

The Hovertrain Heist

A Stand-Alone Adventure for the Star Wars: Edge of the Empire
Roleplaying Game by Fantasy Flight Games

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Star Wars

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The Hovertrain Heist - Overview

The Hovertrain Heist is a stand-alone adventure for the Star Wars: Edge of the Empire Roleplaying Game, designed to introduce new players to the rules, as well as give experienced players a fun adventure filled with crime, corruption, and exciting situations. With the included pre-generated player characters, it can be run as a single adventure across one or more sessions of play; or can easily be inserted into an existing campaign.

The six included pre-generated player characters have abilities well suited to the adventure. But if the players wish to come to the table with their own characters, they may create their own, following the rules for creating beginner characters in the Star Wars: Edge of the Empire Core Rulebook. The adventure assumes the use of the pre-generated characters, so player-created characters may necessitate adjustment of the scenarios in regards to the use of Obligation.

The pre-generated player characters are a group of trouble-shooters who've accepted a job to hijack a very valuable shipment of regulated stims – but the task has more complications than they're prepared for. You should read through the entire adventure prior to the start of the first session. If you are planning to play a hero in the adventure, then STOP READING NOW to avoid spoiling the adventure for you and your group. Instead, turn to the last section of the adventure, where the Player Character biographies are located.

Adventure Summary

The main plot of this adventure concerns the player characters obtaining a briefcase of highly valuable, highly regulated chemical stims that are being escorted to a medical facility by a passenger hovertrain on Nar Shaddaa.

The characters are sent to speak to a contact that has "acquired" some information on the train's itinerary, including the approximate time it will be traveling through this particular part of the moon, as well as having a line on transportation. But when they get to the meeting place, they see their contact struggling with a man before he is shot, and the unknown assailant tries to abscond with the data the PCs need. The PCs give chase through the back alleyways and into a droid processing plant.

After getting the data back, it's up to the PCs to interpret the data, now that their contact is dead, as well as to procure their own means of travel. After doing so, they take off to their intercept point, only to find out that they aren't alone. A rival swoop gang gives chase and attempts to beat the PCs there. Once the PCs have dealt with the competition, they'll need to hit the train and secure their cargo, which is guarded by a private security firm.

After the dust clears and the PCs have the cargo in their hands, this leaves them with the tasks of getting back to their starship, off-planet, and to their employer. Of course, it won't be that easy. Anyone who is anyone on Nar Shaddaa has heard the news of the train hijacking and has put two and two together. The PCs' ship is attacked as they head into orbit by a combined force of

snub fighters that they'll need to hold off until they are able to make the jump into lightspeed.

Preparing for the Session

The majority of the action in *The Hovertrain Heist* adventure takes place on the surface of the Nar Shaddaa. The Smuggler's Moon is a bustling, fully industrialized world that gives the party access to various resources they might need throughout the adventure. Be sure to consider this as you read through the adventure, and review the preparation points, below – perhaps going over them with your players at the start of the game.

Planning for Healing

There is a lot of physical danger in this adventure, and the pre-generated PCs have access to Stimpacks as a part of their standard gear, but if they manage to expend these resources too early – they are on Nar Shaddaa. Access to healing shouldn't be too hard to come by; but may be quite dangerous.

At certain points of the adventure, the party is on an extreme timetable which can't risk detours. And after the heist, many denizens of the Smuggler's Moon will be hunting for them. The GM should consider the current events in the adventure and what difficulties the PCs might currently be having when determining the difficulty and complications of finding medical resources.

Strain suffered during a scene can be removed through Resilience checks, after a character has had ten minutes of rest to attempt to shake it off.

Obligation

Roll obligation results for the party prior to the start of the session, as detailed in the *Star Wars: Edge of the Empire Core Rulebook*. An Obligation Table is provided at the start of the adventure, and assumes the game is running with a party of six PCs. (The Game Master should adjust the table according to the party makeup.) Accompanying the Obligation Table are suggested consequences for the party, should an obligation be triggered. Additionally, different points of the adventure may have suggested Obligation effects for triggered Obligations, which will enhance the difficulty of certain scenes.

Destiny

At the start of the session generate a Destiny Pool by asking each player to roll a Force die (⬡).

Running the Adventure

As you read through *The Hovertrain Heist* adventure, you will notice several sidebars inserted throughout. These are designed to provide context and ready information for the Game Master.

Read Aloud Text

Several areas of the adventure will contain green sidebars (as seen below). These represent optional narrative text to be read to the players to establish mood, explain a scene, or relate events.

Read-Aloud Text will appear in a text box like this, and you are encouraged to read this text to your players. But feel free to substitute your own narrative description as needs arise. The Read-Aloud text is merely meant to provide an aid to the GM.

Obligometer

Some scenes have the potential to get more complicated when a player character's obligation comes into play. If a specific PC's obligation is triggered at the start of the adventure, then certain encounters and interactions may be modified by that obligation, as noted by an orange "Obligometer" side-bar (as seen below).

Obligometer

- Modifications to the scene will be detailed here.
- This might include a potential encounter or other scene that drives the character to act; with failure leading to personal or party consequences.
- It might also be a shift in attitude of key NPCs, or an increased difficulty in certain scenes.

Rules Reminders

Sometimes, an encounter or scenario might involve certain rules that aren't commonly remembered off the top of your head. The adventure will sometimes include blue side-bars (as seen below) to provide quick references.

Quick Rule Summary

- These summaries are not meant to replace the proper rules, however, but to simply remind the GM of how a rule works.
- When in doubt, remember to err on the side of fun! YOU are the GM, and your rulings should be what are best for your group.

Encounter Maps

All encounters are described throughout the module, but maps are not strictly needed to play this adventure. If you choose to use pre-created maps, or to create your own, simply follow the details laid out in the module.

STAR WARS

THE HOVERTRAIN HEIST

Nar Shaddaa. It goes by many names. The Vertical City. The Smuggler's Moon, Little Coruscant. But whatever name it is known by, it is synonymous with illicit activity, organized crime, and the newest and most advanced technology.

Enterprising criminals, adventurers, and wanderers are drawn to the moon in search of success. Much awaits the strong-willed who are willing to risk it all for the chance at wealth and power.

But the Smuggler's Moon hides many dangers, and sometimes the risk is not worth the reward...

The Hovertrain Heist

Obligation Check

This adventure can be run as written without the GM worrying about rolling Obligation, should he desire not to. However, each pre-generated character has a personal Obligation and the GM can roll against the following chart, should he desire.

Obligation Chart

VALUE	TYPE	CONTROLLING CHARACTER
1-10	Obsession	Ossun
11-20	Bounty	Krissi
21-30	Betrayal	Trig Netool
31-40	Criminal	Murri
41-50	Betrayal	Kriitch'uck
51-60	Oath	K4R-M4

Suggested Obligation Effects

Should any of the PCs' Obligations trigger, have the party reduce their Strain Thresholds as normal for the Edge of the Empire core rules. Throughout the adventure, there are sidebars that will give you additions or modifications to the adventure to introduce the PC's Obligation as a complication. Refer to each of these "Obligometer" sidebars for more information. If the characters are playing their own PCs, the GM should feel free to adjust the adventure to include their Obligations.

Adventure Background

Nar Shaddaa. It goes by many names – The Vertical City, The Smuggler's Moon, Little Coruscant. But whatever name you know it by, it is synonymous with illicit activity, organized crime, and the newest and most advanced technology. The moon orbits Nal Hutta, the capital of Hutt Space and the current home world of the Hutt species, who stole it from the native Evocii millennia ago. The Evocii were relocated onto the moon and used as slave labor to build the sprawling cityscape that eventually covered the entire surface of the moon, ending with the near genocide of the species that constructed it. The survivors retreated to the deepest, darkest parts of the under city, to live among the bones of the world they built.

Even as the city was being constructed, it became popular with all sorts of people. Its distance from other trade hubs was its biggest draw, and the lack of oversight from the various forces of law drew everyone from criminals and

smugglers to corporations who desired to run tests that other governments would deem less than legal.

