STAR WARS ®

ROLEPLAYING GAME

Talnar's Rescue

A *Star Wars* Miniadventure

By Sterling Hershey

In "Talnar's Rescue," the heroes are assigned to rescue Talnar, a Rebel agent who crash-landed on Naalol, a sparsely populated planet of the Mid Rim. Little is known about the planet and less about Talnar's current situation.

"Talnar's Rescue" is a *Star Wars Roleplaying Game* adventure set during the Rebellion era and is designed for six 3rd-level or four 4th-level Rebel heroes. It can be used as part of an existing Rebellion era campaign or adjusted for campaigns in other eras. This scenario first appeared in *Star Wars Gamer #5* but has been updated to reflect the revised game rules.

If you plan to play a character in this adventure, don't read any further. The information below is meant for the Gamemaster's eyes only.

Getting Started

The heroes belong to an active Rebel cell or are agents who have worked together before. Conversely, they might be a team newly assembled for this mission. They should be provided with transport if they do not have a ship of their own.

Adventure Background

Talnar is an active Rebel procurement agent who was returning to base with a shipment of droids. Over the planet Naalol, an Imperial customs cruiser attacked his ship. The ensuing battle left both ships critically damaged. Talnar managed to crash-land on Naalol, leaving the Imperials stranded in orbit, unable to land.

The Oquan, a group of local bounty hunters short on cash but not initiative, observed the battle from the planet's surface. Recognizing an opportunity, they sent an airspeeder to Talnar's crash site, intent on capturing Talnar and selling him to the Imperials for a few quick and easy credits.

The Oquan discovered Talnar alive and full of fight. Another brief battle ensued. The Oquan managed to subdue the agent, but not before he wrecked their speeder. Since Talnar's ship was a total loss, the opportunistic bounty hunters were forced to call for a ride from their companions. A quick search of Talnar's hold made them call for a few extra cargo skiffs.

Customizing the Adventure

Here are some ideas for modifying the adventure for other hero types or eras:

- Instead of Rebels, the heroes might be a group of bounty hunters hired to retrieve Talnar, a smuggler who has run into bad luck with a customs agent. Their employer wants Talnar and his cargo returned intact. In this case, local customs agents replace the Imperials in the adventure. This is suitable for any era.
- The players take the Imperial side, competing against the Rebels. To play this option, you will need to convert some Imperial characters to Rebels, or you may create new ones.

Scene 1: The Briefing

The heroes receive their briefing from Captain Res Nels, a Human male. The briefing can take place at the heroes' base, the local Rebel base, or any other private location you deem appropriate.

> Captain Nels enters the room in a hurried manner. He quickly takes a seat and pulls out a battered datapad. He punches a few keys and says, "I have a mission for you. We received this report from the Naalol System."
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> He sets a holoprojector on the table and activates it. An unfamiliar light freighter flashes by, pursued by a *Guardian*-class Light Cruiser. A brief but spectacular battle ensues. The freighter pilot's skills are impressive, and his ship's armaments are clearly more than the Imperials bargained for. They are evenly matched, as shot after shot hits home. In one final volley, both ships are critically damaged. The freighter descends to the planet below. The Imperials are adrift, engines disabled and hull heavily damaged.
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> "The freighter is one of ours, called the *Golden Jewel*. Its captain is Lieutenant Talnar, one of our agents. We believe he dropped out of hyperspace to transmit a message via our communications satellite in the system. Either he had no chance to transmit or he didn't want to tip off the Imperials to our satellite's presence. If his mission was successful, he was return-ing to base with a cargo of droids."
>
> "The *Golden Jewel* crashed on Naalol. We have the coordinates from the satellite. We want you to bring Talnar and the droids back to us. He doesn't have much time. The Empire will send for reinforcements soon. You must get to Talnar before they do."

Captain Nels entertains a few questions. Above all, he stresses how little time the heroes have and encourages them to leave as soon as possible. Nels can provide the following additional information:

Naalol: The planet is a sparsely inhabited terrestrial world with few spaceports or major cities. There is a small Imperial presence. The inhabitants do not interfere with the regional government, keeping mostly to themselves. It's a backwater planet, but reasonably modern with little organized crime. The Naalol system has two other uninhabited planets, both in orbits extremely close to its star.

Talnar: The Rebel agent is a procurement specialist. He is a human male of about 45 years. He typically works alone. A picture is provided.

The crash site: The coordinates reveal Talnar went down in a mountainous region. It is late winter, so conditions could be difficult. The heroes are provided with system and planetary maps.

The Empire: There is a small garrison of about 30 Imperial personnel on Naalol, but reinforcements could arrive at any time.

