Abandoned Asteroid
Jinathik

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Introduction

This is a Star Wars d20 adventure based on Joe Clements' THE ABANDONED ASTEROID adventure, which in turn is based on Barbara Hambly's book Children of the Jedi. Some things have changed, background for example. However, the essential ingredients remain: an abandoned asteroid base, spooky and mysterious circumstances, a dangerous reactor, a paranoid R5 droid.

Setting is the most significant change, apart from d6 versus d20. Joe's original uses d6 rules but d20 here. The setting is pre-Imperial in the days of the Old Republic but after the Stark Hyperspace War, sometime around 30–20 BBY prior to the end of the Galactic Republic 19 BBY. It goes without saying, you can adjust the adventure to suit your campaign. Feel completely free to chop and change!

The story also adds links to other locations in the Star Wars galaxy, specifically Rhen Var. Such links lay foundations for subsequent adventures. Rhen Var is an interesting and mysterious location; ancient temples, ancient tombs, long history of struggle between Jedi and Sith. A Gossam pirate called Towchee stole an ancient Sith artifact from a former Republic trooper during a raid. If the heroes follow this trail, it leads to Rhen Var on the edge of the galaxy where they find a remote Galactic Science Outpost, a mysterious sickness infecting the scientists and archaeologists, an ancient Sith tomb buried within the ice, and much more...

One important thing that this adventure tries to avoid is: contrivance! Is that the right word? I mean, arranging the adventure as static scenery just waiting for the characters to pass through, destroy any obstacles, collect the coinage, tot up the experience points. The adventure tries to come to life in its own right. Each non-player character has a good reason for being where they are, for doing what they do. They do not exists for the benefit of the players. Their world does not just start when the players arrive!

Why, why, why???   The big question!

Why does Fiver kill his master? Is it insane? Why did Fiver's master Towlan remain behind when the others left?

Why has SCC chosen this asteroid to build a base? Why next to Garqi? Garqi is a nothing-ever-happens-here backwater, is it not?

Why does Fiver imitate a Sith Lord? What does he know about the Sith anyway?

All these are very good questions deserving very good answers. However, the precise answers may depend on your own campaign or may not even matter. Adjust or change at will to suit your own requirements. The main goal is to weave this adventure into a larger picture. Anyway, here are *my* answers.

Fiver is a flawed astromech droid from a flawed series, the R5 series. Its personality matrix has become paranoid and psychotic with an unhealthy dash of megalomania. Any sensible owner would have wiped its memory decades ago. But this never happened. The psychotic droid murdered its owner by shutting the airlock behind him. The last remaining Gossam pirate gets murdered by his own favourite R5 unit; his remains still float above the airlock hanging by a tether. Fiver's original owner was a Sith cult member, a Disciple of Ragnos of little account. Fiver's personality matrix still carries a strong albeit confused imprint.

Garqi is an important source of wealth for the Republic, one of the Republic's key 'breadbaskets.' It also has a secret bioweapons facility. Where there is wealth, smugglers and pirates follow! Where goes secret weapons, there follows ruthless men of power and intrigue; enter Iaco Stark.

Locations   The abandoned asteroid base has numerous locations. Each adds a small piece to the puzzle, "what is this place?"

- Hangar bay
- Reactor room
- Stairwell
- Med bay
- Crew quarters
- Enclision grid
- Control room

Background

While escaping from the Republic picket in a stolen Republic transport, the heroes[1] hide in the Jinathik asteroid field. Albeit badly damaged, the heroes prevail after a life-and-death struggle between a squadron of Nimbus-class V-wing starfighters and the swirling asteroids. But not without help from an unexpected source. The heroes chance upon an unusual asteroid.

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[1] I will continue calling the player characters "heroes" although I also mean heroins; the technical term "player character" sounds, well, too technical!

A turbolaser battery mounted on a large asteroid opens fire and helps destroy the last of the V-wings.

Why does the secret asteroid base exist and why abandoned? One name, Iaco Stark! Pirate and smuggler. Now a legitimate businessman and member of the Commerce Guild. But once head of Stark Commercial Combine, a wily bunch of pirates, smugglers, assassins, bounty hunters, and mercenaries 'doing business' in the Outer Rim. Secretly allied with the Trade Federation and Xucphra Corporation, the Collective caused the bacta shortage of 44 BBY.

The asteroid base is an old abandoned commercial depot and distribution centre for SCC smuggled goods including bacta, hafa vine for manufacturing Cassandran choholl, spice narcotics and bioweapons materials from Garqi.

