

A STAR WARS ADVENTURE GAME SCENARIO SET IN THE REBELLION ERA!
FOR USE WITH THE *SECRETS OF TATOOINE* CAMPAIGN PACK

STAR WARS

A Night at Tosche Station

WEB EXCLUSIVE!



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A long time ago, in a galaxy far, far away, an alliance of freedom-loving peoples challenged the tyrannical rule of the evil Emperor in an attempt to restore justice to the galaxy. The Rebel Alliance frequently relied upon smugglers and scoundrels of every sort to deliver the arms and equipment they needed to fight the Empire. Even though they met their contacts in secret, far-flung locations, these meetings were some of the most harrowing moments for the Rebels. They could be betrayed by their contacts, or found out by spies—or simply stumble into an Imperial patrol.

To play this adventure, you need a copy of the *Star Wars: Invasion of Theed Adventure Game*. You don't need to have played the adventures in *Invasion of Theed*—you just need the rulebook, dice, maps, hero sheets, and the punch-out counters, to represent the heroes and villains in this adventure. (You can also use action figures.) *Note:* Since the heroes in this adventure live during the Rebellion Era, you should modify the background information on the hero sheets from the adventure game as needed.

Before you begin play, choose who will be the Gamemaster—the person who presents the adventure to the players. The material in this adventure is for the Gamemaster only. It explains all the details about the situations the heroes face and the opponents they must overcome.

If a question comes up that isn't covered in the rules or the adventure text, just make your own decision about it and continue. The trick is to have fun, not to get bogged down in the rules. Keep the adventure moving, be fair, and enjoy yourselves.

Setting

The heroes are all Rebel operatives who have come to Tatooine to purchase blasters for the Alliance. To limit the chance of being spotted by Imperials, the exchange is set for just outside the comparatively small spaceport of Anchorhead, near the isolated Tosche Station. Tosche Station, a combination mechanic's garage and lounge, is a renowned hangout for local youth. The heroes have a credit chip—with 60,000 credits on it—and a small landing beacon. When they get the comlink signal from the

smuggler's ship telling them he is entering Tatooine's atmosphere, they are to set up the beacon.

Unfortunately, things go just a bit awry when the worst sandstorm in more than a decade hits Anchorhead, and the heroes are trapped inside Tosche Station—with a stormtrooper patrol.

In this adventure, the heroes must use guile and cunning to avoid the suspicions of the Imperial stormtroopers as they make their way to their rendezvous. The stormtroopers have only come to Tosche Station to get out of the fierce winds and blowing sands—they aren't particularly looking for any Rebels. But some of the others wait-

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ing out the storm have their own agendas, and may get the heroes into trouble.

If you downloaded last month's miniadventure, *The Storm's Edge*, you can link it to this adventure with just a little work. Operate under the assumption that the sandstorm in this scenario is the same one that hits at the climax of *The Storm's Edge*. Set the previous adventure near the town of Anchorhead; the heroes can seek shelter and rest in Tosche Station following their exploits.

Read this whole adventure to yourself before presenting it to the players. When you're ready to start play, begin with "Players' Introduction," below. Don't read anything out loud to the players except the boxed text in the various encounter descriptions. Everything else is only for you.

Gamemaster's Secret Information

Unfortunately, fate is conspiring against the heroes. Their smuggler contact, a Duro named Hagk Baht, has run afoul of an Imperial customs ship. Hagk Baht managed to lose the pursuit, but at the cost of flying into the storm. As the heroes are dealing with the stormtroopers, Hagk Baht's ship, the *Singing Savrip*, is suffering from damaged stabilizers and failing repulsorlift engines. In short, it's about to crash land in the desert a short distance from Tosche Station.

Meanwhile, a hard-headed local moisture farmer named Old Ezrim has gotten the idea that the heroes are spice smugglers (he's sure the sack with their beacon holds illegal spice). His suspicions are further confirmed when another person waiting out the storm—a Pacithhip spice dealer named Erkwil—strikes up a conversation with the heroes. Erkwil, in fact, is trying to get the heroes to take possession of a small stash of spice he has on him, so the stormtroopers don't arrest him.

