

A Fistful of Converters

**A [# of parts] [XP level – low/medium/high] adventure for
Star Wars: Fire Across the Galaxy**

2 ABY(After Battle of Yavin)

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In a station off the grid, the house always wins...

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GM INFORMATION

THIS SCENARIO SHOULD NOT BE RUN COLD

Please read this scenario thoroughly before attempting to run it.

A four-hour time block is allocated for playing this adventure. It should take three hours of actual play to complete.

It is a good idea to request that the players have name tags. The tag should have the player's character's name at the bottom, and the character's name, gender, race, duty and motivation at the top. This makes it easier for the players to keep track of who is playing which character.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters. All bulleted information is just that, pure information. Feed it to the players through an NPC when appropriate, as sometimes reading it straight just doesn't sound right.

Players will have Module Tracking Sheets that need to be filled out at the end of the game, which is to keep track of certain circumstances and events for future GM's to create a better roleplaying experience for the player. Important information to be included in the game will be listed at the beginning of the module, and information that needs to be recorded will be listed at the end of the module. Please fill out the GM tracking sheet attached to the end of this module and return it to the Campaign Coordinator. If you need an electronic

version of the form, please contact the Campaign Administrator or Campaign Coordinator (e-mail addresses are available on the website).

Duty, Obligation, Morality Awards and Penalties

This adventure contains suggested Duty, Obligation, and Morality awards (and penalties) for dealing with the challenges presented herein. However, at times the players may take extra actions which the GM judges worthy of additional reward or punishment. Please consult the Edge of the Empire Age of Rebellion, and Force and Destiny books for the relevant tables. Specifically, be mindful of the performing PC's current relevant statistic when meting out rewards and punishments.

Reminder: This module is intended for entertainment purposes; this means that the goal is to provide an enjoyable playing experience for the players. The events of the module should be challenging, so as to ensure the players have a sense of accomplishment, but the mechanics presented here are, ultimately, guidelines. If adjustments are necessary to adapt to the specific group of players, it is suggested that care should be taken to ensure the player characters do have a reasonable chance of achieving their goals (or at least of achieving an entertaining failure). Remember that the GM has the final word at the table, and use that power with discretion and consideration.

Act 1: [Sub-Title]

According to Lieutenant Madine, this was supposed to be as smooth as blue milk. Take out the Mule, the weathered GR-75 transport, and make a quick jump to Sadia Station. Land at Dock 9-3. Meet up with your contact - Jhardee'jix, a twi'lek smuggler, at the Hutt's Palace cantina on board. Pick up more power converters, energy cells and heat generators than the Rebellion could use in a year. A big score with no risk.

The station was crawling with traffic but it was easy enough to find the Hutt's Palace. The hole in

the wall barely looked like it could fit a Hutt but it did open directly to the concourse. Two hours in, however, and no smuggler. It was enough to trigger a bad feeling in anyone. Other patrons drifted in and out, except for a Devaronian pilot at the bar who seemed to keep an eye on you.

As you sit, feeling worse, there's a beep on the commlink. It seems your ship is being impounded...

The PCs may wish to head straight back for their ship, but if they want to pause and interact with the Devaronian first his name is Grigrengrak Grimgrum. He sits at the far end of the bar. There is a small game of dice taking place in another corner but they could have some degree of privacy in the small bar.

He'll admit that he has been watching the team for a while. His partner, Jhardee'jix was supposed to meet a group coming in today but he hasn't shown up and Grig has been getting nervous. The pilot doesn't have a lot of useful information - but if the players confirm they were here to meet Jhardee'jix, he'll offer to help them find him.

He'll tell them where he lives and they can drop by if they come up with any more information. He'll also admit that he and Jhardee'jix have worked together in this station and in the nearby sectors running contraband past Imperial blockades for the last two years. If the PCs decide to pay him a visit later, go to encounter **Crystal Towers**.

When the party leaves the club:

The dirty metal panels on the walls of the main concourse look nearly ready to fall off but that is in contrast to the vibrant, colorful holodisplay ads leading back towards the docks. Galactic Sabbac Tournament at the Celestial Haven! Renowned Sadian Markets! The Chartreuse Chanteuse - One Night Only at the Corex Theater! There's even a spliced display promising the wonders of the black market at Dock Ten Below. Blasts of sound and light cut through the recycled air of the station as you reach your dock.

Past the doors, leading down to the cargo ramp is a copper plated protocol droid flanked by a pair of OOM security droids - their red stripes replaced with corporate branding for Sadian Station. But in the glass behind them you can see the presence of a small army of Black Suns pawing over the cargo container that should be getting loaded on the Mule.

The monolith headed droid steps forward. "Greetings, I am 3D-4X, station administration. How may I help you travelers?"

3D-4X is happy to answer the party's questions but will not allow them to unlock the ramp down to their ship under any circumstances. The flanking security droids will raise their weapons if voices are raised and move to keep the administration droid behind them. Answers to possible questions below.

- Why is the ship impounded? - "The ship was taking on cargo. Our records do not show that the proper docking taxes or duties have been assessed or paid."
- Who is looking at the cargo/Why are there gang members ransacking the cargo? - "The station has increased traffic this month and the station master has hired some enterprising young men to help out with station security."
- How do we get the ship released? - "You may make immediate payment to the station master at his office on Level 7. Or you may lodge a protest with the station master. However, I should warn you, the current appeal process takes three galactic standard years."

The droid's programming will prevent it from taking bribes or relenting from its current mission. But a successful **Charm** roll at a Hard (◇◇) difficulty will convince the droid to issue orders preventing the gang from looting any of the cargo until they have things settled. The droid is infinitely patient with the PCs but will simply repeat the same answer again and again if they attempt different tacts.

If the PCs attempt to overpower the droids, the security droids will engage and attempt to subdue first. If the party has four or more players, use the Security Droid stats (EotE p412), otherwise use the Antiquated Battle Droid (EotE p410). 3D-4X uses the Protocol Droid stats (EotE p412). While the security droids attempt to stun and subdue the party, 3D-4X will move to the control panel and interact with it on the first round to summon reinforcements. If the party does not destroy the panel before his next action - a group of spaceport security will arrive in the fifth round. A patrol with a number of soldiers equal to the number of party members plus one security officer will arrive. (EotE p398). Neither the security droids nor patrol will pursue the characters if they decide to retreat.

If the party is capable of facing down the foes, they may attempt a moderate Computers (◇◇) check to bypass the lock if they did not destroy the control panel. However, there are enough Gang Members below to outnumber the party four to one - it should be emphasized how poor of a decision charging those odds would be.

Assuming that the PCs somehow succeed at all of the challenges before them, they could attempt to load the cargo on the ship - but they would need to acquire

load lifter droids or other appropriate tools as the modular containers come up to close to ten thousand metric tons of cargo.

On the more likely occasion that the PCs leave to resolve things they have a few options. The most probable start is that they will go to visit the Station Master in the **Bureaucratic Hellhole** scenario. On the other hand they could follow up with any of the teased advertisements down the hallway or potentially meet up with the Devaronian pilot.

Feel free to use the following text if the PCs need a guide:

No ship and no way home, as you walk out of the dock the same way you came in. The advertisements seem to mock you now with their promises. A famed singer at the Corex Theater, worldly markets, a black market den, a sabacc tournament. Or an entire station to explore. The terminals will show the way to the Station Master's office surely as well.

