

# STAR WARS

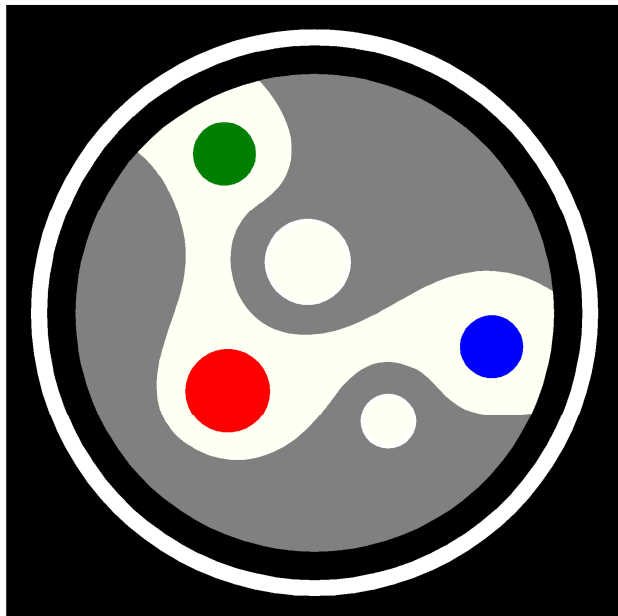
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## Medj'K'ai Nebula

Refuge: SN152

Episode 2 in the  
Enclave of Ice,  
by Tim Bancroft

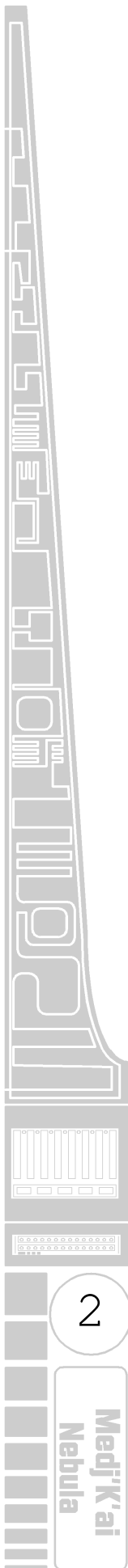
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A Star Wars™ d20™ RCR Scenario for 4-6 1<sup>st</sup>-2<sup>nd</sup> level  
characters. A continuation adventure in the  
*Medj'K'ai Nebula: Enclave of Ice*, series

Despite the costly setback of losing a droid refit and manufacturing plant, the Mercantile Combine continues its activities in the Outer Rim, apparently within the bounds of the law. Secretly, though, they keep their grudges and are not afraid to settle them, no matter how small the opposition.

The heroes need a refuge...



# Contents

Introduction .....	4
Location .....	4
Era of Play .....	4
Structure and Style .....	4
The Holonet .....	4
Goods and Prices .....	4
Losshaven .....	4
Prelude - Ennui .....	5
Motivation .....	5
Scene 1: Losshaven City .....	5
Hints of Threats.....	5
MNMCM Headquarters .....	5
Scene 2: The Hotel Restaurant .	6
Complaints.....	6
Police and the Lost Jedi .....	7
Scene 3: [Metagaming:] .....	7
Part I - Taste of Things that Were? .....	8
Scene 1: The Journey .....	8
Scene 2: LEC Teardrop Island ..	9
Teardrop LEC Starport.....	9
The Storm .....	9
Crashlanding.....	10
Ambush .....	10
Scene 3: Island NS152 .....	10
Shuttle Damage .....	11
The Scholars Tale.....	11
GM Notes on the facility .....	12
General - Archaic Arkanian .....	12
General - Slitherguns and RepTrac weapons	12
Scene 4: The Abandoned Facility	13
General: Facility Droids and behaviour.....	14
Entering the Facility - Airlock Doors.....	15
Corridor Viewscreens.....	15
Control Centre.....	16
Power and the Generator .....	16
Atmospheric Control/Generator.....	16
Biome 5 .....	16
Hangar.....	17
Scene 5: An abandoned starship	17
Experience awards .....	19
Key NPCs .....	20
Grayn'Gar - Mayor of Windhalter	20
MNMCM Security Staff .....	20
Basic MNMCM Security Guards.....	20
MNMCM Security Squad Leader.....	21
MNMCM Security Group Leader/Commander.	21
MNMCM and M-ERD Security Driver/Technician	21
M-ERD Field Evaluation Operative.....	21
Additional Technical Data :	
Archaic .....	Arkanian
Infiltrator/Monitor .....	23
Island SN152 - GMs Map .....	24
Island SN152 - Players Map .	25
Research Facility - General Display .....	26
Holonet Entries .....	27
Losshaven .....	27
Losshaven Wind-Art .....	27
Losshaven Steppe Villages ....	28
Special Equipment .....	29

## Conventions

Information contained within such a dashed, shaded box is capable of being disclosed to characters who research the system on the Holonet or who make a successful Knowledge(Med'K'ai) roll, DC 15+ (no take 10) Information within double lines needs a knowledge roll of 20+ (take 10 is possible).

Any action which earns experience points is given the following, which is based on 1<sup>st</sup>-level characters. If the average level is higher (it shouldn't be at this stage), drop the awards accordingly.

If successful, this counts as a challenging Encounter Goal and earns 300 XP.

Other instructions have other highlights. For example, highlights and briefings which should be read to the players have the following shadowed format.

Read or paraphrase anything within a shadowed box directly to the players, or the relevant PC, "as is" if necessary but, at least, with minimal modification. Such a box contains game-related experience and action which will affect the players.

Particularly important notes to the GM *tend to be put in italics like this*. Such instructions refer to key plot moments or to particularly important NPC actions.

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## Introduction

This scenario is intended as a continuation 1<sup>st</sup> to 2<sup>nd</sup> level investigative adventure for a group of between 4 to 6 first-level PCs, preferably with one or two Jedi. Apart from the Medj'K'ai Nebula Sector Guides (MNSG), it does not assume any other resources apart from the SW d20 RPG RCR, though the Power of the Jedi sourcebook may be useful.

The adventure will take the PCs from 1<sup>st</sup> to 2<sup>nd</sup> level, and maybe even someday towards 3<sup>rd</sup>. The ostensible aim of the adventure is for the heroes to travel to assist a frontier town with some border rustlers. During their adventure, however, any Jedi will discover they are targets of the mighty MNMC and also that their main aim (led by the Force?) is to try and turn - or defeat - a renegade Jedi from the ruined college on Keysh'kar. The one is linked to the other by both location (the borderlands) and the dark side activities of the renegade Jedi.

This episode deals with the characters actions in Haven Port and on their journey South. It leads directly into the frontier episode. The players are introduced to the adventure, travel to their destination and uncover some potentially useful items from the past. In part 3, "The Lost Jedi of Losshaven", they must hunt for a find a rogue Jedi and deal with some violent cattle-rustlers.

### Location

The scenario is based in the **Medj'K'ai Nebula**, an out-of-the-way Sector on the Outer Rim, fairly close to Mon Calamari. The nebula is renowned for difficult travel and the acute need or regularly updated astrogation information, making trade and contact into or from the nebula only profitable for specialists.

### Era of Play

This scenario, meant to be the second in a Medj'K'ai Nebula campaign, starts shortly after the start of the Clone Wars, between 7 to 9 months after the explosive events on Geonosis. The Separatists have carried out a few successful raids within the sector but, on the whole, have left it alone in favour of other, more strategic and lucrative parts of the Galaxy - much why it has been left alone for centuries.

However, within the Nebula the Medj'K'ai Nebula Mercantile Combine (the MNMC) is a major and dominant interstellar merchant and development corporation. It has close ties with the Losshaven Engineering Corporation (LEC), the most powerful electronics and manufacturing corporation within this area of the Outer Rim.

Activities and contacts within the scenario are linked to characters within the GMs guide and subsequent scenarios: this adventure, though capable of being played independently, is part of a coherent campaign which progressively builds on previous play.

## Structure and Style

There are a number of structures used in this scenario: Part one is sequential, but players actions in that section govern subsequent interactions with NPCs. Part two is a very "open" encounter format: some GMs or groups may prefer a more closed format. If this is the case, the encounters can be easily adapted into a more linear approach.

### The Holonet

Use of the **holonet** in the nebula is sporadic - refer to the GMs guide for details but it is currently only active on a d20 result of 12+. When inactive, PCs can attempt to force a connection by altering the device making the connection beyond its operational limits - DC 21+, DMs Computer Use, with rerolls not possible. PCs may take 10, but not 20, as a failure by 5+ means the device needs repairing;.

*Where the information is of vital use to the group, up to 75 XP can be awarded to the successful PC at the GMs discretion.*

### Goods and Prices

Trade outside the nebula is sporadic: there are very few traders willing to risk their ships and hyperdrives. Those who do are specialists, prepared to adapt to the nebula and its problems through charging a premium for the privilege.

As a result, relatively simple articles which can be built within the nebula are normal price. Such articles would be ATCs or Blaster Pistols. More advanced or more difficult items, such as eWeb repeating blasters or Bakta tanks, tend to be at a premium - as much as 20-50% above normal prices.

Highly complex or specialised items, such as starfighters or combat craft, will tend to be 50-100% more than normal, if they are available at all, and would normally have to be shipped in from outside. Freighters and starships within the nebula are classic Fringer affairs: almost cobbled together with glue and string. Atmospheric freighters or cargo craft are often non-spaceworthy ships and shuttles - those whose thrusters or seals are beyond repair or for which repair is too expensive.

### Losshaven

The holonet entry for Losshaven from the Players Guide is reproduced in the handouts, as is information on Wind-Art. Wind-Art data should only be given to the players if they explicitly research it; information on Losshaven is readily available through discussions in bars, cantinas, etc.

In general, whilst the few main towns and cities of Losshaven are based near its poles, there are numerous ranches on its wide-open steppes and plains further south. There is supposedly little intelligent life at the tropics or near the equator - it is far too hot and there is too little moisture for anything other than desert, sand and dunes.

## Prelude - Ennui

At the start of the adventure, the player-characters are in on Losshaven, having arrived there as minor heroes after uncovering a Separatist plot to construct a battle-droid factory on Arysine.

The PCs were rewarded and allowed to stay as guests in the most plush hotel (by Fringer standards) in the sector. Unfortunately their semi-celebrity status wanes quickly, but it has left them with little opportunity to earn any money: no-one will employ them, gamblers avoid them and their cash will not last for long. Moreover, their transport here has been returned to its rightful owners.

### Motivation

Some players may insist on other non-group motivation apart from the bond of friendship. The following is offered as a set of possible motives for those characters who do not want to "go with the flow".

Any Padawan Jedi in the group have been ordered to report to the Keysh'kar Academy, possibly to be assigned to new masters (though they may not yet know it). Their own masters have been sent on a demanding mission for the council from which they may not return. The Jedi will have a message cylinder (from start of scenario 1) they must deliver to the masters at the Keysh'kar Enclave (which contains instructions to that effect as well as an order to send a report back to Coruscant).

Given the problems with local transport and the risks of MNMC reprisals, the Jedi have orders to wait for a Council authorised, large merchant transport to arrive. Whilst this is apparently *en route* from outside the Nebula it is slow and will take approximately another 2-4 weeks. There will be space onboard this transport for up to 6 others vouched for by the Jedi Padawan.

Any Nobles should be minor diplomatic aides accompanying the Jedi on their investigatory mission to Keysh'kar. Soldiers may well be personal bodyguards hired for the trip.

Twi'leks within the group would wish to see the dance school on Keysh'kar, so would stay with the Jedi for a while as the Jedi are arranging transport.

Any characters with a slightly "dodgy" past (Scoundrels?), or who are tempted to be Bounty Hunters, could be tempted by a threatening name from their past re-emerging on Losshaven. Such a PC may begin to wonder if the other PCs are a group to hang around with for a while - they've already earned some bounty. In addition, these types will be tempted by the aspect of this scenario which could bring them some cash: the prospect of bring in another bounty, or the prospect of finding some appropriated (and therefore moveable) objects to sell onwards.

Non-Jedi/Aides will probably be short of cash... their waning funds should be emphasised.

## Scene 1: Losshaven City

### Hints of Threats

During their stay in the hotel, the heroes find they are being asked after by investigators: this may take place as an active *Gather Information* (\*see Losshaven Central Gather Information Table) attempt for any rumours (DC 15).

If the heroes do no *Gather Information* checks, the discovery should take place by chance when one of the group (or the whole group, if applicable) should overhear or catch sight of someone asking after them or tailing them. The questioner/tail will be wearing a black uniform of a security guard of some kind with lapel flashes, a small and discrete sleeve insignia (dark metallic gunmetal "MNMC" on black) and chest flashes (no name, just serial numbers and, presumably, rank).

A *Knowledge*(Medj'K'ai Nebula) or similar roll (DC15) will determine the uniform is that of MNMC (Medj'K'ai Nebula Mercantile Combine) security personnel - agents of the group they have just seriously upset (in Episode 1). Subsequent GI checks made **about that uniform and type of security guard**, with a description, has a +2 DM but will only turn up the MNMC-related information in the table.

If chased, the security guard will make off quickly, but will escape round a corner or will call up assistance on a comlink. A black, smoked-window, sports coupe airspeeder faking life as a landspeeder will turn up to rescue him and he will climb into the passenger seat and escape. If a DC12 Spot is made in time a single, metallic black "MNMC" logo will be seen on the rear. Otherwise the airspeeder is unmarked.

If attacked or trailed, or confronted, the landspeeder will accelerate quickly out of harm. It will appear to swerve to avoid any hero if it has too, but will not avoid them: the hero may well suffer crash damage. The coupe will not reveal its capabilities as an airspeeder until it has to. It is armoured (DR10) and has a Defense of 12 when moving or accelerating (with a -2 DM if moving fast or accelerating rapidly).

