

## MODULAR ENCOUNTER: MISSING SHIPMENT

The crew has been contracted by local crime boss, Etro Faar, to take a shipment of doonium to one of his distribution centers on Malastare. When they arrive, this blue milk run becomes a dangerous struggle for survival as Etro hires them to recover the shipment from one of his wayward mining outposts.

### INVOLVING THE PLAYERS

If the PCs have been to Boledge before, or are exploring it for the first time, Ulara L'ampar at the Grand Arch Casino or Dol Yolanda at Dockside Restoratives can make for an excellent fixer (just have them be aware of the crew by reputation). If you are looking for a hook to bring them to the world, they could have been recommended for the job by their own fixer or boss as a favor to Etro.

### NEGOTIATIONS

Once the PCs have arrived for the job, they are immediately summoned to Etro's office at Boledge Shipping and Freight. Read or paraphrase the following aloud to the players:

*A craggy and weathered looking Duros is sitting behind a large desk. "So you're the crew I've been hearing so much about. Pleased to make your acquaintance, and all that, but I'm afraid we have a problem and I'm already going to need a favor; The shipment you lot are supposed to be flying for me never showed up and I've lost touch with the outpost that was supposed to be supplying it. If it was just a downed transmitter, they would have sent a courier. It could be trouble...a raid by a rival gang or maybe even the Guild. We just don't know. I don't have anybody local that is equipped for that kind of thing, and let's face it: no shipment means no creds for you. What do you say?"*

Etro is willing to field some questions and bargain a bit. Their delivery fee for the original shipment of ore was set up as 2,500 credits, or 10% of the gross. Etro is offering to give them an extra 5% for checking on the outpost and recovering his men and the cargo. He will also offer a speeder truck (EotE-CR, 250) for transportation and cold-weather gear.

A successful opposed Negotiation test can get him to go up to 10%, but any higher than that and he will threaten to

go with another crew. Advantage can be spent to get him to agree to first-refusal on any additional shipments in the future. A Triumph can be spent to get him to pay half the fee in advance. Threat or a Despair can be spent to have Etro refuse to outfit the PCs for the mission.

Etro has contacted the buyer about the issue, but the PCs need to leave the planet in 36 hours in order to have any hope of making the shipment in time: their payment depends on making that rendezvous.

### INTO THE WILD

The PCs have a few hours to get themselves outfitted and prepared for the journey. The journey to the outpost will take nearly fifteen hours with the speeder truck Etro provided. If the PCs buy/use something faster, decrease the time by two hours per additional Speed rating. Remind them that they may need to have the trucks cargo capacity to transport the ore and survivors.

About 2/3 of the way through the journey, a sudden blizzard strikes. Any PC piloting the speeder must make a Piloting check [◆◆◆◆◆] to avoid collisions due to the poor visibility and extreme winds. Sufficient Threat or a Despair generated on the result lead to a collision. Failure causes the PCs to get lost in the storm, requiring a Hard [◆◆◆◆◆] Survival check to get back on course and adding an hour to their journey.

For every additional hour that the PCs spend in the storm, have one of the PCs make an Average [◆◆] Mechanics check to keep the speeder's engine from stalling due to the extreme cold. If it does stall, it takes an hour and a Hard [◆◆◆◆◆] Mechanics check and make an Average [◆◆◆◆◆] Athletics check to get the repulsorlifts running again and to keep the speeder from getting buried in the storm.

If the speeder crashes or stalls and is buried under ice

and snow, the PCs can wait out the storm in the truck for an additional two hours with an Average [◆◆] Resilience check, or brave the storm on foot with a Hard [◆◆◆■] Resilience and Survival group check. Walking the rest of the way adds an hour to the trip.

## ARRIVAL AT THE OUTPOST

After weathering the storm, the PCs finally reach their destination: a mid-sized, pre-fabricated industrial facility that has been cleverly concealed within the ridge line of a heavily eroded caldera. An Average [◆◆] Perception check reveals no outward signs of a battle, but Advantage reveals that the station is on emergency power and one of the outer doors is ajar. A Triumph allows the PCs to discover the frozen body of a miner, apparently killed from exposure on the path leading up to the facility.

## INSIDE THE OUTPOST

The inner corridors are lit only by emergency lighting, and are eerily quiet. The facility isn't large and it takes only minutes for the PCs to move between the following locations. All the following areas show signs of a struggle and have frozen blood splattered across the walls, provoking an Average [◆◆] Fear check. An Average [◆◆] Knowledge (Warfare) or Hard [◆◆◆] Perception check reveals that there are no blaster burns, despite the struggle.

### THE HABITATION COMPLEX

Nearly two thirds of the overall facility is dedicated to the miners living accommodations, including billets, galleys, lounges, and refreshers. Many of the residence doors are sealed, but can be opened with an Average [◆◆] Computers or Hard [◆◆◆] Mechanics/Skulduggery check. It would take the PCs over an hour to search this area thoroughly. If they do so, they find a locked room with a frozen body within, as well as around 200 total credits and a pair of light blaster pistols in personal effects lockers.