Adding to the confusion is the fact that another of the locals sheltering in the lounge is a wanted criminal, a walrus-faced Aqualish swoop gang member named Membe, who is growing more and more nervous the longer the stormtroopers hang around. To make matters worse, Membe doesn't understand or speak Basic, so he has no idea what is being said; he only knows that if the stormtroopers suddenly start paying attention to him, it can't be a good thing—and he'd prefer to die fighting, rather than be

sent back to the spice mines of Kessel.

Finally—as if all that wasn't enough—three Jawas boldly work their way through the station, trying to buy and sell whatever is on hand, constantly poking their noses into everyone's business. If the heroes aren't careful, the Jawas discover their landing beacon, drawing everyone's attention to it.

This adventure involves considerably more roleplaying than many adventure game scenarios, as the heroes try to allay suspicions and quietly bide their time until they hear from Hagk Baht. If a fight breaks out, things could quickly turn ugly, as the stormtroopers are formidable foes and won't hesitate to kill anyone who draws a weapon. See "Running a Fight" below for more information on what provokes the stormtroopers to act, and how they respond when they do act.

Players' Introduction

When you've read the adventure to yourself and are ready to start playing, read this boxed introduction out loud to the other players. It lets them know what is happening around their characters and gives them enough information to decide what they want their heroes to do next.

With typical Rebel luck, you've arranged your rendezvous with Hagk Baht, the smuggler-captain of the *Singing Savrip*, for the very same night that Anchorhead experiences its worst sandstorm in more than a decade. Unable to endure any longer the biting sting of sand blown about at speeds of more than 50 kilometers per hour, you've been forced to seek shelter. The nearest building is the venerable Tosche Station—a combination speeder repair shop and seedy dive where the local youth hang out.

As you pile through the door into the dimly-lit interior, you can see that you weren't the only ones to think of this idea. The lounge is crowded with several locals, including Humans, an Ishi Tib, a Pacithhip, a Klatooinian, an Aqualish, a Nikto, and a handful of Jawas. As one of the Humans shouts, "Close the door, y'blasted idiots!" the Jawas scurry toward you, jabbering excitedly and reaching for your gear.

Set-Up

For this encounter, you will need a mapsheet and these tokens from the *Star Wars Invasion of Theed Adventure Game*: seven walls, two doors, three speeders, one Naboo pilot, three pirates, three mercs, four Naboo citizens, three thugs, an R2 droid, and a token to represent each hero. (Naboo tokens stand in for Tatooine characters in this adventure.) In addition, you will need to download from this adventure's web page the file containing extra tokens. Print the file, then cut out the three Jawa tokens.

Map 1 on the next page shows the starting positions for all these tokens. Place the Wall tokens on the mapsheet to outline the interior of Tosche Station. Put the other tokens on the mapsheet to show where everyone is standing when the heroes come in. The characters are:

- Verzon Tennd ("Naboo" Pilot)
- Deenine (his R2 Droid)
- Erkwil the Pacithhip (Thug 3)
- Membe (Merc 2)
- The Fixer (Pirate 1)
- Assorted patrons (Merc 1, Pirates 2 and 3, "Naboo" Citizens 1 through 4, and Thugs 1 through 3)
- Old Ezrim (Merc 3)
- Three Jawas (downloadable tokens)

When you have set up the map, allow the players to put the tokens representing their characters on it in the indicated area (see Map 1). This area lies just inside the door to the lounge.

Running a Fight

At some point in these encounters, somebody may throw a punch, pull a blaster, or otherwise precipitate a good old-fashioned donnybrook. This section explains how everyone in the lounge reacts to such an occurrence. Resolve everyone's actions in initiative order—including Verzon Tennd, Deenine, Erkwil, Membe, the Fixer, the citizens, and the Jawas.

Hero Attacks: Heroes using ranged weapons can attack only from a distance; they must have at least once clear space between themselves and all opponents, or they are forced to fight with melee weapons. A hero with a melee weapon must move next to his opponent to attack.