- For players interested in the sabacc tournament - jump to **High Stakes Intrigue** (p10).
- For players interested in the Sadian Markets - jump to **Deals Gone Bad** (p7).
- For players interested in the Corex Theater - jump to **Absolution and a Song** (p8).
- For players interested in the Deck Ten Below - jump to **Dirty Deeds** (p9).
- For players interested in following up with the pilot - jump to **Crystal Towers** (p12).

For players who want to explore the station - jump to **The Core** (p5).

Act II: Aboard Sandia Station

Bureaucratic Hellhole

The walk down the passage towards the station master's office solidifies the image of this place as a mess. Condensation pools and drips down the walls from the air vents on the ceiling and the puddles have darkened into hideous brown rings on the ground near dead plants they may have once nurtured. The lights flicker throughout the hall. Every hallway on the route seems to have tags from one station gang or another and idle observers watching your every step.

As the door slides open, the inside is even more off putting if that is possible. There's a faint haze to the air, a reek of smoke or steam that there doesn't seem to be a source for. A dozen pilots sit in uncomfortable, narrow chairs while they wait, clustered to one side of the room. A pair of station

security stand on guard at the far end near the door to the office and a protocol droid stands at a window - it's brass plating oxidized into a green color. A rough, scarred wookiee with one eye holds chains to three slaves and seems to have decided there is no real way for him to fit into these chairs. An uneasy looking Arconian has shaking hands in the corner, a light crust of salt on his lips. A Givin in finery argues heatedly with the protocol droid at the desk.

If the players listen in to the Givin, they will discover that he is quite irate about the closing off of the star observatory on level 19. The droid attempts to make apologies, stating it is only a temporary closure but the Givin remains irate. When the players approach the desk he will begin to storm off. A character may interrupt him to ask about the matter. The player should roll Knowledge: Xenology against an average (◇◇) difficulty to know that Givin begin conversations with mathematical equations. If the player succeeds they may then attempt either a Knowledge: Education or Astrogation roll against a Hard (◇◇◇) difficulty - success gives the player a blue die in any social rolls with La'soth Narrum. After a brief introduction he will make clear that he is unwilling to discuss the matter further here but would be willing to talk about it at his home later at the **Crystal Towers** apartment building.

The players can present themselves to the Protocol Droid when they enter. If they identify themselves as the owners or operators of the Mule or by using Dock 9-3 the droid will assure them that it will only be a few minutes. If they are more vague they are told to please take a seat and they will be seen at the Station Master's earliest convenience. The Droid does not have much in the way of useful information about the state of their ship but can identify the Station Master as Finneas Cartoff if asked. The droid can also provide directions to any registered businesses or do records research for the station if the party has questions in that regard.

If the PCs were not forthcoming with information about the ship, they will be left waiting for hours in the ante room amid others. In this case they may attempt to bribe the droid for favorable access as they will spot others doing so. Fifty credits and an average Skulduggery, Deception or Charm roll will put them next in line to see the station master. If the PCs are honest, they are shown in within ten minutes much to the chagrin of the others who have already been waiting.

Characters who are former slaves themselves or have strong ideological differences may take some umbrage to the Wookiee's blatant slave trade. However, it is clearly within the laws of the stations as the security do not seem to mind. If the players are able to communicate with him, Rroffr will offer to sell the slaves for a bargain to get off the station without

paying a tax on them and if they are willing to toss good money away to free property he does not mind. Players who point out that wookies themselves are widely enslaved will get a dismissive snarl and a threatening glare. He will explain that his people being enslaved is proof there is little justice in the galaxy so at least he will get his. He will sell the slaves for three thousand credits - the players may attempt to negotiate, with each success against an average(◊◊) difficulty lowering the price by 10% to a maximum of four successes. Rroffr will be on station a few more days and the PCs may find him at a later time. Players who want to find the Wookiee later can track him down to the **Crystal Towers** apartments.

The drug addled Arconian and pilots serve no basic plot importance - they are, like the PCs, having their ships held for fees or questioning.

When the PCs are called into the main office...

There is a short hallway and then a door into another room that seems like it belongs on another space station. The station master's office is appointed far better than most senator's quarters on Coruscant. Elegant rich carpet shifts under foot and an elegant, beautiful black desk dominates the room. Behind him is a large window looking out at the beautiful ochre colors of the nearby nebula and to either side are works of elaborate crystal embedded statues of Balinaka artistry.

The man behind the desk is tall and lean, wearing an exquisitely tailored suit. His dark hair is parted harsh and perfectly, without a single strand out of place. His cufflinks accentuate the finery on his lapel and his belt and kerchief are coordinated to accentuate the color and tone of the suit. His smile is easy but predatory. It is clear where the maintenance budget for the base is being spent.

If the PCs revealed why they were here earlier also continue with..

Finneas Cartoff leans forward with an unctuous kindness and credit symbols in his eyes. "Why hello, I am so glad to see you travellers. The ship's transponder did not identify the current captain. To whom do I have the pleasure of speaking? I would so like to have this mess sorted out."

The station master will ask them about their business if they didn't reveal it before as a matter of course. Once they are all on the same page, he will get down to business. His audit of the cargo to be onboarded suggests they should be able to be on their way shortly once they pay the duties and fees assorted for the station's use. He has a modest figure set out for them. Thirty thousand credits.

Finneas is a well educated and ruthless individual. One doesn't run an industry of this scale by being foolish but he uses a kind tone to the point where many find it insulting or condescending. If the players balk at the figure he is quick to provide them with a datapad breaking down his estimates based on the value of the goods currently in the docking bay. More likely, they will suggest they assumed it was already paid for by their clients or something along those lines. At this he simply offers a shark's smile and a shrug of his shoulders, "Such oversights can be costly. How fortunate you can make up for it now."

Cartoff will be asking into the final destination of the cargo, the players allegiances and other matters. He will attempt to make it seem as if - were it for a good cause - he might be able to lower the fees. If the PCs are guarded he'll suggest that it is far easier doing business with friends.

Analysis of his figures shows that while the station is clearly charging a high duty fee as a percentage of value, the calculations are not inherently wrong. If needed for social rolls - use the Loan Shark stats (EotE p.393) but replace the Deception on that block with Negotiation. Any attempts to coerce or manipulate Finneas in the moment will be eliminated by the time they reach their ship again however. They may negotiate him down to twenty-five thousand credits with remarkable rolling but that should still put this well beyond the player's means.

Force Sensitive characters who attempt to Sense presences can potentially realize there is a person observing the events from an adjacent room. Bane Terrix, the ISB captain behind having their ship locked down is observing through a transmitter on Cartoff's desk. If asked about people in the other room, he'll simply smile and wave it off - explaining that as an important person he always needs security nearby.

IF THE SABACC TOURNAMENT HAS NOT BEGUN: As the players are leaving, Cartoff will pause and stand from behind his desk to ask the players if any of them are gamblers. As the station master, he cannot participate in the tournament himself but he does love the game. He offers to purchase a seat at the tournament and if the players take the prize, he'll take the money and they'll have their ship, cargo and a favor from a station master in return. If they lose they are out nothing.

The Core

Nowhere was the bustle of the station more obvious than at the core of the station. The huge open air stalk that stretches through the stadium is latticed with bridges and the rush of hundreds of elevators and trams. Surrounding it on every level is a concourse of stores and restaurants overlooking the unusual and vast view. It would be enough to give some people motion sickness

but it works well for those here apparently. A radiant light from the top of the station is cast down in a glow from the Celestial Haven Casino above.