Space Door

The pale green light of a tractor beam locks on and drags the ship towards the deep shadows of the cratered asteroid. Slowly a space door opens. No lighting beyond, just a black pit. A sinking feeling grows in your stomach and you gulp in anticipation and fear of the unexpected!

If at this point the heroes wisely switch on their external ship lights, read the following description, else mention "tense minutes dragging on as you face the intense blackness beyond the flightdeck windows."

You switch on the external lighting. It flickers then sends bright beams of white light piercing the black. The tractor beam pulls the ship slow but inexorably deeper into the rocky heart of the asteroid. Beams of light catch the jagged rock jutting out all along the walls of the narrow, rough-hewn tunnel. There is one silver lining: you don't have to navigate this tunnel manually!

Let the players discuss matters. They may want to attempt to break the tractor beam's grip. This will prove dangerous and ultimately fruitless. At last, read what happens next, as follows.

Shortly, the ship arrives at an interior pressure door. It opens automatically. The tractor beam safely moves the ship through, finally releasing with a slight jolt as the pressure door closes behind.

From here the ship enters a vast cavern, the hangar bay.

Hangar Bay

The tractor beam releases the ship.

Your ship slowly drifts forward into the deep blackness.

Inertial dampeners are currently offline and asteroid gravity is very low, so the ship will continue to slowly drift forward unless the heroes start manoeuvring.

Assuming ship's exterior lighting activated:

Beams from your ship's exterior lights catch strange shapes below. What is that strange object covered with a sheet? Is that a broken crate? Some of the many unanswered questions!

Using the ship's onboard sensor array to scan the interior might be a good idea! Assuming it has one, of course. Passive sensors reveal minimal information: "an unusually faint energy signature directly ahead; standby energy signature to starboard." These correspond to the reactor and terminal respectively, both on standby. Active sensors tell a different story however; read the following.

The ship sends out invisible beams of radiation probing the darkness. Shapes appear on the sensor screen. The computer searches its memory banks looking for matches. One by one, familiar shapes line up at the side of the screen: a terminal, a blast door, another door, three starfighters, an old-fashioned Gonk droid, small objects such as tools and other maintenance equipment, small unidentified objects.

But no lifeforms, conspicuous by absence.
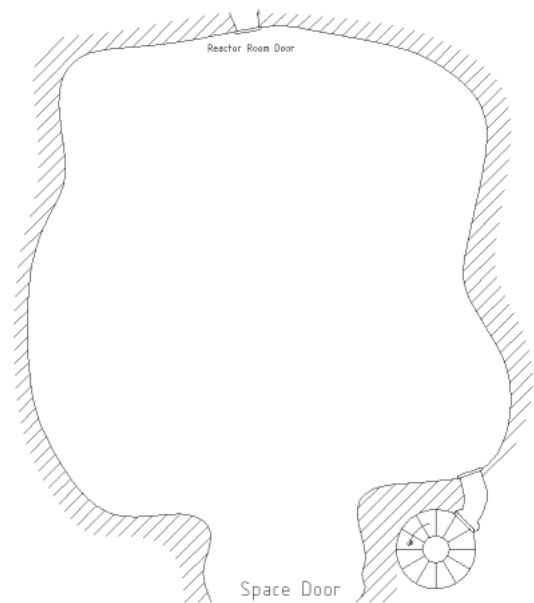
Terminal

You stand in front of an old computer terminal. An unmarked blast door stands to one side. The terminal appears to be in standby mode.

See REVISED CORE RULEBOOK p. 79, Computer Use skill. There is minimal security (DC 15). Note, if any check fails by 10 or more, it alerts Fiver with appropriate consequences. He will struggle to lock out the slicer. Fiver is an R5 unit, compare R2 at REVISED CORE RULEBOOK p. 371. He has 10 ranks of Computer Use but adjust this to roughly match the heroes' best computer specialist.

If they "slice" the access code (DC 15) read the following.

You slice the access code, relatively easy to break. Too easy perhaps? Slowly the programming self-checks and comes online.

The terminal reports main power grid offline (DC 10). Cause shows high-impedance in primary conduits (DC 15). Although alternative routing is possible, the power control program currently set to manual (DC 13).

Restoring power brings up the low-level lighting and inertial compensators.

Slowly but surely, dim lighting strips flicker on, beam-by-beam revealing a vast cavernous space.

On one side, the huge durasteel space door; directly opposite, the tractor beam assembly. To the right of the space door looking in, three large objects covered with dusty tarps (voluminous brown sheets). A small door and nearby terminal on this side also.

