellan* as Captain Narn's "guests." Narn has information on the pirate force, an alien race he has never personally encountered. The pirates operate out of a local asteroid cluster from which they send out their huge warship loaded with I-beam starfighters. They are known slave traders and pirates. It is decided that Narn will draw the warship away from the base and engage it while the rebels infiltrate the

base and recover the stolen antibiotics and free any slaves.

Episode 4. The plan works and the *Magellan* draws the warship away. The party is able to infiltrate the base after dealing with the few fighters left behind to guard it. The party has less than one hour to find the goods, free the captives and escape. Depending on the outcome of the battle between the *Magellan* and the Galderian warship, the party may have a race on their hands once they've left the base. The Galderian ship will return to base to salvage what it can and then leave. Narn will want the party to return to his ship for transport back to Danton VI. If the party complies he will try use them to find out the location of the rebel base, try to cut off the information before it can do him any personal damage, and secure the sector thus insuring himself a promotion. If the party leaves him behind they can reach the rebel base with the antidote but they will have made themselves two very dangerous enemies for their future. The Galderians will not soon forget and neither will Captain Narn.

Episode 1: Invitation to a Party

After a long uneventful trip the party has come out of hyperspace right on time. Directly in front of them is Danton VI. Danton VI is the only habitable planet in the Trebodar System. As instructed they access a secured line and attempt to contact the rebel base and obtain permission and instructions to land. They make immediate contact but are put on hold. After an uncomfortably long wait the rebel base commander will get on the air. He will give them the following information and instruct them to look at the tapes and use them to help get the stolen medicine.



The com-link crackles:

"This is Base Commander Darrel Borsen. Glad to see you boys made it safe. Sorry we don't have a warm reception down here for you but things are a little sticky. Galderian Slave Traders have been working this area, and they're giving us the pinch. They are smart enough to avoid the Imperials, but the locals are being hit pretty hard. Every one of our transports in the last three weeks has been hijacked, and to make things worse the Imperials have us grounded. If we move any ships from our base, our position will be in jeopardy. Those transport ships had medicine and supplies that we are dire need of, not to mention the fact that we're sure some of our boys have been taken captive. I hate to do it, but we need to involve the Imperials in this affair. They are the only ones with enough firepower to get rid of those Slavers and get us back to working. Strange bedfellows, eh boys? We were going to use the information on that disk to put the squeeze on captain Narn. You need to use it to get him to get rid of those slavers and while you're at it, get us back those supplies and bring our boy's home. Narn is having a reception for his daughter at their lunar station. I suggest you pay him a visit. If something isn't done soon we are going to have to bug out here, and that won't do anyone any good. I gotta get clear of this line, it's only secured for short periods. Good Luck and may the Force Be with You. Borsen Out."

The Disk.

The info disk gives a brief description of Captain Julius Narn's background with the imperial forces. It is nothing spectacular. The party member reading the disk needs to make a perception or computer roll; if he makes a moderate roll he will notice there is an attached file. The file has Narn's family background and shows that three of his relatives were Jedi knights during the Clone Wars. The party will be sure that this is the information that can be used to blackmail Narn into helping them.

Episode 2: Can I have this dance?

Episode 2 places a heavy emphasis on roleplaying the negotiations between Narn and the Party. There should be little to no combat.

The Lunar Station at Danton VI is a political outpost used as a retreat for many higher-up Imperial officers. As far as Imperial outposts go, this one is not very well guarded. The shadow of the Magellan seems to have deterred any instances to date.

Getting onto the station.

The party will undoubtedly start to look for ways to infiltrate the outpost. Any of the following ways will work.

- 1) If their ship is not a beat-up piece of junk, they can pass themselves off as a supply ship running the route from the Danton VI to the lunar base.
- 2) They can attack and steal a small Imperial transport and use it to get to the base.
- 3) They can land on the moon away from the base and use lunar equipment to get to the base on foot.

Any decent idea short of direct assault should allow a smart party to get onto the base (That doesn't mean that you don't have to make them sweat a little)

Once on the base the party will have to find a way to get to Narn. There is a party which he is hosting in the main ball room, and being a gracious host, he will be there until the last guest leaves. Direct assault is out of the question. Although the base is not well guarded, there are enough storm troopers to make life very tough on the party. The party can then skulk about the station waiting for an opportunity to get at Narn, or they can send a couple of disguised party members into the ball. (There are plenty of outfits in separate rooms that the party can use to infiltrate the ball) Remember, the guest list is a who's who of Imperial command in this sector, so this would be a great time to drop hints and ideas on the party while they are mingling with the enemy (They might even see an NPC whom they tangled with in a past adventure, and have to avoid him or be detected.)