### MNMC Headquarters

If subsequently tailed successfully, the airspeeder will end up entering the heavily guarded MNMC headquarters in Losshaven Central. The headquarters is around 40-50 stories tall, interestingly shaped, has a shuttle landing pad on the roof, takes up around 2 blocks at 200m \* 150m, sits within a walled, landscaped compound and is covered with security devices. Four gates enter the compound, all with a 4-man half-squad of armed guards (2 on, 2 in the guardhouse), closed steel gates, and a strict "no entry without invitation" policy, which they will check and confirm - all 4 will be difficult to "Affect mind" to open the gates as the gates are also monitored by a separate set of guards within the building who have to confirm the request (remember, the Neimoidians are now **very** scared of Jedi powers).



Anti-airspeeder defenses are also in place, including shields over the airspeeder parks (20<sup>th</sup> floor) and similar guard measures.

If there is any trouble, two full 8-man squads will be called from the main building, each of which will take up position in prepared sites around the compound near the gate in question. The local police will also be called. If there are further problems, the MNMC will be happy to escalate the number of guards.

There are around 5,000-8,000-staff in the building and around 200 security guards available for duty **plus** the M-ERD operatives and infiltrator/assassins. The latter will only be called out as a last resort.

*Stats for MNMC Security Guards, Squad Leaders, Technician/Drivers and M-ERD Field Operatives can be found in the GMs Guide.*

Any interaction the group have with the Losshaven Engineering Corporation (who employ between 10% and 15% of the population) will be innocuous and will always end up with the heroes being offered a trip around the plants, a filmed interview with a senior PR executive ("Here we are with the

heroes who foiled the resurgence of slavery in our system.") and constantly being fobbed off if they ask to see the senior MD or chairman : apparently senior exec's will always be at a meeting off-planet. Only their PA's know the truth of where they are and they would have to be challenged in person!

*It is not advisable the Heroes meet up with senior execs: they have no reason to meet the lowly Heroes and will avoid doing so. Furthermore, at this time in the campaign such a meeting is a sidetrack/dead-end and not appropriate.*

## Scene 2: The Hotel Restaurant Complaints

*If there are Jedi amongst the heroes, read 3 - The Lost Jedi section before running this part.*

The adventure continues with the following restaurant encounter. If Jedi or Aides are present, the following should be read out first:

The Jedi and Diplomats are awaiting transport on to Keysh'kar. They have already invited the rest of you along as there is additional space. The vessel, a council-approved, large, merchant vessel is not expected for another two to four weeks from out-sector.

The encounter continues:

Following your fun-filled few weeks, you meet with the others in the restaurant for a farewell drink and meal. Your free stay is at an end: the hotel is looking for you to leave and be on your way. No longer are news-hounds looking for you, the young heroes: your story has had its brief flare of publicity, though it is doubtful whether such publicity ever got much further than the cluster.

Whilst you are waiting to be served a short man with weathered features and dusty clothes sidles up to you, bowing obsequiously, hat in hand. He asks if he may have a word but continues into his speech before you can even say yes.

He is Grayn'gar the elected representative of a border region to the south, including ranchers and villagers. His people heard of the actions of the group in freeing the slaves on Kelsine and wondered if the heroes - and others - could help them.

The villages and ranchers have a problem. It started with cattle-stealing. Though normally dealt with on a local level, this has recently become more of a problem as the local cattle-thief, "Babyface" Shetock, has now gathered a small band to himself and is setting himself up as a rancher. He claims that all the cattle on his newly- (and possibly illegally-) acquired land are his, "appropriated" by the other ranchers. The trouble is that all the animals are shown to have his tags which match computer records. But his neighbours, particularly Plains Ranch, can be seen to have reduced herds...

This is a huge financial burden on many of the ranchers, who tend not to keep DNA records of

### Losshaven Central Gather Information Table

Further Gather Information rumours which may be uncovered at the same time, or at any time up to the heroes boarding their flight to the Borderlands, are in the Losshaven Central Gather Information Table. Take 20 is not possible in the time available, but taking 10 is over the course of a few days. Costs should be around a quarter to a half (Take 10) that in the SW RCR. Read out whichever the dice roll exceeds applicable to either specific GI checks - if the heroes are specialising - or general.

#### Result Data

- DC10 Whilst Wind-Art may be the most lucrative local trade, and also illegal, there is apparently a group who knows how to get it off-planet. (PCs should check up on Wind-Art on this).
- DC10 There is a lethal vigilante at large in the borderlands. Whilst the Borderlands are tough, this has been in the news as the vigilante is only slaying those who really are criminal. Nonetheless he has slain 18 people (no, 8, says someone else; no 14...☺) already...
- DC12 ...the vigilante is a mad Jedi (no, says another, a Sith)(Rubbish, says the original, all the Sith were defeated...☺).
- DC13 There are bounties out on a few criminals in the Borderlands, including the vigilante, but such a hunt will require specialised survival equipment due to the dust-and sand-storms.
- DC15 MNMC security has been asking after the Heroes - what they're doing, where they're going. They say its because the Heroes did such a good job on Arysine and the MNMC wants to hire them...
- DC17 ...No, it's not MNMC security but a sub-branch: MNMC Evaluation and Rectification Department (M-ERD). They're only brought in when the MNMC want to get rid of someone.
- DC18 The MNMC and LEC are building closer ties. Have you seen the new modifications the LEC has made to their worker droids? It doesn't make working on them any easier, and it's really awkward have the comm-circuitry routed from the chest cavity to the cranium cavity.
- DC 20 ...and the downward link in those droids from the cranium to the chest cavity is nerve-link heavy. The LEC say it's a spinal emulation, enabling faster throughput, but it doesn't seem to change them much.

their embryo-cloned cattle but have to rely on tagging. The only possible explanation is that Babyface is slicing into the cattle records and altering many to show they belong to him. But faced with such evidence, the police and local sheriff can do nothing.

He is hiring a few others, from elsewhere, but would the heroes help? There is a reward, and the ranchers can loan them equipment and provide for them...

Grayn'gar will then humbly buy a round of drinks for the group and offer them a chance to think it over for half an hour. He will retreat to the lounge (see Grayn'Gar note on page 7 below for possible conflicts with this and section Police and the Lost Jedi).

If the group accepts his offer, Grayn'gar suddenly becomes very business-like: his sense of humbleness will evaporate. He will tell them of a chartered flight to WindHalter he has arranged for the following day, gives them the charter ticket, thanks them profusely, says he will meet them at WindHalter, and then leaves: "I have a flight to catch." *[draw breath!]*

#### Police and the Lost Jedi

If Jedi are with the group, either shortly afterwards or shortly before the group will be approached by a pair of local law-enforcement officers. These will confirm the groups identity and ask to speak to the Jedi.

Note that if Jedi are **not** with the group then, if possible, the GM should engineer a reasonable reason for the heroes to be asked about the Jedi (if one of them is an ex-Law Enforcement officer, for example). If this ends up stretching logic too much, leave the request to hunt the Lost Jedi to Gather Information checks (see below) or for when the heroes discover his antics on SN152 or in WindHalter.

The Jedi are approached by law-enforcement officers. They announce they have a problem: a rogue Jedi, they believe, from the ruined college of Keysh'kar, who is acting as a lone vigilante in the border-villages. Whilst they have no proof, the vigilante is wielding a light-sabre, attacks anyone who has a vaguely criminal background, and is scornfully belittling of, and aggressive to, any who oppose them or do not help them.

They have known about the rumours of the presence of an isolated Jedi for a while, but have ignored it as the Jedi had helped keep down some of the frontier problems - albeit in a rather extreme fashion. Whilst they cannot stop all forms of minor vigilantism, and admit that in some ways it is how the frontier regions operate, this Jedi has overstepped the mark recently by killing a cousin of the Governor in the frontier village of WindHalter.

Whilst the police think it is quite likely the cousin was involved in some shady practice, possible art smuggling, it was certainly nothing worth being killed for. Understandably, the Governor has complained.

But this puts the police in an awkward situation: they neither want to be seen condoning criminals **or** the acts of the rogue Jedi. And they certainly do not want to be alienated by the Jedi Order for killing a Jedi - as they fear they might given that few police and local sheriffs would be up to the task of capturing a Jedi alive.

Could the Jedi reclaim one of their own? Whilst this is stated as a question, the tone and attitude suggests it is more of a demand that the Jedi Order clears up its own mess.

#### Grayn'Gar note

If Grayn'Gar is asked about these two pressures (the Lost Jedi and the cattle-rustling) he will claim that the heroes are being hired only to do the one that, it seems to him, that they most want to do or the one which they are least afraid of. The **other** group, he will insist, are being hired elsewhere to the perform the task the heroes do not want to do.

#### Scene 3: [Metagaming:]

The PCs could either spend an evening using *Gather Information* for Borderland and WindHalter data (Take 10 is not allowed due to lack of time, but the difficulty DM is +2 for Borderland information only).

PCs should also have an opportunity to purchase specific desert survival gear (though Grayn'gar has offered them equipment) should they wish to do so.

If the PCs check relevant weather they will discover those listed under "Journey" on p8. They may also check the local net for rewards or information on "Babyface" Shetock.

"Babyface" Shetock can be found to have a criminal record, mainly around intimidation. There is little active on him now bar some speeding and parking tickets and a possible link with the breaking out of a protected institution of his brother, "Doc" Shetock (who is a wanted escaped convict, originally convicted of slicing charges). His current address is listed as being on a ranch somewhere near Windhalter, with all mail and messages routed through the village itself.

Information on the Steppe-villages - or anything about Losshaven - can be gained if the PCs research the **local** holonet. See Holonet Entries on pages 27 onwards for handouts and details.

## Part I - Taste of Things that Were?

### Scene 1: The Journey

The heroes check-out and arrive at the Haven Port shuttle terminal (owned by LEC) in good time. Whilst waiting in the departure lounge, the Heroes will notice the weather warnings (as they mention Losshaven and are cross-linked to their flight).

A dust-storm is due either today or tomorrow near Wind-Halter. Last one to two days, there may be minor storms in its wake.

A major, tropical storm is brewing in its customary position over the Northern Sea near Teardrop Island. Its status is constantly changing, but worsening.

Whilst waiting, the Heroes notice they are being watched by person in a MNMC uniform. Could use Computer Use (into a datapad) or immediate Gather Information DC10 to determine the guard is a junior MNMC Security Guard. This is not too unusual, as there are many around where MNMC boats land, but he has a pair of M-ERD flashes on his shoulders which are visible if the PCs get close enough, but he is showing a lot of semi-surreptitious interest in the heroes... again, is it obvious interest? Are the Heroes being warned?

If chased he will scurry away and end up talking to a pair of LEC security guards. He may end up being interrogated, but will resist (attitude = unfriendly or hostile) and will only disclose that he was asked to watch the heroes by his boss, who works for M-ERD.

Before much more can be done, the PCs flight is called and the heroes have to leave, but as they board he talks into his comlink (if watched).

You board your cargo-shuttle flight to the Borderlands and WindHalter. The grizzled and worn pilot quickly and gruffly introduces himself as Teronne Neshar, and explains he has to make an interim, scheduled stop at the main LEC manufacturing centre on Teardrop Island in the Northern Sea. Here he has to load some packages for delivery down south, and pick up some more "experts" Grayn'gar has hired to assist the heroes as "deputies".

The total trip, explains the pilot, is around 6,800 km, but the first stop is only 30-40 minutes away, with a half-hour stopover, and the final 5,000km hop over the sea, lower shrublands and some areas of desert will only take a couple of hours, at most. For both the shuttle will be going LEO for speed (which takes around 12-15 minutes).

You fasten your belts, the shuttle is sealed and through the open door to the pilots cabin you see Teronne preparing for take-off. Just as he is about to kick in the repulsorlifts, he receives a "hold" request from the Haven Port control tower. From the side of the discussion you hear it seems ground staff have noticed a problem with his undercarriage.

Teronne is puzzled: all his instrumentation lights are green, and you can see nothing amiss on his main control board. But Haven Port Control insists, stating that the ground crew are already on their way and he should just stand by. Teronne shrugs and does as he is asked, putting the engines on standby, but leaving the shuttle sealed and ready to go.

The heroes cannot take over the shuttle without making themselves fugitives and breaking flight safety guidelines: they would have to flee off-world completely (new scenario anyone?). If they glance out the windows they will see a ground-car arriving and a pair of mechanics jumping out and running up to the landing gear.

*The PCs may look around the landing area trying to memorise the ships. There are a variety of shuttles and freighters, plus a few single-seat ships and a single armed, light-freighter sized starship, dark-grey with black flashes; this may be a bounty-hunter.*

A few moments later one of the ground crew retreats in front of the shuttle and puts his hands up: in one hand is the smashed body of a local reptilian flyer. Teronne will call back to the PCs that everything is fine: it was just a smashed bird stuck to the landing struts. He continues with the remaining confirmations of the flight check-off.

Any PCs in the cockpit (only one or two could see before being told firmly to sit back down) could try and see if they recognise the ground crew as the M-ERD operative they saw earlier [an opposed **Spot** DM of +4 vs a **Disguise** DM of +6].

However, before the heroes can do anything else, the pilot okay's his launch with Haven Port Control and lifts off, going LEO on schedule.

*It is possible the group may be paranoid during the flight... ☺ They could try running a surface scan during the flight but nothing will be found...*

Teronne could be questioned during the flight: and will know the following:

- he is a regular visitor to WindHalter;
- he has known of Grayn'gar, the mayor, for some time, and can confirm that Grayn'gar is what he says he is;
- if pressed, can also reveal that there have been some problems at Grayn'gar's Ranch recently: just what they are, he doesn't know.;

During discussion (he is chatty during the flight despite his gruffness), he will also mention that the group he is picking up on TearDrop Island were also hired by Grayn'gar from settlements around the Northern Sea: they were all given



transport to TearDrop as a central location for being picked up for the journey south.

## Scene 2: LEC Teardrop Island

The Shuttle lands at Teardrop Island on schedule. **Note: The stopover is tightly scheduled for only a half hour at most by TearDrop Control. The landing strips and bays are fairly busy.**

By now the PCs may want to get out and check the shuttle visually: the pilot will allow them to stretch their legs but advises them to go no further than the 'fresher lounge as the rest of the 80km-long island is off-limits except to LEC [GM Note: and, incidentally, MNMC/M-ERD] personnel. He leaves to check the cargo.