If a hero's attack roll result is equal to or better than his opponent's Defense, the attack hits. The player then rolls the damage dice for the weapon the hero is using, and you subtract the result from the thug's Wound Points. If the target has Vitality Points, the damage comes off the Vitality Point total first. When a target runs out of Vitality Points, any damage he or she suffers goes directly to wounds. Combatants who run out of Wound Points fall unconscious.

Citizens: In case of a fight, the ordinary citizens—the tokens labeled Naboo Citizen 1 to 4, Merc 1, Merc 3, Pirates 2 and 3, and Thugs 1 through 3 all seek safety in the garage. If the exit to the garage is blocked, they duck behind whatever cover is available in the lounge.

Verzon Tennd: The pilot (Naboo Pilot 1) pitches in if it looks like the heroes need rescuing. Tennd uses a blaster pistol, while his droid simply tries to back him up (not being programmed to fight).

Fixer: Fixer (Pirate 1) is the proprietor of the garage. He is strongly anti-Empire, but not suicidally so. Unless a stormtrooper is about to kill one of the heroes, he doesn't want to get involved. If he sees a hero in trouble, he produces a blaster rifle from under the counter and risks his life to strike a blow for freedom!

Membe: Membe the swoop gang member (Merc 2) is extremely edgy already, and he gets even more tense when the stormtroopers show up in Encounter 2. If a fight breaks out, Membe draws his heavy blaster pistol and starts shooting at anyone who so much as directs a weapon in his vicinity. He starts with stormtroopers, but also shoots at anyone carrying a weapon, once the stormtroopers have been subdued. Membe isn't rational right now, so he can't be relied upon to help except by pure coincidence.

Jawas: Like all of their kind, these three Jawas are tremendous cowards. Once a fight starts, they run for cover, and stay there.

Stormtroopers: The stormtroopers, who enter in Encounter 2, simply stand where they are and shoot anyone who looks threatening. Unfortunately, Imperial stormtroopers have a different definition of "threatening" than most people do: It starts with anyone holding a weapon of any kind, then goes on to include anyone who isn't actively seeking shelter, followed by anyone

stupid enough to object to their actions. The stormtroopers change positions only to get a better angle on a target.

Outcome: If the heroes fight the stormtroopers and win, they are free to depart. Because of the sandstorm, the stormtroopers haven't been able to report their position, and the local Imperial garrison won't be searching for them here. If the heroes lose, though, they'll awaken in the Mos Eisley lockup, waiting to be interrogated. The adventure is over for them, unless the GM wants to set up and play out a jailbreak scenario—but they will have missed their rendezvous.

Scene 1: Introductions

Each of the people in the Tosche Station lounge has a different reaction to the heroes' entrance.

FIXER, HUMAN MECHANIC

Fixer asks if the heroes would like some ale, but otherwise doesn't initiate any conversations. He has no problem with jumping in on other conversations, though.

Level: 1; Initiative 12; Vitality Points: 0; Wound Points: 9; Speed 5 spaces; Defense 13; Attack: 1d20+2 (blaster rifle); Damage 3d8 (blaster rifle); Saves: Fortitude 1d20+1, Reflex 1d20+1; Will 1d20+0; General Skills: Computer Use (1d20+4), Repair (1d20+4).

ERKWIL, PACITHHIP SPICE DEALER

Erkwil greets the heroes and asks them if they're friends of "T'landa." He is sounding out whether they are potential customers for the spice he's carrying. The heroes don't know who he's talking about, which clues him in to clam up.

Level: 1; Initiative 8; Vitality Points: 0; Wound Points: 8; Speed 5 spaces; Defense 12; Attack: 1d20+0 (unarmed); Damage 1d3 (unarmed); Saves: Fortitude 1d20+0, Reflex 1d20+2; Will 1d20+0; General Skills: Hide (1d20+4), Spot (1d20+4).