Once they finally do get Narn's ear, all they will have to do is whisper a little of what they know and he will excuse himself to meet with them.

He will claim that he is aware of the Galderians' presence in the sector, but

was unaware that they were up to no good. He does not want to do it, but he will begrudgingly agree to helping the party as long as it does not directly involve him aiding the rebel cause, and that he gets the disks back upon completion of the mission.

Episode 3: Strange Bedfellows

Up to this point Narn, will be as cooperative as possible. (He has been waiting for an opportunity to rid the sector of the Galderians anyway) doing everything he can to gain the players' trust, even to the point of inviting them onto the Magellan to plan their strategy. (If the party leaves their ship unguarded he will have his men search the ship for the information disks and possibly place a beacon on the ship) His scout ships have located the pirate base and he has even formulated a plan that will allow the players to get to the base with little resistance. The Galderians have a huge Space ARC battle cruiser. Narn will use the Magellan to lure the Space ARC away from the pirate base, and the party should be able to find out if the captives and the stolen supplies are being held there. If they are, then the party can recover them and inform Narn; if they are not on the base but on the ARC then Narn says that he will do his best to disable the huge ship, without destroying it, to recover the slaves.

(Narn realizes that over 1/2 the crew of the ARC could be slaves of all races, which is a can of worms he does not want to open in his sector. His plans are to chase off or destroy the Space ARC no matter what.)

The party will be able to watch from a distance as the Magellan moves towards the asteroid cluster and sends two squadrons of Tie Fighters to flush the ARC and the Galderians away from the base. The fireworks that ensue are amazing. The ARC answers fire with fire, and soon the Magellan is leading the ARC and several squadrons of I-Beams away from the general vicinity of the base. The party will be able to move in but they will have to deal with a squadron of 6 I-Beams left behind to watch the nest.

Imperial Star Destroyer:

Magellan. Capital Ship, Gunnery 4D+2 capital ship piloting 4D+1. Maneuverability 1D, space 6, hull 7D, Weapons: 60 Turbo Blaster batteries (fire control

4D, damage 5D), 60 ion cannon (fire control 2D+2, damage 3D), 10 tractor beam projectors (fire control 4D, damage 6D). The Magellan has a wing of 72 Tie Fighters

The Space ARC:

The Space ARC is a huge star cruiser associated throughout the galaxy with the slave trading Galderians, but a few are also in the hands of the rebels. The Space ARC was built specifically as a weapon of war by an unknown race believed to have been enslaved and working for the Galderians. The main difference between the Space ARC and other star cruisers is that it uses its Tractor Beam Projectors to launch and recover the I-Beam fighters which always complement the ship. In the hands of a skilled captain, the ARC could easily stand up to an Imperial Starship or Mon Calamari Star Cruiser

I-BEAM Star Fighter

I-Beam star fighters are unique little ships with high maneuverability and decent fire power, but minimal defenses. They are launched from space ports or ships using the tractor beam projectors. Each beam can launch up to 6 ships (A Rack) at one time. The cockpit of the ship

is deceptively large, which makes the I-Beam a favorite of larger creatures who cannot fit into some fighter types.

Episode 4: Never turn your back.

The Galderian Base

If the players run a sensor scan of any kind they will find that there are two ways to get onto the base. They can land in the main docking bay or try to maneuver through the mines.

The Galderian base is actually a deserted Terelian ore mine which they are using while they are in this system with any luck they hope to build it into a spot from which they can operate for a very long time. They have already begun work on renovating the mines to suit their purposes including using it as a place to interrogate new slaves and store and sort some of the booty they have taken during their brief visit here. There are two ways to enter the base. After dealing with the 6 I-Beam fighters the party can enter the base by landing in the Main Hanger Bay which will result in a large fire fight. Or by maneuvering through the mine shafts which will be tricky but possible. In fact the party can enter the mine shafts during the fire fight with the I-Beams if they are

looking for an advantage. Pilots will have to make a Difficult Roll to make it through the mines. Very Difficult if maneuvering during combat.