So it should come as no surprise that the latest street drug has gotten its start on Nar Shaddaa. Ry-ex is cheap to make, relatively easy to produce, and incredibly potent, leading to people becoming very rich almost overnight over the production and distribution of it. The only problem is that much of the potency of the drug comes from a chemical stimulant that is produced in a very limited quantity. The appearance of the drug has also directly led to governments and corporations that produce and distribute the stim to greatly step up regulations, making it harder for those that would use it for illicit purposes to get their hands on it, which of course made the fighting in the streets to control the supply of the stims all the more violent and vicious.

Word has recently come to several people that the Nar Shaddaa branch of the Chiewab Amalgamated Pharmaceuticals Company was expecting to receive no fewer than five vials of the stims to be taken to the facility by a hover train. Ry-ex requires a very small amount of the stim to create, so five vials is a veritable Emperor's fortune in regards to its production. This has put the already tenuous situation at street level onto a vibroknife's edge as the scum of Nar Shaddaa scramble to get more information on the stim's travel and get people into a place where they can make a move to grab it. This includes one up and coming crime lord named Crell Tontin. He's hired a band of trouble shooters (the PCs) to nab it for him and bring it off-planet.

Getting the PCs Involved

This adventure assumes that the players will be using the pre-generated characters, have already accepted the job from Crell Tontin, and are on the moon to meet with their handler for the specifics.

However, if this adventure is being used in an existing campaign, the PCs could easily fall into this chain of events by mistake. Maybe a contact of theirs has heard about something interesting being shipped through Nar Shaddaa and hires the PCs to investigate. Maybe they are going to meet this Cern (see below) for something unrelated when they witness him being mugged and murdered. Or maybe someone they owe a favor to simply

told them to be somewhere at an appointed time and they witness the mugging and murder.

Anyway they get involved is fine, but once they have some of the data in their hands, they are approached by Tontin's man and have the chance to travel farther down the rabbit hole. Of course, a man of Tontin's reputation isn't about to make it easy for the PCs to walk away if they decline his job.

This adventure begins assuming the PCs are meeting with Tontin's man for the first time. Begin with the following read-aloud text:

You round the corner of the busy street, the smog-choked atmosphere and constant thrumming of repulsorlifts flying at dangerously low altitudes doing nothing to stop people from moving about the streets in some semblance of a normal routine. Sitting at an outdoor table at a nearby tapcafe, you spot a man that can only be your contact. You make your way through the small throng of people and sit down across from him, ordering a Corellian Run from the serving droid that comes bustling by; the agreed upon signal that you are the right people. The man wastes no time, leaning in a little to be heard over the city noise.

"Good you're here. Now, I wouldn't be in the least bit surprised if you didn't recognize the name Crell Tontin. He's not very well known off of the moon, but he's got what it takes to become a major player in the galactic underworld. He's smart, ruthless, cunning, and has a balls the size of Star Destroyers. He pulled my ass out of a serious fire a couple of years back and I've been watching his interests ever since. If he thinks you've got what it takes to pull off this job, far be it from me to tell him otherwise. I just hope his gamble pays off again this time.

Your job is to grab some cargo off of a hovertrain and bring it to Mr. Tontin. This container has some supplies that Mr. Tontin wants. You might know why, you might not. Either way, it's none of your damn business and he's paying you good credits to make sure it stays that way.

You'll be meeting a Twi'lek goes by the name 'Cern' a couple of kilometers away near some processing plants to get some data he intercepted on the train's movement, as well as to procure travel. Once you have the data, you contact me on this comlink." He holds up a small, cylindrical device, setting it on the middle of the table.

"It's programmed to burn itself after it's been used once, so make sure you say what you need to say. Odds are you'll have to do some interpretation of the data to get a proper approach. You're on your own to get to the train on time and get the cargo.

Word of warning - you can go in expecting that the cargo will be heavily defended. You are free to use whatever means necessary to make sure you leave the train with the cargo. And you can damn well be sure that 'The Dug' will have whatever men he can crawling up your collective ass the entire time to try and get the cargo for himself.

And stow your bad feelings. I don't want to hear it. Mr. Tontin is paying you for you to perform the job, not comment on it.

Take the cargo back to your ship and jump to the coordinates on this datapad. It also has the code that will allow your ship past the automated defenses. If you don't have the code, your ship will be turned into so much scrap metal in space, cargo or no." He then produces a datapad from his vest pocket which he sets on the table next to the comlink.

"Any questions? No? Good. Then get down to your rendezvous. The quicker you get the data, the quicker you can get an approach and make your plan."

He will field a few questions, but what good humor he has rapidly evaporates with each one. However, if the PCs ask about "The Dug" he'll sigh and lean forward, sobering immediately and taking a somewhat concerned tone:

"Guy's a real piece of work. No one knows his real name, and he seems to like it that way. He ain't no Dug though, he's human. The name was given to him because of his general temperament. He started as a wildly successful and efficient enforcer before carving out his own territory. He didn't get into his position in the underworld by playing nice.

I'll put it to you this way - if you run into him or his men, you can damn well be sure that only one side is walking away alive. Don't go into this thinking you'll be able to sweet talk your way past him or scare him into walking the other way. It's not going to happen. He'll just make your suffering all the more complete for your attempt. Make sure your blasters are charged and loose on this job. Still - Mr. Tontin thinks you have what it takes."

At this point, the PCs are on their own to meet their contact. All the information that their handler is willing to tell them about the mission, their employer, or The Dug has been told.

However, the PCs may want to do a little bit of investigating, or some of them may have heard these names before. The section below details the results of any successful searches for information.

Investigating Crell Tontin and "The Dug"

Have any PC that wants to make a Hard (◆◆◆) Streetwise or Knowledge (Underworld) check to determine what they know or can find out.

A successful check will discover the details noted below, beginning with basic success (★) on the check, and more with ☹, ☹☹, or ☹☹☹. The characters learn everything "below" what they've rolled (so if they roll a success with ☹☹☹, they also learn the information in the ☹ listing and ★ listing).

Streetwise

	<i>Crell Tontin</i>	<i>"The Dug"</i>
★	Crell Tontin is, indeed an up and coming name in the underworld.	The Dug is currently located on the Smuggler's Moon
☹	Tontin doesn't actually live on Nar Shaddaa, but somewhere off-planet.	The Dug's men have been asking questions about shipments being delivered by train.
☹☹	He has a secret base close by, but it's very well protected.	The Dug has been trying to get into the drug trade for some time. What this has to do with his questions is anyone's guess.
☹☹☹	Tontin's base is in a nearby asteroid field, and protected by automated defenses.	He has been paying special attention to a train that is slated to deliver cargo to a local branch of Chiewab Pharmaceuticals.

Knowledge (Underworld)

	<i>Crell Tontin</i>	<i>"The Dug"</i>
★	Crell Tontin is Corellian by birth.	The Dug is more likely to solve problems with direct violence than anything else.
☹	Tontin has gone on official record cutting ties with his home planet.	He served as an enforcer for various criminal gangs before coming into his own.

☹☹	While he is Corellian, Tontin officially lists himself as an "Expatriot"	It's widely believed he killed his former employer and took over his role, though it hasn't been confirmed.
☹☹☹	Tontin is wanted by the Corellian government for crimes committed within the system.	There is currently a very large bounty on The Dug, though no guild is actively pursuing it.

Securing the Data

Cern'idral, or "Cern", is a Twi'lek "procurement specialist" that works for various interests on Nar Shaddaa, and he has given word to Tontin's gang that he managed to intercept the travel itinerary for the hovertrain, as well as secure transportation for Tontin's agents. The PCs just need to go and meet Cern near several droid processing plants a few levels down in a major industrial park.

When they arrive, read the following text aloud:

The combination of the operating plants and the noise from the upper levels is enough to deafen you as you wind through the narrow streets towards your meeting place with the Twi'lek procurement specialist, Cern.