There's an assault of street teams spinning around, barking or drawing attention to the many forms of entertainment and sales around. There is a feeling that anything could be found on this station despite how run down the corridors and walls seem. Various sigils and symbols mark some store fronts. The lack of overbearing Imperial presence is almost unusual in its absence.

Characters either from Nar Shadaa or with Obligation to Zahjaa the Hutt will trigger the following text, or people who pass a Knowledge (Underworld) moderate (◇◇) test:

The swooping lines of the Voltunni Kajadic mark a storefront with a row of new droids, shining and gleaming on display. The fine layer of dust on the boxes suggests perhaps the store is more of a front, but as odd as it is to consider - this Hutt owned business may be the closest to a genuinely friendly place you have seen so far.

Duros or Corellian characters will trigger the following text:

An elegantly dressed older gentleman with a pair of duelling blasters looped over his hips gestures towards you from the front of a cafe. A high ponytail and immaculate clothes mark him as a fop but he has his eye on you.

If the party does not have a Duros or Corellian character, a character passing a Vigilance test at a Hard (◇◇◇) difficulty will trigger this text:

An older man sitting at the edge of one of the cafes overlooking the stalk seems to be staring at each new person he sees, searching for something. The elegantly dressed old man wears a pair of dueling blasters and a half-cape.

A single character who has 15 or more Obligation will trigger the following text (If this applies to Multiple characters, it will be the character with the most obligation, if they are still tied then have those most likely to be recognized roll streetwise and compare advantage):

There's a thump as a Rodian child runs headlong into you. The child looks up at your face, then quickly runs off with a muttered apology. When you reach to check for your belongings in your pocket, you find there's a folded note within.

The player who receives the note from the Rodian urchin finds instructions to a meeting that evening on

on a lower level. The note reads: Kazic Terminus seeks hired guns. Great compensation. This leads to **Dirty Deeds**.

The core area provides a wealth of opportunities for the characters to have personal moments. A restaurant to find food, a place to get into a gambling game of chance cubes, companionship or chat. It is also a place where they can take advantage of the numerous shops here. However, that is not to say there is no danger. After their encounters here, they will be followed by a mouse droid throughout the station. In each future encounter they may attempt a Vigilance check starting at ◇◇◇◇ dice and reducing one each encounter to notice the same droid around them. While the Droid is following them - if any players exhibit what could be identified as a force power to an observer, trigger the **The Game is Up** encounter. Otherwise the observer the droid is transmitting to is simply recording evidence of wrongdoing and signs of rebel sympathies from a distance.

Characters entering the the droid store - either from the notes above or the off chance they are actually looking for droid or droid parts here - may roll Skullduggery against a moderate (◇◇) difficulty. Add a boost die if they met the other prerequisites. Success will allow them to get a nod from the clerk to the 'storage room' door without being interrupted. If they go through, they'll get the following dialogue.

Soft, colored light is diffused through the room and there's a pleasant smell and light mist through the space. Large pillows are set on the floor and a few patrons lay relaxed and dreamy eyed. A pair of servers travel the room with small trays displaying a few varieties of Spice available. At the far end of the room, a grinning older Twi'lek man keeps an eye on the activities while observing matters on his datapad.

The PCs may purchase a few varieties of spice in the den including Ryll, Marcan Herb and Neutron Pixie from Lords of Nal Hutta and Avabush and Glitterstim from EotE core. If the PCs ask about other illegal options the store also has marked Sabacc decks and loaded chance cubes available (again from Lords of Nal Hutta) to enhance people's fun.

The Twi'lek man who runs the Spice Den will come forward rather quickly and introduce himself as Talon. He is a pleasant and involved host, asking what brings them to the station, how they are enjoying their visit and other matters. As a fixer and information broker he is always interested to hear new information and also try and find more ways to maximize his profit.

- If the PCs identify themselves as agents of the Rebellion (or Republic) he will offer a knowing smile and suggest that he has

heard good things of their prospects in the coming days.

- If the PCs explain their ship is impounded and they have already identified themselves as Rebellion or else have crossed an overall Obligation threshold of 30 as a party, he will offer a large grin and inform them, "As a noble servant of the great and mighty Orxas the Hutt, sire of the clever and wise Zahjaa the Hutt, I would be happy to extend a line of credit on behalf of the Voltunni Kajadic." If the PCs take Talon up on the offer they will have to split a total of 120 Obligation around the party to Zahjaa, but true to his word he will have the debt wiped clean with the station master.
- If a character has pre-existing Obligation to Zahjaa, he will pleasantly refer to them by name and ask over their recent endeavors. In a pleasant but slightly threatening way he will remind them that their mutual benefactor has their eyes on them and expects great things.
- If asked about things around the station he will lose his smile briefly. Like the others who operate businesses on behalf of the Voltunni Kajadic here he will mention his displeasure that there have been a number of Black Sun members coming to the station in the past week. If the character speaking with him passes a Charm roll against an easy (◇) difficulty he will also share his concern that it is a play by the Besadii Kajadic for territory on the station.
- Talon is generally well informed about the comings and goings of the station so if the customers are willing to spend 200 credits in the store or 'tip' him 150 credits, he can provide some basic background knowledge of most of the players on the station or some developments the GM feels will best support the story. Alternatively if the players have particularly ingratiated themselves before reaching this point they may attempt a Hard Charm roll to get information about one question plus one per extra success for free.

If Talon tells the players about the Black Sun and the Besadii interaction, the party may attempt a Knowledge (Underworld) test at a Daunting (◇◇◇◇) difficulty - natives to anywhere in Hutt Space may take the test at a Moderate (◇◇) difficulty instead. Success informs the players of the fact that the Besadii were the only Kajadic not targeted by a massive Imperial crackdown a year ago. While this earned some reciprocity from the other Hutts most still feel they have aligned with the Imperial presence.

Players who approach the cafe with the older duelist gentleman will earn a flashy bow, and if the character is female a kiss on their hand. The man will introduce himself as Baron Mebba Fellswoop. If the PCs were invited over he will give a smile to the person he invited and suggest he has missed fellows of high regard and survivability out here in the rim since his exile. If the PCs came over after noticing him watching them he will grin and suggest that being able to notice a face in a crowd is a valuable skill indeed.

The foppish gentleman is interested in employing a person with flexible morals and a bold stroke willing to eliminate an old enemy of his. Lando Calrissian is a degenerate cheat of a gambler, with no honor and a nasty streak, he will explain. And he will undoubtedly make the top table at the tournament here at the station. While Baron Fellswoop fears he could not get close enough at the table himself without alerting Calrissian, his patronage at the station has earned him an honorary seat at the top table for him or his proxy.

Fellswoop is willing to pay six thousand credits - and with his contacts will ensure that after station security takes them in they will be misplaced and freed. He'll even provide one of his dueling pistols to ensure the short range blast takes. Players hesitant to talk about these matters in public, he will explain that he has an electronic scrambler on the table and agents surrounding them.

The truth is that Baron Fellswoop is coming to the end of his money in exile and is willing to throw the last of it away to try and extract vengeance on Lando Calrissian for costing him a fortune and a profitable mining operation. If the players refuse (or never encounter him before the sabacc finals) he will replace them with another agent. If they accept they may play at the top sabacc table with **Everything's Coming Up You**. If the players attempt to find and warn Calrissian they may do so with **No Such Thing as a Bad Run**.

Deals Gone Bad

The markets this close to so many hyperspace trade routes are unsurprisingly full. That also means all the street crime that goes with it. It seems some trouble are brewing as you enter. A group of outlaws have pistols drawn and there are loud voices coming from a tent. The tent reads Zabrak Zam's Unusual Goods.