To the left, an empty hangar deck. Maintenance tools and workbenches lie abandoned untidily along the space wall. Another small blast door on the far wall labelled "Reactor Room." Stacks of crates, some opened, others closed.

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Gradually coming into focus as the low-level lighting spreads wider across the hangar: three enormous letters spanning across the cavern wall, S-C-C painted in red on the bare rock.

A layer of stillness makes the place eerie, and more than a little spooky. Light beams cut the dark space. The slow rhythm of your breath stands out loudly against the total silence.

However, life support remains offline.

You notice that access to life support is also available. However it needs a higher-level access code.

Ultimately the heroes fail to activate life support. Even if they succeed in slicing the control terminal, it alerts Fiver. He struggles with the slicer; every successful slice and activation follows quickly by another counterslice! Fiver will typically outslice the heroes even if only by persistence. He will continuously hack until he disables life support. The outcome? Life support offline.

Tarps

You pull back the brown tarps. Beneath you immediately glimpse carbon-scored Titanium-reinforced Alusteel alloy.

As the sheet falls off, you see an antique twin-engined starfighter, about 15 metres long. It carries markings: Koensayr along the side, R200 on the engine cowls, ArMek SW-4 on a turreted dual ion cannon mounted above the cockpit.

Is it a Y-wing, one of the early models, an S1 or S2. There are three. All are in disrepair and need significant maintenance work. Some have custom repairs so need someone who really knows their antique starfighters before firing them up!

Space Wall, Tools and Workbenches

The space wall was once a workshop area it seems: strewn with tools, spare parts, repair manuals. However, whoever worked here did so very untidily. Food containers and even old discarded meals and snacks lie scattered around.

Of course, drifting in the vacuum of space without inertial dampening exaggerates the mess especially for so long.

If the heroes make successful Repair checks, they can determine the purpose and origin of some of these spare parts although many seem slightly outdated or even antiquated. They include: ASP-7 spares (DC 20), reactor components (DC 25), power converters for lasers (DC 20), and such like. See Revised Core Rulebook p. 96, Repair skill. Also, note Gearhead feat gains +2 aptitude bonus, see p. 110.

Reactor Room Door

At the far side of the hangar lies the reactor room door.

You stand before a magnetically-sealed durasteel door. To the right, a code panel flickers dimly beneath a film of dust. Overhead, etched into the durasteel, a sign reads, "REACTOR ROOM — AUTHORISED PERSONNEL ONLY!"

The security door bars the way, mag-locked and jammed with age.

Release the Mag-Lock

While trying to access the code panel, read aloud the following.

You struggle to release the magnetic lock. Not easy. Pressing the buttons offers no audible feedback. Any sounds fail to traverse the void of space. No visual cues either.

Crates

You see piles of stacked crates, standard transport size, each marked with a red 'S.' Along the edges, each carries a numerical stamp. Some contain loose heaps of strange green vines, others carefully packed with large bottles of green ooze, still others packed with small canisters. All containers carry cryptic numerical markings, mostly in Galactic Aurebesh but also some weird jagged scribbles.

Strangely, some crates appear broken and empty.

The canisters contain carefully-packed glass vials containing some clear liquid.

Reactor Room

A circular cavern cut from the jagged rock. Conduits and cables fall messily from the space above, wrap around the walls, finally meeting in the centre at an old reactor. It glows faintly. But no vibration, no movement. Just an eerie stillness as if walking through a graveyard.

A small hatch in the roof of the reactor chamber is half-hidden by the messy conduits and cables. Observant ones may spot it though, see REVISED CORE RULEBOOK p. 99, Spot check. Do a Spot check once initially on looking up and thereafter every time an action implies looking upwards. DC 15 for Spot checks, accounting for distance (1 every 4m away) and concealment; penalty of −5 during activities. (An ASP-7 will drop through this hatch if and when the heroes activate the reactor; Fiver has reprogrammed their simple logic for *murder*.)

CONCEPT FOR SOLVIDAR'S ELITE TROOPER TEST CHAMBER BY SEAN COOKE

Reactivating the Reactor

Reactivating the reactor requires 'slicing' the security program *then* successfully operating the core management software. Such requires Computer Use, see REVISED CORE RULEBOOK p. 80. Security level amounts to Average (DC 25) or Minimum (DC 15) if players pull up technical schematics from the main computer at the hangar bay terminal. If successful, read the following.