### THE GARAGE

The garage contains a destroyed landspeeder and a damaged speeder truck. The truck can be made operational with a Hard [◆◆◆] Mechanics check in an hour. An Average [◆◆] Mechanics/Perception check reveals that the landspeeder seems to have been crushed and the truck torn apart physically. A Hard [◆◆◆] Survival check reveals very rough tracks that lead back to the massive blast doors sealing off the mines. This area also contains any tools the PCs might require.

### THE CONTROL CENTER

The control center doors are locked and seem to be partially



welded shut from the inside. The doors can be opened with an Average [◆◆] Mechanics check as long as the PCs have the appropriate tools. The main computers and much of the room are destroyed, but the armory case is open and there are three blaster carbines scattered throughout the room. This is the only room with any significant blaster damage. The service doors leading to mines seem to have been destroyed and the barricade trampled.

## INTO THE MINES

The PCs can take the service corridor from the control center or open the hangar blast doors (which they will need to do anyway to recover the ore). The main chamber of the mine is a yawning pit, outfitted with gantries, elevators, and walkways leading down into the darkness of the mines below. There is a sealed control room and the shipment of ore is loaded onto a cargo lift.

### THE CONTROL ROOM

The doors are sealed, but can be opened with an Average [◆◆] Computers or Hard [◆◆◆] Mechanics/Skulduggery check. As they enter, read or paraphrase the following aloud to the players:

*As the door opens, you see a group of four miners cowering in the corner next to a fusion heater, clutching improvised weapons. One of the Duros miners speaks in a cracking, tearful voice, "By the frost! We thought you was them bugs! They killed everyone...we've been freezing to death in here for..."*

*The miner is suddenly cut off by a shrill noise almost above your range of hearing, followed by the skittering of hundreds of chitinous feet.*

Three of the creatures climb up over the gantries from the mining pits below, prompting a Hard [◆◆◆] Fear check. The PCs can fight it out with the Myriapods, but after three rounds, two more arrive. Every round after that

another Myriapod arrives to repel the PCs.

### TUNDRA-DWELLING MYRIAPOD [RIVAL]

These creatures are nearly five meters long and skitter along the ice on dozens of legs. Their apparently eyeless heads sport deadly-looking mandibles and their chitinous bodies seem extremely resilient to harm.

4	2	1	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	HP THRESHOLD	S. THRESHOLD	MECH DEFENSE		
5	15	—	1 1		

**Skills:** Brawl 2, Perception 2, Survival 2.

**Talents:** Suited to the Cold (immune to the effects of freezing and cold environments), Trample (If the creature takes a maneuver to move closer to its target before attacking, it gains  $\square$  to its attack check and deals +2 damage).

#### Weapons:

- » Rending Mandibles (Brawl; Damage: 6, Critical 3, Range [Engaged]; Pierce 1)

### SURVIVING MINERS [MINION]

Only these four miners remain of the outpost's crew. There are a pair of male Duros, a male Quarren, and a Human female. The survivors mostly try to stay out of the way, but they will defend themselves if attacked by the creatures. If the PCs think of it, they can arm the miners with extra blasters and command them to attack with an Average [ $\blacklozenge\blacklozenge$ ] Leadership check.

3	2	2	1	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	HP THRESHOLD	S. THRESHOLD	MECH DEFENSE		
4	5	—	0 0		

**Group Skills:** Mechanics, Survival.

#### Weapons:

- » Improvised Weapons: Tools (Melee; Damage: 5, Critical 5, Range [Engaged]; Cumbersome 2, Inferior)

### ESCAPE TO THE HANGAR

It takes a Hard [ $\blacklozenge\blacklozenge\blacklozenge$ ] Computers check to unlock the hangars blast doors from the control station or an Average [ $\blacklozenge\blacklozenge$ ] Leadership check to command the survivors to enter the passcodes. Once the doors are open, a PC can drive the lift into the hangar as an action. The doors can be sealed from the outside now that it has been unlocked.

Terrified and uninterested in the ore, the miners will flee into the tundra once the doors are open

unless they are commanded to stay with a Hard [ $\blacklozenge\blacklozenge\blacklozenge$ ] Leadership check. If they stay, they can fight (if armed), or perform either the ore loading or speeder repairs.

Even if the doors are shut, it will only take two rounds for the creatures to work their way into the hangar via other routes. The PCs may need to hold them off while they bring around their speeder truck from outside if they haven't already. Loading the truck takes a minimum of two rounds. If they lost their speeder and haven't repaired the damaged one, they can attempt to jury-rig it to at least get out of the garage with a Daunting [ $\blacklozenge\blacklozenge\blacklozenge\blacklozenge$ ] Mechanics check.

### DENOUEMENT

After they flee, the trip back is uneventful and takes another fifteen hours. If they take the time to talk to the survivors, they find out that while excavating the old lava tubes in search of doonium, the miners stumbled upon a nesting chamber of the insectoid creatures. The backlash was so quick and deadly, that they didn't even have time to get a message out - it was a complete slaughter.

Etro pays the PCs whatever price they had agreed upon and provides a bonus of 250 credits per rescued survivor. Each character who participated gains 10 XP, plus 5 XP each for accomplishing any of the following: rescuing at least half of the survivors, recovering the ore, making it back in time for the delivery.

The characters have nearly no time to rest, as they must now make the run to Malastare if they want to get paid for the delivery. They can recuperate in hyperspace, but getting through customs on Malastare and making the handoff will be its own adventure.