Down here, you see sides of the city that you didn't see on the surface levels – people on the streets in various stages of health, even a few that have obviously passed on. No one seems to pay any mind to them as they move through the streets going about their business.

You finally round the corner from the building where you are meeting Cern to see a struggle going on. A single blaster shot rings out over the sound of machinery and you see the Twi'lek's body crumple to the ground. The unknown assailant turns, sees you, grabs something off of Cern's body and starts running. He has the data!

The attacker flees the scene, taking off down the back alleyways of the area, hoping to lose any potential pursuit in the twisting and turning passages and dim light. The PCs must run him down and get the data they need, or this job is scrapped!

This leads to an exciting chase on foot that gets increasingly difficult as it meanders through the industrial alleyways. If the PCs are not able to apprehend him quickly, he runs into a nearby droid processing plant in

order to try to lose them amongst the machinery and catwalks.

The Chase

The following encounter is a modified chase scene. The PCs will have to race against the fleeing attacker, but will have avenues to attack him directly – though this will cost them an Action which can be used to narrow the chase. The following are the details of the encounter scene:

- The fleeing assailant and any PCs that chase him are running flat-out, to the best of their abilities. This will require each of them expending a Maneuver on their turns as they race through the crowded industrial district.
 - If a character doesn't spend this Maneuver, they immediately increase the distance between them and the attacker by 1 range band.
- Every round, each character can spend an Action on their turn to try and close the gap with a competitive Athletics or Coordination check against an Average (◆◆) difficulty.
 - If a character doesn't spend this action, they automatically lose the competitive check, and increase the distance between them and the attacker by 1 range band.
 - The GM should track the results of each competitive check result. At the end of each round, each PC that beat the attacker closes the distance to him by 1 range band. Those that did not beat him increase the distance to him by 1 range band.
- The assailant begins the scene at Medium range from the PCs.
 - He will spend his Maneuver and Action every single round until one of the PCs engages him, or he escapes.
 - If he is able to move past Extreme range from all of the PCs, they have lost him.

Competitive Checks

Characters participating in the competitive check make Athletics or Coordination checks against an Average (◆◆) difficulty if still in the alleys, or against a Hard (◆◆◆) difficulty if the chase has moved into the droid processing plant, after the 2nd round.

- The winner of the check is the one who succeeded and generated the most ✨.
- In the event of a tie, the one with the most 🎯 is the winner; followed by the one with the most 🎯.
- If no character succeeds on the check, no one wins (and they do not change relative positions).

- When the chase enters its 3rd round, the assailant ducks into a droid processing plant filled with active machinery. The difficulty of all competitive checks now increases to Hard (◆◆◆).
- The PCs are welcome to spend an Action to fire a weapon at the assailant, but all ranged combat checks will suffer ■■ due to the poor lighting and narrow confines in the alley/droid processing plant. (Additionally, the PC will automatically lose the competitive check that round.)
- As soon as one PC manages to get to Engaged range of the attacker, he stops fleeing and pulls out his blaster! He'll shout that "they're dead for messing in The Dug's business", before attacking with somewhat reckless abandon. He knows that if he reports a failure, The Dug will do far worse to him than the PCs.

Hazards and Impediments

To provide the chase scene with more action and danger, the GM may introduce hazards and impediments to keep things interesting. They may affect one, several, or all individuals in the chase (and may be triggered by 🌀 or 🌀 on a competitive check). The assailant may also suffer from these hazards in order to give the PCs a chance to close the gap, or to put more distance between him and the PCs if the GM feels the need.

Below are several suggested hazards and impediments for use in the first 2 rounds of the chase, in the alleyways:

- A flock of reptavians bursts from their nest in a nearby area. Affected characters must make an immediate Hard (◆◆◆) Coordination check to avoid them. Any 🌀 generated results in equivalent Strain from the wings and claws of the beasts. ▼ means their next check has upgraded difficulty. ▼ with a 🌀 leads them to become entangled in the swarm – they must spend their next turn extricating themselves from it (this requires no check, but the affected character can't do anything else).
- A garbage droid trundles through an alleyway intersection pushing a large refuse bin. The assailant fires a shot into the droid, stopping it in the intersection. Affected characters must make an immediate Average (◆◆) Athletics or Coordination check to vault over or under the container. 🌀 generated results in equivalent Strain from struggling to pass the obstacle. ▼ results in their next check suffering ■. ▼ with a 🌀 results in a misstep against the bin, upgrading the difficulty of their next check.
- The chase moves past a group of beggars who begin to reach out towards affected characters, begging for credits, requiring a Hard (◆◆◆) Coordination check to navigate through the grasping, pleading crowd. ▼ with 🌀 results in being knocked to the ground or

run simulations of the train itinerary/attack approaches. If looking for vehicles, they can attempt to look up various local shops and outlets that would sell them.

- **Mechanics** - The PCs' attack plan is only as good as their vehicles. The PC can look over the vehicles to find out if they're worth what they're going to be paying, or simply talk with the owner of the shop in order to try and get a better deal. Alternatively, knowledge of the train's mechanical systems might assist in making a plan of attack.
- **Knowledge (Outer Rim)** - Using their specialized knowledge of Outer Rim systems, the PC can help to filter the data through the proper channels to more quickly facilitate its interpretation. If looking for vehicles, they can use their specialized knowledge to see if they know someone they can trust, or even better, someone they need to avoid.

Obligometer – Ossun "To Catch a Bully"

Ossun has a problem with bullies, stemming from the trauma he suffered during his "galactic tour".



He was mugged and left for dead by a pair of street toughs on the first leg of his trip; and he despises them and will do what he can to stop any that he encounters. Nar Shaddaa has any number of people that could be considered. This scene could take place any time the PCs are in the city streets, but can serve to break up the "Interpreting the Data" scene very well.

Ossun and the party members accompanying him run across a small child, crying in the streets, telling the PCs that a group of bullies stole his mother's silver chain from him and took off running. These toughs aren't too hard to follow. They've left a pretty clear trail, requiring an Average (◆◆) Perception or Streetwise check to find them. When located, they are in a dead-end alleyway, checking out their spoils. There are four street toughs (*Edge of the Empire Core Rulebook*, pg. 396), and they fight as a group until half of them are incapacitated or killed, at which point they will beg for forgiveness. This encounter should be fairly close quarters, starting at Short range. There are garbage mashers and abandoned crates that characters can take cover behind should they choose to.

If Ossun chooses to ignore this, he suffers a Setback die (■) to all of his skill checks for the remainder of the "Interpreting the Data" scene, as well as in the next encounter, as he has trouble focusing.

Obligometer – Krissi "For a Few Credits More"

Krissi still has the odd bounty hunter after her, looking to collect on her still-active contract.



The fact that most of the others who have tried were never heard from again doesn't do much to deter the foolhardy, or those who need the credits; and unfortunately for Krissi, one such individual has tracked her down on Nar Shaddaa. This scene could take place any time the PCs are in the city streets, but can serve to break up the "Interpreting the Data" scene very well.

Krissi and the party members accompanying her find themselves confronted by several armed and armored men down a side street. They demand that Krissi turn herself over to them so they can collect the bounty on her head. They threaten that they'll happily take the reduced bounty for delivering her "dead", if she insists.

There are two Apprentice Hunters and one Journeyman Hunter (*Edge of the Empire Core Rulebook*, pg. 399-400) facing the characters. The Apprentice Hunters will fight together, and they will flee when two of them are killed or incapacitated. The encounter starts at Medium range, and the side street is long enough to move it out to long range should the combat move that direction. There are plenty of garbage mashers, abandoned crates, and other semi-solid piles of detritus that can be used for cover by the combatants.

Krissi can try to flee from these bounty hunters, and if she succeeds, they'll give pursuit, possibly showing up at an even more undesirable time, like when in combat with others.