All doors in the Mines are set to open automatically unless otherwise noted.

1) Docking Bay

The docking bay of the Ore Mine was originally used for large transport ships to pick up the ore. The Galderians have gutted the place leaving plenty of room for up to 6 racks of I-Beam fighters. Currently there are only two racks in the bay. One which is empty. (Presumably used against the party as they tried to enter the base) and the second which are the ships of the personal guard of the slavelord here on the base. There is also a fast transport ship which the slavelord uses to get from the base to the Space ARC. If the party lands here in the docking bay they will have to deal with the Galderian Guards who are stationed in Barracks. A gunfight will ensue.

Seven Galderian Grunts; see stats at end of adventure. (Note: If the party enters through the mines these guards will most probably be found in the barracks (2)

Space ARC

Craft: Space Arc

Type: Star Cruiser

Length: 1000 Meters

Crew: 4550 (500 Officers 3050 crew 1000 Slaves)

Cargo Capacity: 27,000 Metric Tons

Consumables: 4 Years

Hyperdrive Multiplier: X1

Nav Computer: Yes

Hyperdrive backup: Yes

Sublight Speed: 3D

Maneuverability: 1D

Weapons:

42 Turbo Blaster Batteries (Fire Separately)

Fire Control: 2D

Damage: 4D

16 Ion Cannon Batteries (Fire Separately)

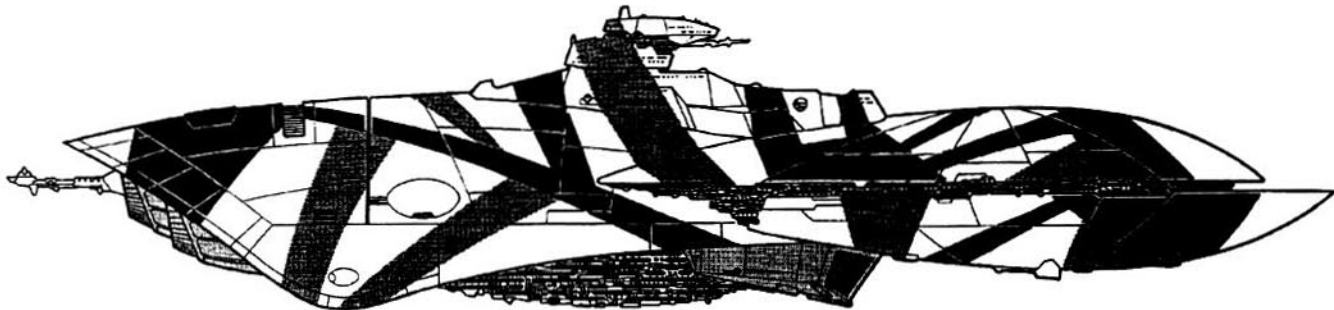
Fire Control: 3D

Damage: 3D

16 Tractor Beam Projectors (Fire Separately)

Fire Control: 4D

Damage: None. Target Captured if hit



2) The Barracks

This was once the storage area for the mines but now the Galderians use it as a barracks. There are two identical barracks. Room 2A houses 9 Galderian Grunts and room 2B houses 4 Galderian Pilots. (The grunts may have been encountered at area 1) The Pilots will fight the party but they will also try to escape knowing their best chance for survival is making it to their ships.

3) Storage Room

This room has rows of shelves and boxes which the Galderians have moved into the mines they include ship parts a few crates of weapons (Standard Galderian issue) and other semi important items that the Galderians can use to further renovate the mines.

4) Guard room.

Two Galderian Grunts will be on duty here at all times they will fire on any intruders. This room was once a computer control room but now the terminals have all been gutted. They can take cover behind the terminals.

5) Storage

The Galderians are using this room to store personal food stuffs and general day to day equipment needed for survival in the mines. If the party searches the room they will find a blaster rifle a couple of med kits and a good portion of the Rebel supplies which have been hijacked.