The reactor begins to stir. Vibration in the floor slowly builds. Sparks momentarily arc over oxidised junction points. Warmth begins to radiate through your pressure suit.

See REVISED CORE RULEBOOK p. 290, Radiation Poisoning. The damaged core emits Strong radiation levels (DC 15). Characters in the reactor room must make Fortitude saving throws, loosing 1 Con and 1 Str if successful! Loosing 1d2 Con, 1d2 Str on failure. The 1d2 Str becomes permanent within 24 hours unless treated with bacta. (Let the players read the short section on Radiation Poisoning[2].)

With the reactor offline, what powers the inertial dampeners and lighting? A very sensible question! This is not the only reactor in the asteroid. One more of similar design but dissimilar state of repair lies below the control room via access panels.

Stairwell

The stairwell remains pitch black until the heroes bring a glowrod to bear.

You cautiously step through the doorway into the darkness beyond. Metallic stairs climb up and down.

If the heroes could hear, their would hear footsteps clink on the heavy durasteel. The route downward leads to darkness; upwards leads to a dimly-lit corridor.

Off the corridor, the heroes discover three exits: med bay directly ahead, crew quarters to the left, armoury to the right. ASP droids seldom if ever venture down here; in fact, they almost feel like they are walking through a forgotten graveyard.
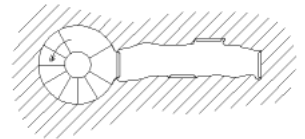
You step into a gloomy corridor hewn from the living rock. Three blastdoors lead off: one directly ahead at the far end of the corridor; two more at either side, roughly half way down. Strange minerals embedded in the wall sparkle and reflect iridescent colours in the light of your glowrod.

If they look closely enough, they might notice evidence of carbon scoring along the corridor and especially the doors. Roll Spot checks for each hero but without saying why. This usually makes the players very suspicious. See REVISED CORE RULEBOOK p. 99, DC 13. There was a firefight here many many forgotten years ago. One of the heroes might possess some detective skills. Drop some hints and clues, let them pieces together the puzzle. Of course, the puzzle is rather complex. They may only glimpse fragments of a bigger picture.

Crew Quarters

You enter a large room. Double bunks line both walls. The far wall has another exit. Whoever left, left in a hurry. The room is a mess.

If they search the bunks, the heroes will discover a datapad.

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[2]At this point in the game, my players panicked! They decided this place was too bad and in order to save the radiation-stricken character by immediately heading to the nearest bacta treatment facility they jumped back in their ship and laid into the space door with laser cannons and everything they could find, for hours of game and real time. Actually, they did not know the location of the nearest bacta facility and were being chased by the Republic Navy. So their nearest medical facility was on-board the picket cruiser as prisoners which is exactly where they were heading! However, the space door is very thick. Their 'blast out of here' strategy ultimately failed, wasted limited fuel supplies, and only created a lot of dust and heat.

Datapad

The datapad flickers to life. A list of old journal entries appears. After scrolling to the bottom, you hit PLAYBACK.

The image of an odd-looking creature forms on-screen. Wrinkled grey skin, long neck; small and shrivelled head. It starts to speak in a croaky voice.

> "Tip came in today. Jedis found our little hideout. To bad, it was a nice little supply cache. Must remember to log its coordinates. These supplies will be useful. If Mr. Starks' plans go forward, the Combine will need them."

He pauses.

In the background, a voice shouts out, "Come on Towchee! Last transport's about to leave!"

He turns, raising a three-fingered hand.

> "Guess I'll leave this here. These things just aren't safe to carry around these days—Palpatine's New Order. Besides, someday I'll be back from Rhen Var with the missing pieces."

Out of lens range, you see him reach down.

> "Towlan's a Bantha-brain nurfherder, decided to stay here, watch out for Jedi scum, protect the cache. He's got plenty of supplies. Fiver will stay too. And there's enough ASPs for maintenance. Still, the only Gossam on a station full of droids… gives me the creeps. Freak!
>
> Oh well, so ends Stark Commercial Combine supply depot Jinathik. May the force be with us!"

The recording comes to the end. The journal's entry list flashes back on-screen.

The remaining recordings discuss nothing special, just matter-of-fact mundane matters in the day of a pirate.

If a player successfully searches the bunk, they discover a false bottom. Hidden inside lies an antique, non-functional lightsaber. See REVISED CORE RULEBOOK p. 97, Search skill (DC 15).

Immediately however, ASP-7s attack! In number: two per character but no more than five. The heroes may decide to completely destroy them all or disable one or more instead.