- **Astrogation** - The coordinates and times that are used in the raw data are those that spacers would be familiar with, as far as hyperspace calculations are concerned. Knowledge of these coordinates can help the PC filter them through the proper channels in order to get a more accurate final readout.
- **Perception** - Simply studying the data, whether raw or final can help a PC to find patterns and spot potential pitfalls in their plan or in the itinerary.
- **Streetwise** - The PC can try to ask the right people the right questions in order to find the best deal on vehicles in the area, or maybe they can find someone who knows something about the trains coming through the area who can be convinced to let that information go.

- **Vigilance** - Using the data they have already interpreted, the PC can make several informed guesses about where the data may be leading them, helping to close off various dead ends in the data and help lead the next character down a more focused path.
- **Charm/Deception/Coercion/Negotiation** - Using their people skills (or lack thereof), the PC attempts to get a bead on a good place to buy vehicles or simply get a better price on them.

Obligometer – K4R-M4

"Be the Change you Want to See"

In the past, K4R-MA was used to accomplish to pretty horrible things which he greatly regrets.



He has sworn to himself that he will do whatever is in his power to make things in the universe better before his time is up. This scene could take place any time the PCs are in the city streets, but can serve to break up the "Interpreting the Data" scene very well.

K4R-M4 and the party members accompanying him come across a small child crying in the streets. The child has lost a precious memento of his parents and doesn't know where it is. He's able to tell the party where he thinks he lost it and begs them to help him find it.

Getting to the spot is easy. Once the PCs get to the location, an Average (◆◆) Perception check reveals a rat-like creature with a silver chain in its mouth darting into a nearby sewer grate. There is a nearby access tunnel to the sewers, but going down there could present any number of problems. The GM should feel free to come up with any number of navigational challenges in the sewers, from Athletics checks to Coordination checks to Vigilance checks, and anything else they can possibly think of in order to catch the creature and secure the child's memento.

If K4R-M4 chooses to ignore this, he suffers a Setback Die (■) to all of his skill checks for the remainder of the "Analyzing the Data" scene, as well as in the next encounter. as he has trouble focusing. Failure to find the creature also leads to this result, as K4R-M4 is unable to shake the feeling that he could have done more.

This is a team effort, and a race against time, where the PCs are working to assist each other as much as accomplish their goals. As such, each success on a check will result in an automatic Boost die (■) on the next check made by another PC. Additionally, ☺ and ☹ can

be spent to grant or impose additional Boost dice (■) or Setback dice (■) to the next PC's check, as normal. ☺☺☺ or ☹ can be spent to fully upgrade the next PC's check by 1, and ☹☹☹ or ☹ can be spent to upgrade the difficulty of that check by 1.

The GM should track the total net successes for each of the successful checks made by the PCs. The party's overall successes represent their speed at making preparations for the next encounter, and will impact its difficulty as noted below in the "Concluding the Preparations" section.

Obligometer – Trig Netool

"What's in a Name?"

Trig had a relatively lucrative private practice in the past, before he was run out of town by an angry mob.



A professional rival spread a rumor about him performing "unethical experiments" on his patients. And even though these rumors are completely false, they have persisted even after fleeing the planet they originated on, and people still recognize it and connect the dots, making Trig's life difficult at times.

Unfortunately, Nar Shaddaa is one of those places he gets recognized. This scene could take place any time the PCs are in the city streets, but can serve to break up the "Interpreting the Data" scene very well.

Trig has attracted no small amount of attention. Maybe a group of people are moving through the street asking about him and his past, distracting him from the task at hand; or maybe a shopkeeper knows who he is and decides to really put the screws to the Gand.

Whatever course the situation takes, the difficulty of all of Trig's skill checks for the remainder of the "Analyzing the Data" scene, as well as in the next encounter, are upgraded once as he is unable to focus on the task at hand, worrying instead about how this situation might escalate.

Vehicles for Purchase

Party successes on the skill checks noted above will determine the speed by which they can locate suitable vehicles, and may also influence their purchase price. The PCs are free to purchase Mobquet Flare-S Swoop Bikes (*Edge of the Empire Core Rulebook, pg. 250*) or an Airspeeder (*Edge of the Empire Core Rulebook, pg. 248*), depending on how they want to make their approach. The vehicles cost their listed price (6,000 for the Swoops and 10,000 for the Airspeeder), but the price will be

modified by the net 🎯 and 🗳️ generated by the PCs during their checks to locate vehicles.

In addition to tracking net successes, the GM should also track the net 🎯 and 🗳️ from each check made to locate vehicles (successful or not). After all the checks are completed, the GM should cancel out the 🎯 and 🗳️ totals, as appropriate. Each remaining 🎯 reduces the purchase price by 5%. Each remaining 🗳️ increases the purchase price by 5%.

Concluding the Preparations

The skill checks made by the party to interpret the data and locate transportation represent how quickly they accomplish these tasks. They're running against time, as another competitor (The Dug) is working against them. The GM should tally the total net successes from all successful PC checks and compare them to the table below.

Their successes determine how fast the party was able to work, and could seriously impact "The Swoop Gang" encounter which follows – possibly allowing the team to react so fast that they avoid the encounter all together.

Total	Result
0	Obviously, this is a worst case scenario. It means the PCs failed every single skill check they tried. While this doesn't mean they've failed to get the data or find suitable vehicles, it does mean that they spent so much time chasing false leads and working through mistakes that they gave their opponents plenty of opportunity to get the jump on them. <ul style="list-style-type: none"> • Increase the number of swoop riders in "The Swoop Gang" encounter by 2. • Additionally, the PCs are mentally beat up by the fact that it took them as long as it did to crack the data and find the right vehicles. Their Strain Thresholds for the rest of the adventure are reduced by 1.
1-6	The PCs manage to crack the data, but its slower going than they would like. Their opponents have some extra time to get their forces together and put a plan in place. <ul style="list-style-type: none"> • Increase the number of swoop riders in "The Swoop Gang" encounter by 1.
7-12	The PCs have managed to crack the data and find their vehicles at the same time as their opponents. <ul style="list-style-type: none"> • There are no modifications to "The Swoop Gang" encounter.

13-19	The PCs have managed to crack the data and find their vehicles quite quickly, and they have begun making their move before their opponents have fully put a plan in place. <ul style="list-style-type: none"> • Reduce the number of swoop riders in "The Swoop Gang" encounter by 1.
20+	The PCs have managed to crack the data and find their vehicles faster than their enemy could ever hope to. <ul style="list-style-type: none"> • As a result, they completely bypass "The Swoop Gang" encounter. • Additionally, the PCs are riding high on their success. Their Strain Thresholds for the rest of the adventure are increased by 1.

The Swoop Gang

After the PCs have interpreted the data and obtained their transport, it is time to execute their plan and head to a spot where they will be able to intercept the train.

Unfortunately, they are not alone in their desire to secure the cargo for themselves, and they are forced to contend with The Dug's men, who also have a group of swoop bikes to hit the train with. Read the following out loud:

You take off for the coordinates where you've determined you'll be able to intercept the hover train, the neon lights of the casinos and restaurants eventually giving way to power conduits and large durasteel columns belching out all manner of noxious gasses from the factories below, as you move into a heavily industrial area.

Just as you start to lean back into your seats and enjoy the ride, you hear the whine of more repulsorlifts. You look around you to see several swoop bikes in the distance, bearing the same direction you are. Just as you're about to wonder if they've seen you, too, and who they are, you're forced to duck your heads as blaster fire erupts from the oncoming group. So much for that question...