6) Vault Room

This room was once the safe for the mine where precious cargo was stored. the Galderians have been unable to breach the door even with heavy blasters, they are sure that there is something of great value within. To breach the door a party member must make a very difficult computer role to rig the computer to allow access. The safe contains fist sized balls of the valuable Terilian Ore if removed and transported to the right market it could fetch up to 50,000 credits. (The ore is extremely heavy and will require a special ore transport ship)

7) Slavelord

The Galderian Slavelord stationed here has set himself up in this small room he is always accompanied by two personal guards (Pilots with Laser Rifles) See Lord Slagorth at end of Adventure for his stats. The Slave Lords room is set up so that upon entering from room 4 the party will only be able to see the two guards because a think support beam that hides

the rest of the room. The guards will fire on the party give Lord Slagorth an opportunity to join them or escape through area 8

8) Office

Lord Slagorth who is in charge of setting up the base has all his operational information here. The Party can pull up a map of the base using a moderate computer skill.

9). Slave Pit

The current slave pit was once the quarters for the workers of the mines. The Galderians have taken this area and changed it into quarters for slaves whom they are interrogating. The area is patrolled by 8 Galderian Grunts. There are 30 Rooms most are empty all are security locked. There is Central Control Room with a view of all the doors that



I-Beam Star Fighter

JB KING

Craft: I-Beam

Type: Star Fighter

Length: 10.5 Meters

Crew: 1 Pilot

Passengers: None

Cargo Capacity: 110 Kilograms

Consumables: 4 days

Hyperdrive Multiplier: None

Nav Computer: None

Hyperdrive Backup: None

Sublight Speed: 5D

Maneuverability: 2D

See Galderians at end of adventure for pilot stats.

Two of the Galderians are in at all times. Most of the rooms are currently empty but there are prisoners in four of the rooms.

- A. Rebel Pilot
- B. Calamarian Navigator
- C. 2 Imperial Stormtroopers
- D. 4 Rebel Pilots
- E. Galderian Grunt (asleep)

None of the prisoners are in any shape to help the party once released but they can walk on their own.

10) Ore Transport/Refinery

This large passageway connects the Docking Bay to the main mine shaft. It was used to transport the ore to the docking bay for pickup the Refinery machinery is off but still operational. The room is always shrouded in a thick cloud of steam. The Slave Lord has a rack of two I beams and an escape ship hidden in here

just in case he needs to make a quick getaway. (Slave Traders aren't the most trustworthy lot)

11) Secret Passage

Here since the mining operation was built this secret passage now is used by the Slave Lord to get to his getaway ships if there is ever a problem. The secret door can only be open manually and is hidden by a false computer panel in room #8 and a false wall panel in the Refinery (10)

12) Mine Entrance

If the party enters the station through the mines they will not be met with any resistance (Other than the I-Beams outside) If the craft can make it through the mines it has plenty of room to land. They will have to enter the base by using the Ore car which leads to the refinery.