The droids: Nothing more is known about them.

Equipment: Nels can provide some basic equipment and transport, if necessary. Anything overly expensive or rare is left up to the heroes to acquire as best they can.

Communications: Nels provides a comlink through which the Rebels may be contacted via the spy satellite. However, he instructs the heroes to use it sparingly, as each use might reveal the satellite's presence to the Imperials.
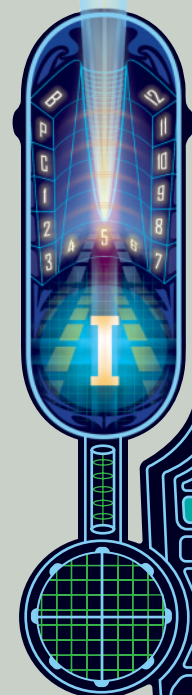
Scene 2: To the Rescue

When the heroes arrive in the system, their scans indicate some light starship traffic in the area. There is no sign of the damaged *Guardian*-class Light Cruiser or any Imperial vessels.

As the heroes approach Naalol, Spaceport Control hails them. The controller asks them if they need landing coordinates, though in no way implies they are necessary. A successful Knowledge (spacer lore) check (DC 15) reveals that a landing permit is not necessary on Naalol. If no hero has an appropriate Knowledge skill, a successful Sense Motive check (DC 20) makes it clear that the controller is merely offering them a service and not giving them orders. Otherwise, let the players assume what they will.

If the heroes say they are looking for the downed ship, the controller takes a greater interest in them and immediately presses for more information. He requests that the heroes land at the spaceport in Rigton. If the heroes ignore this request, they have plenty of time to land elsewhere before any patrol craft reach them.

If the heroes have alerted Spaceport Control that they are looking for a downed starship and choose to land at the spaceport, they are greeted by a squad of eight stormtroopers (six are armed with blaster rifles, two with light repeating blaster rifles). Unless the heroes attack them, the squad leader asks them a few questions and lets them go about their business. If the heroes choose to attack the stormtroopers, they automatically gain a surprise round, as the stormtroopers are not expecting trouble. If the heroes defeat them, they can commandeer a nearby transport.

If the heroes' ship lands at the spaceport and hasn't drawn undue attention, the heroes can easily rent a landspeeder (100 credits/day) and, using the information provided by Captain Nels, reach the crash site in about two hours. A hero with the Trailblazing ability can attempt to shorten this time with a successful Survival skill check; the information provided by Nels gives the hero a +2 circumstance bonus to this check.

Imperial Stormtroopers (8): Male Human Thug 4; Init +0; Defense 11 (+1 class), DR 5; Spd 8 m; VP/WP 0/12; Atk +5 melee (1d3+1, unarmed) or +4 ranged (3d8/19–20, blaster rifle); SQ Immunities (see below); SV Fort +5, Ref +1, Will +1; FP 0; DSP 1; Rep +1; Str 12, Dex 11, Con 12, Int 10, Wis 10, Cha 10. Challenge Code B.

Equipment: Stormtrooper armor, blaster rifle, frag grenade, grappling hook, comlink, utility belt.

Skills: Climb –1, Intimidate +2, Jump –1, Knowledge (politics) +2, Profession (stormtrooper) +2, Read/Write Basic, Search +1, Speak Basic, Spot +1.

Feats: Armor Proficiency (light, medium, powered), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapon).

Immunities: Stormtroopers are immune to being bribed, blackmailed, seduced, or routed. Any such attempt automatically fails; no check or saving throw is necessary.

Golden Jewel Crash Site

Imperial Nen-Carvon PX-7 Troop Transport

Class: Ground (Tracked)

Size: Gargantuan (13.25 m long)

Passengers: 6

Cargo Capacity: 100 metric tons

Speed: 60 m
Maximum Velocity: 130 km/h

Cost: Not available for sale

Vehicle provides three-quarters cover to its crew and passengers.

Crew: 2
(Normal +2)

Initiative: –2
(–4 size, +2 crew)

Maneuvers: –2
(–4 size, +2 crew)

Defense: 12*
(–4 size, +6 armor)

Shield Points: 0

Hull Points: 30
(DR 10)

Weapon: Twin light blaster cannon (fire-linked);
Fire Arc: Turret; **Attack Bonus:** +0 (–4 size, +4 fire control); **Damage:** 2d10; **Range Increment:** 100 m.

The Crash Site

If the heroes decide to land near the crash site, they discover the area is extremely rugged with high peaks and winding ridges. A strong winter storm passing through the area makes the approach even more hazardous. Fortunately, the crash site appears to be on the trailing edge of the front. The wind is very gusty, and it is snowing lightly. The conditions complicate flying, confound sensors, and hamper visibility.