The Dug's men won't allow any interlopers to get to the train first, and having noticed the PCs, will attempt to take them out. The following are the details of the encounter scene:

- The PCs and The Dug's Swoop Gangers will make Vigilance checks to determine initiative.
- The rival Swoopers (4 of them) begin the scene at Long range from the PCs. *Remember, the PCs' successes in the prior scene may increase or decrease the number of Swoop Gangers.*

- For the sake of simplicity, the GM should use character scale in this encounter to track ranges, despite the fact that everyone is driving vehicles.
 - The heavy city-scape terrain of Nar Shaddaa is so dangerous that they cannot simply open up the throttle like they would be able to in a less congested area.
- Each of the 4 Swoopers pilots a Mobquet Flare-S Swoop bike (*Edge of the Empire Core Rulebook*, pg. 250).
 - Regardless of the Swoop bikes' speed stats, all vehicles (including those piloted by PCs) are limited to a speed of 1.
 - From a narrative perspective, all vehicles in this encounter can move at the same range and speed as a character.
- Ranged combat on swoop bikes and speeders is understandable more difficult for those involved. To reflect this:
 - Each ranged combat check will automatically suffer a Setback die (■).
 - Combat checks with 2-handed weapons will automatically have their difficulty upgraded once to reflect the further difficulty of using them on a swoop bike or in the confines of an air speeder.
- As the combat progresses, the GM may introduce hazards to keep things interesting. They may affect one, several, or all individuals in the encounter (and may be triggered by ☞ or ☜ on checks). These potential hazards are detailed in the "Encounter Hazards" section, below.
- The Dug's Swoopers won't retreat. Like all those in The Dug's employeé – they know what happens to those that fail. And a quick death is a mercy.
 - As a result, if their forces begin to dwindle, the remaining Swoop Gangers might decide to get "crazy" with their tactics and risk their lives in foolhardy attempts to stop the PCs.

Encounter Hazards

During the encounter with The Dugs Swoop Gang, the GM can introduce the following hazards at appropriate points, relative to the current narrative:

- The fight leads through an area of thick smokestacks belching out clouds of chemical smoke.
 - Pilots must make a Hard (◆◆◆) Piloting (Planetary) check to avoid hitting anything.
 - Failure means they must spend their Action this round to recover, or suffer 2 Strain to take a second Maneuver which can only be taken to pilot their vehicle safely through the smokestacks.
 - ☹ means they have struck one of the smokestacks and their vehicle suffers a critical hit.
 - Additionally, any combat checks against combatants at Long or Extreme range suffer a Setback die (■) because of the concealment provided by the smoke.
- Several power conduits are arcing back and forth.
 - Pilots must make an Easy (◆◆) Piloting (Planetary) check to maneuver safely around them.
 - Failure means they get too close to the arcing currents and their vehicle suffers 1 point of System Strain.
 - ☹ means that the character himself has gotten too close for the vehicle to ground the current and he suffers 5 points of Strain from the harsh static shock.
 - Characters can target the exposed conduits with fire from their weapons to try to discharge some of the power around them in a burst. If the attack deals more than 10 points of damage, energy bursts from the conduit, affecting everything within Close range. Affected characters must make a Hard (◆◆◆) Piloting (Planetary) check to avoid damage from the burst. Failure carries the same effects as listed above.
- An approaching intersection has several courier droids and airspeeders passing through it.
 - Pilots must make a Hard (◆◆◆) Piloting (Planetary) check to avoid a collision.
 - Failure results in a minor collision for 4 Hull Trauma (that bypasses Armor).
 - ☞ deals System Strain to the vehicle.
 - ☜ can be used to dodge and weave through the traffic, increasing the pilot's Ranged Defense by 1 until the beginning of his next turn.
 - ☹ results in the character suffering 5 wounds as he is clipped by a passing droid.
 - ☛ can be used to cause one of the pursuing enemies to collide with an object through some fancy maneuvering and deceptive flying.

SWOOP GANGER (RIVAL)

Brawn 2 Cunning 3 Presence 2
 Agility 3 Intellect 2 Willpower 2

Skills: Brawl 1 (◆◆), Piloting (Planetary) 1 (◆◆◆), Ranged (Light) 1 (◆◆◆), Streetwise 1 (◆◆◆)

Soak: 2 Defense: 0/0
 Wound Threshold: 12
 Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Pistol (Ranged [Light] [◆◆◆]); Damage: 6; Critical: 3; Range: Medium; Stun Setting), Moqbuét Flare-S Swoop Bike

All Aboard!

After the PCs have dispatched The Dug's men, they're able to make it to the moving train and begin their heist. Not only will they have to dangerously board the moving hover train, but will then have to deal with the security team inside. Read the following out loud:

You reach your destination and are allowed a few seconds to catch your breath after dealing with the other swoop gang. You can't be sure, but you're fairly positive it was more of "The Dug's" men.

Your respite is short lived however; in the distance, you can hear the sounds of the hover train rapidly approaching. You begin to rev your engines and as it reaches the appropriate distance, you open up your throttle so you can approach near enough to board the train from the outside.

Based on your data, the easiest point of ingress is a hatch on the top of the second car. It's a daring approach to be sure, but then again, who would expect it?

Getting onto the Train

Getting themselves from rapidly moving swoops or speeders onto the roof of a rapidly moving hover train is not an easy task. Getting into the train from their vehicles will require a Hard (◆◆◆) Athletics or Coordination check.

If one of the PCs succeeded with a Mechanics check to interpret the data, previously, they learned of a slightly easier point of ingress to the train, dropping the check difficulty to Average (◆◆).

Failure means they are unable to get onboard right away, tipping their hand and giving the security team inside a chance to react and find defensible positions, allowing them to start the encounter behind cover.

Success means they are able to board the train and get inside before the security team is able to react. A successful check with a ⊕ means that they are able to make a perfectly stealthy approach and surprise the security team, granting all PCs a Boost die (■) on the checks they make during the first round of the encounter.

We recommend the GM call for a Group Skill Check for boarding the hover train, to allow party members with strengths in certain areas to "shore up" the weaknesses of others.

Group Skill Checks

- When the party makes a check as a group, the GM should call for a single check combining the highest relevant skill rank and characteristic among PCs.
- This will generate a "group dice pool" to be rolled against the difficulty.
- ALL participating PCs in the group check suffer the benefits and drawbacks of the roll, however.

Once inside the train, the team will have to deal with the security guarding the cargo. Some PCs might have the bright idea of staying with their speeder, or mooring their vehicles to the train. While the GM shouldn't squash player creativity, as the PCs will soon discover, the cargo is far too large to *fit* into an airspeeder (and certainly not a swoop bike). As such, the GM should be accommodating, but may advise the players to "not worry too much about it."

Inside the Train

The train is made up of 3 individual cars, plus the engine. The players are able to enter the train from the top of the first car (nearest the engine), and make their way towards the rear third car where the cargo is being kept. The following are the details of the encounter scene:

- Each car is Medium range in length.
- Each car has a bulkhead that can be sealed, closing off access from the other cars.
 - This is a basic security protocol that can be performed as a Maneuver, as long as the character is next to the door control.
 - A character can also do it remotely with an Easy (◆) Computers check, but increases the time to perform it to an Action.
- Unsealing a bulkhead can be accomplished via the following:
 - Access to the reset switch, located in the engine, which can be thrown as a Maneuver.
 - A manual override at the door control, with an Average (◆◆) Computers or Mechanics check, as an Action.
- The entire security team is initially in the second car, at Short range from each other and Long range from the PCs.
 - They will fall back to the third car, sealing the door and locking themselves in, should the battle go against them – hoping to stall the PCs long enough so they can regroup and get some medical attention.
- There are a total of 5 men on the security team, 4 team members, and 1 team leader.
 - The 4 team members are Minions, initially split into groups of 2. But as the encounter develops, they will regroup to shore up their own weaknesses or exploit

an enemy's (increasing their Minion skill ranks accordingly).

- The lone team leader is a Rival; a tough opponent with strong abilities to lead and direct his team.
- While the train is not built for passengers, there are plenty of fixtures and cargo containers in the train that can be used as cover, and combatants are never farther than Short Range from something that they can duck behind.

