

Trouble on Tatooine

How the Grinths Stole Liferday

Anchorhead:

The players have accepted a contract that had them picking up a bunch of cargo that had been floating in space for a few hundred years. This was next to a wrecked ship that had been salvaged of everything usable.

The contact says you are to deliver this cargo to Docking Bay 94 in Mos Eisley. Then, this Watto fella gives you an astromech and some credits.

*The “**Enter Player ship name**” emerges from hyperspace over the desert planet of Tatooine. This barren wasteland is the furthest thing from the ideal planet to celebrate Life Day at. At least there are some good cantinas down there.*

Allow the PCs to make last minute preparations before landing. Are they preparing weapons they want to carry off the ship? Are they hiding contraband?

You land in Mos Eisley at Docking Bay 94, excited to conclude this transaction. Of course, as you disembark, you realize this deal is no better than any other. There is no cargo skiff, no transport and most annoying of all... no astromech.

Instead, there's a buck-toothed Twi'lek in fine robes. He steps toward you as your feet touch down on Tatooine sand. The Twi'lek bows courteously and says, “Greetings. I am Bibfort, Mr. Watto's personal assistant. I trust you had no problem acquiring the cargo? Mr. Watto would like for me to inspect it if I may?”

PCs can stay and watch Bibfort spend three hours going over the cargo in excruciating detail, or they can head to the cantina.

Party stays with Bibfort:

Bibfort insists on opening each of the 30 crates and removing the packaging with such care they can be reassembled without looking like they were ever opened. He scans every square inch of the cargo, slowly running his hands over every square inch of the leg lamps, searching for chips.

Bibfort ponders, “Magnificent quality, these lamps. They're certain to fetch a pretty credstick for man caves all across Tatooine, don't you think? Did you know they were locked in a transport and randomly launched into space by women from the planet Hohman? These are hundreds of

years old. Back then, they were worthless, like this chronometer I bought from a Jawa in the street. But launch the chronometer into space for a couple hundred years, it could be worth three hundred credits ... like these lamps."

Have Bibfort interrogate the PCs over the care the cargo was handled with and how the lamps were stored. Excessive heat caused by a faulty vent near the engine could ruin these lamps' value by at least forty credits per unit. Play the PCs' patience to the utmost. Remind them they have

not been paid. They are broke and have no contracts lined up. Watto is a successful merchant, owner of a chain of warehouse stores across the Outer Rim called Big Watto's Lots. Angering him could cause the group to lose future contracts.

If asked about Watto, Bibfort says: *"He is a great Toydarian. He has achieved enormous wealth, despite a series of setbacks, including losing a slave to a Jedi in a game of chance... and being forced by financial hardship to sell his other slave to a moisture farmer. Several long years after that, a dewback rampaged through the streets of Mos Espa and destroyed his shop, crushing his legs, making him paralyzed from the waist down. After the accident, Watto pursued the Rodian, Grappa, who had a bounty on his head because he'd made the very bad decision to steal from Jabba. Watto defeated the Rodian and delivered him to Almighty Jabba. With the credits from the bounty, Watto started a new store that became very popular and has made him appropriately rich. He has achieved so much despite suffering so many disadvantages in life."*

Based on the contract, the PCs assume Docking Bay 94 is the final destination. The contract actually reads, "Transport will be delivered to Tatooine final port."

Docking Bay 94 is where Bibfort was ordered to inspect the merchandise before riding along with the crew to Anchorhead. Watto doesn't trust the PCs and wants some distance from them. If Bibfort gets caught in the crossfire, so be it.

The PCs might insist on speaking directly to Watto. Bibfort can arrange this via a holographic communicator. The disturbing close-up image of a Toydarian hovers in front of you. *"What the purple headed Sith is the problem, you imbeciles?" Watto yells. "Can't you do anything right? The contract is clear. It is written in Basic, yes? You are literate? Does Bibfort need to provide an interpreter droid? Deliver the fracking cargo or you won't get paid." "Well, who's ready to go?" Bibfort asks and raises his hand.*

Party heads to Cantina:

The cantina is easy to identify. It's a squat primitive barricade-looking structure on Outer Kerner Way. The word "cantina" hangs over the door. A Fabritech droid detection system monitors the entrance, reinforcing the NO DROIDS policy. You are met at the door by a meter-high brown-cloak clad creature. In Jawa Trade Language it rants and waves a datapad at you. Then,

it points at the docking bay you just came from. The creature shows you a datapad full of fine print, legalese and a logo for the Mos Eisley Merchants Guild. After failed attempts at communication, the creature squeaks in broken Basic. "You ship through Mos Eisley, must tax pay Merchant Guild. One hundred fifty credit for whole year."