Whether they use their ship or a hover transport, the heroes can survey the area with a low pass, requiring a Pilot check (DC 10) to avoid crashing. Sensors or a successful Search skill check (DC 15) reveals that the *Golden Jewel* struck and skidded along a ridge, coming to rest in a fissure halfway down a narrow valley. The wreckage of some kind of speeder lies near the ship. No one can be seen. Sensors

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REPAIRING THE DROID CONTROL PAD

An hour of work and a successful Repair skill check (DC 15) reveals that the droid control pad will not work without obtaining several new parts (an encrypted multi-signal transmitter, mini-viewscreen, keypad, and indicator lights). If the check result is 20 or more, the heroes also discover that the control panel contains a voice recognition package used to give verbal commands.

Heroes searching for replacement parts for the droid control pad can easily find shops selling all except the encrypted multi-signal transmitter. The transmitter, though legally obtainable, is uncommon. The heroes have a few options. They can try to find a black market supplier (Gather Information check, DC 20), who takes three hours to locate, and pay him 1,000 credits for the device. Conversely, they can attempt to jury-rig a normal encryption transmitter (Repair check, DC 22). Though they don't know it at the time, this will only allow them to give identical orders to all the droids via the control pad.

The heroes must enter the correct access code (Talnar knows it) or succeed at a Computer Use check (DC 20) to activate the pad. There is currently one voice pattern stored in the pad, but others can be added in 10 minutes with a successful Computer Use check (DC 15) once the pad has been activated. However, the droids can't be activated or controlled until later in "Talnar's Rescue."

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don't show any signs of life. A few large clearings within 60 meters of the wrecks make suitable starship landing sites (landing requires a Pilot check against DC 10). If the heroes are using a surface transport, they can land within 20 meters of the crash site.

There is no one at the crash site. The Oquan have removed Talnar and the droids. The heroes can make a single Search check, with each member aiding the hero with the highest Search bonus, or they can break off into groups and make individual Search checks. It takes 30 minutes (divided by the number of groups searching) to scour the entire crash site. The level of success determines what they find. Read all of the appropriate information below, depending on the heroes' degree of success.

To determine what the heroes find at the crash site, compare their Search check result(s) to the following table:

Result	Information
10–14	There was a battle at the site. Blaster and grenade damage is apparent all around the speeder, plus inside and outside the ship. Talnar most likely survived, though he might be wounded. Talnar's cargo is gone, although the damaged hold had to be cut open to remove it.
15–20	Many people have been in the area, leaving tracks throughout the ship and on the ground, all lightly covered by the recent snowfall. There are four medpacs and some basic tools aboard, but nothing of real value. There is little worth salvaging. The airspeeder—a MandalMotors Shadow V Combat Airspeeder—was destroyed by weapon fire; it shows no sign of impact damage from a crash. It was a modified civilian craft, not an Imperial transport.
20+	Tracks lead to various points around the site, then disappear completely, most likely onto waiting speeders. Within the wreckage of the cockpit are two portable control pads. Both are heavily damaged, and neither seems to have anything to do with the ship. A successful Repair check (DC 10) or other appropriate skill check reveals they are droid control pads, likely for Talnar's cargo. Neither works, though it might be possible to cannibalize parts from one to make the other operational.

Imperial Patrol

If the heroes decide to take 20 on their Search checks or spend more than 20 minutes at the crash site, they encounter an Imperial patrol of four biker scouts. While on their way to inspect the crash site, the patrol observed the heroes' approach. Choosing to abandon their speeder bikes at the bottom of the valley, they've been making a slow ascent through the fissure to sneak up on the heroes. One of the biker scouts will try to gauge the group's numbers and strength, using the Hide and Move Silently skills as appropriate.

The patrol's main weapons are stealth and surprise. Their white armor also helps camouflage them in the blowing snow (+2 circumstance bonus to Hide skill checks), the cold weather muffles sounds (–4 penalty to Listen skill checks), and the ground is difficult terrain (movement is halved). The patrol has not reported in for fear of alerting the heroes
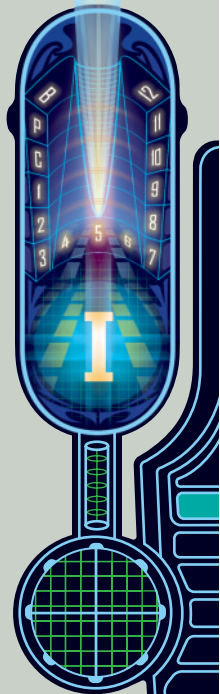
with a comlink transmission. They'll try to ambush the heroes as they exit the *Golden Jewel*. Make a Spot check for each hero and compare the result to a Hide check for the Imperials. Any heroes that fail do not act during the surprise round of this encounter. If the fight turns against the scouts, one attempts to call in the situation.