MEMBE, AQUALISH FELON

Membe keeps to himself at the back of the lounge. If spoken to directly, he grunts in his own language to be left alone. If anyone presses him too much, he becomes violent.

Level: 2; Initiative: 10; Vitality Points: 10; Wound Points: 10; Speed: 5 spaces; Defense: 14; Attack: 1d20+2 (heavy blaster); Damage:

3d8 (heavy blaster); Saves: Fortitude 1d20+3, Reflex 1d20+1, Will 1d20+0; General Skills: Intimidate (1d20+4), Pilot (1d20+4), Spot (1d20+4).

VERZON TENND, FREIGHTER PILOT

Verzon Tennd isn't looking for trouble and so does not speak to the heroes unless they speak to him. Even then he is cordial but not particularly talkative.

Level: 2; Initiative 12; Vitality Points: 10; Wound Points: 8; Speed: 5 spaces; Defense 14; Attack: 1d20+2 (blaster pistol); Damage 3d6 (blaster pistol); Saves: Fortitude 1d20+2, Reflex 1d20+2; Will 1d20+2; General Skills: Computer Use (1d20+5), Pilot (1d20+5).

DEENINE—ASTROMECH DROID

Verzon Tennd's R2 unit sticks close to his master and occasionally tootles at the freighter pilot, but otherwise doesn't interact with anyone.

Level: N/A; Initiative: 10; Vitality Points: 0; Wound Points: 8; Speed: 3 spaces; Defense: 11; Attack: 1d20 (arc welder); Damage: 1d6 (arc welder); Saves: Fortitude 1d20+2, Reflex 1d20+0, Will 1d20+1; General Skills: Computer Use (1d20+2), Disable Device (1d20+4), Listen (1d20+2), Repair (1d20+4), Search 1d20+2).

TATOOINE CITIZENS

The citizens—with the exception of Old Ezrim—just keep to themselves, though they don't avoid conversations directed at them.

Level: 1; Initiative 8; Vitality Points: 0; Wound Points: 6; Speed 5 spaces; Defense 10; Attack: 1d20+0 (unarmed); Damage 1d3 (unarmed); Saves: Fortitude 1d20+1, Reflex 1d20+0; Will 1d20+1; General Skills: Computer Use (1d20+2), Listen (1d20+2).

JAWAS

The Jawas approach the heroes immediately and by gestures indicate that they are interested in trading. They are particularly interested in the heroes' weapons, special electronic equipment, any droids, and the contents of their sack (which holds the landing beacon). They only leave the heroes alone if the heroes chase them away. Afterward, they wander about at random, pestering anyone who lets them.

Level: 1; Initiative: 15; Vitality Points: 0; Wound Points: 10; Speed: 5 spaces; Defense:

14; Attack 1d20+1 (punch); Damage: 1d3–2 (punch); Saves: Fortitude 1d20 +1, Reflex 1d20+2, Will 1d20–2; General Skills: Listen (1d20+4), Search (1d20+4).

Scene 2: Sandtroopers

Give the heroes a few minutes to interact with the locals and absorb the atmosphere in the Tosche Station lounge, then read the following boxed text aloud to them:

The door suddenly slides open once more, and a huge swirl of sand fills the room. Four dusty, hulking figures enter. Old Ezrim shouts, “Close the ...” but abruptly stops as he, and everyone else, realizes that these four new visitors are stormtroopers, the Empire’s brutal thugs, armed with deadly blaster rifles.

The stormtroopers look around at the assembled citizens, then one of them says, “We’re waiting in here until the storm passes. Everyone stay where you are and keep your hands where we can see them.”

The stormtroopers take up positions around the room, where they can clearly see everyone in the lounge and each other.

SET-UP

Now cut out the four stormtrooper tokens from the file you downloaded earlier and place them on the mapsheet as shown on Map 2 on the next page. If the heroes or any of the locals have moved from their original positions into a square where a stormtrooper is marked, assume the stormtroopers order that person to take a seat elsewhere. (If a hero objects, a fight may break out!) The only other people who move are Membe, who slides further into the shadows at the back of the lounge, and Erkwil, who moves closer to the heroes.