"No, no - you have me me confused with my brother, I believe," he says with a wave of his hand. "I only sell quality merchandise here!" There's a taller man with graying temples watching from a distance. His hand rests on a blaster pistol under his coat as his eyes narrow.

The swaggering smuggler across twirls his blaster pistol and levels it at Zam, "That's just what the guy at the last spaceport says. Seems like your family has too many brothers."

If the PCs get involved, they can swoop to the rescue as the situation continues to a head. The leader of the group is a Smuggler (EotE p396) supported by two Pirate Crew (EotE p393) and an Aqualish Thug (EotE p391). Zam takes cover and on the third round of the fight if the PCs have not won will deploy an autoturret from the counter which will be able to remove one minion per round from the fight. If the fight appears to be going against the party, the man on the periphery will jump in to help the heroes using the Journeyman Hunter (EotE p400).

They'll be rewarded for their help with a 10% discount on all Zam's goods. However, as Zam marks everything up 20% it's value may be somewhat overstated. The Bounty Hunter will introduce himself, whether he got involved or not as Hadd Yoba. He's currently working for Sable & Gebu but he has an interest in joining up with the Rebellion formally. He'll ask the characters their stories, curious about their experiences and reasons. Any character who tells their story particularly well earns a boost die. A moderate (◇◇) difficulty Charm roll is all that is necessary to get him to sign on - but the character responsible will find themselves with two points of Obligation towards Sable & Gebu as they have convinced one of their agents to defect to their allies.

If the PCs do not get involved, Zam will bring out the autoturret sooner and the Bounty Hunter will move in to assist quickly. At the end, the Hunter will give the party a pretty dark look and suggest he thought the rebellion cared more about the little people than that.

Absolution and a Song

The Corex Theater is located high on the spire, just under the glow of the Celestial Haven at the top of the station. It has a glittering golden facade and long foliage tangling the doorway. There is a long line up to the bouncer already and the sound of the opening act drifts out past the major doorway. Dulcet notes sung over brassy horns.

Characters who want to go into the theater will have to pay 25 credits each or show a token of their participation in the Sabacc tournament as the gamblers in the major event have free admission. A Charm check against a moderate (◇◇) difficulty can bypass the fee for an individual but each person has to try and schmooze the bouncer on their own. Anyone who chooses to wait outside can watch the show on large display screens.

The inside of the venue past a lobby is a beautiful stage with numerous booths and benches surrounding the room where people may settle and

congregate in groups. A pair of Falleen singers dance and move on stage in front of a Bith band. They captivate most of the room but a few people notice the PCs on their way in. Also present are both Lando Calrissian and Kazic Terminus. If the players have intent to meet either of them and have not yet - they may have discussions here to save the trouble of looking for them. To recognize either of these relatively major players - a Knowledge Underworld or Knowledge Outer Rim check can pass on an easy (◇) difficulty.

If there is a Gand in the PC party or a character with Obligation 10 the party will be approached by a Sayikan woman with a slightly perturbed look on her face. If there is a Gand PC, she will exhale a long sigh and bow her head. "Surely you must imagine how much it would pain one of my people to ask this, but I need help to find someone." If the party is approached only because of someone's street cred she is slightly less put off or insulted to ask. The woman is looking for an Arkanian scientist Verna Trella who she had worked with a few months before. She traced the scientist as far as the space station but two days ago the trail went cold. She is not willing to give up why she is looking for the scientist but she does not want them hurt, only a location and a status report. She'd be in the player's debt. For more about this scientist and finding them check out **The Heist**.

Once the party has had any encounters they want in the room move to this.

After a few minutes, the opening act seemed to be wrapping up. A harried looking man with braided blonde hair down to his mid back rushed out onto the stage to peer over the audience a moment. A pair of dataslates in hand this certainly was not the diva here to headline. The man rapidly walked down the stairs into the audience almost as quickly as he appeared. The man was a frantic mess as he moves past your table and trips. A silver coin rolls out from his hands under the table but he takes off without pausing. When it is picked up - it is a silver medallion with the sigil of the Republic on one side and Alderaan on the other. Looking up, you see him linger at the back stage door a moment before he disappears.

The man is Dennis Faldour - the agent and manager of the headlining artist. He waits for the party just behind the backstage doors and looks them over. "You are Madine's crew right?" He will ask them in a whisper. There's a bustle of activity but plenty of noise. It seems that Faldour travels with the musician but also spies for the Rebellion as they travel across the galaxy and he has been able to verify through sources on the base that an Imperial Officer has come on board and seems to have taken some degree of control of the station. He will offer to help them find a civilian vessel off if they are willing to jettison their cargo here. If they insist they need to

resolve their mission - he assures them he understands and isn't sure that he'd leave either. But he tells them to be careful, that there will be eyes everywhere trying to scoop them up. Either way - where they depart they get a nervous May the Force be with you.

If the characters take Dennis up on his offer to get them off the station, he will tell them to hang loose and he'll have someone contact them soon. They have time to complete one additional encounter before being reached on the comm with coordinates to escape the base. They will be leaving behind their primary objective this way but may perhaps have other resources they've gained for the rebellion. If they've triggered significant attention - it could be appropriate for them to face some opposition as the tone dictates.

Shortly after the meeting - the emcee announces that unfortunately due to a sudden cold, Mira Naghee, the Chartreuse Chanteuse will not be performing that evening after all. The opening act is called back up to perform but most of the crowd leaves disappointed.

Dirty Deeds

To have this encounter, the party will either need to pass a moderate (◇◇) Streetwise check or have gotten the address from the recruitment note in **The Core**.

It seems like when the station was designed there had been an intent to have another ring of starship docks and hangars but the construction stopped abruptly. What it left was a large open space jutting out away from the spire that has been converted into a crime mall. There's a row of guards who check for weapons, letting people lock them away in personal lockers to move inside.

Obviously characters will need to hand over their weapons to get in or have a way to defeat weapon scanners. The only people armed inside are periodic guards marked with the Voltunni Kasadjic sigil on their chests. Just enough presence to keep people out of most trouble.

This is a well established black market location and features rotating vendors almost every day - it is an absolute playground for those seeking to indulge their vices. Any player attempting to find illegal items here per EotE p150 receives two boost dice to their streetwise check. Conversely, with the many stores and markets on upper decks, there is a shortage of legitimate goods, incurring a fifty percent markup for trying to purchase legal goods.

Outside the numerous illegal and illicit items on display, there is a buyer from Sable & Gebu present and Kazic Terminus holds court in a far corner. If the party approaches the man from Sable & Gebu to

discuss the fact that the cargo they had arranged is being held up the response will largely depend on how they phrase their problem. This buyer is a serious and taciturn man, a retired soldier most likely - either official or from a planetary militia and does not brook disrespect well.

However, if the party comes toward him in a way that is more respectful or seeking help he will listen and try and to help. He knows that Terminus has a lot of influence over the station master and needs a favor. He will also admit that Master Sable had intended to try and reach out to Terminus to see if he could be tamed toward the Rebellion.

If the players did not receive a note from Kazic Terminus on the Core, they will still perceive a serious looking Nikto with a Gank bodyguard talking with some street toughs and looking frustrated. A simple Knowledge (Underworld) (◇) test will reveal him as the leader of the ExGenesis and a ruthless customer. The PCs venturing near will earn them a gauging look and then a gesture over from the man.