If circumstances have the heroes conversing with the ASP-7 labour units, they will find something unexpected. The droids can answer simple questions but only by "affirmative" or "negative."

If any hero attempts to activate the lightsaber, they will fail. There are missing pieces.

Why the lightsaber? The lightsaber is one of great antiquity and Sith original. Towchee stole it from a man, a retired Republic trooper who had been stationed on Rhen Var. The trooper had uncovered the artifact during his military service at a secret Republic listening post on Rhen Var. Towchee subsequently murdered the man. It was "necessary!"

Turbolift

Exit at the far wall follows a narrow passage tunnelling deeper toward the icy heart of the asteroid.

> A long weaving tunnel passes through the asteroid, dropping down, rising up. The tunnel is dark, narrow.

Half way down the tunnel,

> In the shadow and half-light cast by your glowrod, you see a grid at floor level. Unusually, it looks serviceable. No rubble chokes the seams.

The grid easily comes out by hand. It enters an extremely narrow service tunnel. Power conduits line the walls. It leads through dark twists and turns to a hatch on the roof of the Reactor Room.

You might want to introduce an ASP-7 in this tunnel if you want to raise the temperature at touch!

Med Bay
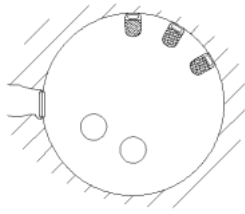
Still and silent, a medical bay frozen in time *and* space. A film of dust seemingly lies undisturbed for decades, centuries perhaps? Who can say?

A med cart lies turned over and although one bacta tank appears intact, another has been smashed. Signs of a struggle? Nevertheless, the equipment looks in reasonable condition, relatively speaking.

Standing by a medical diagnostics panel, you see a droid: motionless, dark, switched off, dilapidated.

The droid is a 2-1B medical droid (Repair check for successful identification, DC 15).

The heroes may wish to repair the droid, especially if one or more received radiation damage in the Reactor Room.

Looking at the droid, you see something must be missing but can't quite put your finger on it. . .

Repairing the droid begins by identifying the problem: a missing motivator! Droid Repair check against DC 15 discovers. . .

That's it! The motivator unit has been ripped out (judging by the mess of broken wiring). Easy to replace but where to find a spare?

They might attempt a transplant if they have a droid. Though any self-respecting droid will resist[3]. Scavenging a spare motivator from a liquidated ASP-7 is another possibility assuming not completely obliterated.

After installing the motivator, read the following account. However, the account *assumes* life support conditions restored. The dialogue only can be heard if the med bay contains pressurised air. Otherwise, if in pressure suits, the heroes cannot pick up the words, only the actions. If this is the case, just describe "flailing arm motions and flashing lights." If the heroes demonstrate extreme cleverness by pre-installing a spare comlink at the base of the droids neck, award extra experience points! In such a case, they *can* pick up the droid's audio feed.

The droid starts to move slowly at first as if recovering then suddenly throws it arms over its head and screams, "AAAAAAAAAAHHHHH-HHHHH!!!!!!!!!! GET AWAY FROM ME! IT IS NOT MY FAULT! PLEASE! DO NOT LET THEM! NOOOOOOOOOO. . ."

Then its lights fade out and it falls silent again.

Another droid Repair check (DC 15) discovers a simple circuit overload, easily rectified.

The droid whirs back to life, significantly calmer than before! It stutters, "What, what, what has happened? Who are you? Where, where, where is master Towlan?"

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[3]If any player is playing such a potential victim, a droid, pass a note to this effect (but secretly!)

The last thing I remember is master Towlan's ASPs come bursting in here and ripping out my motivator! That was after everyone had left.

At this point, the droid will notice any injured individuals, assuming obvious injuries; if none obvious, the droid's programming forces it to carefully check the heroes' medical condition. If any are suffering from radiation poisoning, 2-1B immediately attends to their needs, urging the new 'patient' to enter the bacta tank without delay. Once in medic mode, the droid shuns conversation unless the heroes succeed a very difficult Bluff check. 2-1B's polite yet firm reply, "Please, I really must attend to my patient!" See Bluff checks, REVISED CORE RULEBOOK p. 77; the heroes will have to convince 2-1B that answering their questions will expedite patient recovery—not easy hence DC 22! Alternatively, they might try reprogramming the poor little thing but also very difficult. 2-1B's entire program suite has medical motives at the core. See Computer Use, REVISED CORE RULEBOOK p. 79.