SECURITY TEAM MEMBER (1 MINION)

Brawn 3 Cunning 2 Presence 1
Agility 3 Intellect 2 Willpower 3

Skills: (Upgrade by 1 for each additional minion):
Athletics (◆◆◆), Discipline (◆◆◆), Melee (◆◆◆), Ranged (Heavy) (◆◆◆)

Soak: 5 Defense: 0/0
Wound Threshold: 5 (Suffers 5 wounds on a Crit)
Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Carbine (Ranged [Heavy] [◆◆◆]); Damage: 9; Critical: 3; Range: Medium; Stun Setting), Laminate Armor (+2 Soak), Utility Belt, 1 Extra Reload

SECURITY TEAM LEADER (RIVAL)

Brawn 3 Cunning 2 Presence 1
Agility 3 Intellect 2 Willpower 3

Skills: Athletics 2 (◆◆◆), Discipline 2 (◆◆◆), Leadership 3 (◆◆◆), Melee 2 (◆◆◆), Ranged (Heavy) 2 (◆◆◆), Resilience 2 (◆◆◆), Vigilance 2 (◆◆◆)

Adversary 1: Upgrade difficulty of all incoming attacks by 1

Soak: 4 Defense: 1/1

Wound Threshold: 15
Strain Threshold: – (Suffers wounds instead)

Tactical Direction: May spend a Maneuver to direct 1 security team minion group within Medium range. The group may perform an immediate free Maneuver, or add ■ to their next check.

Equipment: Heavy Blaster Pistol (Ranged [Light] [◆◆◆]); Damage: 7; Critical: 3; Ranged: Medium; Stun Setting), Vibroknife (Melee [◆◆◆]); Damage: 3; Critical: 2; Range: Engaged; Pierce 2; Vicious 1), Flexible Battle Armor (+1 Soak, +1 Defense), Utility Belt, 1 Extra Reload

Transporting the Cargo

Once the security team has been dealt with, the PCs face the task of getting the cargo off the train. Unfortunately, even if their vehicles are still somehow anchored outside of the train, the cargo container is simply too big and too unwieldy to fit into the vehicles and still have them be capable of driving. Still, there are a number of ways the characters can accomplish this task.

Characters could try to get access to the engine and override the droid brain driving the train (an Average [◆◆] Mechanics or Computers check) to slow the train down enough where they would be able to safely disembark at a standard stop. Alternately, they could simply stop the train on the tracks, if they don't necessarily care about safety. Regardless, the track is about 50 meters from the streets of the under city below them, requiring the characters to use climbing gear to get down. Otherwise, characters may suffer damage from a Long fall (*Edge of the Empire Core Rulebook*, pg. 215).

Finally, the characters could simply ride the train until it reaches its destination and then abscond with the shipment. There are no more guards at the medical facility, so this would be a good option if the PCs are injured from the previous encounters. The rest of the journey, if they decide to wait it out, takes about 30 minutes.

When it comes time to actually move the container carrying the stims, it's so large that a single individual won't be able to carry it. Several people together could carry the container, but it would be a very uncomfortable and inefficient method of moving it. An easy (◆) Perception check or the expenditure of a Destiny Point could easily uncover a small repulsor sled in the cargo car, or similar methods for easily transporting it off the train and through the streets.

Once they've got it off the train, it's about a ninety minute journey through the streets of Nar Shaddaa to get to the spaceport where the party's ship is docked. They've got to get this cargo loaded, and get it off world. But The Dug isn't about to let them off that easily.

The Dug

The Dug has been watching the PCs' heist from a distance. He has no idea who they are, or who they work for, but he doesn't care; he's enraged that they interrupted his plans. They have what he wants, and he's going to take it, then make them sorry they crossed him. Read the following out loud:

You start to move towards the spaceport, through the mostly deserted alleyways and side streets of Nar Shaddaa, and are making good time, and you estimate you'll make it back to your ship in about another hour. But suddenly, your luck breaks.

You round a corner to find yourselves staring down the barrels of several carbines as five men are standing in opposition to you. The largest one steps forward, holding a pair of heavy blaster pistols. If you had to guess, you're looking at The Dug.

"You've screwed with my plans enough, tonight. It ends now. You have two choices. You can hand over the cargo, or you can get shot down like dogs in the street. I don't particularly care which you choose, but you've got ten seconds to decide."

If the PCs decide to hand over the cargo container, The Dug will simply laugh and order his men to shoot them down anyway, leading to a gun fight in the darkened streets. The only reason he gave them a "choice" to begin with was to ensure that the cargo container was out of the line of fire. The following are the details of the encounter scene:

- There are a few alley lights providing some amount of dim light to the area.
 - If the lights are shot out, either through a  or through a targeted attack, all characters suffer a Setback die () to combat checks and other skill checks that would be affected by darkness, at the GM's discretion.
- There are 6 minion Enforcers, split into two groups of 3. The Enforcers are at Medium range from one another and from The Dug as well.

ENFORCER GROUP (3 MINIONS)

Brawn 3 Cunning 2 Presence 1
 Agility 2 Intellect 2 Willpower 1

Skills: (for group of 3; downgrade by 1 for each dead minion): Melee (), Ranged (Heavy) (), Skulduggery ()

Soak: 4 Defense: 1/1
 Wound Threshold: 15 (Suffers 5 wounds on a Crit)
 Strain Threshold: - (Suffers wounds instead)

Equipment: Blaster Carbine (Ranged [Heavy] []; Damage: 9; Critical: 3; Range: Medium; Stun Setting), Vibroknife (Melee []; Damage: 4; Critical: 2; Range: Engaged; Pierce 2; Vicious 1), Armored Clothing (+1 Soak, +1 Defense)

"THE DUG" (NEMESIS)

Brawn 4 Cunning 3 Presence 3
 Agility 3 Intellect 2 Willpower 3

Skills: Brawl 1 (), Coercion 3 (), Cool 2 (), Leadership 2 (), Melee 2 (), Ranged (Light) 3 (), Streetwise 2 (), Vigilance 2 (), Knowledge (Underworld) 2 ()

Adversary 2: Upgrade difficulty of all incoming attacks by 2

Soak: 5 Defense: 1/1

Wound Threshold: 15

Strain Threshold: 13

Dirty Fighter 1: May spend a Maneuver to add  to his next combat check. If successful, can spend  to inflict 1 Strain on the target.

Lethal Blows 1: Adds +10% to any critical injury percentage roll made from his attacks.

Point Blank 2: Adds 2 points of damage to Ranged (Heavy) and Ranged (Light) attacks he makes at Engaged or Close range.

Pistolier 1: Adds  to any combat check made when fighting with 2 Ranged (Light) weapons

Field Commander: As an Action, can make a  Leadership check to allow allies to suffer 1 Strain to gain an immediate Maneuver.

Equipment: 2 Heavy Blaster Pistols (Ranged [Light] []; Damage: 7; Critical: 3; Ranged: Medium; Stun Setting), Vibroknife (Melee []; Damage: 5; Critical: 2; Range: Engaged; Pierce 2; Vicious 1), Armored Clothing (+1 Soak, +1 Defense)

- The PCs begin the encounter at Medium range from all three groups, but can easily fall back down the street to put some more distance between them and their attackers.
- There are plenty of piles of debris as well as physical barriers, such as garbage compactors, on the streets that the combatants will be able to run to for cover.
 - They should never be at longer than Medium Range from cover.
 - Should any of the PCs decide to use the cargo container as cover, The Dug will order his men to not shoot at them for fear of them hitting the container and ruining the shipment.

Obligometer – Kriitch'uck "A Wookiee's Rage"

Instead of a full team of Enforcers, The Dug has brought an "old friend" of Kriitch'uck's along within him.



That "old friend" is Torrjuck, the Wookiee who caused Kriitch'uck's exile by claiming he was a "madclaw". Torrjuck lied about Kriitch'uck's deeds, and took the mandible of the Kashyyykan giant weaver that Kriitch'uck slew on his hrrtayyk.

Somewhat ironically, Torrjuck was later exiled as well, after disgracing himself when he killed another Wookiee in a matter that didn't call for physical violence. He has been serving as an enforcer in the underworld ever since.