Whilst they are waiting they could examine the exterior of the shuttle. If they check underneath and pass a successful DC15 **search** check, the PCs will find a transmitter attached to one of the struts. It appears to be just a tracking transmitter, but is active. A **relevant** DC20 Craft(), Knowledge(), Profession() check, or a **Disable Device "Identify"** check (with the Identify DM of +5, with +2 for 5 ranks of relevant knowledge, craft or profession synergy), will show it to be a standard **LEC Anti-Tamper TX7804**. This device transmits its location on a variety of frequencies (channel hopping to avoid detection) with a range of around 1,000km, and is booby-trapped to explode with the power of a small Frag. Grenade (2d6+1) if unsuccessfully tampered with.

To successfully detach and defuse the device requires a **Disable Device** DC 25 test: Take 10 is possible but Take 20 would take a complete 30 minutes due to the danger involved (e.g. unlikely).

Alternatively, if the heroes are smart enough, they might remember that this Island is a major LEC manufacturing facility: they could ask that local security dismantle it and take it away. The local security with be happy to do so, not being party to the M-ERD's plans, and will do so with minimal fuss other than questioning the Heroes and pilot as to who might have put it there.

The Heroes might also remember that the locator is virtually superfluous as the shuttle's flight transponder could be used as a crude locator anyway (just not so accurate).

## Teardrop LEC Starport

Also at the starport are a few MNMC medium freighters, a large number of LEC freighters of all shapes and sizes, and some security airspeeders. If the PCs are keeping watch or are reasonably alert on the tarmac, they will notice that fifteen minutes after the shuttle lands, an armed grey ship with black flashes down the side will come in to land at a bay a few over from the heroes and their shuttle. It looks identical to the one they saw at Haven Port.

**Note: The bays are all horseshoe to protect from accidents so no-one can be seen to have come out. If the PCs investigate, they will find the ramps are up and the ship is sitting quietly, in a**

"ready" mode. They may remember it being at Losshaven Central... it's transponder will register that it is "**Fallen Angel 6**".

**Note: The ship will have contacted the local M-ERD and got them to bribe the thugs Grayn'gar was hiring from the coast. Each of the 5 hirelings will have been given (1d6+4)\*100 Cr to take part in a hastily hatched-together plan (short time = excessive amount!).**

Using the local 'net will identify the sinister spacecraft's ultimate owners as being the M-ERD. BUT this needs some complex online searches and tracing to confirm: a DC20 **Computer Use** check taking around 10 minutes – each +5 exceeding this will reduce the time by 2 minutes. Take 10 takes an hour; Take 20 2,5 hours. Alternatively a straight DC35 hack could be attempted into the MNMC computer systems....

The shuttle pilot (Teronne) will come back with the cargo and with a group of five additional hired "deputies" - all human and obviously door-guards or low-level security guards from all over the Northern Sea: all will be standard Thug 1s. They introduce themselves (Turor, Gel, Han-Es, Tobit and Dras) whilst the pilot loads the cargo. All are wearing blasters and light armour.

No-one will interfere with the PCs shuttle at Teardrop Island... the take-off will be perfectly standard. The Pilot will make an observation that the weather is settling in very badly and he will have to make a slight detour off-route for a more comfortable journey.

## The Storm

The PCs could track the Bounty Hunter's ship: a few minutes after the shuttle takes off, it will be seen to have taken off on a similar trajectory. Not too suspicious if it going on a slightly similar course to their own...

...however:

The shuttle gains altitude and flies over some outlying islands. Teronne mutters a curse and calls back into the shuttle hold and passenger bay. "We've got to fly through the storm, everyone. 'S no big deal, but things might get a little rough. Fasten your seat-belts, please."

The storm is, indeed, uncomfortable, with rain and air-pockets and narrow visibility. Suddenly, though, the weather takes a turn for the worse: you have flown into the major belt of the storm front. "Hang on there, people", calls Teronne.

Rain pounds the wings, the wind buffets the shuttle from side to side, and lightning roars and echoes round the shuttle. A lightning bolt even hits the starboard wing and temporarily makes the board lights go red. The systems quickly flick back to amber, then green, but a few lights on the power inverters remain red, flashing a warning. Teronne curses, calmly calls out a mayday to TearDrop Control and alters course, turning the shuttle back to TearDrop Island.

"It's okay, folks," he calls back to you. "It's just a minor fault on the power inverters. They just need realigning and..."

He stops and gasps: ahead of you, looming from the clouds and rain is a dark-grey vessel with black flashes on its sides. As it closes in on your shuttle it fires on you with ion cannon, temporarily sending blue tracers all over your shuttle. The control board flashes red as critical systems overload and shut down. Teronne shouts in disbelief : "What in the thousand suns..."

As the attacking ships roars past, its turrets swivelling to keep the shuttle in their sights. Lightning flashes and thunder roars, and simultaneously the shuttle is hit by more ion cannon. The com drops out; board goes red; sparks fly; and finally all the lights go out.

The shuttle begins to drop like a stone.

Teronne is stunned, but his fingers flicker over the board as he desperately tries to restart anything. The unmarked vessel flies by before rocketing up into the sky and into the clouds as the shuttle begins a brick-like descent into the ground.

If the heroes ask, the vessel is, indeed, the Fallen Angel 6 or something very much like it, though this cannot be confirmed as the shuttles transponders are no longer working...

#### Crashlanding

The shuttle falls below the clouds into rain. With what control he has, Teronne insists on aiming the shuttle towards the shore-line, calling out there are no life-rafts on-board.

As the shuttle falls to the ground, the PCs can try and help: apart from deploying the wings into glide mode there is little they can do. A **DC20 Repair** or **Pilot** check (no Take 20 allowed) could help steer the ship and kick in the repulsors at the last minute. However, the fall will not be able to be stopped, only slowed if the repulsors kick-in. Read one of the following depending on whether or not the heroes manage to enable the repulsors:

Check the status of each individual on-board:

#### a) If the repulsors were not started in time:

Teronne fights to gain control of the shuttle and gains some degree of glide control from the stubby wings. It bounces on the surf and careens up the beach, crashes into the trees and shudders to a stop, clearing a 50m trail of devastation from the beach into the jungle. You are thrown around violently with the force of the crash, and the cargo breaks its straps is thrown around the cabin, crashing into all of you.

Everyone onboard must take 2D4 damage and make a **DC18 Fort** check to not be knocked out for 2D6 rounds: success means the character is only stunned for 1D4 rounds.

#### b) If the repulsors kicked in:

The repulsors flash online, almost instantly flicking into emergency mode. The repulsorlifts spray surf all around the shuttle before it skids up the beach, crashes into the jungle and shudders to a stop, clearing a 50m trail of devastation into the trees. You are thrown around with the force of the crash, banging your head against the headrests and the seat and cargo in front.

Everyone on board takes zero damage, and must make a **DC15 Fort** check to not be knocked out for 2D4 rounds: success means the character is stunned for 1D3 rounds.

**For anyone not strapped in**, add +4 to the DC of the **Fort** check, and add an additional 1D6 to the damage (e.g. 1d6 if the repulsors kicked in).

#### Ambush

As soon as any of the thugs wake, they will attack the Heroes, after initially, and rather concussedly, stating "That wasn't in the plan..." and drawing their blasters. The GM should ensure that the smaller the PC group, the more thugs are left to recover after the PCs awake.

The Heroes (and pilot) *should fight back, otherwise they will be killed*. The rest of the scenario assumes the group wins. Use standard Level 1 or 3 thug stats from the RCR.

**GM Note:** *If need be, have the Jedi Scholar arrive early to save the PCs... he should use Burst of Speed to surprise the thugs, perhaps flanking them. If he helps despatch or neutralise the thugs then the XP award should be shared with him.*

After the combat the surviving thugs could be interrogated to determine their story. They were hired by the crew of the Fallen Angel 6 to attack the PCs after a faked crash and state the PCs died. It will also transpire that, in addition to their weapons and armour and 5d10 personal cash, each has the afore-mentioned (1d6+4)\*100 1,000CR chit on their person: the bribe to take part in the hastily-created plan.

**GM Note:** *If the Jedi Scholar, Lok, has not yet arrived, have him appear on the scene now, preferably at one end of the trail of devastation and moving towards the heroes and the shuttle. He should be smiling, but the fact he is a Jedi with a lightsaber should be made very clear. It is likely that the heroes will believe he is the rogue Jedi, forgetting they are currently nowhere near the Borderlands.*

*The Jedi is friendly, will listen to anything the group has to say and will be non-judgemental about combat damage but will be upset about any cruelty to captives, warning the heroes that such actions are tantamount to a step towards the Dark Side. Nonetheless, the GM should have some fun with the misunderstanding to heighten the heroes feeling of paranoia, if possible.*

#### Scene 3: Island NS152

The group and their captives, if any, will find themselves stranded on a small island, maybe

6-7km long by 3-4 wide. The island has no name on the Navcomp, merely a Northern Sea island designation "NS152". The storm is still raging, though with less lightning than before, and they will rapidly become soaked.

#### Shuttle Damage

Whilst the Shuttles equipment can be brought online with a series of **DC20** checks of **Repair** or **Pilot**, Take 20 being possible, the survivors will find the shuttle has sustained serious damage and needs parts to repair the following:

- Surface and undercarriage seals (serious),
- surface combat damage (minor),
- bodywork crash damage (minor),
- and, most importantly, the thruster initiators, which are broken loose and need replacing (vital).

There are no parts on-board for either the seals or the thruster initiators.

Teronne will flat out refuse to pilot the ship across the Northern Sea without thrusters or seals and with a storm in the air. He will insist the seals and thrusters are fixed so he can go LEO and go on to WindHalter, or if only one is fixed he will go back to TearDrop Island without the heroes (whom he will no longer trust) and fix the other. Only when both are fixed will he be happy to go on to WindHalter and fulfill his part of the charter contract.

The group's priority should be to find parts. The pilot will remind them that search-and-rescue craft could be called out from the closest land, the LEC-controlled (and perhaps M-ERD infiltrated) TearDrop Island. Any surviving Thugs will be nervous and, if pressed, will show they don't want to be found by the M-ERD after a failed attack: they fear for their lives.

**GM Note:** Any search of the island will reveal nothing bar cliffs on the North-West side, slopes and beaches on the South East (where the shuttle landed) and little else other than jungle and rocky outcrops. The Jedi Scholar will not accompany the group on this search, claiming to know the island well and, if they insist on searching will shrug and disappear into the jungle (he will return to his starfighter – see map).

The group, on their search, may well find the starfighter and the Jedi will ask if they have finished. If they haven't he will smile, shrug and say "I will be here waiting for you." Eventually the group should return to the scholar on his starfighter - they will find little else even after an intensive, week-long search – or should decide to interact with him anyway.

#### The Scholars Tale

(Refer to the callout box for details on Lok)

On talking to him, the scholar will smile and ask the heroes to sit and listen. He will then begin talking to the heroes about what he wants them to do. He primarily speaks to the Jedi, but addresses you all.

For the first time since you met him, Lok seems excited. "I've found some ruins," he begins, "here on the island. I must show them to you: It is vital someone else knows this, apart from myself. This information is critical to the survival of the future Republic and must be taken to the Jedi Enclave on Keysh'kar."

"Can I ask that you promise to take the knowledge of what I show you to the scholars on Keysh'kar?"

#### The Jedi Scholar

<b>LlokXX'leyat (Lok)</b> Keysh Jedi Consular 3/ Scholar 1
VP/WP 32/14 SV: Fort 5 Ref 3 Will 5 Att +2 Def +5 Rep +2
Melee: +2 Lightsaber (2d8, 19-20)
Ranged: +2 Blaster Pistol (3d6, 20, 10m, DC15 Stun)
Str 11 Dex 10 Con 14 Int 12 Wis 16 Cha 11
SQ: Scholarly Knowledge +2, Deflect(Attack) -4, Deflect(Defense) -1
Feats: Force-Sensitive, Control, Alter, Sense, Burst of Speed, Aware
Skills: Bluff -2, Computer Use +6, Diplomacy 2, Forgery -1, Knowledge (Jedi Lore) 6+2, (Galactic History) 6+2, (Archeology) 6+2, (Medj'K'ai Nebula) 2+2, (Technology) 1+2, (Alien Species) 2+2, Pilot +1, Speak & R/W (Keyshik, Basic), Speak & RW(Arkanian), Speak(Twi'lek), Sense Motive +4, Survival +5, Swim -2, Treat Injury +7, Tumble 1
Force Skills: Enhance Senses +10, Farseeing +4, Friendship +1, Heal Self +4, Move Object +4, See Force +6. <i>NB Wis +3 bonus...</i>

Lok is short, swarthy, stocky, gregarious and smiles a lot. He hates water, heat and swimming like many Keysh. If asked how he came onto the island, the Scholar will not reveal his orders, but will state that he came in a single "Ugly", a mix of a half-ruined Kuat Jedi Starfighter connected to bolted-on drive pods and hyperdrive unit from a LEC starfighter.

Lok will admit he was sent by the survivors of the Enclave on Keysh'kar (he will inform the group of the disaster if they do not know) to research and confirm the existence of the Lost Jedi and, if Fallen he is to assess the situation and use local aid to capture the Jedi and return them to the Keysh'kar Enclave. This is a task he will happily turn over to any Jedi or Force Adepts amongst the heroes.

He was also sent by a surviving scholar-knight to confirm some research into the history of the Medj'K'ai Nebula carried out by a very senior master (he will, under no circumstance, voluntarily say who but, if forced, will mention Abid 'Treed, a Twi'lek). This is the task he (as a scholar) considers the most important.

If need be he will promise a reward and expenses reimbursement to non-Jedi....

Having gained your commitment, he bids you follow him. From his starfighter, he leads you through the tropical undergrowth to the lower edge of one of the many bluffs. To one side there has been a heavy rock fall, whilst along the bottom of the small bluff (about 15m high) are signs of other natural corrosion - more rocks. The low cliff is covered with ferns, primitive vegetation and moss. He pulls back some branches and undergrowth and you realise the covering is enmeshed into a flexible backing which has been covering a heavily disguised airlock door.