Otherwise, 2-1B knows scattered details. He was "purchased by Stark Commercial Combine many years before the Hyperspace Wars" and "shipped here with other equipment." He works (deliberately using present tense because 2-1B does not know Towlan's fate) for Master Towlan, a Gossam from the planet Castell, headquarters of the Commercial Guild. He relates, "Master Towlan prefers the company of droids. Of course, the R5 unit is his favourite but I don't trust it." He then begins to expound the unique and intriguing Gossam physiology.

Airlock

The elevator door slides open. The space beyond is a small dome resting on the surface of the asteroid. On the far side, you see a narrow tunnel leading away into darkness. On the right-hand side, you see an entrance to an airlock.

Along the left-hand dome wall, a rack holds two pressure suits. But only one suit lies in its place. An old model, poor condition. No sign of the other.

Narrow portholes afford a view of space. But only blackness beyond the transparisteel, in the light of a glowrod.

Switching off their glowrods (assuming they do) the heroes glimpse the asteroid surface and starfield beyond.

No light reflects on the surface of the asteroid. It only appears as a shadow against the galactic starfield. Other members of the asteroid field lumber across the stars like ghostly shadows.

They also have a Spot chance (DC 20) to notice a tether line rising up from the airlock exit out of sight.

Narrow Bridge

The corridor leads to a narrow bridge of durasteel plates suspended by thin metallic wires attached to the surrounding rock. Its appearance seems somewhat temporary. It bridges a vast empty blackness,

no lighting strips. The narrow bridge disappears into the inky dark in front of you.

The bridge sways uneasily on crossing. Reflex saving throws prevent the heroes from loosing balance.

Just to make matters worse, Mynocks inhabit this cavern, feeding on 'burnt embers' of power conduits that briefly pass through the roof of the cavern. See REVISED CORE RULEBOOK p. 338.
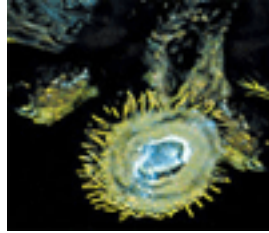
Heroes crossing the bridge will draw the attention of the Mynocks especially if they carry some form of powered units. This might include life support units, for example. Such sources of power glow light torches in the night drawing the hungry Mynocks. They will land on the heroes and attach themselves to power cords, power packs. This makes it very difficult to use a blaster. Care with vibroblades might been needed especially while wearing pressure suits, but let the players struggle while they cross the mining cavern in pitch black with Mynocks chewing on their life support!

A durasteel blast door lies embedded in a cavern at the far side of the bridge. This door opens to the *enclision grid*!

Bottom of the Vast Cavern

At the bottom of the vast cavern, in the dust and debris, there is an old Yutrane-Trackata mining vehicle in disrepair. The repulsorlift drive needs spare parts, as do the mining lasers.

Enclision Grid

The durasteel blast door almost instantly slides up. Beyond the open doorway, a well-lit cavern appears. No dust but grimy, oily durasteel floor. Bare rocky walls glitter and sparkle, strange luminescent colours in the light.

But not empty! A lone ASP unit stands on idle. But immediately moves as you come into its field of view. It predictably lifts and aims its blaster rifle in your direction!

Assuming the heroes and heroins respond predictably—they open fire—then continue as follows.

Blaster bolts slam into the hapless droid. It stumbles backwards towards a long upward-sloping maintenance shaft behind. But then a blinding FLASH OF LIGHT! Blue-white lightning arcs through the droid. You feel a tickling sensation as hairs on your arms and head stand on end.

After a number of seconds, your eyes begin to refocus. The flash dissipates. But where the droid once stood, nothing. Only glowing metallic embers.

A computer panel sits on the wall at the near side of the cavern. And (assuming life support restored) smoke fills the maintenance shaft.

If the players can smell, meaning *not* wearing pressure suits and such, "the air carries a strong whiff of burnt ozone."

If they look down the maintenance shaft, at a safe distance, the heroes may glimpse small standby lights of a computer panel far in the distance, shrouded in darkness.

The players need to decide who will venture down the long maintenance shaft! One of them needs to operate the computer panel at the near side of the corridor. Of course, Fiver opposes any modifications to the security programming.

As the hero nears the end of the shaft, add the following account.

You anxiously approach the control console. But just as your hand reaches for the master control switch, a droid emerges from the deep shadows to one side. It caught your eye as it stepped into the light of your glowrod. Turning your head, you see yet another blaster-toting ASP-7, now levelling a blaster muzzle directly at your head. "Don't move, right?" you ask.