This is no Jawa. It is Kabe. There is no Mos Eisley Merchants Guild. It is a scam. Kabe refuses to back down and threatens to call stormtroopers over. If forced to act on the bluff, Kabe approaches the stormtroopers and tells a lie about how the PCs owe him money. If the stormtroopers do approach, Kabe stands behind the 4 troopers and tries to steal a grenade from their utility belt. (He will automatically fail this check and will be clubbed by the storm troopers who then ignore the party to beat down Kabe)

Inside the cantina you find a enormous silver-skinned Tork behind the bar, wringing out handkerchiefs for a Talz Cantina resident. The Talz flails, sobbing uncontrollably.

If they ask the Tork what's goin on:

The Tork explains, "Hi I am Wuher, Poor kid was going to meet his holonet girlfriend on Naboo. They've been chatting for months, and I don't know what kids do these days. Anyway, Muftak is head over heels in love with this Gungan gal. He got his ticket for Naboo, but the transport liner won't let him board, because he's so 'un-human.' The transport leaves in two hours, and the kid is devastated. If anyone could help him out, I'd give him any open tab for a year!"

Muftak can be disguised. The transport authority can be roughed-up, the PCs can pull off a distraction to get Muftak on board, or the PC's can talk to the guard to make a deal that Muftak can get on if the PC can convince his boss to turn on the chiller..

If the PCs are successful, Wuher reluctantly honors his offer for an open tab. As appreciation of his help, Muftak gives the PCs a blaster pistol he found near a Rodian bounty hunter, whose corpse he had to remove from the cantina a few years back.

The Humbug Limited

The Ebenezer Transport Company takes up a docking bay and small office adjacent to the docking bay. Passengers go through the office to receive their boarding passes and head to the transport. Ebenezer Scroojak sits behind a console, counting credits. The Humbug Limited, the transport headed to Naboo, has already boarded and is preparing to take off. A security guard called Kratchitt blocks the docking bay doorway. His jumpsuit is covered with sweat.

"Can't we just turn on the cooling generator for a few minutes?" Kratchitt asks.

"No, you imbecile," Scrooge says. "Do you know how much those womp rat bastards at the Tosche Station charge me to run it? Enough to buy five Galactic cruisers and spend Life Day in the bedroom of Renzimana the Triple Breasted Twi'lek of Kala'uun."

"Is her apartment cool?" Kratchitt asks.

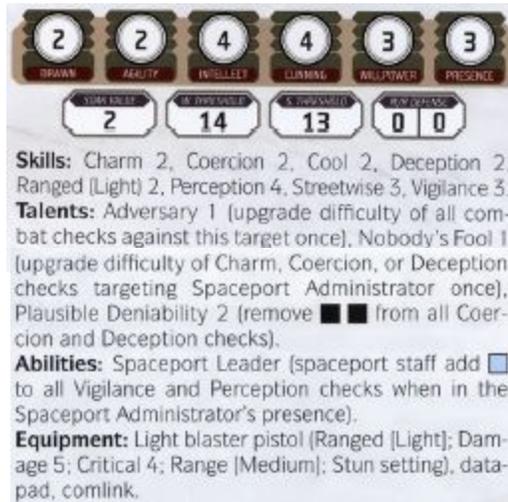
“From what I’ve heard it is one of the hottest spots in the Outer Rim. It makes Mustafar look like the highest mountain peak on Hoth with the coolest jazz band serenading you with the coolest riffs and throwing ice cubes at your head.” Scroojak replies.

Kratchitt



Character sheet for Kratchitt. Skills: Cool 1, Discipline 2, Ranged (Heavy) 2, Ranged (Light) 1, Resilience 2, Vigilance 2. Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once). Abilities: None. Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), padded armor (+2 soak), stimpack.

Ebenezer Scroojak



Character sheet for Ebenezer Scroojak. Skills: Charm 2, Coercion 2, Cool 2, Deception 2, Ranged (Light) 2, Perception 4, Streetwise 3, Vigilance 3. Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Nobody's Fool 1 (upgrade difficulty of Charm, Coercion, or Deception checks targeting Spaceport Administrator once), Plausible Deniability 2 (remove ■■ from all Coercion and Deception checks). Abilities: Spaceport Leader (spaceport staff add □ to all Vigilance and Perception checks when in the Spaceport Administrator's presence). Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), datapad, comlink.

If the PCs are successful, Wuher reluctantly honors his offer for an open tab. As appreciation of his help, Muftak gives the PCs a blaster pistol he found near a Rodian bounty hunter, whose corpse he had to remove from the cantina a few years back.

At this point Bilford comes the PC's and says to meet him at the docking bay.

Life Day Eve

Welcome to Anchorhead:

Bibfort directs the PCs to Anchorhead and tells them to land the ship at Docking Bay 32. A cargoskiff, a ronto and three loadlifting droids await the Stalwart Gungan. The PCs are asked to oversee the unloading of the cargo and then ride the rontos to Watto's corporate office to receive payment.