The outside of the door is corroded with age and worn. To one side is what looks like a control pad, though it looks as if it hasn't been used in years - perhaps hundreds. "It's a clue, I am sure," he says. "Behind this we'll find who were the ancient occupants of the island, perhaps even the Nebula!"

The heroes should examine the door and could question Lok. If pushed, he will grudgingly "guess" that it might be Arkanian or some other, similarly, ancient technological race and that they may well have had something to do with the storms which are so regular over this part of the Northern Sea.

Lok will ask the heroes to help investigate the facility. He will point out that it is their only hope of finding anything that might help repair their craft.

#### GM Notes on the facility

##### General - Archaic Arkanian

All markings on consoles, door controls and other equipment within the Research Facility are in Archaic Arkanian, the language spoken by a group of Arkanians who were exiled from their world over a 1,000 years ago for apparently being too extreme in their biochemical research!

It is worth noting that whilst Arkanian numbers can be readily identified, and non-Arkanian speaking characters can work them out for

#### Reptrac-Carbine (Slithergun)

**Proficiency Group:** Slugthrower

**Damage:** 2d8, **Range Increment:** 15/30m\*, **Mode:** "single"/ mf / af, **Critical** 19-20, **Weight:** 6.5kg\*\*, **Hardness:** 5, **WP:** 20, **Break DC:** 20,

**Cost:** no longer available, extremely rare.

**Special:** Built-in sights with infra-red or enhanced range imaging

Whilst the built-in powered sights give a choice of "close", "long" or "night" modes, without these sights the Range Increment is only 15m as the slitherbolts cannot be seen. When in long-range mode, the Range Increment becomes 50m and shooting at a target within the first 50m suffers a penalty DC of -2, with range penalties being otherwise negated for the first two range increments (e.g. range penalties of -2 are taken for shots more than 2 range increments away). Night mode reduces penalties for shooting in dim lighting or dark by half. The sights can be in only one of the three modes.

This highly durable weapon needs a powerpack or charge which will last for up to 200 double-shots on its own, together with an ammunition clip (a detachable chamber) containing slitherbolts (100 double-shots per "clip" which includes subsidiary power for the 100 double-shots). Alternatively, it can take small (1cm), regularly sized pebbles or slugs (2d6 damage) in the ammunition chamber and use the built-in powerpack.

Examining and taking apart the weapon to duplicate its capabilities is a Repair DC40 task, failure meaning the carbine may blow up... The powerpack/charge needs to be modified to fit into "modern" power sockets to take modern recharge cables.

**\*\*Note:** this weight requires a support for long-distance sniping at ranges over 5 range increments, and at GM's discretion.

#### GamesMaster Only: History of the base (for possible later discovery by the heroes).

*In fact, whilst the "Rogue Arkanians" were carrying out biochemical and biological DNA work, their work was oriented towards peace and developing a series of plants which could be adapted into healing a great many species. This did not, on the surface, put Arkanian first so they were ordered to desist. Their leaders, showing classic Arkanian arrogance, decided they were correct and separated from the Arkanians, going into exile in the depths of the Nebula. [Main bases Losshaven, Keysh'kar, Bay plus others now swallowed by the Nebula]*

*When they appeared to be successful the Arkanians, under Sith influence, returned. After initially losing a great many conflicts, the Rogue Arkanians developed a small fleet of craft which used any mass they could get hold of as weapons: asteroids were useful as orbital weapons and obstructions, smaller rocks as faster anti-ship kinetic energy weapons. Their remaining facilities and metals were focussed into ultra-high velocity, armour-penetrating, anti-ship ammunition.*

*They threw out the Sith Arkanian from their planetary bases, almost having to totally destroy one planet (now Crater Bay) through bombardment. Much depleted they fled and withdrew to the Nebula and to some small enclaves on Keysh'kar. The other enclaves were cleared out and closed up, perhaps to be re-used one day.*

*But they never fully recovered, and never came back. Only scars and empty research installations remain, except for the bio-engineered plant-life on the planet of Halo Bay - and it's original form in Biome 5.*

themselves by making a DC15 Intelligence check (Take 10 is not applicable), base 8 is used as the Arkanians only have 8 digits (0-8).

Understanding Archaic Arkanian requires a **DC15 Knowledge (Galactic History)** check plus the skill **Read/Write(Arkanian)**. Without the ability to read Arkanian, a relevant knowledge check will just identify the language.

#### General - Slitherguns and RepTrac weapons

The Ancient Arkanians in this corner of the galaxy tried to avoid the massive and obvious indications of the use of energy weapons. As a result, they developed a focussed repulsor/ tractor (reptrac) field which could accelerate anything solid (heavier than flesh, for example) incredibly rapidly. This meant they could use the plentiful supply of asteroids in the nebula as mass for kinetic energy weapons on their larger ships.

The technology was also capable of being miniaturised for use as hand-to-hand weapons. Whilst the weapons could look bulky and heavy, and the smallest they could build was the size of a light repeating blaster, the technology leant itself to firing a large quantity of small slithers of metal at very high speed, very efficiently and at high rates of fire.

Each shot from a personal slithergun fires at least two "slitherbolts" - splinter shaped slithers of metal, glass or ceramic around 2cm long.

Occasionally these have an armour-piercing core surrounded by a discardable sabot surround. The first slither tends to impact armour, sometimes vapourising, whilst the second typically impacts in the same place, penetrating. Much of the damage comes from the speed of the projectiles.

Most slitherguns (or reptrac weapons) come in autofire and multifire modes, each of which is a duplication of the two-slither "single" shot mode: even the "single-shot" multiple shots tend to enhance the occurrence of critical hits, even if the basic damage is not as much as a blaster. The minimal recoil tends to enhance accuracy, which supported the "stand-off" tactics of the designers. Most reptrac weapons come with enhanced scopes, tracking and sights as enhanced sights are a necessity with the almost-invisible slitherbolts and the general ballistics of slugthrower like ammunition.

#### Scene 4: The Abandoned Facility

**This ancient Research facility** contains hints of antiquated or old technology throughout, most of it deteriorating due to age. It is dusty in those rooms and corridors away from vital areas, is generally worn and is showing copious signs of repair. Whilst a layout is given, and can be shown to the heroes when they find the control centre and pull up a display, the precise layout is unimportant and can be anything the GM wishes, providing the main aspects of this ancient establishment are available to be discovered by the heroes.

Key elements of the facility are:

**Negative pressure:** the atmospheric pressure within the airlocks is **less** than that of outside to minimise chance of accidental external contamination from the facility.

**Lights** in the corridors are failing - only one in five is functioning and some are fading badly. Half the auto-sensors in the lighting units are working which will light up passages for 15m in either direction of any medium sized person or larger. When entering a room, all functioning room lights will come on. Less important rooms (to the maintenance droid) may only have a single light working and some - such as the Gym or mess/recreation areas - will have all working lights removed.

**Personnel Security room** beyond the first few pressurised doors, in which can be found the last surviving security droid (see below).

**Dust** is present in any unused or rarely-used **Corridors**. Very regular, boot-like, rectangular foot prints with a third "circle" beside, can be seen in some partly-used corridors (the maintenance droid). **Main Corridors** between the control centre, droid repair shop and spares warehouse, the environmental controls, power and, biomes are swept clean of dust, have more lights working, and as a result have no footprints.

**Coverings** on chairs or mattresses which could disintegrate over centuries, will have done so, or are about to do so ("You touch the

chair, and the cover collapses to dust in your hands"). Many chairs in the operational areas are metal or non-biodegradable formcrete.

**Biomes 1-4 and 6-7**, all with contents burnt out/destroyed and all with air locks into the environments

**Airlocks** to the **biomes** all contain anti-contamination sprays in the ceiling. This is now out of fluid, so offer no protection! UV and higher-wavelength lights are also present to limit contamination, though many of these are now broken.

The large (100-400m across) **Biome 5** hidden, is just glimpse-able on the plans overlay (but no more details can be called up on it), and accessible by going past the other biomes.

The **Core Tap Power Generator and Environmental and Atmospheric Generator and Management System**. Both are intact and very well-maintained. [Refer to the sections on power and the generator systems below.]

The **Control Centre** containing the last surviving maintenance droid in maintenance/operations mode, if not yet hostile. Refer to Control Centre on page 15 for details.

**Storerooms and Repair-rooms** near the hangar will be mostly empty except with a few bits of badly damaged machine tools and racks. There will be evidence of small creatures (tiny, 10-20cm two-legged lizards who are the local scavenger creatures). These are very timid, but have come in from outside (see Hangar).

The **Hangar** with a single damaged **ship** remaining (see below and appendices).

Assorted **Laboratories**, living **quarters**, **mess** halls, refectories, entertainment areas.

**Laboratory 67** has a hidden door (DC25 Search) down to Biome 5 and its labs. If the heroes are aware of its presence from the display map, they have a DM of +10. Refer to "Biome 5" information on page 16, below.

A reasonably equipped **Repair Shop** for use in repairing or constructing items to repair the base, especially seals and environmental parts, and an adjoining **Spare Parts/Materials/ Droid parts warehouse**. This is seriously depleted, with few droid parts remaining, an oil bath plus plenty of spare oil (and an efficient filter), a few lights and a few sensors left. Cannibalised (wiped), damaged droids are around the shop, including security and maintenance droids (and a pair of slither carbines plus ammunition in boxes). Parts for environmental and pressurisation equipment are still on the shelves. The group could make a set of seals for the crashed shuttle from the parts and equipment in the repair shop.

**Other storerooms**, all abandoned and empty, long-since tidied up.

Other than that, the main problem with the facility from an occupants viewpoint is that all peripheral defenses have been inactivated, long ago. There are no active detection screens, no passive detection



*nets, no guards to despatch and no fighters to scramble. The base had the approach of minimising external turrets or exits to minimise its detection footprint, relying on stealth and the security troops for protection.*

General: Facility Droids and behaviour

If any damage is done to the facility such as the potentially functional doors being dismantled, a droid being attacked, or consoles being smashed or dismantled without permission from the maintenance droid, **both droids will be extremely hostile** and will attack intruders on sight. At first entry it will take 3 minutes for the maintenance droid to upload a new security identity and join the security droid.

If neither droid is attacked, there are medium-sized humanoids making the initial contact, and the group enters the base without destroying or breaking anything, then both droids will be passive and co-operative.

*XP is low for attacking and defeating the droids as assault can be avoided: XP are awarded for NOT causing damage to the base.*

### Security Droid

Located in the personnel security room, by its recharge socket, this is the only surviving security droid. The droid looks patched and battered, its armour scarred, corroded and patched to medium (DR4), it has a bad problem with its tracks and mobility reducing its move to 4m, and carries an archaic, carbine-like "slithergun" in a purpose-built mount. It also has a single human-like 3-fingered/single thumb hand on the opposite side of its torso together with a short truncheon (stun rod). The carbine is at the ready, but not immediately in a position to fire unless the group have made hostile moves.

If approached calmly, by medium-sized humanoids approximating Arkanian physiology, it will speak through a distorted

vocaluator, using archaic Arkanian. Its first questions will be "Can I help you?" and it will try and give directions to key areas. If touched it will cry "Keep Away" and move backwards out of the way. If attacked or any attempt to remove its weapon is made it will defend itself as

### Modified Archaic Arkanian Maintenance Droid

Expert 6 (Maintenance: M), or Thug 3/Expert 3 (Security Command: SC), or Expert 2 (Cleaner: C), or Expert 2/Diplomat 4 (Protocol: P)  
VP/WP 0/12 Move 6m/legs. Initiative +2 **Defense: M: 14 P: 13 SC: 14 C:12**

**Melee: Hand or Stun Rod C: +1, SC: +5, M: +4 P: +3** (Stun Rod: DC15 Stun); (Hand: 1d3+3 VP);

**Ranged: SC:** Slither-Carbine +7 or +3/+3 or +1/+1/+1 (2d8, Range Incr 30m, Crit 19-20, piercing, mf,af) (weapon in Control Centre) – **M: +2, P:+1 and C: -1 on single shot]**

**Feats: All modes:** WGP(Simple), Ambidexterity. **SC:** WGP(Slugthrowers) AP(Light), Skill Emphasis(Intimidate), Persuasive, Cautious; **M:** Gearhead, Skill Emphasis(Repair, Computer Use), **P:** Trustworthy, Skill Emphasis (Diplomacy), Diplomatic, Persuasive

**Droid Components:** Heuristic Processor, Rust Inhibitor, 4 arms (hand, hand, Telescopic claw, tool: cleaning), 2+1 legs, Infrared Sensors, Comlink, Vocaluator, Secondary Battery (200h); [ DC10 Translator Unit, is now DC21 with modern languages **P only** ] **Stun Rod at belt.**

**Quirk:** Mechanically Inclined in all personalities: +2 C-U/Rep, -2 on all Cha.

**In all personalities, Str is 10, Dex 14 and Con 12.**

**Skills and stats depends on the current mode of the droid:**

	M	SC	C	P
Int .....	16	12	8	12
Wis .....	10	10	8	10
Cha .....	8	8	6	14
Saves Fort/Ref/Will .....	3/4/5	5/4/4	1/2/3	2/3/7
[Diagnostics Package +4 Repair. Y	N	Y	N	N]
Bluff .....	-3	-1	-3	+7
Computer Use .....	+19	+5	+5	+7
Craft(Electronic Devices) .....	+8	-	-	-
Craft(Computers) .....	+8	-	-	-
Craft(Avionic Systems) .....	+12	-	-	-
Craft (Power Systems) .....	+12	-	-	-
Demolitions .....	-	+8	-	-
Diplomacy .....	-2	-2	-3	+16
Disable Device .....	+9	+7	-	-
Entertain(Stories) .....	-	-	-	+3
Hide .....	+2	+2	+2	+2
Intimidate .....	-3	+8	-4	+2
Listen .....	0	0	-1	0
Profession(Cleaner) .....	-	-	+3	-
Profession(Security Guard) .....	-	+5	-	-
Profession(Maintenance Tech) .....	+5	-	-	-
Profession(Protocol) .....	-	-	-	+5
Knowledge(Ancient Politics) .....	-	-	-	+6
Knowledge(Biology) .....	+5	+5	+4	+5
Knowledge(Tactics) .....	-	+5	-	-
Knowledge(Physics) .....	+8	-	-	-
Knowledge(Engineering) .....	+8	-	-	-
Knowledge(Technology) .....	+12	-	-	-
Move Silently .....	+2	+2	+2	+2
Search .....	+3	+1	+1	+1
Sense Motive .....	-2	-2	-3	+7
Spot .....	0	0	+3	0
Repair .....	+23	+5	+7	+5
Treat Injury .....	0	0	-1	+5
Speak & RW (Archaic Binary) .....	Y	Y	Y	Y
Speak & RW (Archaic Arkanian) .....	Y	Y	Y	Y
Speak & RW (Archaic Basic, Old Keysh, Huttese) .....	N	N	N	Y*

*DC18 Int check to understand if modern versions spoken.*

Humanoid, the droid has adapted it's cleaning attachment as an additional leg as it's other two are slightly unstable. It has 4 arms attached, but can use 2 at a time. The additional arms are for complex maintenance modes, combat/security mode, and cleaning (the third

### Archaic Arkanian Security Droid

Thug 4/ Diplomat 2

VP/WP 0/18 Move 4m/Track. Init +0; SV Fort 6  
Ref 1 Will 4 Att +5 Def +2 Rep +2.