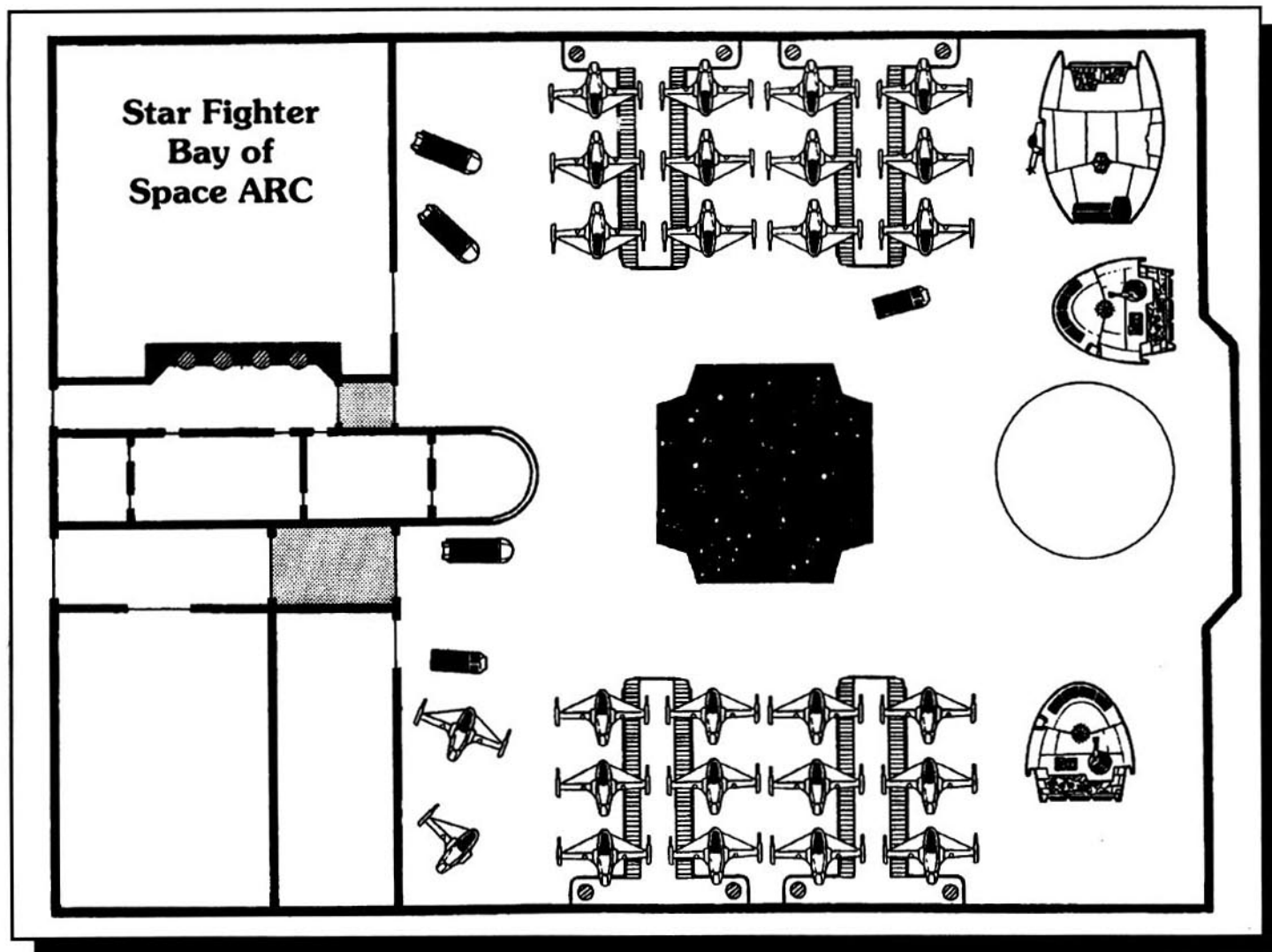
Future Adventure Hooks

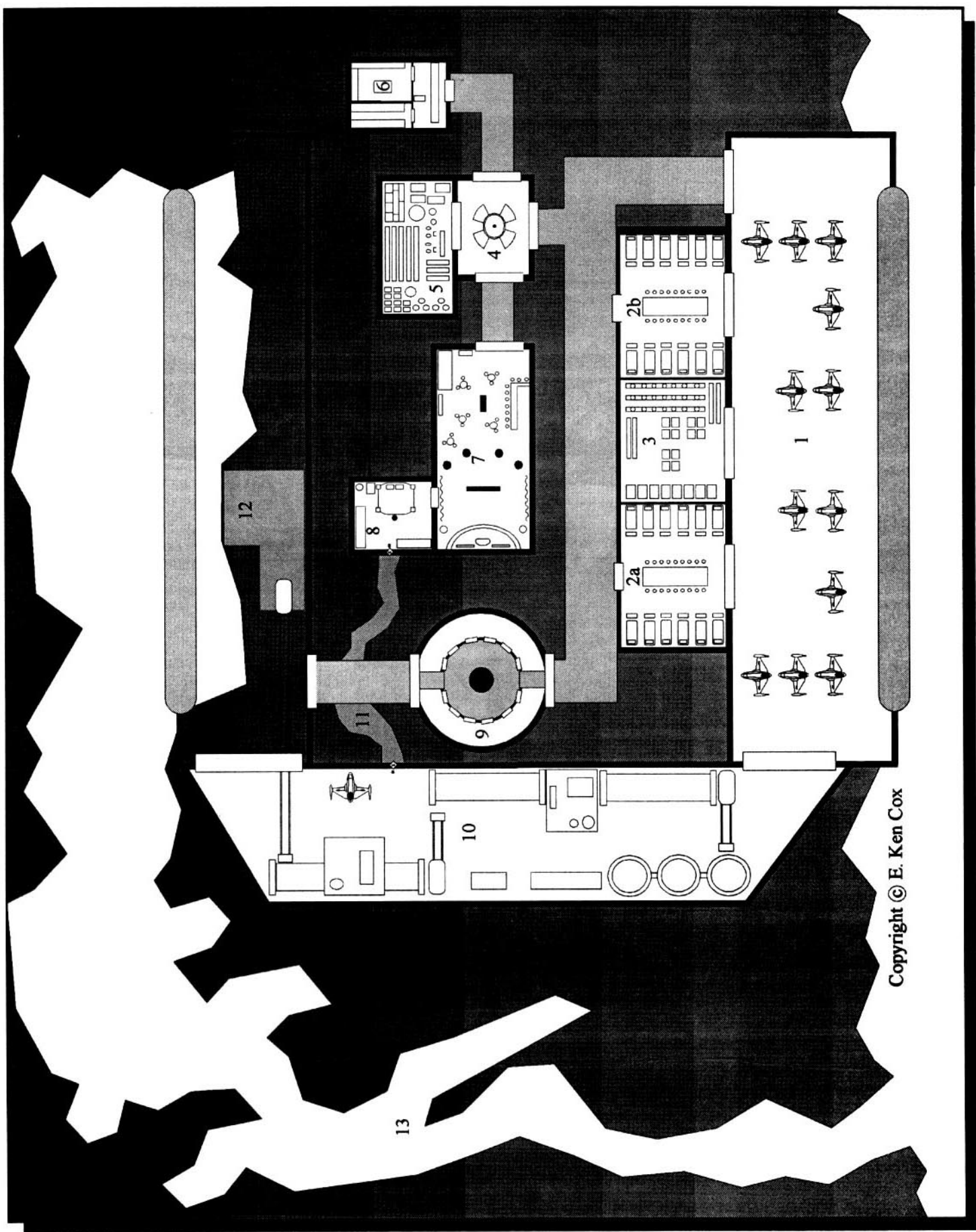
1) There are still slaves on that ship. If the party were to set them free they would surely help the rebellion...

2) The Space ARC and I-Beam fighters inventors remain unknown the party sets out to find these mysterious beings and recruit them into the rebellion or save them from the Galderians.

3) The party is captured and taken as slaves on board the Space ARC they must escape before they are sold.

4) The Rebels on Danton VI have a large shipment of weapons that need to get to the front as soon as possible the party is hired to get them there. but they quickly run into problems with both the imperials and the Galderians.





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NPC STATS

Captain Julius Narn

Type: Star Destroyer Captain (of the Magellan)

Dexterity: 2D

Blaster: Blaster Pistol 5D, brawling parry 4D, dodge 4D

Knowledge: 3D

Bureaucracy 4D, will power 5D, bureaucracy 5D+1, intimidation: 4D, capital ships 8D, law enforcement 5D, planetary systems 6D, languages 6D

Mechanical: 2D

Astrogation: 8D, capital ship piloting 5D, communications 5D, sensors 2D, starship gunnery 4D+2