IMPERIAL STORMTROOPERS

The game statistics for the four stormtroopers are presented here. Because stormtroopers are fearless and fanatically loyal to the Emperor, the Diplomacy and Intimidate skills have no effect on them—though Bluff and Affect Mind can still work, which may just get the heroes out of this situation without a shot being fired.

Level: 3; Initiative: 10; Vitality Points: 0; Wound Points: 10; Speed: 5 spaces; Defense: 16; Attack: 1d20+3 (blaster rifle); Damage: 3d8 (blaster rifle); Saves: Fortitude 1d20+3, Reflex 1d20+1, Will 1d20+1; General Skills: Climb (1d20+3), Intimidate (1d20+4), Spot (1d20+2).

The heroes are still free to talk among themselves or even to the stormtroopers, though the stormtroopers are even less talkative than Membe. The stormtroopers react aggressively to any sign of threat, crime, or sedition, moving to subdue the culprit. Otherwise, they stand stoically where they are, waiting for the wind to die down.

Erkwil takes this opportunity to strike up a conversation with the heroes, hoping to distract them while he drops his small supply of illegal spice on them. Erkwil makes a Hide check, opposed by the heroes’ Spot check, to plant something on them without being caught. No one else is paying close enough attention to notice.

Old Ezrim, meanwhile, emboldened by the presence of the stormtroopers, grills the heroes. He loudly points out that he doesn’t know them, and hasn’t seen them around before—and what were they doing out on a night like this? He asks them about what they’ve got in their satchel (the landing beacon—though he thinks it’s spice), why they are talking with a known ex-convict (Erkwil), and where did they get their weapons—were they in a fight before the stormtroopers arrived?

While the stormtroopers don’t join in with Ezrim’s questioning, they are listening. So, if the heroes make an obvious blunder (“We’re not smugglers—we’re *Rebels!*”), the troopers take action.

Scene 3: The Distress Call

Once Old Ezrim really starts arguing with the heroes, pause the action to read the following aloud:

Suddenly, a muffled speaker crackles to life, and to your horror, you realize it’s your comlink! “Emergency! This is the *Singing Savrip*! I’ve been attacked by an Imperial customs ship, and my stabiliz-

ers are out! I can’t make the rendezvous! I don’t even know if I can land this thing! I think I’m near Anchorhead, but I’m in the middle of a sandstorm and I can’t see a—”

The transmission abruptly cuts off, and from somewhere outside, everyone hears a distant *WHUMP!* as something—presumably the *Singing Savrip*—suddenly slams into the Tatooine landscape.

“I knew it!” Old Ezrim gleefully cries in the ensuing silence. “You *are* smugglers! Troopers, arrest them!”

The stormtroopers level their blaster rifles at you.

The stormtroopers won’t accept anything less than the heroes’ unconditional surrender. Assuming the heroes don’t simply give up, go to “Running a Fight.”

The End!

Assuming the heroes manage to defeat the stormtroopers (and possibly Membe as well), they can leave Tosche Station as soon as the storm lets up (another hour), and they’re more or less home free. But if the heroes were overcome by the stormtroopers, they wake up in detention cells in Mos Eisley.

If they go to investigate the crash site of the *Singing Savrip*, they find Hagk Baht dead, but his cargo intact. They might feel bad about it, but they can secure 10 cases of blaster rifles (five rifles each) for the Rebellion without having to pay for them.

EXPERIENCE

If the heroes defeat the stormtroopers and escape, the group receives a total of 3,000 XP. Divide this amount by the number of heroes involved, giving each one an equal share. If the heroes were captured, they gain no XP for this adventure.

About the Author

JD Wiker joined Wizards’ roleplaying games division from the Customer Service team. Since 1998 he has worked on the ALTERNITY® STAR*DRIVE® and DARK*MASTER® settings, DIABLO II for DUNGEONS & DRAGONS®, and two *Star Wars* RPG products. He is invisible to those people with high intellects.

MAP 2



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