Kazic is a hard man, a serious man who has freed himself from slavery and carved out a criminal empire. He intends to build to the point where he can rival the Zann Consortium or even the Black Sun in a few generations and he has the drive and will to see it done. But at his heart, he is still a street tough. He will be a recurring character and so for tone I would really try and channel Vinnie Jones from.. well anything he's ever acted in. He has the sort of hardness and coarseness that could be mistaken for stupidity at one's own peril.

Kazic hired a group of scientists to design a shield that could stop an orbital bombardment from the empire, but this AegisCorp has decided to take his money and hide away down in the lower levels. He is seeking a group of individuals to remedy the situation.

- Why doesn't he do it himself? - Terminus has a stake on the council that runs this station and while he would love to have the scientist's heads, it doesn't do well for his investments if the people who run the station start killing people.
- What's in it for them? - Terminus can either intercede with the station master or he'd be willing to trade favors for the PCs to reduce their debt to other crime families (he could clear up to 10 points of obligation per player if they return the shield).
- Does it have to be bloody? - Terminus wants the shield technology. He doesn't really care about the scientists one way or another.
- Would he be willing to share that technology with the rebels? - That one will earn a bit of a laugh and the answer that if the Rebels want something in the world they should learn to take it.

- Would he be interested in supporting the rebellion? - Kazic will admit he is certainly no friend to the Imperials - or for that matter the Hutts or the Sun, but that the Rebels tend to frown on the industry he works with. But if the Rebellion was willing to look the other way he might be willing to discuss matters. If the players are genuinely interested in trying to recruit him - they may enter an opposed Negotiations check (which will set a difficulty of two red and one purple dice) to come up with terms. As long as they do not roll a Despair, they come away with terms they can bring back to Rebel Command. If they have a failure result, they will realize the terms are more in Kazic's favor but may still see the value of having his operation. Record the results in mod reporting.
- If the players suggest they need specific gear, Terminus can provide loans of equipment for the duration their mission within reason. A lock scrambler is reasonable to break in, a heavy blaster cannon is not. If the characters end up betraying him - the gear should be returned to the rebellion quartermaster for future missions. (See notes on the cost of betraying Terminus at the end).

Kazic provides enough information that the players may move immediately to **The Heist** if they wish to.

High Stakes Intrigue

The Celestial Haven casino clearly holds a special place in the station - and not just literally as the capstone of the stalk that the station is centered on. It is also in wonderful repair compared to the rest of the stations. There are small berths where the space yachts of high rollers may dock and skip their contact with the rest of the station.

The Casino and Sabacc tournament provide a few options for the characters. They may wish to come here to attempt to steal a ship to escape the base at a certain point or to enter into the tournament.

For players interested in Sabacc, entry into the tournament will cost 5000 credits (Or have the station master have paid their entry) or they may attempt a play in round for a discount of 1000.

For a simplified sabacc tournament - have the players decide if they are playing straight, bluffing or cheating - this is the difference between a Cool, Deception or Skulduggery check. The first table will require success against Average (◇◇) Difficulty, the second table will require success against Hard (◇◇◇) Difficulty and the final table will be against a Daunting (◇◇◇◇) difficulty. Characters using an illegal marked sabacc deck will get a boost die but if they rack up a total of four threat between the rolls will be ejected from the

tournament. If players are attempting to get in through the play in round, they will need to pass a Hard (◇◇◇) Difficulty check before playing in the tournament proper. If they win three hands, they have made it to the final table, and the finals will proceed in **Everything's Coming Up You.**

The Casino is an excellent place for other PCs to carouse for information and hints while others play Sabacc. With drinks flowing, any character may pay 50 credits to make the Charm Check (◇◇) as described on EotE p151. Their successes and advantage should result in finding rumors as described in the rules. The rumors should reflect what encounters they have already had and be helpful and not repeats knowledge they already have. For each round that others are playing Sabacc, players may attempt a roll. If they carouse for four straight rounds - they should make a CON test against an average (◇◇) difficulty to avoid negative effects of over-consumption in their next scenario. (One setback die to anything requiring agility or fine perception). To help - here are some samples.

- A group of Black Sun gangers has staked out space on a Hangar on the top level. (Advantage:) They came in with an Imperial Officer. (Triumph:) They are guarding the ISB Officer's ship in Hanger 2-17.
- Three major gamblers already have their places at the top table for the Sabacc tournament. (Advantage:) They can get Lando Calrissian, Brali Ixxis and Baron Fellswoop as names. If they've already met with Fellswoop and refused him they'll be told that Baron Fellswoop has given his seat to some outsider.
- AegisCorp has moved their facilities and hired guards down in the lower part of the spire. (Advantage:) They have taken over the Star Observatory on Level 19. (Triumph): There are six mercenaries and two members of their corporate security team.
- Kazic Terminus came to the station to clear up some unfinished business. (Advantage:) He's a major backer of the station and tends to operate out of Deck Ten-Below.
- There are a few people who have been voicing rebel sympathies on the base. Someone looking around could find some recruits. (Advantage:) A bounty hunter in the markets. An old Givin explorer. An Arkanian scientist and Sayakin hunter. (Give one for each advantage)

No Such Thing As A Bad Run

Lando Calrissian's room at the Crystal Haven Casino can be found in a number of ways.

- An Average Underworld roll

- A Hard Computers roll
- A Daunting Charm roll on the Droid managing the casino's books

Lando's room is the Emperor's Suite on the fifth level of the casino, reserved only for the most respected guests. If the Sabacc tournament has not yet started, or between rounds of the tournament, Lando can be found there entertaining several women and some men with various business ventures. Lando is a smooth-talking scoundrel whose genial and outgoing demeanor conceals a very plotting mind. When the players meet him, read the following scene.

The Emperor's Suite is as opulent as you would expect. Corellian silk-lined couches, rare Alderaanian brandy, and other elements of the high life dot the expansive, sumptuous room. As you enter, a series of eyes turn to meet you. Three human women and a Twi'lek recline along a couch, sitting opposite them is an immaculately well-dressed yet older human man. In the center of the room, standing with a flourish of his cape, is a dark-skinned man who smiles at you as you enter. "My friends! Come in, please! I've been expecting you,"

Once in the suite, Lando is the charming host, offering drinks and refreshments to the party. His other guests can be overheard whispering about the appearance and intentions of the party, but Lando himself is a gregarious host. He was not aware of the party members or why they want to meet with him, but is using his charm and wit to keep the players off guard. A Hard Persuasion roll will aid the players in recognizing that they are being manipulated.

If they confront Lando directly, it will take some strong convincing to get Lando to trust the players. To convince Lando that there is an assassin looking for him, they must pass a Daunting Persuasion check with 2 additional Setback dice. If they mention Baron Fellswoop, this removes the Setback die; however if anyone in the party is competing in the Sabacc tournament Lando will see this as an attempt to get him to concede, turning one of the Difficulty die into a red d12 for no Destiny Point cost. Well reasoned arguments from the players may lower the difficulty, but the base difficulty should not be less than Hard.

Should the players succeed on the roll, read the following.

"I see," Lando responds as he loses his near-trademark smirk. "Ladies, Mister Gebu, it has truly been a pleasure but I'm afraid I've had some business come up." The elder man nods, and stands to leave. The human women depart with him. As the Twi'lek leaves, Lando takes her hand into his and kisses it. "Please do give Zajha my regards." The Twi'lek smiles and leaves, and Lando returns his attention to the group. "Ah, well

my friends, I'm afraid this is where we part ways. Fellswoop's a determined sort and I'd hate to have violence happen here. You've done me a real kindness, and I won't forget it."