Perception: 3D

Bargain 6D, Persuasion 4D, Investigation 6D+1

Strength: 2D

Stamina: 4D

Technical: 2D

Computer Programing 6D,

Force Sensitive?: Yes

Force Points: 5

Dark Side Points: 1

Character Points: 12

Move: 9

Equipment: blaster pistol (4D), com link,

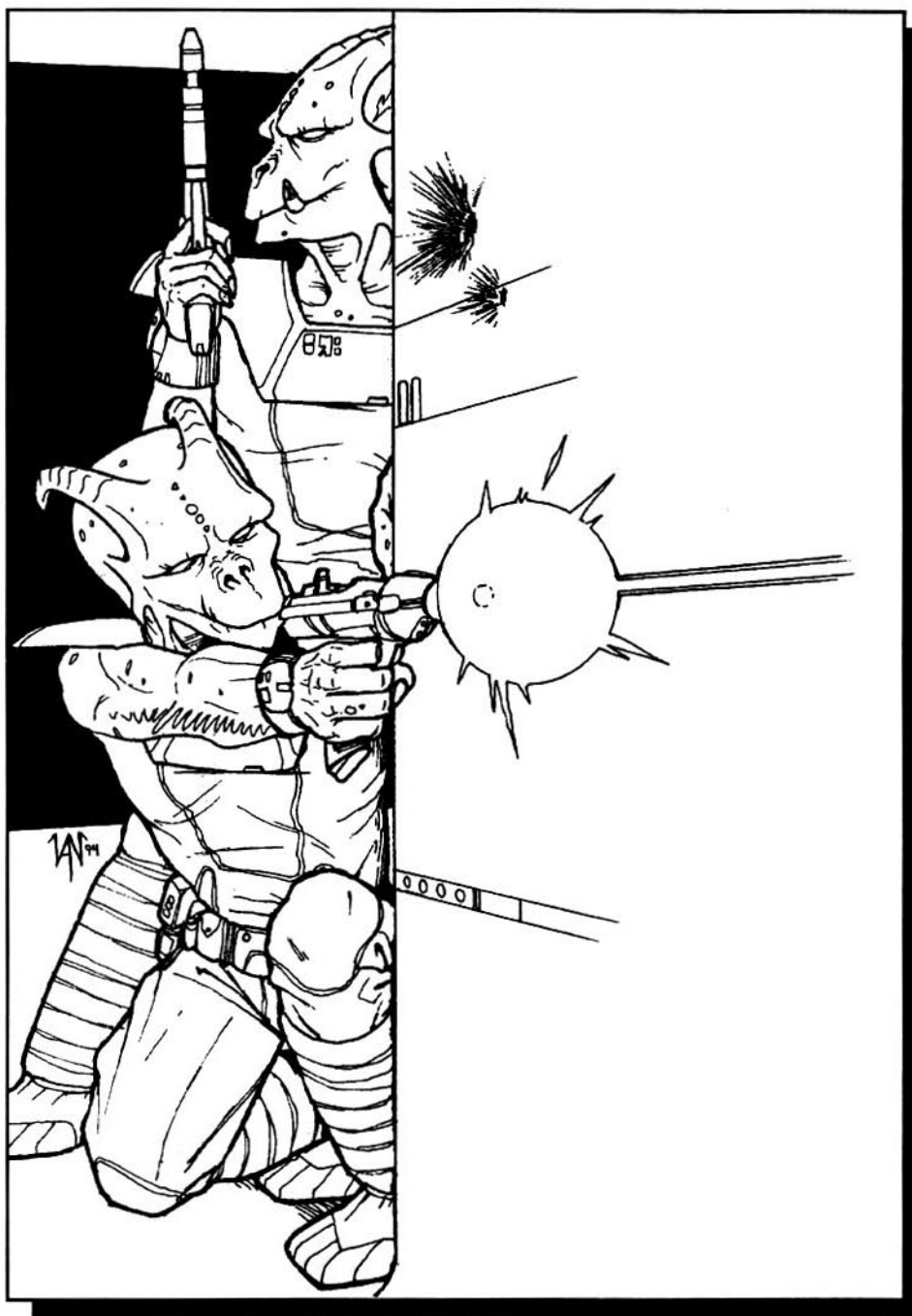
Capsule: Captain Julius Narn is a man of average size, slightly greying black hair and grey green eyes.

Raised from childhood in a semi wealthy family he attended fine schools but afterwards rebelled against the wishes of his family and joined the empire. Here he has found a home. His organizational ability and ability to command respect from his troops have allowed him to rise up in the ranks to the position of Star Destroyer captain almost unnoticed with little actual combat experience. His worst fear is that the empire will find out about his family background which he has painstakingly tried to keep hidden.

He is married and has one daughter (16 years old). He keeps them close whenever possible and since working in this remote sector he has moved them to the Imperial lunar base at Danton VI. He enjoys mixing business with pleasure and often throws parties and celebrations for visiting dignitaries or commanders. He has become renowned for his social skills and has made quite a few political friends. This is one of the reasons why he has moved up in the ranks so quickly, and that is also why he is worried about any information leak that might jeopardize his career.

Galderians Overview

Appearance: Galderians are medium build humanoid bipeds. Their skin is the color of tanned leather and just as tough. They have goatish appearance with long curving horns, short tusks and upturned black noses. Much of their faces including



the forehead and horns although similar in appearance to the rest of the skin are as hard as bone.

Temperament: The Galderians are a race of slavers and scavengers. When ever encountered, they are unruly and obnoxious, believing most other races to be nothing but tradable merchandise. They speak in sharp, short bursts, adding to their loathsomeness.