Play out a moment of the cargo transfer when a crate that wasn't properly resealed after Bibfort's inspection begins to fall open as a droid picks it up. If the PC's see it falling (hard Perception check) and are able to catch it (hard coordination check) or stop the crate from falling any other way then Watto will award them another 50% to the original amount to a total of 3k credits per person due to nothing being damaged.

After much fuss, the PCs exit the docking bay and get their first good look at Anchorhead.

Located in the Great Chott Salt region, Anchorhead is a ghost town that won't stay dead.

With a successful Average Outer Rim check, a PC knows: Anchorhead was repeatedly settled and abandoned. Miners left their equipment behind, because transporting it off planet was cost prohibitive. Recently, the town's become a hangout for moisture farmers' kids. There are a couple of pourstone stores (pourstone is the cheap building material popular on Tatooine), two cantinas (including the **Weary Traveler** and **Anchorhead Cantina**), a droid repair shop, the **Sidi Driss Inn** (a swanky hotel built from a moisture farm), and the **Tosche Station** (a power distribution source and electronic device sales shop). The Weary Traveler features a HoloNet receiver, a vaporator and a selection of off world brandy.

Big Watto's Lots

Bibfort leads the PCs through the main doors of Big Watto's Lots, a warehouse-like store. Funky jizz music constantly loops through the superstore. Every thirty seconds, Watto's voice cuts in, saying something like: *"Hey! Where are you going to get a gonk droid to power your moisture farm or place of business during a sand storm? [a Jawa screeches] Sure, if you want your farm to burn to the ground like the Lars place. Oh, too soon! Speaking of being burned to a crisp, we have a great selection of combo skin tanners and dancing lights droids. At Big Watto's Lots, there's something for everybody. I put the Toy in Toydarian. Whattayasay, Whattayasay?"*

Pause for laughs

You're led into a private turbolift that takes you to a large office that enjoys a glamorous view of nearby Beggar's Canyon. Watto sits in a repulsor chair. Bibfort immediately pours his boss a snifter of brandy. Watto grunts as you enter. "Well, it looks like you thugs managed to complete a mission. Bibfort will give you your droid. Here's a credit stick for your troubles [worth 2k credits per person or 3k if nothing was damaged.]. "If you're interested, I know a local boy who wants to secure discreet transportation off planet. Meethinks he wants to get blown up in the Rebellion like his cousin. It's easy credits. The only catch is he wants to spend Life Day here with his family. He won't be ready to go for two days. His family can put you up in their farmhouse and give you local transportation. Your call. Bibfort will put you in touch. Now, I'm very busy. I have historic artifacts to sell!"

Bibfort escorts the PCs to the back of the warehouse. He points to a worker. *"Hey [use a player name of a Male PC who has the highest presence here as this guys name] go get that demotivated droid. Bibfort turns to you all and says, "Watto bought it a few years back off some Jawas. Watto's such a great negotiator the Jawas almost bought droids off of him! The Jawas said the astromech had a bad motivator.*

Watto figured it just needed a wipe and a few tweaks. Now it works great, and it's all yours... for whatever you spacers use old astromechs for. Now follow me as I escort you out."

The red and white droid rolls up to you and beeps a soft greeting, introducing itself as R5-D4.

Kaddy Shack

Having acquired R5-D4, the PCs pass through the back lot, which transitions from warehouse to Watto's private residence. They pass a seductive blue-skinned Twi'lek girl not quite twenty years of age, her lekku slowly swaying, gentling touching the bottom of her golden bikini. She lies on a sun chair in front of a hologram showing a Mon Calamari ocean. The Twi'lek rolls over and removes her glareshades, revealing seductive deep green eyes. She lifts her right leg and points her toes at a Male PC who has the highest presence. *"MMM you remind me of [use PC name that you used above] from the warehouse, he was delicious. Put a little lotion on these please, especially near the thigh."*

If a PC doesn't immediately aid her, The Twi'lek says, *"If these legs burn under the twin suns, you will only have yourselves to blame."*

Bibfort chuckles nervously and says, *"Our guests need to be leaving now, Mrs. Watto."* To the PCs, the Twi'lek says, *"Pff to you it's not Ms Watto, It's Kaddy."*

SKIP THIS PART IF YOU DON'T LIKE SEXUAL INNUENDO and have Bibfort make up something to get the PC's past Kaddy.

Kaddy leans close to the PC she chose and whispers in his ear, "I'll take a your dewback up my dark side for a thousand credits. Bibfort can't watch unless he pays an extra two hundred."

If the PCs fork over the credits, Kaddy orders the PCs to tell Junix at the Anchorhead Cantina to *"Set the bedroom and find some better music. Jizz just isn't appropriate. Ill meet you there tonight"*

Of course, Bibfort tattles to Watto, who makes a fuss, preventing Kaddy from making it to the room. Kaddy pays Bibfort back by breaking a lamp leg over his head, giving him a nasty gash, forcing him to wear an eyepatch for the duration of the module. However, if the PCs show up at the Cantina for the show, they get to be at ground zero of Ackmena's holiday spectacular sing along and dance and the Male PC can hook up with Kaddy (for money of course).