He wasn't expecting to see Kriitch'uck ever again and will gleefully attack him, hoping to cause more pain to the Wookiee he still sees as his rival. Replace three of The Dug's Enforcers with Torrjuck's stat block, below:

TORRJUCK (RIVAL)

Brawn 4 Cunning 2 Presence 1
Agility 3 Intellect 1 Willpower 2

Skills: Athletics 1 (◆◆◆◆◆), Brawl 1 (◆◆◆◆◆), Coercion 2 (◆◆◆◆◆), Melee 2 (◆◆◆◆◆), Ranged (Light) 1 (◆◆◆◆◆), Resilience 2 (◆◆◆◆◆)

Adversary 1: Upgrade difficulty of all incoming attacks by 1

Soak: 6 Defense: 0/0

Wound Threshold: 16

Strain Threshold: – (Suffers wounds instead)

Feral Strength 2: Add 2 damage to all Brawl and Melee attacks (already taken into account, below).

Equipment: Vibro-ax (Melee [◆◆◆◆◆]); Damage: 9; Critical: 2; Ranged: Engaged; Pierce 2; Sunder, Vicious 3), Vibroknife (Melee [◆◆◆◆◆]); Damage: 3; Critical: 2; Padded Armor (+2 Soak)

Additionally, until Torrjuck has been dealt with, Kriitch'uck suffers a Setback die (■) on all skill checks that do not directly target Torrjuck. Killing or otherwise subduing Torrjuck will assuage the pain of Kriitch'uck's betrayal, though it may take longer to erase the rumors of him being a madclaw.

- The Dug will happily sacrifice the lives of his Enforcers to get the cargo container, but he is certainly not willing to sacrifice his own life for it.
 - Should his men all fall in combat, or should he take wounds in excess of half his Wound Threshold, he will flee the battlefield, leaving his men to die, if there are any of them left.

Escaping the Planet

Once the PCs have dealt with "The Dug" and his men, they are able to reach their starship and leave Nar Shaddaa. The Dug (or his lieutenants, if he was unable to escape the fight) is not willing to let their escape be easy, though, and has scrambled fighters to intercept the PCs' ship.

The PCs will need to hold them off while the nav-computer can make the calculations for the jump to hyperspace. Read the following:

You quickly run through the pre-flight and take off sequences from your berth, your ship cutting a graceful silhouette through the skies of Nar Shaddaa.

You begin to breathe a sigh of relief when you leave the planet's atmosphere, but it quickly catches in your throat as proximity alarms begin to flash. You check your scanners and see several ships angling in to catch you and box you in.

As they get closer, you see several classes of ship; there is a Z-95 Headhunter clearly leading the pack, and the rest of the ships appear to be cobbled together "Uglies."

The Headhunter fires several low powered warning shots across your bow before accelerating to attack speed. It doesn't look like there's going to be much of a chance to talk your way out of this one.

Just What are We Carrying?

The GM should keep in mind that the players have no knowledge of the stim vials or the street drug, Ry-ex. All they know is that they were hired to steal a cargo container and deliver it to Crell Tontin. And to this point, the PCs have gone to a lot of trouble and been shot at by a lot of different people to get a hold of that cargo container, and they may want to open it and see just what it is they are transporting.

This will require an Average (◆◆) Computers or Mechanics check to open the secure container, revealing five sealed vials. An Average (◆◆) Medicine or

Knowledge (Underworld) check will tell the PC that these vials contain a synthetic chemical stimulant that is used in many medical supplies, such as stim packs and bacta patches, to increase the product's response and effectiveness.

It also tells them that this is the same stimulant that is used in Ry-ex, a new drug that is gaining a lot of popularity, and that five vials is a veritable Emperor's ransom for those that create and distribute the drug, each vial easily selling for upwards of 25,000 credits on the black market. Needless to say, knowledge of what they are transporting could alter their decisions at the end of the adventure or make them demand more money for their services.

Getting into Hyperspace

Knowledge of their cargo won't change the fact that others are still trying to take it from them. The team must make it to hyperspace as quickly as they can. The GM should have the PCs make a Hard (◆◆◆) Astrogation check to determine how long it will take for the *Shadow Dancer's* navcomputer to make the calculations for the jump to hyperspace.

If they are successful, they will have to survive for 5 rounds of combat, with each additional ☆ beyond the first reducing the time by one round (to a minimum of three rounds). Failure increases the number of rounds by one for each ▼ produced on the roll. The following are the details of the encounter scene:

- There are four TYE-Wing "Uglies" that will fly as a minion group, making them dangerous at first, but less and less of a threat as the battle goes on.
- The Z-95 is the real threat, having more powerful weapons and armor than the Uglies.
- All enemy starfighters begin the encounter at Close range to each other, and at Medium range from the PC's ship, the *Shadow Dancer*.
 - The enemy starfighters will close in as quickly as possible to disable the PCs' ship.
- The space above Nar Shaddaa is far from empty, and various debris and other ships entering and leaving the atmosphere can provide very interesting and different effects on the battle.
 - The GM can use one or more of these complications (detailed in the "Orbital Complications" section, below) multiple times during the encounter, if the PCs are having an easy time of it, or just to increase the tension and drama of the scene.
- Once the number of rounds needed to calculate the jump to hyperspace has passed, the *Shadow Dancer* will rocket to lightspeed, leaving their foes far behind.

Obligometer – Murri "Criminal Connections"



Murri has some stains on her past when investigations went bad, and they sometimes catch up to her.

Unfortunately for her and the crew, this just so happens to be one of those times. The spaceport officials have managed to uncover her connections with the underground fighting ring that she ended up involved with, while investigating them.

And while the rest of the leaders of the group were brought down (by the crew she's currently serving with, no less), there is still an outstanding warrant for her arrest in the system. So not only is the *Shadow Dancer* on lockdown (requiring an Average [◆◆] Mechanics or Computers check to override), once they do get airborne, they have to contend with the spaceport's tractor beam (Tractor 4).

The spaceport rolls a combat pool of ◆◆◆ to attack with the tractor beam while the *Shadow Dancer* is as Short Range, at an Average (◆◆) difficulty. If they are successful at snaring the ship, any ☹ can be spent to trigger the Tractor quality, requiring the pilot to make a Daunting (◆◆◆◆) Piloting (Space) check to try and break free.

If they break free, the spaceport does not pursue them any further. If they manage to snare the ship and force them to set back down... well that's a different story, entirely, and the GM should feel free to improvise a scene.

TYE-WING "UGLIES" SQUADRON (4 MINIONS)

Silhouette: 3 Speed: 4 Handling: +0
Defense: 0 Armor: 2

Hull Trauma Threshold: 16 (4 Hull Trauma per ship; suffers 4 Hull Trauma on a Crit)

System Strain Threshold: 20 (5 System Strain per ship)

Skills: (for group of 4; downgrade by 1 for each destroyed minion): Cool (◆◆◆), Gunnery (◆◆◆), Piloting (Space) (◆◆◆), Vigilance (◆◆◆)

Pilot Weapons: Heavy Blaster Cannons (Fire Arc Forward) (Gunnery [◆◆◆]; Damage: 5; Critical: 4; Range: Close)

Z-95 HEADHUNTER

Silhouette: 3 Speed: 4 Handling: +1
 Defense: 1 Armor: 3

Hull Trauma Threshold: 9
 System Strain Threshold: 8

Skills: Astrogation 1 (◆◆), Cool 2 (◆◆),
 Gunnery (◆◆◆◆), Perception 1 (◆◆),
 Piloting (Space) 2 (◆◆◆◆)

Pilot Weapons: Light Laser Cannons (Fire Arc Forward) (Gunnery [◆◆◆◆]; Damage: 5; Critical: 3; Range: Close; Linked 1), Concussion Missile Launchers (Fire Arc Forward) (Gunnery []; Damage: 6; Critical: 3; Range: Short; Breach 4; Blast 4; Guided 3; Limited Ammo 6; Linked 1; Slow-Firing 1)

Orbital Complications

The Smuggler's Moon is a bustling port of call, and its orbit is filled with uncounted space debris, satellites, and thousands of ships arriving and taking off. These can represent complications in the orbital encounter, which the GM can use to make things easier or harder on the PCs.