**Melee Stun Rod +8** (DC15 stun);

**Hand +8** (1d3+3 VP);

**Ranged Slither-Carbine +5 or +1/+1 or -1/-1/-1** (2d8, Rnge Incr 30m, Crit 19-20, piercing, mf,af).

Str 16 Dex 10 Con 15 Int 10 Wis 12 Cha 6

**Feats:** Toughness, AP(Light, Medium, Heavy), WGP(Slugthrowers, Simple), Persuasive

**Droid Components:** Heavy Armour (now medium)

**DR5** Dex +0, AC -3; Locked Access, Rust Inhibitor, Sensors(Improved, Infrared, Sonic, Motion), Comlink, Vocaluator (deteriorating, distorted), Weapon mount with on-board ammunition feed.

**Skills:** Intimidate +8, Profession(Security Guard) +6, Knowledge(Tactics)+5, Speak (Archaic Binary), Speak & RW (Archaic Arkanian), Sense Motive +6, Listen +5, Spot +5, Search +2

Note: Con +1 at 4<sup>th</sup> level. Alternative Knowledge(i) and

14

Medj'K'ai  
Nebula

appropriate, tending towards autofire if faced with multiple opponents.

Over the years its control circuits have suffered badly, though memory is intact: In general its reaction will be friendly to friendly approaches, and is able to be swayed using various persuasive abilities.

#### Maintenance Droid

Most likely found in the control room, this has adapted itself from spare parts taken from other, failed droids. Whilst it tries to clean the main passages, the other cleaning droids shutdown years ago. The droid still maintains its primary purpose: to ensure that the biological containment seals, anti-biohazard, power plant, atmospheric controls and other machinery are maintained. This it has only been able to do by shutting down some parts of the station or salvage and scavenge spare and replacement parts (such as lights).

The main modification the droid has made to itself (or which was made to it over the past 1,000 years - even the droid has forgotten) is the ability to swap out and in its various personalities depending on what it thinks is required. To do so requires it to connect itself to the base computer, download the last set of memories and uploading a new set, taking around a minute. This is a simple computing task requiring it to make a DC15 check, at which it can Take 10.

If asked about information on the lower level or Biome 5, the droid will suffer a data error, will shutdown and will need to reboot - taking 30 seconds in all. It has no information about the lower level at all.

It will not normally have Security Command or Protocol programming loaded unless the heroes blasted their way into the base. Only its Security Commander personality can harm a sentient being.

Over the years this too has had its control circuits suffer badly, though memory is intact: In general its reaction will be friendly to friendly approaches, and is able to be swayed using various persuasive abilities.

**GM Note:** *This droid can be difficult to play, but can also be great fun for GMs and players alike!*

#### Entering the Facility - Airlock Doors

These all are **extremely** tough blast doors, around DR 15 with 360 Wound points and DC 45 to open or break. Such doors within the base are generally in a good state of repair are operable: once the heroes have worked out the opening sequence they will have no trouble with any others. On opening the doors will normally show a green light if the atmosphere is stable/ok. Where the atmosphere could be compromised, the doors will close within 5s of opening and an amber light will flash on the door panel and in the control centre. If a door is damaged, it will flash red on the panel and in the control centre. In both cases a droid will come to

repair the leak/damage (and will be hostile), accompanied by the security droid if intruders are noted.

To one side of the main entrance are the corroded and seized door controls. These are untouched, other than possible signs of small, rodent-like lizards, are covered with dirt and have all the buttons seized.

The controls can be **Repair**-ed: **DC25**, Take 20 is possible. Part-way through, it can be seen there is power to the doors, it is not booby-trapped and (due to failure over the years) a security code need not be input (*Note: the maintenance brain was unaware of the security reprogramming necessary so merely fixed the keypad some time ago to require the "open" button to be pressed. Since then it has deteriorated and failed again.*)

If the heroes destroy the main door or break in, the droids will be hostile (see above).

Only the exterior is corroded or worn, the interior being hermetically sealed. The door hisses and air rushes **into** the base when opened. Inside, the Air-Con is still active - is actually fitted with sensor-repression and a stealth tech so exhaust and generators cannot be seen, sensed or detected except by highly-skilled techs using top equipment.

Refer to "Atmosphere: General" on page 16 below for further information.

#### Corridor Viewscreens.

There will be barely-legible, faded labels to the side or over the top of doors to particular rooms.

At intervals along the corridor walls and at junctions can be seen large, flat, computer view-screens. These have apparently simple controls at the bottom (in Archaic Arkanian) to bring up maps, news, information or plans of the base. All are powered off and must be restarted from the Central Control room. Once restarted, each has a 50% chance of needing to be serviced in order to be functional - this is a **DC18 Repair** check with failure meaning the individual screen cannot be made functional.

**Note:** *presence within any area is monitored by the atmospheric controls in the ceiling and floors through the facility (all of which are in good order!).*

The screens can be quite flexible. If guessing, the PCs have an INT BONUS as a % chance of guessing correctly (i.e. 0 to 4%). The map of the base will be the first to come up, with small dots representing personnel within the base. GREEN represents fully-authorized personnel and droids (e.g. the maintenance droid); AMBER (or blue) semi-authorized personnel (e.g. the heroes if they have not caused damage); and RED for unauthorized/hostile personnel (e.g. the heroes if they have acted in a hostile fashion or caused any damage to the facility).

Pressing any individual room or corridor location will cause a two-part display to come up with an



inventory of contents and a run-down of personnel. Unless the heroes know Ancient Arkanian the GM should just explain the format and lay-out: heroes will have fun just working out what it means!

#### Control Centre

This normally contains the last remaining droid (see above) which will be monitoring the research facilities life-support and environmental controls. Nearby is a Slithergun Carbine and ammunition (which it will only use in Security mode). The droid may, from time to time, get up to maintain something, monitor the environmental and power links, or even do some cleaning. The droid will admonish the heroes when they enter the control centre (if they do), claiming they may have upset the careful environmental balance with their clumsy approach and entrance.

Most consoles in the control centre are in passive mode, but all are operational. One is used by the droid to upload/download it's "personalities" and memory depending on the requirements of the situation (see below). The consoles can be switched into an **"Archaic Basic"** display mode by the droid if requested, but otherwise will require a **DC25 Computer Use** check to be switched by a person skilled in **Archaic Arkanian** (see above).

#### Control Centre Computer

This is still mainly intact and can still communicate with many outlying computers (if they are capable of being active), airlocks, hangar controls or consoles. However, research project memory crystals have been taken. As that part of the computer has been unused for so long, and has been rebooted many times, nothing remains. Some hints could suggest terra-forming controls and interfaces. As mentioned, a DC25 Computer Use or Repair check is needed to identify that memory is missing.

Once mastered, a plan of the facility can be readily displayed. If unable to record the plan, the heroes should be shown the map of the facility and only allowed to use it around the base once they have activated the wall-mounted screens.

If attempts are made to find out the contents of, or more detail upon, the lower layer containing Biome 5 (which is only dimly shown in the plan), the base computer will merely report a reference error "data not found: core corrupt" and will pause as it runs through a brief recovery routine after it tries to access the missing crystal memory core. A **DC25 Computer Use** (if the language is understood or translated and the logs are checked) or **DC25 Repair** check (by taking off the panels!) will be able to trace the lack of memory core. Of course, anything on that piece of memory is no longer accessible at all!

#### Power and the Generator

This is generated from an almost silent core-tap power source in the generator room. The noise comes from a minor problem in the heat-

transference modules. The generator is still functioning, though is just ticking over to provide power for a few base lights when required by the maintenance droid and by the atmospheric controls. It can easily be ramped up to full power on demand.

The generator has 8 identical, functional, consoles for power output, only two of which are currently running. One console is routing power to the lights, doors, atmospheric and control centre, the other powering the biomes and light. If the Heroes start exploring more of the centre, the droid will activate more of the power transfer modules to keep the base from running low.

If the heroes try, the core tap can be made to overpower itself and cause a small volcano, wiping out this base and most of the island. This would require a DC30 Repair or Disable Device check, coupled with a DC20 Demolitions check. The timing of the eruption from the core tap fusing of itself will be 2d4 hours after being triggered.

#### Atmospheric Control/Generator

This is still running, though shows signs of having been repaired a great many times. It is programmed to keep the base on Arkanian "comfortable" and preserving settings, which humans find chilly and dry. It is otherwise in **extremely** good shape for its age.

#### Atmosphere: General

The atmospheric pressure within the facility is kept at **Negative pressure**: it is **less** than that of outside. This minimises chance of accidental external contamination from the facility. The atmosphere within each airlock is at an intermediate pressure between the outside and main part of the facility.

Given the previous work at the base the air processing system and seals were given top priority. All airlocks have been maintained and it is kept at a slightly negative pressure to prevent escape of any biohazards, though some are showing signs of deterioration and repair. The air inside the base is chilly and dry, hence the absence of corrosion and deterioration on much of the non-moving equipment.

#### Biome 5

This is still intact and active showing tailored plant-life which the heroes will never have seen before (it is now adapted and on Halo Bay, though they are not to know this - see adventure 4!). The outside door of its air-lock has its motors corroded and seized so cannot be sealed properly without a lot of work. If viewed from the air-lock windows it can be seen to be a riot of plants in full growth under a falsified sun, some waving in a wind (or is it from animals?).

The group should be dissuaded from entering this Biome without highly-efficient environment suits and proper de-contamination (there are none in the facility or ship). Heroes, and Jedi in particular, should be asked whether or not they should risk contaminating an entire worlds eco-system. Lok, the Jedi Scholar, will protest and



attempt - using violence and the force if necessary - to keep the doors closed and the biome sealed.

**Anyone opening or not ACTIVELY trying to prevent the opening of the doors to biome 5 MUST IMMEDIATELY BE AWARDED AT LEAST ONE, PREFERABLY TWO DARK SIDE POINTS for risking an entire world's ecology!!**

Hangar

This is part of a huge air-lock system comprising the complete Hangar as a low-pressure air-lock between the outside and the main part of the base. The Hangar doors CANNOT be opened if any of the other air-lock doors are breached or compromised.

Apart from discarded broken parts, it contains a signs of ancient use, is covered in dust apart from a trail to the starship (for cleaning), and has a few dilapidated and decayed tools and service modules left around the walls.

Exterior Hangar Doors

These are around 40m wide and 25m high. They should be sealed, but are still effectively camouflaged, being severely overgrown and virtually undetectable from outside - DC35 if searching specific area.

Whilst the motors still work they are in a bad shape. There is a chance the doors will not open and close each time after the first. The controls are similar to the other airlock doors. Roll d20: DM -2 for each opening and closing after the first.

There is a small hole in the lower left hand corner which has allowed scavengers in but has also compromised the atmosphere. If the group enter the hangar from one of the other air-locks they will see a warning light, and a warning will flash up on the main control centre. The maintenance droid will immediately go to the hangar door and fix the hole, patching up the seal at the same time.

Scene 5: An abandoned starship

The Hangar contains a single, abandoned starship (fairly large: around 40m long and 25m wide). The controls to this are similar to those elsewhere, as is any visibile lettering. GMs should refer to the plan of the ship below, remembering that All controls and instructions are in Archaic Arkanian.

The ship is an old Rogue Arkanian design used for surreptitiously inserting scientific or survey staff into potentially hostile or unknown environments. All weapons are Reprtrac technology, one heavy Reprtrac in the long, forward-sweeping nose, and two of which are lighter, anti-fighter, anti-personnel or missile defense which fire rapid bursts of high-velocity slithers. The larger Reprtrac can be used to launch meteoroids (rocks) as the on-board diagrams will show, or otherwise some of the

heavy duty torpedo or pure-mass ammunition normally stored on-board.