If the PC's decide to take the escort job skip to **"Darklighter Farm"**. Otherwise skip to **"Twas the Night Before Life Day"** and have them be in the cantina partaking in Ackmena's holiday spectacular sing along and dance.

Darklighter Farm

Several clicks outside of town you see a large tower surrounded by a compound. The closer you get, the more you realize there are several buildings inside its walls. A middle aged man is busy with a Treadwell droid, tinkering with a moisture vaporator. He stands and takes long slow strides toward you. "How can I help? Stopped for pictures of the great Tatooine tower?"

This is Jula Darklighter, Gavin's father and Biggs's uncle. He's used to tourists driving up to his home to take pictures, as if his house is some sort of landmark.

When the PCs arrive, Siyla and Anya walk out the front door, making their way to the landspeeder. They're headed to the Lars Homestead Base to service their droids. The base is a garage-sized service station that offers shelter for the Darklighters' droids left to tend the vaporators on this distant tract of the homestead. Anya slows down as she nears the group and eavesdrops on the conversation. Finally, Anya stops feigning interest on her errand and joins her father. After loading supplies into the landspeeder, Siyla joins them. Siyla excuses herself from the errand to welcome the PCs and talk about the business of transporting their son.

Siyla serves everyone a glass of jumba juice. Jula paces restlessly in the sitting room, waiting for his wife to finish the refreshments. Finally, he begins his speech.

"We Darklighters reach a point in our lives when we look outside ourselves. We look outside our lives. Last week I found my son Gavin standing at the edge of the compound looking off at the setting twin suns. I knew the look in his eyes, Gavin had grown up and found his destiny. I don't have to like it. He will probably die on some forsaken backworld..."

"Honey, don't," Siyla pleads.

Jula waves her off. "It's fine. My point is I have no control over what happens to Gavin once he's blasted off. I do have the power to make sure he gets out of here safe. I want to purchase safe passage for him to Chandrila. No Imperial patrols. No questions. Four thousand credits each to ensure one of the most important people left in my life gets a fair stab at those Imperial laser brains. I can give you two days food and shelter. You can even enjoy the Anchorhead Life Day celebration if that's your cup of stim tea. I hear it's gonna be a humdinger. I can't offer a speeder, because we only have two and need them for work out in the field. I can lend you a ronto to getcha around. Do we have a deal?"

After the business is concluded, the door slides open. A filthy teenage kid struggling to grow facial hair and wearing a ragged flight suit walks into the house and throws his tool kit behind a chair.

"Ah Gavin, Welcome home. Were you hanging out with Fixer?" Jula asks.

Gavin nods. "We got his landspeeder to support four engines."

*"Why would anyone need four engines?" Siyla asks. "It sounds like he's building a **podracer**."*

Gavin's face turns red.

"Does Cami know about this?"

"She's helping us."

"What clear-thinking wife would help her husband build a death machine?"

"We are talking about Cami, Mom."

"That's a good point, Gavin," Jula says.

"By the way, who are these people?" Gavin asks.

Now is a great time for the players to introduce themselves in character. This scene is good for roleplaying but is also important because it reveals Fixer has a **podracer**. PCs might be able to take advantage of this later in the game.

Fast Times in Anchorhead

The PCs can hang out with the Darklighter family, meet Fixer and Cami at the Tosche Station, or go to the Anchorhead Cantina. If they don't go meet Fixer then skip to **"Twas the Night Before Life Day"** and have them be in the Darklighter House. Otherwise skip to **"Twas the Night Before Life Day"** and have them be in the cantina partaking in Ackmena's holiday spectacular sing along and dance.

If they go to see Fixer's read down:

Tosche Station Drama

The Tosche Station is a large power station with a master control office that is half electronics store and half hangout/juice bar.

Cami, Fixer and their friend Windy Starkiller drink malt juices and discuss Gavin joining the Rebellion. They're convinced he's going to get himself killed like his cousin Biggs. Cami begs the

guys to change the conversation. If the PCs get Fixer to **confide** in them, he pulls the characters

aside and explains that Cami doesn't know he's building a podracer. He wants to sell it in Mos Espa and earn enough credits to provide her with the wedding she deserves. Cami has also been

quite moody lately because her friend Gavin is leaving to join the Rebellion. She's lost several friends that way. He wants to make his fiancé happy for the holiday. He knows what will do the trick. Cami really wants a Cloudberry bush for her hydroponic garden.