- Floating Debris:
 - The pilots must make an Average (◆◆) Piloting (Space) check to weave their way through the debris successfully.
 - Failure results in the ship taking 5 points of System Strain. ☹ results in a minor collision with a piece of debris. ☹ results in the crew being jostled around, suffering 1 point of Strain per ☹ generated.
 - ☹ can be used to cause an enemy ship to suffer a minor collision with the debris.
- Civilian Vehicle:
 - Another vehicle leaves Nar Shaddaa's atmosphere directly in your flight path. The pilots must make a Hard (◆◆◆) Piloting (Space) check to avoid colliding with the other ship.
 - Failure results in a minor collision for both ships. ☹ results in a major collision for both ships.
 - ☹☹ can be spent to put the ship between you and the enemy ships, giving them additional Setback die (■) to attack you.
 - ☹ can be spent to cause a pursuing ship to collide with the other vessel, or collide with another enemy ship as they maneuver around it.
 - ☹☹ can be spent to cause System Strain to the PCs' vessel, or ☹☹☹ can be spent to give the enemy ships

■ to attack the *Shadow Dancer* as it exposes itself at a broad angle while maneuvering.

- Satellite Interference:
 - The escape attempt forces the PCs to pass dangerously close by a communications satellite as it sends a transmission, causing interference with the ship's sensors.
 - The systems operator needs to make an average (◆◆) Computers check to filter out the satellite transmission.
 - Failure will give all the PCs Setback dice (■) on their checks for 1 round as the transmission interferes with the ship's electrical systems (this includes checks made to operate weapons).
 - ☹☹☹ or ☹ can be spent to increase the interference, imposing the Setback die (■) for 2 rounds.

The Aftermath

Once the PCs have made the jump to lightspeed, they are home free! They come out of hyperspace at Crell Tontin's secret facility and are allowed through the defenses to make their delivery.

There, they are met by their handler in the docking bay who will relieve them from the cargo and offer the PCs 60,000 credits, minus what they spent on their vehicles, for successful completion of the job. If they managed to kill The Dug, he'll throw in an additional 6,000 credits – as they've done "a service" Mr. Tontin.

If the characters decide to hold out for a better price, they will have to make an Opposed (◆◆◆◆◆) Negotiation check. If they know what they are transporting, they'll automatically gain a Boost die (■) to the check, as they know they value of what they have. A successful roll increases the base amount of credits by 1,000 credits per net ✨; and ☹ can be spent to lower the cost reduction of what they spent on vehicles by 5% per net ☹.

Failure simply means they weren't able to negotiate a better deal, while multiple ☹ or a ☹ can not only lower the sum of their reward, but it could put them in a bad light with Tontin's organization, making any future work with them more difficult to obtain.

Alternatively, if the PCs know the truth about what they are transporting, they may simply decide to keep it for themselves and try to get a better price on the black market. Doing so is certainly possible, but it may also be very dangerous for the PCs. Once Tontin gets wind that he has been crossed, you can be certain that he will use his resources to make things very difficult for the PCs. If

using this adventure as the starting point for a campaign, consider giving the PCs a Bounty or Betrayal group obligation to represent Tontin working against them to either secure the cargo or make the PCs pay for taking off with his merchandise.

Future Adventures

Either way, the adventure doesn't have to end here! Crell Tontin and his organization can be used as either an ally or an adversary beyond the scope of this adventure.

Perhaps Mr. Tontin he has more work for the PCs after they secure his cargo. Or maybe he uses his resources to make sure they can't get work anywhere for a while because they crossed him. If The Dug survived, he will definitely want revenge on the PCs and can be used as a recurring, in-your-face villain who can challenge the PCs in tough combat situations.

And don't forget, each crew member has a personal obligation that they have to deal with! This crew can continue to explore the stars for a long time to come, provided they're smart enough, skilled enough, and lucky enough.

The Hovertrain Heist

Player Characters

Krissi

Krissi's story was similar to that of many young, attractive Twi'lek women. She was sold into slavery early on and found herself in the role of a dancing girl and consort to a crime lord. She finally had enough and escaped, killing several of the crime lord's men on the way. She stole one of his freighters and ran as far as she could. There was no immediate response and she thought she had gotten away, until bounty hunters started to come after her. She took what jobs she could to make her life safer, getting new transponder codes for the ship and better arming it, trying to stay one step ahead of the bounty hunters on her trail. Over time, she began to assemble the crew that serves with her now – the few people in the galaxy that she can trust implicitly.



Ossun

Ossun was born to a relatively affluent family in the mid rim, but suffered badly from wanderlust. Hoping to satisfy his curiosity, his family bought him a ticket on a galactic cruise to let him see some of the galaxy beyond his home. Unfortunately for the boy, he left the safety of the tour authorized activities on the first planet and found himself in a bad part of the city where he was mugged and left for dead. It was only the timely arrival of a curious Gand doctor that saved his life. He awoke aboard a freighter and has spent his time since learning various skills to keep himself useful to the captain.



Trig Netool

Trig Netool used to have a relatively successful private practice as a doctor despite his species and his decided lack of a bedside manner. However, fortune was not meant to be his, when a jealous rival doctor began to spread rumors about the Gand performing rather inhumane experiments on patients while they were in his care. Realizing that the city was about to show up at his door with torches and pitchforks, he quickly booked passage on an outbound freighter, the Shadow Dancer, captained by a young Twi'lek woman named Krissi. Unfortunately, as they were getting ready to depart, an armed and angry group of locals found him and a blaster fight erupted in which Krissi was wounded. Trig got her aboard the ship and helped her recover from the wound after they made their escape. He's called the ship home ever since.



K4R-M4

K4R-M4 is a strange creature, indeed. He was created to be the perfect assassin – cold, ruthless, and utterly unquestioning. But when his last master was killed in a particularly nasty underworld civil war, K4R-M4 found himself without anyone to answer to. He continued to perform his duties to maintain himself, but as the years went by, he began to awaken to what he was doing, and began to express remorse for his past actions. He went from assassin to bounty hunter, accepting only the contracts that he felt deserved his attention. One of these contracts was on a young Twi'lek woman. But as he researched her case on the trail, he learned the contract was not just, and instead of taking her in, he helped her to kill the other bounty hunters on her tail and joined her crew to keep her safe and continue to balance his ledger.



Murri

Murri was born with a nose for finding the truth and a taste for exposing it. She studied journalism as a young girl, but quickly grew disillusioned with the stranglehold the Empire had over the media and went into business for herself. She followed rumors about an underground fighting ring and "ingratiated" herself with one of the organizers to get more information. When she was found out, she was offered a "ringside" seat for her story, and was saved by one of the Wookiees in the ring. At the same time, a small team of bounty hunters led by a droid assaulted the complex to take down several of the organizers. Murri and her new friend managed to escape with the crew. Since then, she's been able to put her skills for getting into where she's not supposed to be to good use.



Kriitch'uck

Kriitch'uck was born into a life of relative peace and happiness on Kashyyyk. He was well liked, and had even secured the affections of several paramours. However, happiness was not destined to be his, and a jealous rival spread rumors that he was a "madclaw." Kriitch'uck proved unable to defend himself and was forced into exile. Shortly after, he was captured by slavers and sold into an underground fighting ring, where he was forced to shed blood for the entertainment of the powerful and wealthy. He did what was necessary to survive for a number of years until he saw a chance to redeem himself and escape. He rescued a young Bothan girl that had gotten mixed up in something bigger than herself and together made their escape. It just so happened that their escape attempt coincided with a group of bounty hunters assaulting the compound to take out the organizers. They made their escape with the crew and have done their best to stay useful and pay back the debt they owe for their rescue.