If the heroes quickly search the ship and depart, they do not encounter the biker scouts. The Imperials, however, have been alerted to the heroes' presence. They'll report in with a description of the group.

According to the heroes' intelligence briefing, Rigton is the closest city to the crash site. If they are traveling on land, they encounter the Oquan before they reach Rigton (see Scene 3 below). If the heroes travel by starship, any hero monitoring the sensors locates the Oquan convoy with a successful Computer Use check (DC 15). If the heroes decide to leave Naalol, the mission is a failure. It'll be the last important mission they get for the Rebellion.

If the heroes decide to check out the convoy, there are many opportunities to do so along the route. The rocky outcroppings of Mount Mogaar provide many places to hide and observe or ambush anyone on the road. If the heroes hurry, they might be able to reach the mountain before the convoy clears the storm.

Imperial Biker Scouts (4): Male Human Thug 2/Scout 2; Init +6 (+2 Dex, +4 Improved Initiative); Defense 15 (+2 Dex, +3 class), DR 4; Spd 8 m; VP/WP 16/16; Atk +4 melee (1d4+1, knife) or +5 ranged (3d6, blaster pistol) or +5 ranged (3d4, hold-out blaster); SQ Immunities (see below), trailblazing; SV Fort +8, Ref +4, Will +3; FP 0; DSP 1; Rep +0; Str 13, Dex 14, Con 16, Int 10, Wis 12, Cha 8. Challenge Code C.

Equipment: Scout trooper armor (statistics given below), blaster pistol, hold-out blaster, field kit, knife, 2 frag grenades, Aratech 74-Z speeder bike.

Skills: Climb +6, Hide +4, Jump +6, Listen +3, Move Silently +4, Pilot +4, Read/Write Basic, Repair +2, Ride +7, Search +3, Speak Basic, Spot +4, Survival +3.

Feats: Armor Proficiency (light, medium, powered), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Immunities: Biker scouts are immune to being bribed, blackmailed, seduced, or routed. Any such attempt automatically fails; no check or saving throw is necessary.

Scout Trooper Armor (Powered): Cost 6,000; DR 4; Maximum Dex Bonus +3; Armor Check Penalty –2; Speed 8 m or 4 m; Weight 12 kg. The helmet, which is included in the armor's cost, provides a +2 equipment bonus on Search and Spot checks.

Scene 3: The Bridge

The Oquan are familiar with the region. They are experienced bounty hunters and are not about to go walking into a potential ambush without checking things out. If the heroes decide to ambush or observe the Oquan, read the following:

Late in the afternoon, a convoy consisting of one modified landspeeder and four armored hover trucks reaches a bridge spanning a canyon. Two speeder bikes deploy from one of the larger transports. Each bike carries a driver and a passenger. They zip across the bridge at high speed. Upon reaching the first switchback, the two passengers fire their jet packs, launching themselves high in the air. Using sensor packs, the two hovering Humans sweep the area looking for any signs of pursuers.

If the Oquan discover the heroes or are attacked, they try to escape as quickly as possible. If the heroes attempt to stop the Oquan convoy by creating a roadblock, read the following:

The convoy doesn't slow down as it approaches the blocked section of roadway. The large armored hover trucks blast the roadblock with heavy weapons and barrel right through. The top hatches of both vehicles pop open, and four Humans wearing jet packs launch into the air.

Once the convoy clears the final switchback up the mountain, the speeder bikes form a rearguard. The lead landspeeder and four hover trucks accelerate, trying to outrun their pursuers. If this proves impossible, the Oquan drop smoke bombs, hurl thermal detonators, and fill the tunnel with blaster fire as they flee. Finally, the Mogaar Tunnel divides into multiple branches before it reaches Rigton. The various branches lead to different areas of town. The Oquan divide up. If the heroes are close enough, they can still pursue one or more speeders; otherwise, the chase is over.

If a battle ensues for more than a minute (10 rounds), it attracts the attention of three nearby TIE fighters (see Chapter 11 of the *Star Wars Roleplaying Game* core rulebook) sent to the area to aid the Imperial search. The TIE fighters fire only in self-defense as they close in for a better look. From the biker scout's report, the TIE fighters should be able to identify the heroes. If fired upon, the patrol will attempt to disable as many craft as possible, delaying any escape until reinforcements arrive. The fighters otherwise focus on stopping anyone from getting away.