*Fixer explains, "Cami ate some cloudberrys at our engagement dinner in Mos Eisley. Now, whenever she remembers that night and the food, she forgets about the people she's lost and looks, well... happy. If I could get her a Cloudberry bush it would be the perfect Life Day present. But there's only one person on Tatooine who has one, the Ithorian Momaw Nadon, and he won't part with a clipping or anything... not that I could afford one. I'd do anything to be able to give her Cloudberrys for Life Day. If you're willing to help you can most likely find him in the **Anchorhead Cantina**"*

If the PCs can get him the Cloudberry clipping, they earn an Advantage die when making a social skill check against Fixer. Fixer will also drop the price of one item for sale at the Tosche Station by twenty percent. (Rarity 8 or lower non restricted gear. No weapons or armor.)

Fixer's Podracer

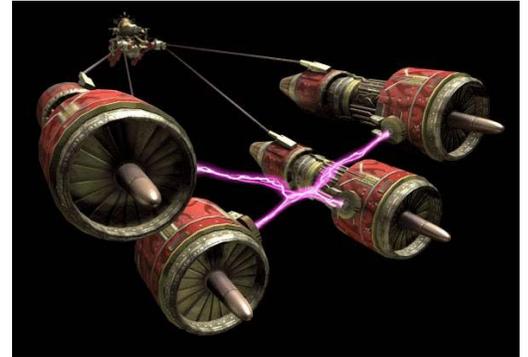


Hull Type: Swoop
Maximum Altitude: 15 meters
Starfighters: 0
Sensor Range: No Sensors
Crew: 1
Encumbrance Capacity: 0
Passenger Capacity: 1
Consumables: 4 hours
Cost: 12,000
Rarity: 5
Customization Hard Points: 3 (3 Remaining)

Anchorhead Cantina

The bar is arguably more crowded than Watto's store. A menagerie of species gathers to drown their holiday sorrows.

There are three five cubic foot billiards fields, where the balls are hit in three dimensions toward a trio of hovering artificial gravity anomalies. An Ithorian is currently playing a game against an Aqualish with a cybernetic arm. The Ithorian makes an incredible shot, knocking three of his colored balls into gravity pockets, putting him twenty points away from victory.



As the Ithorian returns to his seat and brew, the Aqualish grunts angrily. A squat human with thinning black-gray hair leans over the Aqualish's shoulder and translates. "My friend says you went over the line. You should mark your score zero."

The Ithorian shakes its head and starts to type his score on the console. "I didn't go over the line. I get thirty points. Your friend will need some kind of Jedi powers to catch up."

The Aqualish springs from his chair and presses the muzzle of a heavy blaster pistol to the Ithorian's head. The human translates the shouts. "Momaw, you are entering a Galaxy of pain. Mark it zero... now!"

If the PCs do not interfere, Ponda Baba kills Momaw Nadon. If the PCs get involved, Ponda Baba the Aqualish and Dr. Cornelius Evazan focus their rage on the PCs. If the PCs save Momaw Nadon, he gladly offers a clipping of a Cloudberry bush as a reward.

Dr. Cornelius Evazan

2	3	2	3	2	3
DRAMA	AGILITY	INTELLECT	CHARM	WILLPOWER	PRESENCE
LINK BILLS		BY ANCHORHEAD		WIP STORAGE	
2		12		0 0	

Skills: Charm 2, Cool 1, Ranged (Light) 2, Piloting (Space) 3, Skulduggery 2, Streetwise 2, Vigilance 1.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Skilled Jockey 2 (remove up to ■■ from any Piloting check).
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting).

Ponda Baba

3	3	3	3	2	2
DRAMA	AGILITY	INTELLECT	CHARM	WILLPOWER	PRESENCE
LINK BILLS		BY ANCHORHEAD		WIP STORAGE	
4		14		1 0	

Skills: Cool 1, Discipline 2, Ranged (Heavy) 2, Ranged (Light) 1, Resilience 2, Vigilance 2.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).
Abilities: None.
Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), padded armor (+2 soak), stimpack.

After everything calms down...

A gray-haired female barkeep shouts, "What this side of Kessel is wrong with you people? Of all the days of the year, can't you be civil this one? Humans, Aqualish, Rodians, lend me your ears. Life Day is upon us. Doesn't that mean anything anymore? As we prepare for Life Day, let's give thanks for one another, for love and fellowship."

Ackmena the barkeep breaks into song. The patrons all join in. The revelry heads outside. Drinking, singing and dancing spreads through the streets Anchorhead.

PCs who sing gain an Advantage die they may spend on social skills in Anchorhead for the duration of this module. PCs who do not sing receive a Challenge die in one of their dice pools during a social skill check made in Anchorhead.

Twass the Night Before Life Day

This scene unfolds based on how the PCs set themselves up. PCs staying out past last call at the Anchorhead Cantina or in the dingy motel with a love interest have a chance to interrupt the Tusken Raiders as they steal all the Life Day trimmings, food and gifts. A PC who hooks up with Kaddy (she only shows interest if she thinks she can get money out of the PC), is abandoned by Watto's wife at the motel half an hour before the Tusken Raiders strike. PCs staying at their ship have an opportunity to respond to the Tusken Raiders' breaking and entering.

