



Pet Snatch

For this mission to succeed the players have to accept a dare. There is nothing really dangerous about this mission except maybe some stormtroopers, but we can all handle them. The point of this mission was to let the characters have a bit of a laugh and get some cash.

Background information for the GameMaster:

You should do this mission in between other missions. Say you are flying to another galaxy and you tell the characters that they will have land on a planet to recharge the power cells in the ship.

The people who live on the planet have an annual pet show in which they enter their pets and the person with the most exotic pet wins a land and cash prize. The people are getting more and more angry that their governor keeps winning because he pays other people to find him exotic animals to enter in the show.

Mission Starts

The players land their ship in the docking bay and have to ask the docking bay owner if they can recharge their ship here. The docking bay owner lets them but says that it will take about eight hours to fully charge up. He suggests that they go to the nearest cantina for a drink.

When the players get to the cantina they walk in and see all different species around the cantina drinking and talking. As the music is not that loud you can pick up some of the conversations.

"The pet show is on again. I don't know why they keep having it!"

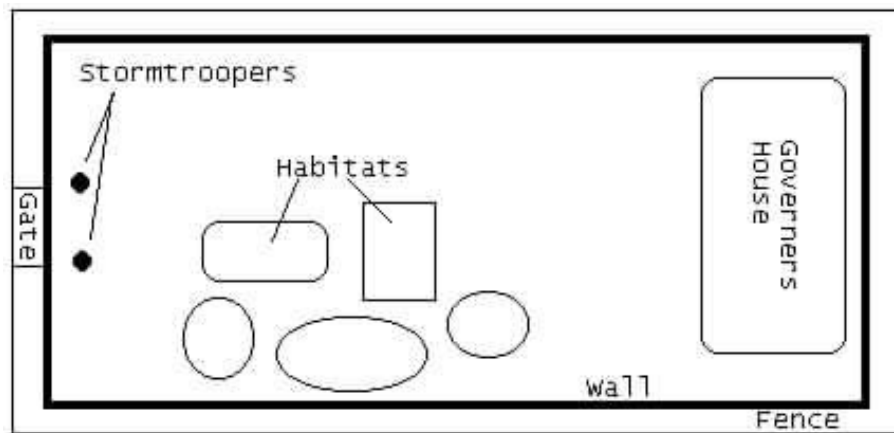
"I wonder what the governor will win with this time"

"I bet the governor would not be too happy if someone stole his pet and swapped it with a slug"

As the players hang around the cantina a small mob starts forming around them. The people are all arguing about the governor and why he always wins the pet show. If the players ask one of the people what's happening they get told:

"We are having a pet show in a few days and the winner gets a cash and land prize. But there is no way we can win because bloody governor of ours he keeps getting these exotic animals that no-one else has a hope of getting. If we could do something that would stop him from winning that would be great."

Another of the mob members comes up to the players and tells them that if they swap the governors pet with another then they will pay each of the players 1000 credits. The mob says that they will supply the fake animal if the players do the swap. Nobody in the town knows what the animal looks like but they have a map of the governors estate.



If the players accept the dare then it will be up to them to carry out the swap. The town folk say that they will bring the animal to swap to the cantina at midnight and then it is up to the players.

That night the town folk are already in the cantina when the characters get there. They give them a small box about 1ft x 1ft x 1ft and inside is a rat slug, a very slow moving ugly creature that is very slimy. The players are then told where the governor lives and told to be on there way.

When the players get to the governors house they have to get in, do the swap and get out without being seen. They may do this however they want as long as they do not get caught.

Gamemaster Notes

The first obstacle is the fence, about 3m high, which the players will find is electrified (3D damage) when they touch it. The second obstacle is the wall which is made of concrete and about 4m high. The governors pet is in the biggest oval habitat.

Once the players get into the estate they must find out which hut has the governors pet.

In one hut the players open has two bobs inside. Bobs are little dog like creatures and the only thing they say is "bob bob, bob bob bob".

Another hut has an Eopie, a desert dwelling creature native to the planet Burden.

The largest oval hut has "Governors Habitat" on the door.

The rest of the huts are empty.

When the players open the governors habitat it is in complete darkness. If the players use a glo-rod then they will see a short monkey looking thing on the wall, and after the light has been on for a few seconds the animal will jump at the glo-rod. The creature eats the glo-rod and starts to glow as it digests the energy cells.

The best way for the players to get the creature is to tip the slug out of the box and then put a turned on glo-rod into the box and wait for the creature to jump in. Then all they have to do is shut the lid.

The players manage to get out of the estate without the stormtroopers seeing them, and they should get back to town without anyone bothering them. Once they get back to the cantina the town folk give the players free drinks and take the animal off them. The players are given 1000 credits each and when they go back to their ship it is recharged and ready to go.

Review

I didn't gamemaster this mission, my friend did. But i have to give him some credit because the mission was heaps of fun. It is very funny when the first person touches the electric fence as they will not be expecting it. After we swapped the animals we went back to the cantina and had drinking contests with each other, i recommend the drink "Death Star", it has a stun damage of 6D. I managed to drink five before i went unconcious.