If at any point the heroes attempt to contact the convoy and negotiate a deal, the Oquan play things very close to the vest and remain highly suspicious of the group. They will not admit to having Talnar or the droids. They constantly watch the heroes, waiting for a surprise attack. They will not negotiate on the road, insisting instead on meeting in a neutral location in Rigton. The lieutenants, "Patch" and Selana, are bluffing and have no intention of dealing with the heroes.

Oquan Lieutenants (2): Male and Female Human Scout 4/Scoundrel 2/Bounty Hunter 2; Init +6 (+2 Dex, +4 Improved Initiative; Defense 17 (+2 Dex, +5 class), DR 3; Spd 10 m; VP/WP 47/12; Atk +6/+1 melee (2d4, vibrodagger) or +8/+3 ranged (3d8, heavy blaster pistol); SQ Trailblazing, heart +1, uncanny dodge (Dex bonus to

Defense), illicit barter, lucky (1/day), target bonus +1, sneak attack +1d6; SV Fort +5, Ref +9, Will +6; FP 2; DSP 4; Rep +3; Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 10. Challenge Code D.

Equipment: Combat jumpsuit, heavy blaster pistol, vibrodagger, Mitrinomon Z-6 jet pack (see below).

Skills: Computer Use +11, Gather Information +10, Hide +12, Intimidate +5, Listen +11, Move Silently +13, Pilot +12, Read/Write Basic, Repair +7, Search +8, Speak Basic, Spot +11.

Feats: Armor Proficiency (light), Improved Initiative, Quick Draw, Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons, vibro weapons).

Oquan (15): Male and Female Human Scout 4; Init +6 (+2 Dex, +4 Improved Initiative); Defense 15 (+2 Dex, +3 class), DR 3; Spd 10 m; VP/WP 25/12; Atk +3 melee (1d4, knife) or +5 ranged (3d6, blaster pistol); SQ Trailblazing, heart +1, uncanny dodge (Dex bonus to Defense); SV Fort +3, Ref +4, Will +4; FP 1; DSP 1; Rep +1; Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 9. Challenge Code C.

Equipment: Combat jumpsuit, blaster pistol, knife, Mitrinomon Z-6 jet pack (see below).

Skills: Computer Use +8, Gather Information +6, Hide +9, Intimidate +2, Listen +8, Move Silently +9, Pilot +9, Read/Write Basic, Search +4, Speak Basic, Spot +8.

Feats: Armor Proficiency (light), Improved Initiative, Quick Draw, Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Mitrinomon Z-6 Jet Pack

The Mitrinomon Z-6 jet pack is perhaps best known as the model used by the infamous bounty hunter Boba Fett. Though inexpensive to purchase, the Z-6 is costly to keep fueled.

The Z-6 has enough lift to carry the user plus an additional 100 kg. A fully charged fuel cell provides either 20 short bursts or enough fuel to travel 500 meters. One burst can carry the user up to 30 meters straight up or up to 60 meters horizontally as a full-round action. Multiple bursts can be used to sustain movement in the same direction or hover in place, both of which are move actions that use a burst of fuel. Landing requires a successful Pilot check (DC 12). If the user fails, he gets no actions for one full round while trying to regain his bearings.

Cost: 300 (jet pack), 150 (fuel cell); Weight: 30 kg.

Speeder Bikes (2)

Use the Ikas-Adno 22-B Nightfalcon from Chapter 10 of the *Star Wars Roleplaying Game* revised core rulebook.