History and Culture: The Galderians home planet is Galdar, a small rocky planet with little food and even less resources. For centuries they have spanned the galaxy raiding and stealing for profit. They have gained a reputation as slave traders. It is assumed that the Galderians have stolen or hijacked all of their ships and equipment. They most often travel in ships known as Space ARCs loaded to the

gills with I-Beam fighters. The builders of these ships are assumed to be slaves of the Galderians or to have perished long ago, a sad misfortune, for their building prowess possibly matches that of the Mon Calamari.

Galderian

Attribute Dice: 12D

Dexterity: 2D/5D

Knowledge: 2D/4D

Mechanical: 2D/4D

Perception: 1D/3D

Strength: 2D/4D

Technical: 2D/4D

Special Abilities: natural body armor (+2D against physical attacks).

Standard Galderian Grunt

Dexterity: 4D

Blaster 5D, dodge 5D, melee 4D+2

Knowledge: 2D

Intimidation 4D,

Mechanical: 3D

Starship gunnery 3D, space transports 3D.

Perception: 2D

Sneak 3D

Strength: 3D

Technical: 2D

Weapons: Blaster Pistol,

Armor: Galderian Grunt Armor Protection to Torso Arms, Legs +2D to all physical attacks (non energy attacks) +1D to all energy attacks.

Standard Galderian Pilot

Dexterity: 4D

Blaster 5D, dodge 5D, melee 4D+2

Knowledge: 2D

Intimidation 4D,

Mechanical: 3D

Starship gunnery 3D, Starship Piloting 4D.

Perception: 2D

Sneak 3D

Strength: 3D

Technical: 2D

Weapons: Blaster Pistol,

Lord Slagorth

Dexterity: 3D

Blaster 6D, dodge 5D+2, melee combat 6D+2, melee parry 5D+1

Knowledge: 2D+2

Alien species 6D, bureaucracy 3D+2, languages 5D, planetary systems 5D

Mechanical: 3D+1

Astrogation 5D, capital ship piloting 6D, communications 4D+2 sensors 4D+2, star fighter piloting 6D, starship gunnery 5D+2, starship shields 5D

Perception: 3D

Command 6D+1 intimidation 6D, can 4D, hide 4D+1

Strength: 4D

Climbing/jumping 4D+1 stamina 4D

Technical: 3D+1

Demolition 4D, security 5D

Force Sensitive?: No

Force Points: 5

Dark Side Points: 5

Character Points: 20

Move: 12

Equipment: Sword (Strength Plus 3D), Heavy blaster pistol (5D)

Capsule: Lord Slagorth is currently second in command on the Space Arc; he has been sent to the Trebodar System to set up a base of operations. If the base is attacked he will fight if he feels he can win, but if not, he will try to escape. If the base is destroyed he will not return to the Space ARC, but desert his post, knowing that failure will mean his death. He is a warrior with excellent skills and will probably form another pirate force, or become a Bounty Hunter. He fights with a Heavy Blaster, or a huge sword which he wields with great skill.

Trebodar System Moons

Teshi- Ice Planet 1

Narn IV- Gas Giant 0

Pelid - Barren Rock 1

Chanj - Gas Giant 3

Danton VI

Type: Terrestrial Forest

Temperature: Temperate

Atmosphere: Type 1 Breathable

Hydrosphere: Moderate

Gravity: Standard

Terrain: Forest, Plains, Mountains

Length of Day: 26 Standard Hours

Length of Year: 245 Local days

Sapient Species: Colonized

Starport: 3 Stellar Class

Population: 3 Million

Planet Function: Earthworld colonization, trade, strategic location

Government: Imperial Rule

Tech Level: Space

Major Exports: Lumber/Weapons

Major Imports: Foodstuffs, high tech,

System: Trebodar

Star: White Moon

Danton VI has become a transitional planet under the control of the empire, and a leader in weapons manufacturing for the Imperial cause. Weapons are shipped out on a daily basis. The Imperials have a large complement of Storm Troopers on the planet to watch over the weapons manufacture.

The Rebel base is actually a smuggling operation which steals weapons right out from under the Imperials' nose, and ships them out to where the rebels need them. The Rebels also have connections with the locals, who don't like the Imperial rule, and try to help the Rebel Cause any way possible. □

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