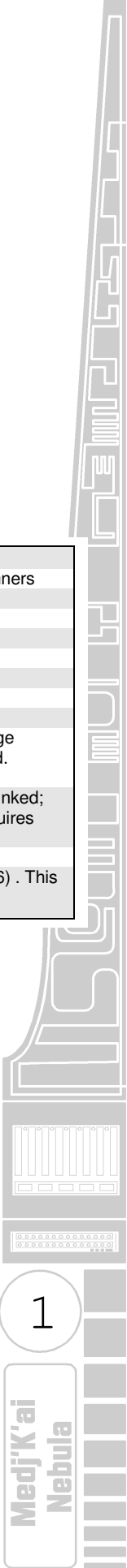
The group can find a usable and adaptable thruster initiator on the abandoned ship after making a difficult (DC25) Disable or Repair roll to identify it and remove it. The group may be interested in the ship (it has an ancient hyperdrive, room for 12 crew, armament, etc) but it needs a great deal of work with more equipment, parts and tools than are present in the base. The small shuttle on-board is in very bad condition, has security-sealed entrance (which has no power at the moment), is heavily armoured and has a single entrance door from the rear. The ship's docking doors locked and frozen into place (the droids do not have the access codes). If the PCs DO get inside, they will find it is a fast-access insertion craft, mostly ceramic, much corroded and in heavy need of repair. It has a single small turret with a pair of decayed RepTrac weapons similar to linked Reprtrac carbines with advanced fire-control

Arkanian DX607-2RG Infiltrator/Monitor Ship	
Size Medium - 70m	Initiative +2 (+2 crew) 2-4 crew + gunners
Hyperdrive: x3 (backup x12)	Maneuver +2 (crew)
Crew:12 (+8 pass.)	Defense: 20 (+10 armour) (+15?)
Cargo: 51 metric tonnes	Shield Points: 50 (DR 30)
Consumable: 6 months	Hull Points: 250 (DR 30)
Cost: No longer available	
Maximum speed in space: Attack (8 sq/action)	
Atmospheric speed: 800 km/h (13 sq/action)	
Weapon: Heavy RepTrac; Fire Arc: forward; Attack Bonus +4 (f/c); Damage 4d10x5+8: Range mod Close poor, short and Up to medium very good. Requires slug ammunition, torpedoes or rocks.	
Weapon: Dual Slitherguns (2 of); Fire Arc: Turret - 2 of LFR and RFR firelinked; Attack Bonus +4 (f/c); Damage 5d8x2; Ranges Med/Close/Short. Requires slither ammunition loaded into (extensive) ammunition bays.	
Hangar Bay: for 1 light insertion shuttle (8 crew)	
Special: The ship has enhanced stealth capability (Good Sensor Mask: +6) . This is currently disabled and requires repair.	

(needs repair; no spares available).

The shields appear to be very poor quality, but the armour plating is multiple-overlapped and interweaved honeycomb to defend against a variety of energy or slug/impact weapons [It was used to defend against similar opponents who used to live in the Nebula and were paupered/de-civilised by the Arkanians]. It is only partially streamlined and relies on its shields to maintain a reasonably aerodynamic shape within atmosphere and in hyperdrive. The ship in the hangar has minimal rust but some internal and perishable components have rotted: seat fabrics will crumble away when touched, door and atmospheric seals have perished. The Repulsors are OK, thrusters need fixing and fuel tanks are empty. The Fusion reactors need cold-firing and testing. The operable, antiquated x3/x12 hyperdrive needs repair and has totally out-of-date star-charts in the NavComp.

If the heroes press for repair information, read out the following:



Your exploration and cursory examination of the ship has shown that all parts to repair this ship will need to be custom-built: they are no longer in common use and could, possibly, only be available in museums! Computer, power and droid interfaces are also out of date and incompatible with modern Republican technology, and will need replacing or modifying. Even the Binary used is unique and out-of-date.

However, the ship **can** be repaired given enough time and money (perhaps 30,000 to 40,000 Credits).

Lok, the Jedi Scholar will not be interested in the ship ("Yes, it's a 1,000 year-old ship") and will be **far** more interested in the rest of the labs and the contents of the research/observation chambers (burnt as they are). He will need to be pressed a great deal (a Will Save with a DM of +10 for the Scholar) before helping the heroes out with the ancient ship.

### Experience awards

Some of the XPs for this part of the adventure may appear light: this is primarily due to the fairly lightweight encounters and the fact the PCs should have assistance if the going gets tough. However, this is an information-based episode, so XP are awarded for achieving checks or identifying information.

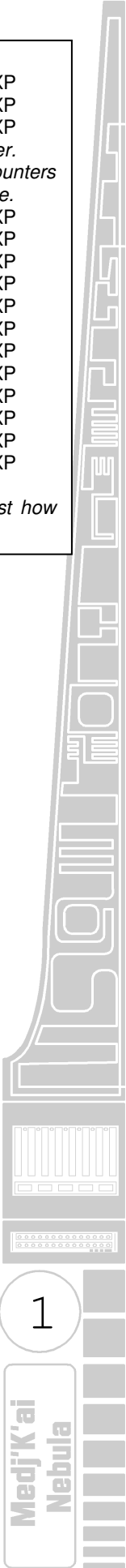
The main points about this part of the campaign thread are:

- establishing that the MNMC and M-ERD have a grudge against the heroes,
- that they pick up a potential ally,
- they find a potential future "home" or "base" with an ancient deteriorated, but repairable, spacecraft, and
- they find more information about the ruined college and this part of the Nebula

Other hints for future scenarios are in the weapons on the abandoned spaceship (rock-throwing, e.g. asteroids) and the contents of Biome 5, which they may eventually discover match the genetically altered fauna on Halo Bay.

Of course, it may mean they need to learn Arkanian if they cannot reprogram or replace its computer and consoles with Basic language interfaces!

Part I - Experience Awards	
Achieving any <i>Gather Information</i> checks (for the first only)	50XP
Searching the holonet/local net for Wind Art or Windhalter info	50XP
Spotting the MNMC logo and relationship	75XP
General MNMC/M-ERD operatives/guards	<i>As per encounter.</i>
<i>BUT up to a single <b>encounter</b> ONLY. Further damaging encounters with M-ERD/MNMC operatives is not pertinent to the adventure.</i>	
Identifying the M-ERD link	100XP
Finding the tracking device on the shuttle	75XP
Disarming/Neutralising the tracking device **	100XP
Identifying the ground crew are MNMC/MERD	50XP
Neutralising the (five) thugs after the crash	*** 200-400XP
Opening (not destroying) the facility doors	200XP
Defeating the remaining security droid in the facility	75XP
NOT getting into combat with either of the facility's droids	250XP
Retrieving and making suitable shuttle seals	150XP
Retrieving and adapting a suitable shuttle thruster initiator	250XP
Individual: Associating asteroids with the ships launcher	100XP
Individual: Correctly identifying what Biome 5 contains	150XP
<i>**This is optional!</i>	
<i>*** This should depend on how many heroes recover first as against how many of the thugs recover quickly/</i>	



## Key NPCs

All NPCs have the relevant weapon group proficiencies for the weapons and armour they carry, unless stated otherwise, and have the relevant basic Force feats.

Grayn'Gar - Mayor of Windhalter

Whilst not initially admitting it, Grayn'Gar is both Mayor of Windhalter and one of the most powerful Ranch Managers in that region: it is he who has lost most to the Shetocks. Whilst this gives him an added incentive to hire someone in, and a little vested interest, he is nonetheless an average ranch-manager.

His stats are provided only "in case". There is a XP penalty if he dies. He may be taken hostage by the Shetocks or Keysuur Maar, in which case there will be a small XP bonus if rescued alive.

Grayn'Gar - Senior Ranch Manager: <b>Expert 6/Diplomat 2</b>
Init +0; Def 13(+3); Spd 10m; VP/WP 0/12; Melee: +8/+3 [1d3 unarmed]
Ranged: +8/+3 [3d6, DC 15 Stun Blaster Pistol OR DC20 Stun Animal Gun];
<b>SV Fort +4, Ref +4, Will +10</b> , FP 0/DSP0; Rep+4;
Str 10 Dex 11 Con 12 Int 10 Wis 10 Cha 12 Challenge code D/E
Equipment: Blaster Pistol, Animal Stun-rifle; comlink; ATC; animal restraints; Steppethine & riding tackle, veterinary kit and first aid kit, data pad; basic repairs kit on speeder.
Skills: Handle Animal +6, Knowledge(local) +7, Knowledge (Trader) +3, Profession (Rancher) +7, Spot +3, Treat Injury +3, Survival +4, Ride +4, Pilot Speeder +3, Repair +2, Knowledge(Veterinary Science) +4, Diplomacy +6, Bluff +4, Intimidate +2, Sense Motive +3, Computer Use +3, Profession (Ranch Manager) +6
Feats Skill Emphasis (Profession[Ranch Manager]), (Handle Animal), WGP(Blaster Pistols), Persuasive, Trustworthy.

He and his family, the Grayn's, run Gap Ranch. He suspects that either Barrier, Hill or Plains are the culprit, but dares not make a formal accusation in case it backfires: he is already "in the frame" for killing the handsome new Plains Ranch rancher who was "courting" his 14-year-old daughter.

In actual fact Gar had no problems with the ranchers approaches: the guy was young, so was she; he was handsome and seemed fairly bright; sometimes helping out Gap Ranch on his off-days at times with the cattle tracing and similar boring activities. Gar has **no** idea about the Ranchers (Tam Elyagh) real leanings.

Gar will not volunteer this information in WindHalter. The PCS could elicit it from the Sheriff or from Gap Ranch or, of course, from

some of the less salubrious members of Plains Ranch.

*-100 XP if the Mayor is killed, -200XP if he is killed by **any member** of the group. If he is kidnapped and rescued **alive**, then a +200XP bonus can be awarded to those PCs effecting the rescue.*

## MNMC Security Staff

\*\*\* All the following are taken from the Medj'K'ai Nebula GMs Guide \*\*\*

MNMC Security Guards will always try to work together. They will *not* fire the first shot unless in self defense, or in the defense of one of their colleagues. This puts them on the right side of the law in any subsequent court activity.

It is unlikely the heroes will encounter a commander as most activity will be co-ordinated by the commander from inside the MNMC buildings. An archetype is provided for information. M-ERD uses technicians who receive the standard MNMC Security Technician training at the lower levels.

### Basic MNMC Security Guards

Equipment: Knife, Blaster Carbine, Light Armour, Blaster Pistol, Integrated Helmet Comlink & Infrared, Handcuffs. At gates have body scanners, datapads for validation/verification and explosive/disarm kits. Heavy weapon support available if necessary

Human MNMC Security Guard, Expert 1/Thug 2
Init: 0, Defense: 12, VP/WP: 0/15, Speed: 10m
Melee: +3(Knife 1d4+1, 20, 2m) +3 (Unarmed 1D4+1, 20)
Ranged: +3(Blaster Carbine 3d8, 19-20, 20m,DC15 Stun) +3(Blaster, Pistol 3d6, 20, 10m,DC15 Stun)
Fort SV: +4, Ref SV: +1, Will SV: +2
Str 12 Dex 12 Con 12 Int 10 Wis 10 Cha 10
Skills: Computer Use +3, Disable Device +2, Gather Info. +2, Intimidate +7, Knowledge(Forensics) +1,Knowledge(Tactics) +3, Knowledge(Medj'K'ai Nebula) +2,Profession(Security Expert) +5, Repair +2,Search +2,Sense Motive +2,Spot +3,Treat Injury +4
Force Skills: None
Feats: Sharp-Eyed(+2 Search,Sense Motive), Skill Emphasis(Intimidate), [Some will have Improved Initiative] Toughness, AP(Light), Martial Arts, WGP(Simple,Blaster Pistols,Blaster Rifles)

*75 XP each if encountered in 1s or 2s, 300 XP if encountered in 3's and 400XP for 4 (a half-squad). However, the fact of the deaths or injuries may mean the heroes are charged with, or labelled as, criminals..*

*A full squad (8), including the squad leader, would total 850 XP - and a criminal record!*

## MNMC Security Squad Leader

Commands a squad of up to 8 security guards.  
Equipment: Knife, Blaster Carbine, Light Armour,  
Blaster Pistol, Integrated Helmet Command  
Comlink & Infrared, Handcuffs.

Human MNMC Security Squad Leader, Expert 2/Thug 3
Init: 0, Defense: 12, VP/WP: 0/15, Speed:
Melee: +5(Knife 1d4+1, 20, 2m) +5 (Unarmed 1D4+1 ,
Ranged: +5(Blaster Carbine 3d8, 19-20, 20m,DC15 Stun) +5(Blaster, Pistol 3d6, 20, 10m,DC15 Stun)
Fort SV: +4, Ref SV: +2, Will SV: +4
Str 12 Dex 12 Con 13 Int 11 Wis 10 Cha
Skills: Computer Use +4, Disable Device +3,Gather Information +3, Intimidate +8, Knowledge(Forensics) +3, Knowledge(Tactics) +5, Knowledge(Medj'K'ai Nebula) +2, Profession(Security Expert) +7, Repair +2, Search+2, Sense Motive +2,Spot +3,Treat Injury +4
Force Skills: None
Feats: Sharp-Eyed(+2 Search,Sense Motive), Skill Emphasis(Intimidate), Toughness, AP(Light), Martial Arts, WGP(Simple,Blaster Pistols,Blaster Rifles)

MNMC Security Group  
Leader/Commander

Building on previous training and promotion, this is effectively the highest Professional on the MNMC security force who will be normally be encountered. His superiors will often be hero classes, or will have additional Diplomat (and one Thug) classes.

<b>Human MNMC Security Group Leader,</b> Expert 3/Thug 3/Diplomat 2
Init: +4, Defense: 13, VP/WP: 0/15, Speed:
Melee: +7/+2 (Knife 1d4+1, 20, 2m) +7/+2 (Unarmed 1D4+1 ,
Ranged: +7/+2 (Blaster, Heavy Pistol 3d8, 20, 8m,DC18 Stun
Fort SV: +5, Ref SV: +3, Will SV: +7
Str 12 Dex 12 Con 12 Int 12 Wis 10 Cha 10
Skills: Bluff +3,Computer Use +6,Diplomacy +7,Disable Device +4,Gather Information +4,Intimidate +10, Knowledge(Forensics) +6,Knowledge(Tactics) +6,Knowledge(Medj'K'ai Nebula) +6,Profession(Security Expert) +8, Repair +3,Search +5,Sense Motive +8,Spot +4,Treat Injury +4
Force Skills: None
Feats: Sharp-Eyed(+2 Search,Sense Motive), Skill Emphasis(Intimidate), Persuasive (+2 Bluff, Intimidate), Trustworthy (+2 Diplomacy,Gather Info), Toughness, AP(Light), Martial Arts, Improved Initiative, WGP(Simple,Blaster Pistols,Blaster Rifles)

MNMC and M-ERD Security  
Driver/Technician

Used as general-purpose technician/drivers after initial training, it is only later in their career that the technicians become specialists, normally in Forensics, Computer Use, Mechanics, Medics or Pilots. Nonetheless, even this early in their careers the MNMC Security Technician is a highly skilled and useful professional.