Convoy Route

Bridge

Switchbacks

Tunnel to Rigton

5 km
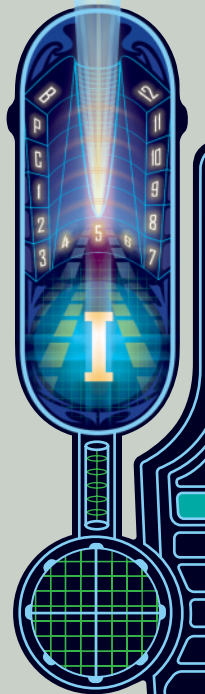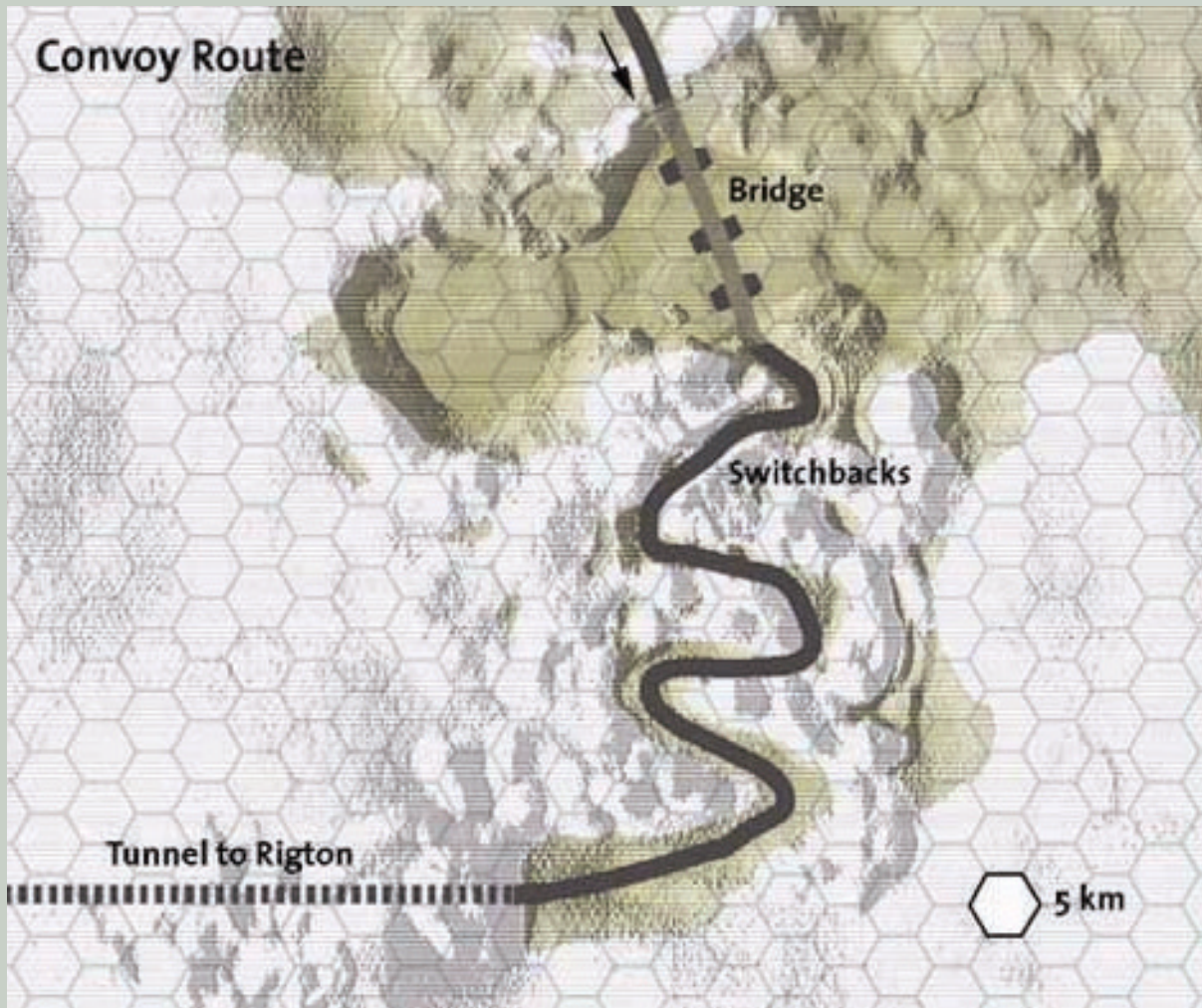
Modified SoroSuub LLS-3 Landspeeder
(Lead Speeder)

Class: Ground (Speeder)	**Crew:** 2 (Skilled +4)
Size: Large (4 m long)	**Initiative:** +3 (–1 size, +4 crew)
Passengers: 4	**Maneuvers:** +3 (–1 size, +4 crew)
Cargo Capacity: 50 kg	**Defense:** 14* (–1 size, +5 armor)
Speed: 100 m	**Shield Points:** 0
Maximum Velocity: 200 km/h	**Hull Points:** 22 (DR 5)
Cost: 12,000 (new), 5,000 (used)	

Vehicle provides one-half cover to its crew and passengers.

Weapon: Heavy repeating blaster; **Fire Arc:** Turret; **Attack Bonus:** +5 (+2 crew, –1 size, +4 fire control); **Damage:** 4d8/19–20; **Range Increment:** 30 m.