"Affirmative!" comes the predictable reply.

Control Room

The climax! Our heroes arrive at the control room via the enclision grid.

The blast door retracts upwards into the archway embedded in the rock above. You emerge at last from the tunnel of "death!"

Beyond for the first time, you see a brightly lit room. It takes a second or two for your eyes to adjust. Scanning the room, you see banks of computer screens, flashing images switching back and forth, showing different areas of the secret asteroid base. The hangar deck appears, your ship sitting there; the med bay, 2-1B moving around; a corridor with mangled ASP-7 wreckage; then the enclision grid, two humans in space suits looking at monitors… (describe the heroes in more detail until they fully realise the image is of themselves!)

From the bottom of the panel appears another ASP stalking up behind them!

When the heroes whirl around, something unexpected confronts them.

You see a group of ASPs, a dozen[4] in total, flanking an odd-looking ASP dressed in a black hooded cloak, arms stretched out in front. Odd little sparks buzz and crackle between its metallic fingers. Two glowing eyes glower at you menacingly from the dark shadow beneath the hood. The others level blaster rifles in your direction.

Suddenly you hear a booming voice,

I, Naga Sadow, master of darkness, have conquered death! I live on within this mechanical suit. I am the greatest Sith Lord that has ever been!"

Then maniacal laughter. "Put down your pathetic weapons!" the voice screams. Some seconds later, oddly out of sync with the voice, the ASP's arm raises up and points in your direction.

The heroes hear this over their comlinks being still in pressure suits having failed to reactivate life support. Any heroes standing to one side notice a lump on "Naga Sadow's" back. Do Bluff checks for Fiver against each hero. If successfully bluffed, the heroes fall for the disguise. Otherwise, if the bluff fails, the hero sees "something fishy." Fiver has an energy back strapped to the back of the ASP. It can electrocute! It will do so against any R-series droid without warning just as a demonstration.

Now perform Spot checks for each hero. Difficulty Class (DC) of 13 initially but jumps to 17 after battle commences, see REVISED CORE RULEBOOK p. 99, Spot check. If the heroes do not comply, Fiver launches his last all-out desperate deception. In the meantime, on a successful Spot check, the hero notices something very odd.

You have noticed many very odd things about this abandoned asteroid base, but here is another: on the far side of the control room, half in shadow, you spot a pair of STUBBY LITTLE TRACKED-ASTROMECH FEET. A utility closet door conceals its body.

These are Fiver's feet! Hiding in the utility closet, plugged into the main computer via an access port, the mad little droid is manipulating the ASP-7 labour units. If the heroes either destroy or disable Fiver, all the other droids immediately stop and return to standby mode. This includes the ASP dressed in a black hooded cloak. Just an ordinary unit but disguised in a sneaky attempt to misdirect the heroes' attention. If Fiver fails to murder the intruders, he will attempt to befriend them. He will lie and deceive his way, if they let him. If the players have droids with them. They will take an instant dislike and distrust.

R5 a.k.a. "Fiver"

Fiver is an Industrial Automation R5-series tracked astromech droid. Quotation from ARMS & EQUIPMENT GUIDE:

The R5 series of droids suffers from one huge design flaw – it was created without any specific market in mind. Though cheaper than even the R4 series, the R5 is not tough enough to survive long in the harsh environments of the Outer Rim worlds. Though equipped to plug into a starfighter, the R5 isn't of much use once installed. Even worse, the droid picks up personality quirks at an amazing rate. (New R5s already have one quirk, and used ones have at least two.) Industrial Automaton built the R5 droid for no other reason than to come out with a new model, and the lack of vision shows. Initial sales were abysmal, and the line was discontinued within a few years.

See also Wookieepedia, extract follows.

Because of their inexpensive construction, however, droids of this series were plagued by a number of design flaws-most obviously, a sullen demeanor and sharp attitude resulting from deficiencies in the machine's personality matrix. Media outlets soon picked up on these errors: Mechtech Illustrated called the launch of the R5 model "a meter-tall stack of the worst business decisions you could possibly want."