Lando will attempt at this point to leave the station discretely. If the players have approached him after the tournament starts, he leaves them a small portion of his winnings with a note, "A favor for a favor. If you need me, I'll know where to find you."

If the players fail to convince Lando of the threat from Baron Fellswoop, he will, with nearly perfect poise and calm, encourage the group to hear him out on several of his upcoming business ventures. These should feel free to be interpreted by the GM, as without trusting them Lando will not reveal his true intentions (using the pot from winning this tournament to enter a larger, higher stakes event with significant mining assets as the prize) for entering the event. Eventually, the players will tire of his hospitality and leave.

Everything's Coming Up You

At the final table sits Lando Calrissian, Baron Fellswoop, Brali Ixiss, and any players that have qualified. This occurs the day following the events of High Stakes Intrigue. When the players arrive for the scene, read the following:

The lights and glamor of the Celestial Haven casino falls on a single sabacc table. Around you sits a dark-skinned man dressed with an ostentatious cape, a well-dressed dandy, and a conservatively dressed Duros. A scantily clad Twi'lek descends nearby stairs, and the hum of the crowd around you quiets. "Ladies, gentlemen, and all species in between, welcome to the finals of the three hundred and forty third Celestial Haven sabacc tournament," she begins, her voice booming from concealed speakers. She flashes a smile to the dark-skinned man who returns it in kind. "Our gracious host, Zajha the Hutt, has seen fit to add a bonus of fifty thousand credits to the pot for tonight's finals!" There is a round of applause, and the Duros nods as if in expectation. The Twi'lek moves smoothly to behind the table in the dealer's spot, and a deck of Sabacc cards appears in her hands as if by magic. "Pure Sabacc, winner take all." She looks out to the crowd one more time, saying. "Let us have a round of applause for our contestants! Lando Calrissian! Brali Ixiss! Baron Fellswoop!" (she will say the names of players participating with equal enthusiasm). After several minutes of applause, the sound dies down, and the Twi'lek begins dealing cards. "Gentle beings, let us begin."

The first hand of the final table should be played with the same rules as the Simplified tournament in High Stakes Intrigue, but with a base difficulty of Daunting.

In addition, due to the skills of each NPC competitor, a Despair die is added to the base difficulty.

At the end of the first hand, if both competitors are at the table, Baron Fellswoop will pull a concealed blaster and shouts, "Now you die for betraying me and mine, Calrissian!" This should prompt a combat, with Fellswoop using the Journeyman Hunter statistics (EotE p.400). If the players fail to subdue or talk Fellswoop down in one round, he will fire and kill Lando Calrissian. If they do succeed, station security will arrive on the start of the second round of combat and arrest Fellswoop. A visibly shocked Calrissian will continue playing, but the Despair die on all Cool checks will be removed for the remainder of the tournament.

If Fellswoop is not attending, the Despair die is removed from all Deception checks.

Victory is determined by the first player to roll either three Triumph, or 12 Successes. The players lose if a total of 3 Despair, or 2 failures are rolled. A victory rewards the players with the pot of 250,000 credits.

Crystal Towers

The Crystal Towers name seems rather cruelly chosen as the drab apartment building spreads between numerous levels, like a waterfall of patios and windows facing the stations main engineering docks. It's cheap enough for spacers looking to settle down for a month or two at a time though and for those who don't have much in the way of sea legs left under them.

Rows of tenant names are available from a panel at the main entrance and a bank of elevators can speed you between the levels. A pair of lazy security cameras skim the room but it does not seem to be the most secure place you have ever seen.

The players are likely here to follow up a meeting with one or more of the three NPCs who reside here. Anyone they've met is a routine check on the terminals to find the location of. (No roll needed unless no one has the Computers skill and even then no more than \diamond would be needed.

Meeting with Grigrengrak Grimgrum:

If the PCs proceed to meet him immediately after the meeting in the cafe, they will not find him present initially. They can wait it out at his door and he'll show up, bleeding and coughing, eyes dilated and tweaked out on stim packs it seems. He barely escaped a nearly lethal encounter with the Black Sun.

If the PCs arrive later, they will get a harried voice on the other side of the door demanding to know who they are - and even when the door is opened, they'll have a large blaster pistol shoved in their face until he can see. A quick, sharp gesture inside. The Devaronian pilot, as described above, has taken a few shots and a bit of a beating. He's heavily wounded and haggard.

However they find him, Grig is in a dark mood and will start by telling the players he knew his friend should never have gotten mixed up with the Rebellion. He's no friend of the Empire but choosing sides is just asking to get killed. Since he saw the players last he was out pursuing Jhardee'jix and tracked him to a Hangar on the second bay level. But when he got close he got ambushed by a group of Black Sun Gangers. He's pretty sure they are holding the Twi'lek sympathizer there. He himself just wants to get free from the base at this point once he gets healed up.

Meeting with Las'oth Narrum: La'soth Narrum has a small school he operates out of several empty apartments in the towers. As the players approach, they will see several children of various races playing in the corridors and alleys near the school.

Las'oth doesn't know why level 19 is closed off, and is very frustrated from the lack of co-operation from the station administration. He had spent a significant amount of credits to gain access to the observatory on level 19 in order to teach the children about the larger galaxy, but with the lockdown his credits haven't been refunded.

A successful Average ($\diamond\diamond$) Education roll will enable the party to discuss matters of education, something La'soth takes very seriously. Few people consider the upbringing of younger residents on Sandia Station, and showing empathy for his plight will get La'soth to open up with the following information.

"I believe there is another presence here on the station, influencing actions in a more discrete way than your average ganger or spice addict attempts. Something sophisticated... The Black Sun has had more power here lately than in any of the years I've been here, and the kind of hardware they're carrying around... I've only seen its like in the Core. I haven't told anyone this.. But I think there are Imperials on the station."

La'soth doesn't have proof of this, but the way the local gangs and station administration have been acting strikes him as very nonstandard and odd.

Meeting with Rroffr: Rroffr conducts his business from a prominent market stall near the base of the towers. His stock, such as it is, appears chained and shackled to one another. The slaves do not make eye contact with any of the passersby, while Rroffr attempts to attract customers openly, in an area that seems like

an open auction house. If approached by the players, the encounter should go similarly to the encounter with him in **Bureaucratic Hellhole**.

Imperial Reinforcements (does not count as encounter)

Over the loud speakers a voice is heard stating "Incoming Imperial ships. Please be advised."

If any of the PC's are near an observation window they can easily spot two Lambda class shuttles preparing to dock at the station. If they are at the docks themselves they will see squads of Stormtroopers exiting the shuttles.

Act III: The End Game

The Game Is Up

If any of the PC's have 2 ranks of Underworld or 3 ranks of streetwise they can tell right away these guys are Black Sun. Otherwise it is an Average ◇◇ (underworld) or Hard ◇◇◇ (streetwise) check to identify them.

You are approached by a group of gangers, their weapons clearly visible. You look around, and note that station security is nowhere to be found. They stop in front of you as the one who seems like the leader speaks up. "Seems like you lot have really stepped in the Bantha poodoo. I'll do you a favor and give you two options. We can do this the easy way, or you can resist and we can do this the hard way." He pauses to look you all over, his hand passing over an elaborately detailed blaster, and smiles. "Please resist."

If the PC's surrender then they will be captured and taken to Bane Terrix. Players can possibly fight their way out after but their weapons are all confiscated if captured. Players will have get creative if this happens. If they are captured read the following once they are brought to Terrix.