Modified Ubrikkian Speeder Truck
QL-2a Landspeeder (4)

Class: Ground (Speeder)	**Crew:** 2 (Skilled +4)
Size: Huge (12 m long)	**Initiative:** +2 (–2 size, +4 crew)
Passengers: 2	**Maneuvers:** +2 (–2 size, +4 crew)
Cargo Capacity: 50 metric tons	**Defense:** 11* (–2 size, +3 armor)
Speed: 70 m	**Shield Points:** 0
Maximum Velocity: 150 km/h	**Hull Points:** 25 (DR 5)
Cost: 20,000 (new), 10,000 (used)	

Vehicle provides one-half cover to its crew and passengers.

Weapon: Heavy repeating blaster; **Fire Arc:** Turret; **Attack Bonus:** +5 (+2 crew, –1 size, +4 fire control); **Damage:** 4d8/19–20; **Range Increment:** 30 m.

An Unexpected Success?

If the heroes manage to defeat the bounty hunters, they find Talnar stunned and unconscious in the lead speeder. The Oquan hunters have packed all of Talnar's droids into the four hover trucks. If the heroes rescue Talnar but not all of the droids, the Rebel will do all he can to convince them to obtain the droids. Continue to Scene 4: City Search, below.

If the heroes get one or more of the droids, they cannot activate them without a working control pad.

Scene 4: City Search

Once the Oquan bounty hunters reach Rigton, they quickly take secret tunnels to their hidden hideout. If the heroes follow them in a ground vehicle, the Oquan simply seem to disappear around a corner. No matter how hard they try, the heroes are unable to find the concealed tunnel entrance the Oquan used.

Rigton is a small city, built against a crescent shaped ridge. Tunnels honeycomb the mountainside, effectively giving the city two sets of streets—one above ground, one below. Fully half the city exists below ground, and many buildings have levels both above and below the surface. The tunnels are always busy, particularly during the winter months.

With the exception of a few roads into the mountains, the main roads run down the valley to larger cities on the plains below. Like many cities on Naalol, Rigton is reasonably self-sufficient and isolated. There is no visible Imperial presence, although local officials cooperate with the Imperials. Imperial law is enforced, if leniently.

Rigton appeals to all kinds of isolationists: rich, poor, political refugees, criminals, and anyone who wants to be left alone. The criminal underworld tends to be just that—operating under the surface, within the tunnels. Except for a few isolated areas, they don't dominate the city.

Late in the evening, the storm reaches Rigton. Snow falls heavily and the wind is strong. Temperatures plunge to well below freezing. Most of the city's inhabitants take to the tunnels, leaving the surface streets virtually deserted.

Talnar is impossible to find. If the heroes try looking for him or ask about the Rebellion, they get the cold shoulder. There are no Rebel operatives in Rigton, but you might want to invent one if the players need a hand or a favor. The Oquan, however, are infamous in Rigton. Everyone has heard of them, but few actually know how to contact them directly.

Investigating the Oquan

A Gather Information check provides the heroes with information about the Oquan. The level of success determines what they find. Read all of the appropriate information in the following table, depending on the heroes' level of success.

Result	Information
5–9	"The Oquan, huh? I know a few things about that greedy crew. Some of the best bounty hunters around here, to be sure. Well, they were, anyway. I guess we'll see how they come off now that there's been a few changes. If you're looking to hire them, talk to an info broker named Cotan. The best place to find him is at Prit's Free Pit."
10–14	"They love money. They can't get enough credits. They even wear it like a badge of pride. Take a look at one of 'em and you'll see a credit chip or coin stuck on their armor somewhere. It's supposed to be the first credit they earn when they join up. In fact, it's the only credit they get from their first job. Their Number-Two guy wears his on his eye patch. It's disturbing to see. Like the credit's looking at you."
15–19	"They fly really well, though. Not ships. I'm talkin' jet packs, here. They add a whole 'nother dimension to the Oquan's tactics. You think you got 'em cornered and BOOM! They shoot straight at you. Or up. Or whatever."
20–24	"From what I hear, the Oquan took on a high-paying job to capture a Hutt. The Oquan succeeded, but we figure they lost a third of their people, ships, and equipment in the final grab. I think they had to spend every credit fixing themselves back up and to pay off some Hutts who were suddenly very interested in seeing them eliminated."
25+	"Since Rel Acoi took over, he's been tryin' to prove that the Oquan are still great. He's quick on the uptake, and always after a quick credit, too. Acoi would like a little fame to go with his creds. He's loud. He brags. He taunts. He loves to gloat over his captives. He's always wavin' his blaster around when he's on a tirade. Don't underestimate him."

Scene 5: Prit's Free Pit

Prit's Free Pit is a hole—literally. Located deep in Tunnel 329, the establishment is carved from the surrounding mountain. The raw, unfinished rock face matches the Pit's clientele. Nominally a bar and restaurant, the Pit's actual business is to serve as a neutral location for "sensitive" business deals. For a not-so-modest fee of 50 credits per person, the Pit provides a weapons-free environment for deals and discussions—over a drink or light meal, if so desired.