Class	Expert
Level	3
Init	+0
Defence	12 (+1 class, +1 size)
Spd	8m
VP/WP	0/12
Atk melee	+4 (1d4+2, claw)
Atk melee	+4 (1d2+2, saw)
Atk melee	+4 (2d6, arc welder)
Atk ranged	+2
SV Fort	+2
SV Ref	+1
SV Will	+3
SZ	S
Face/Reach	2m by 2m/2m
Rep	+1
Str	14
Dex	10
Con	12
Int	12

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[4]Adjust the number to suit the circumstances and average character level

Wis	10
Cha	8
Challenge	Code B

Equipment

- Heuristic processor, see REVISED CORE RULEBOOK p. 368

- Sensors (improved sensor package, infrared vision, 360-degree vision)

- Diagnostics package

- Recoding unit (holorecorder)

- Tool mounts (×4)

- Telescopic appendage, see REVISED CORE RULEBOOK p. 370, 2m range

- Magnetic feed

- Internal storage (2 kg)

- Fire extinguisher

Skills

Astrogate	1 ranks
Computer Use	6 ranks (+7)
Disable Device	1 rank (+4)
Knowledge (astronomy)	6 ranks (+7)
Pilot	3 ranks (+3)
Read/write	Basic
Speak	Basic (understand only)
Speak	Binary
Repair	6 ranks (+7)
Spot	0 ranks (+2)

Unspent Skill Points 19 (1 unused language). See Expert class skills, REVISED CORE RULEBOOK p. 283.

Demolitions (Int) p. 82	10 ranks +13 (+1 Int, +2 Cautious, +10 ranks)
Knowledge (Int, Sith lore) p. 94	9 ranks +10 (+1 Int, +9 ranks)
Speak	Gossam (understand only)

Feats

Ambidexterity	
Cautious p. 107	+2 on all Demolitions and Disable Device checks
Run p. 115, 125	maximum speed ×5
WGP	blaster pistols, others Atk -4
WGP	simple weapons, others Atk -4

WGP short for Weapon Group Proficiency, REVISED CORE RULEBOOK p. 117.

Quirks Fiver has quirks: Paranoid and Untrustworthy. See REVISED CORE RULEBOOK p. 365. Consequently, he receives +2 bonus on Listen and Spot checks but -2 penalty on Diplomacy, Gather Information and Intimidate checks; +4 bonus on Bluff checks but a further -4 penalty on Diplomacy checks. In summary,

Listen	+2
Spot	+2
Diplomacy	-6
Gather Information	-2
Intimidate	-2
Bluff	+4

ASP-7

See REVISED CORE RULEBOOK; p. 375, ASP Series; p. 283, Expert, Class Skills. Industrial Automation ASP-7s are common fifth-degree labour droids built for strength rather than intelligence. They only have programming for basic functions. Vocabulary is limited to "Affirmative" or "Negative."

Class	Expert
Level	1
Init	+0
Defence	10 (+0 class)
Spd	6m
VP/WP	0/12
Atk melee	+4 (1d6+2, claw)
Atk ranged	+0
SV Fort	+3
SV Ref	+0
SV Will	+1
SZ	M
Face/Reach	2m by 2m/2m
Rep	+0
Str	18
Dex	10
Con	12
Int	6
Wis	8
Cha	10
Challenge	Code A

Skills	Speak Basic
	Unspent Skill Points 15

Feats	Ambidexterity	
	Great Fortitude p. 110	+2 synergy bonus, all Fortitude saving throws
	W.G.P. p. 117	blaster pistols, others Atk -4
	W.G.P. p. 117	simple weapons, others Atk -4

- Introduction of a new Force power

- Small midget-sized characters

- Film ends with celebration or heroes gathered together

The adventure tries to incorporate some of the standard plot elements listed above. You can probably guess which ones.

Expert, Level 1

Star Wars Plot Formula

See Star Wars and Indiana Jones Plot Formulas. Here follows a summary.

- Start of Movie: opening crawl

- Film opens with action sequence(s)

- Light-saber action

- Search sequence(s)

- Action sequence(s) in space

- Shoot-out sequences

- Monster(s) attempt to kill good guys

- R2-D2 has a heroic moment

- The heroes blow something up

- All the films have a super-fast, high-speed chase sequence

- New villains introduced

- Main hero suffers tragedy

- Droids damaged, destroyed or in disrepair

- Bad guys die

- New planets or moons introduced

- Damage to the body

- Good guy(s) dies in the first and third episode of the trilogy

- One giant battle sequence

- New star ships introduced

- Villains capture at least one of the good guys

- Jedi Mind Trick

- Each film features a chasm or a deep pit of some kind

- Characters ride on something usually an animal

- In each film, at least one character says: "I have a bad feeling about this."

- In each film, at least one character says: "May the Force be with you."

- Appearance of a new bounty hunter