You are brought to the Station offices, past the Stationmaster's offices to a larger hall. Once inside you see a Human dressed in an imperial officer's uniform along with another well dressed man wearing the same insignias as your captors. "Ah I'm so glad you all could join us now then please take a seat." This is obviously meant as sarcasm as there are no seats for you to sit other

than his which he himself sits. You are forced to your knees by your captors. "Now then, I know all about your little smuggling operation, but what you are doing here exactly is not really what concerns me. What does is where you planned on taking your cargo. Tell me and I may let you leave with your persons in tact. Decide to resist, and well" He laughs then narrows his gaze with a devious smirk "Please do..."

At this point it is up to the PC's to figure out what to do. This is will be up to GM to facilitate. If they are eventually able to free themselves Terrix will run. PC's may give chase if they wish. Use same rules in **Imperial Hunters** chase scene.

Enemy stats are

Pirate Crew(minion). EotE pg.393 soak 4 HP 5 Agi 3 Heavy Blaster Pistols Dmg:7 Crit:3 Stun settings. ~5 PCs 1 group = PC's, 6 PCs 2 groups of 4.

If PC's of 4+ add Pirate Captain (Nemesis) Full stats in EotE pg. 394

relevant combat stats: Soak: 5, HP: 20, Strain: 12, Defense 1, Brawn 4, melee 4, Vibro-Axe: dmg 12.

Adversary 2, knockdown(may spend triumph to knock opponent down with successful melee attack)

Imperial Hunters

Sensing the intrusion of high-value Rebel targets, Captain Terrix dispatches forces to deal with the Rebels on the station. When the holocommunicator comes to life with Terrix's image feel free to make him as smug as possible.

The tell-tale sound of stormtrooper boots coming up to your location tell you that your presence has been compromised. They raise their blaster rifles to you as a sergeant raises up a hand-held holo-projector. "Ah, good evening rebel scum. I am Captain Bane Terrix, I would commit this name to memory for however much longer your likely short lives are to be. I presume you would like to know how I uncovered your presence on this station, but that would be spoiling the fun. Regardless, I know what it is that you came for, and I am letting you know that it is now safely in my possession. That would be the plans for the shield generators being worked on by AegisCorp." He hold up a case "Do be a good bunch and surrender without a fight, and once you do if you tell me what I want to know I just may release you unharmed. Sergeant I leave the rest to you, do hurry it up." The hologram goes away as the sergeant and his men keep their rifles trained on you. "Well what's it going to be? You

going to surrender or fight like the cornered dogs that you are?"

Surrendering will get the PC's to Terrix's location with the unhidden weapons confiscated. Fighting the troopers will give them a chance to locate him through hacking the holo-transmitter. The Difficulty for it is Hard (O◇◇) with 1 upgrade and 1 setback. The enemies are as follows. If captured players will have to be very creative to escape once they are brought before Terrix. If they are captured read the text from the previous section with the alteration of the Black Sun not being present.

Minions = PCs x2, and the 1 sergeant
6 = 1 group 30HP 5 soak attack 3 yellow 2 green
8 = 2 groups of 4 20HP 5 soak attack 3 yellow
10 = 2 groups of 5 25 HP 5 soak attack 2 yellow 2 green
12 = 2 groups of 6 30HP 5 soak attack 3 yellow 2 green

If the PC's manage to track Terrix he will flee. This is a cinematic style chase, and will require athletic checks every turn to keep up with him. You will start at medium range to him. Successful checks will get you a range closer, stopping to shoot or failing will cause you to fall back 1 range. Tackling him if you get to engaged will be an Average (OO) with 2 upgrades. Tackling him, or making a successful shot x3 will cause the chase to end. All ranged attacks increased by ◇ for having to shoot at a constantly moving target. If PC's want to try and catch back up after stopping to shoot the athletics roll is increased by ◇ to make it as if they didn't stop the previous round.

Round 1: Sprinting from his offices Athletics(Br) Average(◇◇) - a running sprint through the offices
Round 2: Open air repulsor lifts Athletics(Agi) Hard(◇◇◇) - jumping from lift to lift
Round 3: Train Hopping Athletics(Agi) Hard (O◇◇) 1 upgrade. - jumping across moving trains
Round 4: Marketplace Athletics(Agi/Cun) Hard (◇◇◇) with 1 setback. - running through crowds
Round 5: Hangar Bay Athletics(Br) Average(◇◇) - B-line to the ship's hangar.

A PC must be in engaged at the end of round 5 to keep Terrix from closing the platform to his ship and escaping with the plans.

The Heist

The players infiltrate Level 19, the holdings of AegisCorp, where they can steal or recover a planetary shield. Getting to the floor itself is not difficult, however, the area where the work is being done is blocked off and guarded. The area is blocked off by blast doors with a single entry point into the observatory. The 2 guards out front will try to get any PC's that approach them to move along telling them that the observatory is currently off limits. If they say that they are here for any group other than the rebellion then the guards will react with one of them going inside to warn the rest to get ready for a fight closing the entrance behind them while the other one stays out to stall for time. If the PC's say they are here from the rebellion it will take a Daunting (◇◇◇◇) charm check to convince them that you are being sincere. Lower the difficulty by ◇ and/or give bonus dice to this roll if they give a good argument. The Lead Scientist's name is **Keleyan Branaski (Kay-lay-ann Bru-Nah-skee)** if she ever gets the chance to introduce herself. If the PC's talk their way in read the following text passage, otherwise they will have to force their way in by either breaching the door or a Daunting (◇◇◇◇) computers check with 1 upgraded die. If any Despair is rolled on the check a firewall program is activated and begins to hack the PC's gear disabling it from being used again.

Talking their way in:

One of the guards in front of the door looks at the other then at you "Wait here." The other guard looks at you nervously. After waiting a few minutes in awkward silence the other guard the guard who went through the doors comes back out. "This way please, Dr. Branaski wants to talk to you."

The guard steps aside to let you through the passage into the observatory. The gigantic area that houses a star seeing hemisphere and mounds of equipment. More guards the likes that were positioned outside are scattered about the area, as well as a couple uniformed security. Also in the observatory are 6 figures in lab gear. A human woman in roughly her mid thirties approaches you. "Hello I am Dr. Keleyan Branaski, what can I do for you?"

At this point the PC's will likely tell them their plan. If they decide they're going to just steal the plans then combat will ensue. Check combat setup at the end of this section.

"We are under lock and key here and cannot leave the observatory. We are being constantly watched and hounded by Terminus. I'm sure the imperials will want to get their hands on this technology as

well. So the only way we can get out of here is by being sucked out into space. We have enough suits for us to survive in the vacuum for about 20 minutes which is more than enough time for a pickup." She motions to her fellow scientists. "If you are willing to do so in your ship we will gladly give you the schematics as well as help you build the shield generators."

If they want to try and deceive her, her Willpower is 3 and Discipline is 4. If they successfully deceive her or agree to just help she will continue with her plan. Deceiving will give anyone who knowingly does so or allows it to happen 3 conflict. She will not give up the plans to anyone until she is safely off the station, and makes this point known that she will not budge.

"When you are ready with your ship message us on this comlink. The frequency is locked in and secure, no one else should be able to listen in on it." She hands you the comlink. "Please do not delay too long, I don't know how long until Terrix sends someone else to check on our progress."