Human MNMC Security Driver/Technician, Expert 2/Thug 1
Init: +0, Defense: 12, VP/WP: 0/12, Speed: 10m
Melee: +2 (Knife 1d4+0, 20, 2m) +2 (Unarmed 1D4+0 ,20)
Ranged: +3 (Blaster, Heavy Pistol 3d8, 20, 8m,DC18 Stun)
Fort SV: +3, Ref SV: +1, Will SV: +3
Str 10 Dex 12 Con 12 Int 12 Wis 10 Cha 10
Skills: Computer Use +9,Demolitions +4,Disable Device +9,Intimidate +2, Knowledge(Forensics) +6, Knowledge(Tactics) +3,Knowledge(Medj'K'ai Nebula) +2,Pilot +10,Profession(Security Expert) +5, Repair +9, Treat Injury +4,
Force Skills: None
Feats: Skill Emphasis(Pilot), Gearhead, Cautious(+2Dis. Dev.,Demo), Skill Emphasis(Repair), AP(Light), Martial Arts, WGP(Simple,Blaster Pistols)

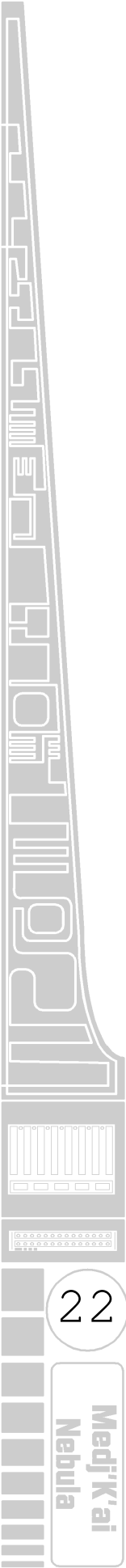
Encountered as individuals 100XP each...

## M-ERD Field Evaluation Operative

This is the most basic and widely-known Field Operative within the MNMC-Evaluation/Rectification Department. Whilst much of their initial basic training is similar to that of the MNMC guard, and they are recruited from the same group, they are selected early on to receive expanded and intensive infiltration, information gathering and interrogation techniques.

<b>M-ERD Field Evaluation Operative (FEO),</b> <b>Human</b> Expert 2/Thug 1/Diplomat 1
Init: +0, Defense: 12, VP/WP: 0/12, Speed: 10m
Melee: +2 (Knife 1d4, 20, 2m) +3 (Unarmed 1D4 ,20)
Ranged: +3 (Blaster, Heavy Pistol 3d8, 20, 8m,DC18 Stun) +3 (Blaster, Hold-Out Pistol 3d4, 20, 4m,DC10 Stun)
Fort SV: +3, Ref SV: +1, Will SV: +5
Str 11 Dex 12 Con 12 Int 12 Wis 10 Cha 12
Skills: Bluff +5, Disguise +5, Gather Information +8, Hide +9, Knowledge(Streetwise) +6, Knowledge(Tactics)+3, Knowledge(Medj'K'ai Nebula) +3, Move Silently +5, Profession(Security Expert) +5, Repair +2, Search +3, Sense Motive +10, Treat Injury +3
Force Skills: None
Feats: Skill Emphasis(Sense Motive), Stealthy, Skill Emphasis(Hide), Trustworthy, Persuasive, Sharp-Eyed, AP(Light), Martial Arts, WGP(Simple,Blaster Pistols)

*Tougher than other operatives, the commander should be worth 300XP, whilst a field operative should be worth around 200. Both are normally encountered individually.*



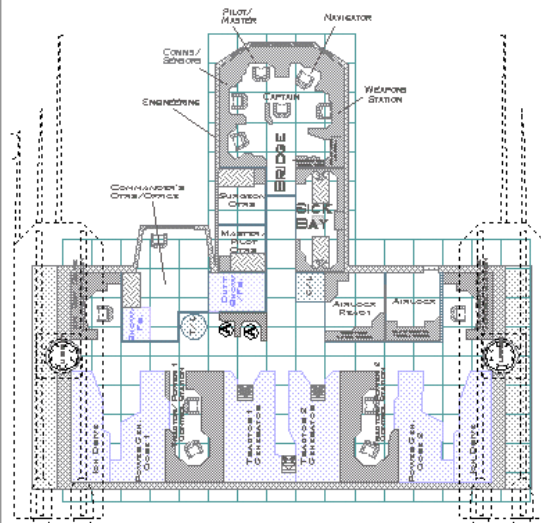
## Additional Technical Data : Archaic Arkanian Infiltrator/Monitor

Note that the ship found in the research facility is in a poor, but repairable state. All perishable items are crumbling or brittle. Metals are mostly ok due to the constant nature of the atmosphere within the base. The cost of repairing the ship, and the time to carry out the repairs, is around 20,000 Cr or more plus several months.

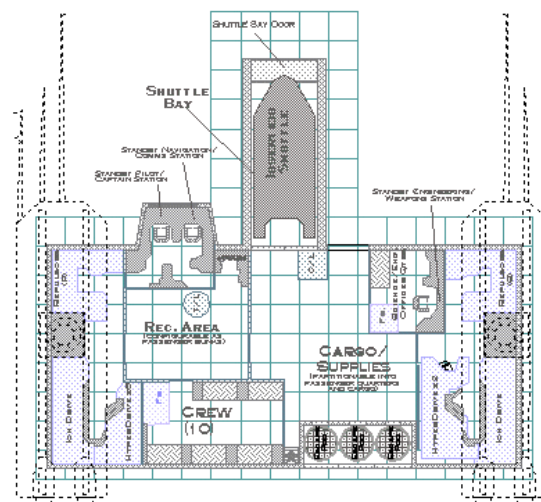
This page could be handed to the players for information).

### RA INFILTRATOR/MONITOR

MEDIUM SIZE MILITARY TRANSPORT (48.2M)  
 HYPERSPACE ENABLED X2/X8  
 FAST SUBLIGHT - 18 CREW  
 HEAVY REPTRAC LAUNCHER (DUAL OTS / ANTISHIP ROLE)  
 2 X TRACTOR GENERATORS, 2 X POINT DEFENSE

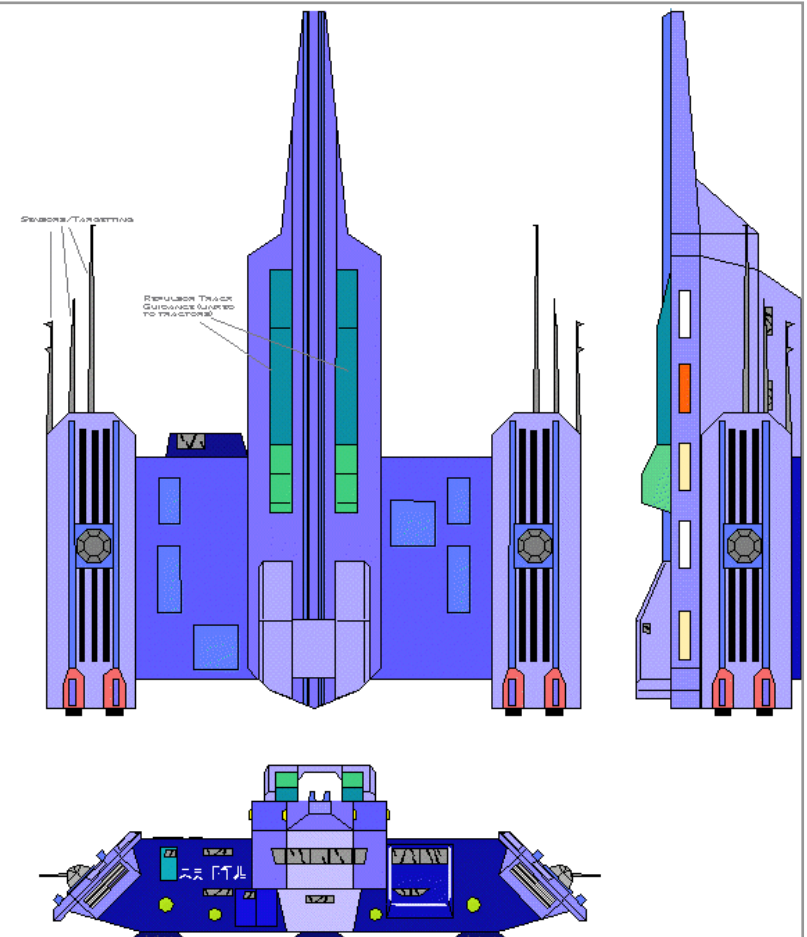


UPPER DECK



LOWER DECK

- |                          |                                   |                    |
|--------------------------|-----------------------------------|--------------------|
| ASTEROID DROID STATION   | EXTERIOR WINDOW                   | PASSENGER LIFT     |
| COMMAND/CRASH CHAIR      | SLIDING DOOR                      | ESCAPE POD (4-MAN) |
| INTERNAL PARTITION       | COMP'N LADDER (UP/DOWN)           | HEAVY GOODS LIFT   |
| HULL ARMOR (250MM/600MM) | BERT'S (PERS. LOCKERS UNDER/OVER) |                    |



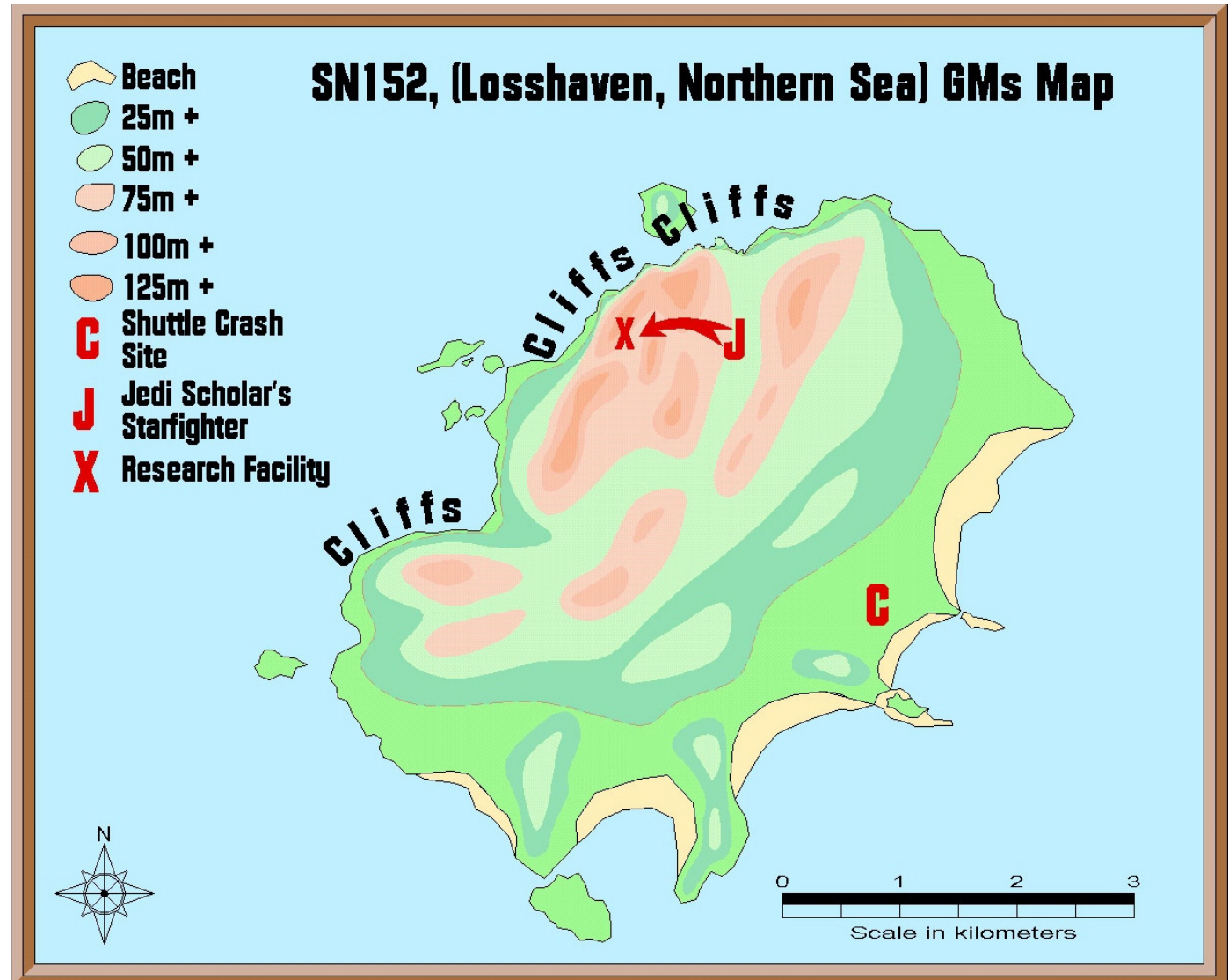


## Island SN152 - GMs Map

There are two versions of this map. This, first map should only be used by the GM as it shows the location of the subterranean research facility as well as the Jedi Scholar's Starfighter.

The island is capable of sustaining a small group of people stranded upon it. There are small animals, a few minor predators, plenty of edible nuts, fruits and vegetables, plus water from streams in the hills. The vegetation is a mix of local, primitive fauna and imported, terraforming plants, which are more advanced and are gradually taking over.