Slumbering PCs are awakened by the three o'clock scream.

PCs at the Darklighter farm receive word over the transmitter from Huff, Jula's brother, after the three o'clock scream.

If on their ship or in town they can try to stop the raiders.

Three o'clock scream

This scene takes place off camera away from the PCs. Read it to set the mood.

A five year old Rodian girl named Coridu wakes up in the middle of the night and hears movement in the family room. She creeps into the front room and finds a stranger moving about. From the back, the intruder looks like Santa Claus. Something seems a bit odd about him. Maybe it's the horns on his head. Maybe it's because Santa Claus is shoving the duraplast Life Day tree up the chimney. However, the plucky child tugs on Santa's coat. Slowly, perhaps reluctantly, the bearded man turns around.

"Santa, why are you taking our tree?" the Rodian girl asks with a voice so tender it would melt Darth Vader's heart.

Santa seems to ponder this question. Then, he says [scream like a Tusken Raider] and bashes the little girl on the head with a gaffi stick, knocking her unconscious... but not before her terrified screams wake up everyone on the block. They dash out of bed and find their decorations, food and gifts are gone. They run into the streets and discover the duraplast trees

and garland have vanished. Unfortunately, Coridu's house is the last target, and the Sand People hurry to their bantha-hauled wagon and take off into the darkness toward Beggar's Canyon.

If PC's are in their ship or in town the PC's are faced with 2 Tuskin Raider - Huntsman [Rival]

Tusken Raider - Huntsman [Rival]



Skills:

Melee 3 (🟡🟡🟡), Perception 1 (🟡🟢🟢), Ranged - Heavy 2 (🟡🟡), Resilience 2 (🟡🟡🟢), Survival 3 (🟡🟡🟡), Vigilance 1 (🟡🟢)

Talents:

Adversary 1 - Upgrade the difficulty of any combat check targeting this character once per rank of Adversary.

Disorient 1 - After hitting with combat check, may spend 🌀🌀 to disorient target for number of rounds equal to ranks in Disorient.

Forager - Remove up to ■ ■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

Outdoorsman 1 - Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Cuts overland travel times by half.

Short Cut 2 - During a chase, add 🟦 per rank in Shortcut to any checks made to catch or escape an opponent.

Abilities:

Bantha Affinity - Add 1 Boost Die to all Survival checks to handle or ride Banthas.

Weapons:

Gaffi Stick - **Skill:** Melee (🟡🟡🟡) **Range:** Engaged, **Damage:** 5, **Crit:** 🌀🌀🌀, **Qualities:** Defensive 1, Disorient 3

Slugthrower Rifle - **Skill:** Ranged - Heavy (🟡🟡) **Range:** Medium, **Damage:** 7, **Crit:** 🌀🌀🌀🌀🌀, **Qualities:** Cumbersome 2 **Attachments:** Telescopic Optical Sight (1 Decrease the difficulty of combat checks at long and extreme range by 1 Mod)

Armor:

Reinforced Environment Gear - **Soak:** 1, **Features:** Removes ■ imposed by environmental conditions., Add 🟦 to Resilience checks to resist toxic atmospheres or airborne toxins.

If they can finish the raider before two rounds have passed then they can try to stop Grinth. Otherwise he escapes.

After the last Life Day gift and piece of cheer is taken, two Tusken Raiders hop onto the back of the wagon. A Tusken Headhunter and Santa (Grinth) ride the banthas that haul the wagon through Beggars Canyon. The plan is to haul the Life Day junk to the Needle's peak and destroy it by dumping the sack of Life Day cheer into the canyon.

Chasing the Grinches

If the Tusken escape Anchorhead with the Life Day goodies, it is up to the PCs to pursue the fleeing Tusken into Beggars Canyon. A PC may try to convince Fixer to lend him his podracer. A PC who pilots the podracer can overshoot the Tusken before they reach the upper half of the Needle and then block their path.

The PC's Ship is way too large to fly through the canyon. Piloting a borrowed or stolen landspeeder or swoop bike, or riding a ronto allows the PCs to catch the Tusken on a narrow path leading to the top of the Needle. Use the Chase rules found on pg 241 of the Core rule book

The Tusken must successfully make the banthas move six range sectors to reach the Needle's peak. They do this by making Survival checks. The banthas can only move two range bands per initiative pass.

Motivating the banthas to move one range band has a difficulty of Easy. Moving them two range band sectors has a difficulty of Average.

The piloting difficulty for the PC's is equal to the speed they are going and 2 setback due to nighttime and 2 setback due to dangerous terrain.

Once both parties have made their rolls, compare total successes. If pursuer wins, they close by one rangeband. If chased wins with open by one range band. Second, if winner is traveling faster than the other, they open or close the distance a number of range bands equal to the speed difference.

The PC's will start 4 range bands from the Banthas (if the PC's pilot is not very skilled then reduce this as needed). If the PC's close to within Long range then the Grinth (Chieftain) will do ranged attacks.