Successfully pulling off this maneuver in your current ship will require a hard(O◇◇) Piloting(space) check with 1 upgrade and 2 setback. Failing the check the first time does not mean they fail completely. They may try again at the same difficulty but no setback this time. If any Despair are rolled then a scientist is lost. They may get a total of 3 attempts before they are set upon by 3 Cloakshape Fighters(EotE pg. 254). Sil:3 Spd: 4 Han: 0, Armor 3, Hull 10, Sys: 8. Attack - 2 yellow 1 green. Cannons - Dmg: 5 crit: 3, Linked 1. Missiles - Dmg: 6, crit: 3, Breach 4, Blast 4, Guided 3, Linked 1, Limited 6, Slow-Firing 1.

Observatory Combat setup is as follows.

Apprentice Mercenary(minions) 5 - 3 yellow 2 green
Soak 3 HP 30 init. (◇◇) Blaster Pistol: dmg 6 crit 3
Stun setting
Journeyman Mercenary(Rival) 1 - Br: 3, Agi: 3, Brawl 1, Soak 5 HP/Str 15, init (◇◇) Ranged(heavy/light) 1, Adversary 1, Lethal Blows 1. H. Blaster Pistol(light) (M) - dmg 7, crit 3, stun setting. Disruptor Rifle(Heavy)(L) - dmg 10, crit 2, Vicious 5.
AegisCorp. Security (rival) 2 - Agi: 3, Soak: 4, HP/Str: 14, Def. Melee 1, Init. (O◇) Ranged(Heavy) 2, Ranged(Light) 1, Adversary 1, Stimpack 1.
Auto Turrets - Soak: 3, HP: 15, 2 yellow 1 green. Dmg 9, Pierce 1, Auto-fire.

The Scientists have activated the prototype shields they have created automatically making any ranged attack ◇◇◇◇ when firing at someone behind them no matter the distance except engaged. Spotting the

generators is a hard (◇◇◇) Perception(cun) check. Powering them down requires a hard(◇◇◇) mechanics check, or if a PC want to just destroy them they are Soak: 3, HP: 10. There are 3 power generators.

Conclusion

If the players return with the power converters:
The rendezvous location you've been given stands out in that it's unknown to each of you. As the hyperspace bleed around your ship fades, a massive white expanse fills your viewscreen. An incoming communique is easily answered, and the voice of Crix Madine echoes from your transports speakers. "Welcome home, team. I'm sending your landing co-ordinates now. Time you got to meet Echo Base."

As you take the Mule in, you are each struck by the icy desolation of the planet the Rebellion now calls home. As far as your eyes can see, snow and ice cover the entire surface of the planet. Following Madine's co-ordinates, you bring the ship down a landing pad that is little more than a stable sheet of ice. You see other transports on the ground fueling, and Rebel staff wave your transport into an open spot near the base.

When you disembark, you see a strange white-furred two-legged creature approach. Its nasally cry greets you just as you see, riding it, the figure of Crix Madine covered in cold weather gear. The sheer cold of this place envelops you as Madine disembarks and approaches a smile on his face. "What did I tell you, an easy run right?"

If the players return with the planetary shield:
The rendezvous location you've been given stands out in that it's unknown to each of you. As the hyperspace bleed around your ship fades, a massive white expanse fills your viewscreen. An incoming communique is easily answered, and the voice of Crix Madine echoes from your transports speakers. "Welcome home, team. I'm sending your landing co-ordinates now. Time you got to meet Echo Base." It is at this point the players should mention the planetary shield they have acquired.

As you take the Mule in, you are each struck by the icy desolation of the planet the Rebellion now calls home. As far as your eyes can see, snow and ice cover the entire surface of the planet. Following Madine's co-ordinates, you bring the ship down a landing pad that is little more than a stable sheet of ice. You see other transports on the ground fueling, and Rebel staff wave your transport into an open spot near the base.

When you disembark, you see a strange white-furred two-legged creature approach. Its nasally cry greets you just as you see, riding it, the figure of Crix Madine covered in cold weather gear. The

sheer cold of this place envelops you as Madine disembarks and approaches a smile on his face. Behind him, you see another figure approaching, a woman with brown hair in tight braids. Madine bows to the woman and says "Princess, this is the team that recovered the shield." The woman nods curtly, approaches you, and shakes your hands. "We'll have our best look into it, but if it works like you claim, this changes the war."

Rewards

All players gain 15XP

All players gain 500 credits. If they won the Sabacc tournament, they may give their winnings to the Rebellion.

All players receive 10 Duty for completing the module.
+ 10 Duty for all players if they recover the shield
+5 Duty for players with Recruitment and if the players recruit Sandia Station residents
+10 Duty for recovering the shield for players with the Tech Acquisition focus
+5 Duty if you uncover the Imperial presence on the station and you have a focus of Counterintelligence
+5 Duty for defeating the Imperial Hunters scene if the player has the Combat Victory focus.
+15 Duty for the player who won the Sabacc tournament if they turned their winnings over to the Rebellion, with a further +5 if they have the Resources focus

Other Duty or Obligation gains depending on player actions as appropriate.

Players who free Roffr's slaves should gain 10 Conflict.

Appendix I: Sandia Station

The station is a vitally important waystation for traders who may not be operating on the most legal of terms. Located on the outskirts of the Seswenna sector it was close to the nexus of trade routes that ran through that system but far enough out to escape the immediate Imperial oversight. Admittedly most of the money that comes through tends to lend the station master and his corporate board's pockets rather than be invested in infrastructure. It leads to a general disreputable feel throughout the station but that is just the way many inhabitants would like it currently.

The station orbits a cold neutron star, a long spire with three rings of seven arms capable of hosting large ships for drydock. The rings form a larger central spire with the primary population center of the station spread between the three rings. The massive central spire hosts a large open travel system - elevators and tram cars constantly zooming up and down the spire.

In addition to the major locations detailed in the module, this station sits near four major trade routes and has a large population. There are other bars, shops, performances and anything else the party may wish to distract themselves with.

Appendix II: Major NPCs

Captain Bane Terrix: Captain Terrix of the ISB is a narcissistic gamesman. He views the rebels as fools and pawns. He is prone to toy with his foes rather than immediately eliminate them. His ultimate goal is to humiliate his foes and render them into despair. On the other hand, like most narcissists he is a coward. While he is a Nemesis tier threat, he will attempt to retreat from the PCs if discovered rather than combat them. His hands should be perceived to be behind any of the party's troubles.

Kazic Terminus: A Nikto criminal, he has escaped the enslavement of his species by the Hutts and carved out his own ruthless criminal enterprise. Accompanied by his Gank bodyguard everywhere, he is on the station to collect the planetary defense shield being developed by the scientists of AegisCorp on the lower levels of the station. He's always on the lookout for talent but is a decidedly unsavory individual to most regards. The Exgenesis gang has little presence in this part of the galaxy but Terminus has brought a full crew with him for the endeavor.

Lando Calrissian: A known smuggler and ne'er-do-well, Lando Calrissian has arrived on Sandia Station to play in the Celestial Haven Intergalactic Sabacc Tournament. Lando is a smooth operator with dreams of grandeur, seeking an exit from the criminal lifestyle he lives by investing in "business opportunities" throughout the galaxy. Hoping to pay off debts from some bad business turns in the Outer Rim, a win at the Celestial Haven tournament could mean a new lease on life for Calrissian, however an old enemy from his past is using the tournament as a way to corner and trap Lando.

Baron Fellswoop: An old associate of Lando Calrissian's, Fellswoop is on Sandia Station and seeking revenge after being wronged by the long-time smuggler. He sees the Celestial Haven Sabacc Tournament as his last opportunity to catch Calrissian, and has wagered the remainder of his family's estate in the tournament in order to get his shot at Lando.