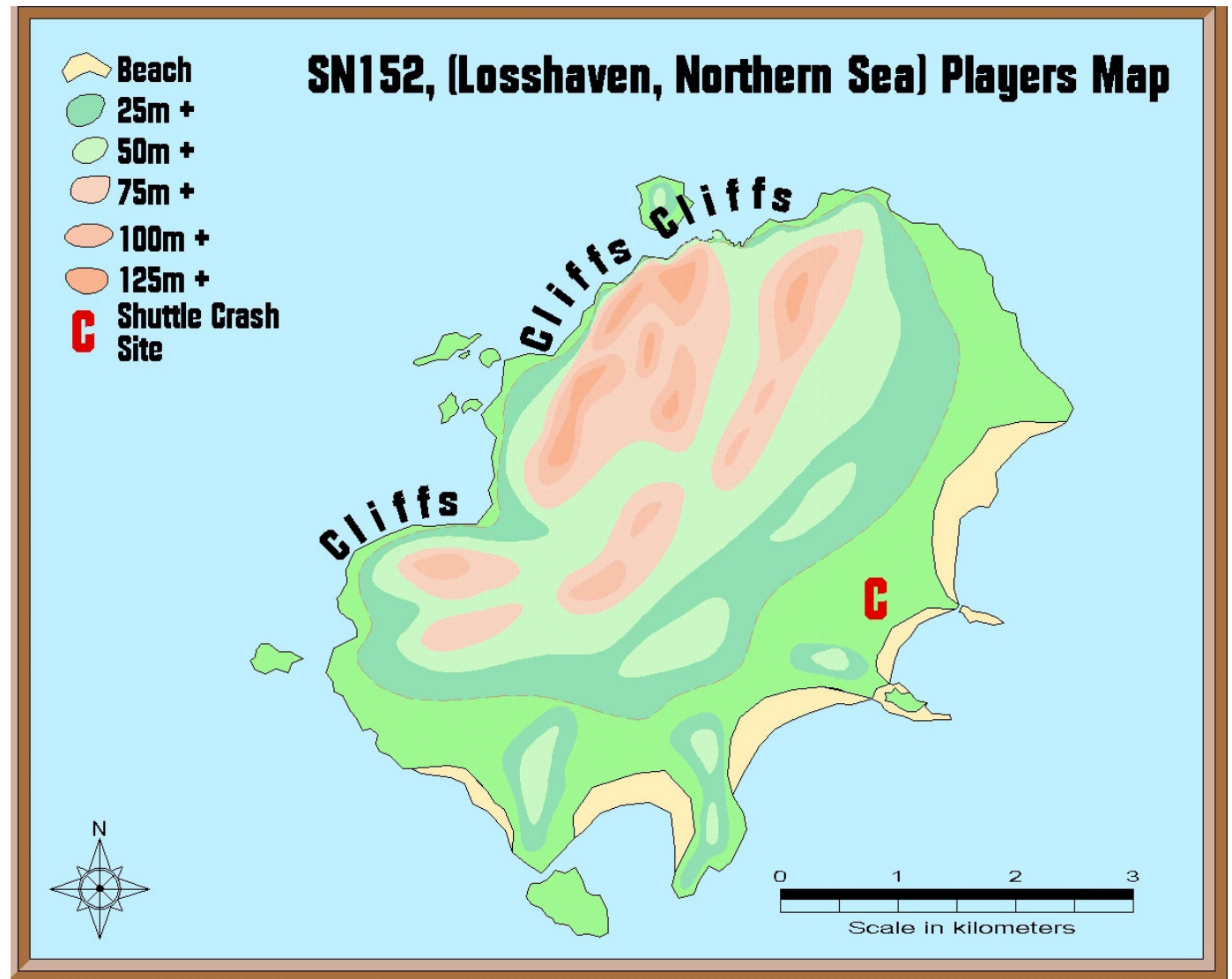
The loss or absence of essential vitamins may be a problem if staying on the island for an extended period of time, depending on the residents planet of origin. Survival rolls will need to be made to find the correct diet.





### Island SN152 - Players Map

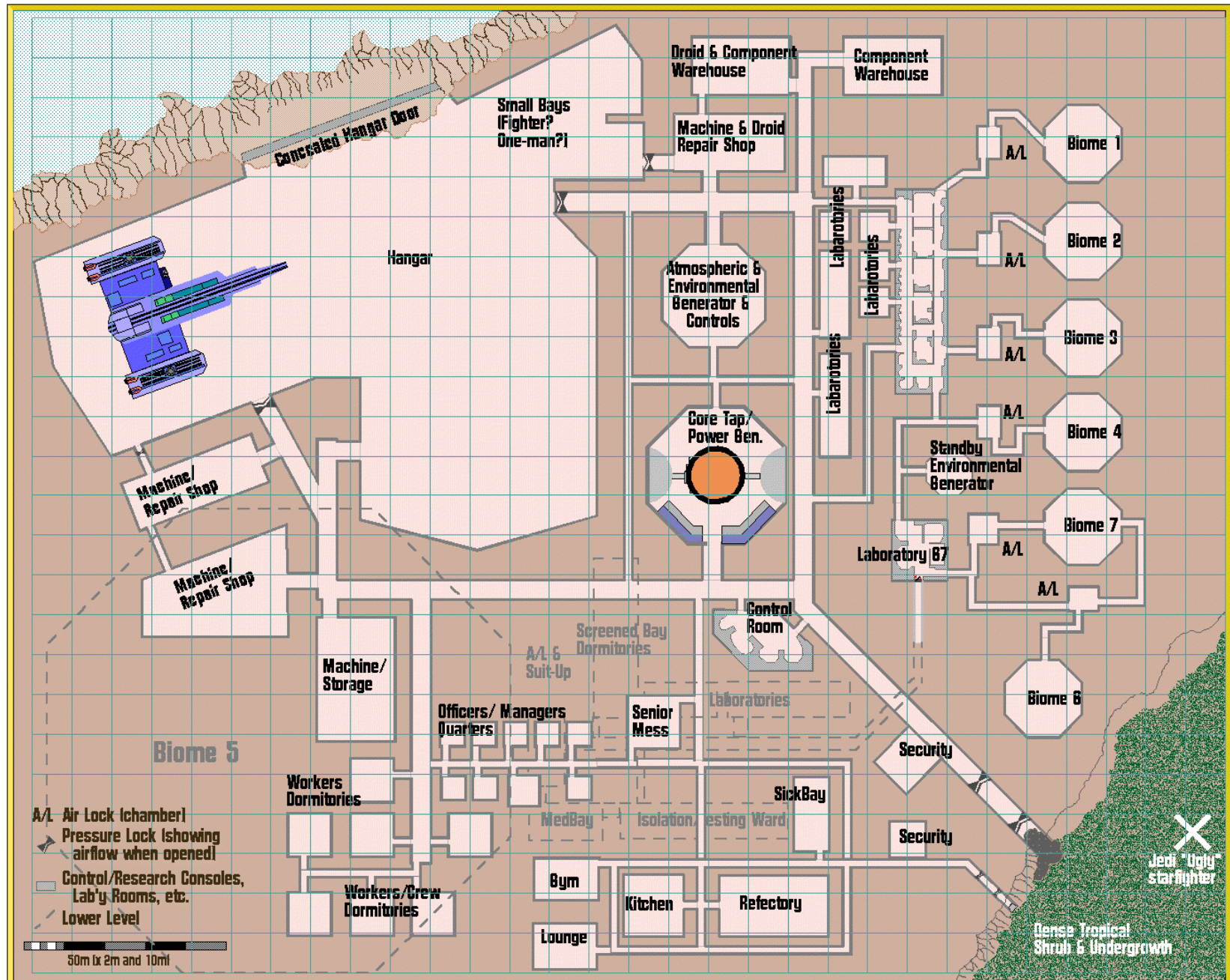
This should be given to the players when they "land" on the island. The Shuttle is at point "C" on the South-East of the island, just in from one of the extensive beaches.





## Research Facility General Display

This should be shown to players when they call up a plan of the facility. Note that the layer below the main living area is only dimly shown on any surviving display.



## Holonet Entries

The following holonet entries could be cut out and given to players as hand-outs. Additional (local only) information on the Haven-Manors, their occupants locally, and on Wind-Art can be found in the plans booklet.

### Losshaven

**Losshaven** is a relatively hot, barren or steppe planet to most galactic species, but with a narrow band of temperate zones near the poles, probably caused by the axis of rotation being offset more than normal. The planet has a few small and shallow seas. Two small moons have ensured the planet does not turn into a greenhouse hell.

**Losshaven** is the major center of population of nebula. A minor Old Republican consulate is present in the single small city on the planet, Haven, but is now mostly abandoned. The population is mostly human, some Sullustan, with a smattering of other species. Some mineral resources are present.

Life amongst the border villages on the wind-blown steppes of LossHaven is extremely harsh. Towards the equator the deserts and hotlands are almost impossible for many species to survive in the open. Many of the populace eke out a living on ranches or as nomads in the harsh wilderness steppes between the deserts and the temperate poles.

On the steppes, two-legged and mobile Steppethine, adapted to the harsh wilderness, are commonly used as mounts as they need less technology than speederbikes or landspeeders. Bantha, amongst other herd-beasts including the occasional Nerf-herd, are the "agricultural" base to the economy. In these frontier regions, strangers are often regarded with suspicion - after all, a stranger could be a pirate, a thief, a poacher, a cattle-raider, an outlaw as well as another rancher. And five out of those six are bad.

But the winds and dust-storms are known to carve strange shapes from the rocks on exposed cliffs and hill-tops. These inspire local artists to continue the work, to consciously weaken the rock over generations, to alter and enhance its shape. When rocks collapse, the wind-scoured shapes are sometimes re-arranged, sometimes left in place, and sometimes molecular-bonded in place by the artists. This produces unique sculptures, often appreciated as massive, quaint, primitive forms of installation art in the corporation headquarters around the empire. There is a small, illegal trade, in such wind-influence art, though tracing the origin of the rocks is often relatively easy under detailed analysis.

### Losshaven Wind-Art

Wind-Art has been practised for aeons on Losshaven. Wind, weather and dust-storms carve exposed rock into strange shapes. Locals expanded on this by pre-carving and molecular-bonding some of the shape into standing stones, cairns or columns of rock, and then allowing the wind to continue with the carving. Such carving was often done in memory of a family member, or done on behalf of a deceased friend. Each item of wind-art can take years or decades to produce, and it became a common sight to see wind-art on the steppes near the deserts.

Many are - or were - almost sacred objects, carrying meaning for many rancher and frontier families.

Such unusual and primitive art, however, has many attractors, particularly in the more sophisticated inner regions of the galaxy. Wind-art was appropriated or taken by the rich in the galaxy and much of the wind-art was lost, only to re-appear on show in the foyers of conglomerates, museums or in private collections. To avoid the art disappearing the authorities on Losshaven and within the sector were obliged to outlaw the export of wind-art without the signatories of all involved in, or now responsible for, its making.

Such a confirmation set of signatures is difficult to obtain. Whilst the laws certainly restricted its travel off-planet it also drove the trade underground. Signature-sets are often forged; smugglers occasionally swoop down on a particularly interesting item of art and, using tractors, load it in one piece into their cargo holds, take it out-system and sell it to dealers in the core: highly illegal, but also potentially very profitable.

### Losshaven Steppe Villages

The housing on Losshaven take two forms: fixed, low, sturdily-built and structures of the steppe villages and ranches, useful in the varying weather of summer or from shelter from the ravaging dust-storms, and the light, open tents and camps used by the nomadic ranchers during the more lush or mild winters - if the baking winters can be called such.

The villages act as foci for civilisation and for trade. Often housing from 500-2,500 people, they are rarely very large but are geared towards serving the outlying ranches with their vital supplies and services. The villages also act as havens for frontier schools or colleges.

The steppe-villages should not be confused with the more ancient haven- or hill- manors. These tend to be inhabited by far fewer people - from 20 to 100 at most - and are spread around the hills. The people in them are typically political or religious refugees, are very insular, and try their best to live off the slopes in the protected hills. These are arable and small-animal farmers, as much as they can be. The hill-manors tend to be primitive, very rural and rarely contact the "more civilised" steppe-villages and ranches (as the latter like to refer to themselves).

In contrast, the steppe-ranches tend to house 10-50 people, all of whom are focussed on the activity of the ranch. They are mostly self-contained communities, but with many absent at any one time, often sleeping in the light, open tents in winter or in steppe-crawlers in the hot summers. Mixed gender, mixed age, mixed species and multi-skilled, the communities can survive for long periods independently of the outside world, only dependent on the villages for trade, vital minerals, specialist schooling and spare parts. The ranches are highly visible from the air, surrounded as they are by corrals, irrigation canals and vegetable foodstuffs, and the ever-present moisture 'vaporators.

The flying doctor regularly visits the villages with a comprehensively-stocked, ancient shuttle with operating facilities. The seriously ill are often flown to the villages from the outlying ranches: only those who are in serious need of help are flown to the cities, such as Losshaven, for specialist treatment.

## Special Equipment

### Reptrac-Carbine (Slithergun)

**Proficiency Group:** Slugthrower

**Damage:** 2d8, **Range Increment:** 15/30m\*,

**Mode:** "single"/ mf / af, **Critical** 19-20,

**Weight:** 6.5kg, **Hardness:** 5, **WP:** 20,

**Break DC:** 20,

**Cost:** no longer available, extremely rare.

**Special:** Built-in sights with infra-red or enhanced range imaging

Whilst the built-in powered sights give a choice of "close", "long" or "night" modes, without these sights the Range Increment is only 15m as the slitherbolts cannot be seen. When in long-range mode, the Range Increment becomes 50m and shooting at a target within the first 50m suffers a penalty DC of -2, with range penalties being otherwise negated for the first two range increments (e.g. range penalties of -2 are taken for shots more than 2 range increments away). Night mode reduces penalties for shooting in dim lighting or dark by half. The sights can be in only one of the three modes.

This highly durable weapon needs a powerpack or charge which will last for up to 200 double-shots on its own, together with an ammunition clip (a detachable chamber) containing slitherbolts (100 double-shots per "clip" which includes subsidiary power for the 100 double-shots). Alternatively, it can take small (1cm), regularly sized pebbles or slugs (2d6 damage) in the ammunition chamber and use the built-in powerpack.

"Single" shots of slitherbolts are actually double-shots, the second impacting the target immediately behind the first.

Examining and taking apart the weapon to duplicate its capabilities is a Repair DC40 task, failure meaning the carbine may blow up... The powerpack/charge needs to be modified to fit into "modern" power sockets to take modern recharge cables.

**Note:** The weight requires a support at over 5 range increments when sniping and at other times (GM's discretion).