If the PC's take the podracer and cut off the banthas, those PC's in the Podracer only have to hold out for 1 round until the rest of



Skills:

Melee (◆◆◆), Perception (◆◆), Ranged - Heavy (◆◆), Survival (◆◆)

Weapons:

Slugthrower Rifle - **Skill:** Ranged - Heavy (◆◆)

Range: Medium, **Damage:** 7, **Crit:** ☹☹☹☹

☹, **Qualities:** Cumbersome 2

Gaffi Stick - **Skill:** Melee (◆◆◆) **Range:**

Engaged, **Damage:** 5, **Crit:** ☹☹☹, **Qualities:**

Defensive 1, Disorient 3

Armor:

Heavy Clothing - **Soak:** 1

Gear:

Thermal Cloak (**Gear Features:** Removes up to ■■ from any checks made to handle extreme heat or cold.)

the party is considered caught up. (barring any odd stuff the rest of the part does)

Once the Banthas are stopped roll initiative for 2 raiders, 1 Huntsman and Grinth (chieftain).

Tusken Raider - Chieftain [Nemesis]



Skills:

Athletics 3 (🟡🟡🟡🟢), Coercion 2 (🟡🟡🟢), Melee 3 (🟡🟡🟡🟢), Perception 1 (🟡🟢🟢), Ranged - Heavy 3 (🟡🟡🟡), Resilience 2 (🟡🟡🟢), Survival 3 (🟡🟡🟡), Vigilance 1 (🟡🟢🟢)

Talents:

Adversary 2 - Upgrade the difficulty of any combat check targeting this character once per rank of Adversary.

Feral Strength 2 - The character deals + 1 damage to one hit on all successful Brawl and Melee checks per rank of Feral Strength.

Forager - Remove up to ■ ■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

Frenzied Attack 1 - When making a Melee or Brawl check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied Attack.

Outdoorsman 1 - Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Cuts overland travel times by half.

Abilities:

Bantha Affinity - Add 1 Boost Die to all Survival checks to handle or ride Banthas.

Weapons:

Gaffi Stick - Skill: Melee (🟡🟡🟡🟢) Range: Engaged, Damage: 8, Crit: 🟡🟡, Qualities: Defensive 1, Disorient 3

Mark V "Sand Panther" Hunting Rifle - Skill: Ranged - Heavy (🟡🟡🟡🟡🟡) 🟡

Range: Long, Damage: 8, Crit: 🟡🟡🟡🟡🟡, Qualities: Accurate 1, Cumbersome 2, Superior Attachments: Telescopic Optical Sight (1 Decrease the difficulty of combat checks at long and extreme range by 1 Mod), Superior Weapon Customization (Quality (Superior) Mod)

Armor:

Reinforced Environment Gear - Soak: 1, Features: Removes ■ imposed by environmental conditions., Add 🟡 to Resilience checks to resist toxic atmospheres or airborne toxins.

Chase Advantage/threats

As the vehicles wind through the canyon walls, Advantages may be spent normally or as follows:

2 Advantages: Upgrade an Ability die on an ally's Athletics skill check if that ally jumps from his mount or vehicle to another mount or vehicle. This upgrade must be used before the player who declared this Advantage begins his next turn.

2 Advantages: Force the Tusken's to go through a cave. The cave has total darkness and takes a full initiative round to traverse. When the characters emerge, they are in the same range band sector from the peak they were in before entering the cave.

3 Advantages: Cause an enemy to become distracted and hit his head on a jutting ledge. The character is considered Staggered.

GMs are encouraged to spend Threats as follows:

1 Threat: A character gets dust in his eyes. This hazard adds a Setback die to the character's next die pool.

2 Threats: The path to one side of a vehicle begins to crumble. This could literally be a decaying part of the path or a rockslide. This adds 2 Setback dice to the character's next Pilot or Survival check pool.

3 Threats: A brave Jawa wearing a mask over his eyes leaps onto a mount or vehicle where a droid is riding. He draws an ion pistol, scheming to steal the droid.

4 Threats: The vehicle or mount moves past a slumbering krayt dragon that swipes its tail about, adding two Challenge dice to the target's next Pilot or Survival die pool.

4 Threats: The vehicle or mount is forced to go through a very narrow hole in a stone wall. The next Pilot check has a difficulty of Daunting

Needle's peak

If the sled reaches the Needle's Peak without intervention, the Tusken Raiders dump the sled full of Life Day joy over the edge. If the Tusken's are defeated in the 5th range band sector and the sled is out of control, it continues to move toward the peak at its current speed. The banthas go over the edge, dragging the sled behind them. A PC can make average ranged check to shoot the harness attachments to unhook the trailer from the banthas. Add 2 boost and read this:

You line up your sites and gain 2 boost as you feel your heart grow 2 sizes that day.

Return

The PCs return to a heroes' welcome if they bring back the Life Day celebration goodies. Success earns the PCs each a single die upgrade on a social skill check used to influence an Anchorhead

Resident. If the PCs don't return the goodies, the mood is hopeless and sullen. The GM is encouraged to downgrade a single Proficiency die from each PC during a social skill check made to influence an Anchorhead resident. Recommend that the PC's check on their ship due to the raiders rampage.

Interlude:

When the PCs return to their ship, they find Boba Fett waiting for them with a Gammorean thug. If a PC remained with the ship or there was no opportunity for Fett to infiltrate the PC's Ship, Boba Fett remote activates the landing ramp using a code obtained from a corrupt docking bay manager.

Boba Fett immediately fires a whipcord around the **[male PC with the highest presence- as above]**. If the PC is not present, Fett goes after the nearest target. Boba knocks the PC over and yells, *"Where's the money, [PC Name]? Where's the fracking credits? Jabba says you're good for it."*

If other PCs get involved, Boba Fett fights with a guarded stance and explains, *"Watto's wife Kaddy owes two hundred fifty thousand credits to Jabba. She said she took it out for [PC's name] and I'm here to collect."*

Seeing how outnumbered he is, "You think about paying your girlfriends debts, afterall, she took the money for you." Boba Fett threatens and leaves.

The PCs should quickly devise that Fett has confused the PC with the warehouse worker. The PCs may choose to call on Big Watto. If not, Bibfort gets in touch with the PCs over the com and begs them to meet him in Watto's private residence. It is an emergency.

He will make it worth their while.

End Part 1

XP Breakdown

5 for Humbug Limited

5 for Cloudberry retrieval

5 for returning Life Day decorations

10 for stopping the Grinth

5 for Roleplay

Note: this session is meant to be cheesy and tongue on cheek fun. So play it up, feel free to mix in Xmas songs and stuff.

Boba Fett [Nemesis]

4 BRAWN	4 AGILITY	3 INTELLECT	4 CUNNING	3 WILLPOWER	3 PRESENCE
SOAK 8		WOUND 20		STRAIN 20	
DEFENSE 2			DEFENSE 2		
			RANGED	MELEE	

Skills:

Athletics 2 (●●●●◆◆), Brawl 2 (●●●●◆◆),
Coercion 2 (●●●●◆), Cool 2 (●●●●◆),
Deception 2 (●●●●◆◆), Discipline 2 (●●●●◆◆),
Gunnery 2 (●●●●◆◆), Melee 2 (●●●●◆◆),
Outer Rim 3 (●●●●●), Perception 2 (●●●●◆◆),
Piloting - Space 2 (●●●●◆◆), Ranged -
Heavy 3 (●●●●●◆), Ranged - Light 3 (●●●●●◆),
Resilience 2 (●●●●◆◆), Skulduggery 2 (●●●●◆◆),
Streetwise 3 (●●●●●◆), Survival 2 (●●●●◆◆),
Underworld 3 (●●●●●),
Vigilance 2 (●●●●◆◆)

Talents:

Adversary 3 - Upgrade the difficulty of any combat check by 1 per rank in Adversary
Armor Master - Increase total soak by 1
Armor Master (Improved) - When wearing armor with a soak of 2 increase defense by 1
Confidence 2 - May decrease difficulty of Discipline check to avoid fear by 1 per rank of Confidence.
Nobody's Fool 3 - May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool
Steely Nerves - Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.

Weapons:

Blaster Carbine - **Skill:** Ranged - Heavy (●●●●◆◆) **Range:** Medium, **Damage:** 10, **Critical:** ●●●●, **Qualities:** Stun Setting **Attachments:** Superior Weapon Customization (Quality (Superior) Mod)

Flame Projector - **Skill:** Ranged - Heavy (●●●●◆◆) **Range:** Short, **Damage:** 8, **Critical:** ●●●●, **Qualities:** Burn 3, Blast 8

Whipcord - **Skill:** Melee (●●●●◆◆), **Range:** Close, **Damage:** 2, **Critical:** ●●●●●●●●, **Qualities:** Ensnare 3

Armor:

Heavy Battle Armor - **Soak:** 3, **Melee Def:** 1, **Ranged Def:** 1, **Attachments:** VX Hands-Free Weapon (Mounts single weapon on armor. User can aim and fire without using his hands. Use "Notes" feature to specify which weapon is mounted.), *Enhanced Optics Suite* (Removes up to ■■ added to all Perception, Vigilance, and combat skill checks due to darkness, smoke, or other environmental effects that obscure vision.), *Superior Armor Customization* (Quality (Superior) Mod) **Notes:** Wrist mounted flame thrower.

Gear:

Jet Pack, Electrobinoculars, Utility Belt (**Gear Features:** 1 Increase Encumbrance Threshold by 1 Mod), 5 Stimpack (**Gear Features:** Heals 5 wounds.), 2 Extra Reload, 2 Glow Rod, Datapad