Aveton Prit, the owner, is an Imperial informer. The local Imperial Security Bureau (ISB) operative, Nir Rinit, pays Prit well—so well, in fact, that the cash keeps Prit supplied with hi-tech surveillance and security gear. Prit uses the gear to monitor his clients and glean whatever information he can from them, then sells it. Prit's favorite ploy is to plant recording devices on his servant droids.

When the heroes arrive, Rinit is already inside. He knows that the heroes were poking around Talnar's ship and believes they could lead him to Talnar. When the heroes reach the Pit, read the following:

> Perhaps unsurprisingly, Tunnel 329 proves to be dingy and dark. Flickering bluish lights provide a little illumination. A few beings hurry along, wishing to spend as little time in the tunnel as necessary. There are pockets of activity around the various businesses along the way. A few speeders scream by, riding the boundary of the tight speeder lane.
>
> A bright yellow sign advertises "Prit's Free Pit" above a smaller, flashing red sign declaring "Guaranteed Weapons-Free" over a doorway. As you approach, the doors silently glide open. The lobby is brightly lit, utilitarian, and cold. To one side, two heavily armored Humans sit behind a thick transparisteel barrier.
>
> One of them says, "You're new here. Welcome to Prit's. If you want in, put all of your weapons in that box over there, close it, and key in your own combination. Then deposit 50 credits each—cash or chip—and go through that door." He points to a door across from the entrance.

> "Don't bother trying to hide anything. We'll find it. Our scanners are the best. We do this every day, all day, so don't even think about it." A notification near the inner entrance warns that cybernetic weapons must be deactivated.
>
> "Your items will be returned to you," says the guard.

If the heroes ask about Cotan the information broker, a guard says he believes he's still inside. If the heroes delay, several individuals enter Prit's, obediently following the directions. They might provide a bit of information about the place, if questioned.

A large box sits in an alcove near the door. The box is very sturdy and has an electronic combination lock in its hinged lid. The heroes may type in any combination they wish, after which the panel reads, "Secured." The alcove closes and reopens with a new, empty box. The heroes then pay their 50 credits to a control pad next to the door.

Passing through the doors (marked "Weapons-Free Zone"), the heroes walk down a hall through a series of scanners. Anyone concealing a weapon (or anything that looks like a weapon) is stopped by a guard and ordered to dispose of the item. Something very exotic (such as a lightsaber or organic weapon) might escape the detectors, at your discretion.

The next set of doors leads into the Pit itself. Read the following:

> The Pit proves to be just that—a bowl-shaped cavern. The entrance overlooks a large room. Tables on concentric terraces surround two circular bars in the center of the room. The room is illuminated primarily by glowlamps on the tables. The place is busy but quiet. Some beings look nervously about, while others talk intently in hushed voices. Here and there, gleaming silver servant droids deliver drinks and food.
>
> An SE-4 servant droid approaches you. "Greetings gentlebeings. How may I help you?"

The droid takes the heroes to a bar or table, if so desired. If the heroes ask about Cotan, the droid escorts them to his table. If not, Rinit approaches them after 10 minutes or so.

Cotan is a pudgy male Twi'lek with pink-gray skin. He's impeccably dressed and enjoys a constant flow of fine food and drink. Throughout his conversation with the heroes, droids constantly refill his plate and glasses. Nothing is offered to the heroes. Cotan is very direct with the heroes, once they declare their needs.
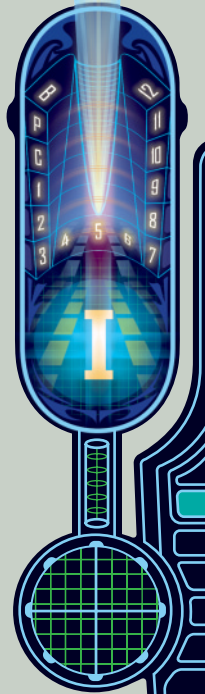
"You're looking for the Oquan. I can help you there, certainly. Easily. Right now. For 300 credits. I wish I could charge more, but my services are very limited where the Oquan are concerned."

If the heroes pay, he continues in a friendly manner. A successful Diplomacy check (DC 20) or successful use of the Affect Mind Force skill allows the heroes to negotiate a lower price (although Cotan refuses to accept fewer than 150 credits). If they haggle, Cotan admires their negotiating acumen and gets down to business.

"Thank you. I'll let the Oquan know you wish to speak with them." Cotan gives you a comlink frequency that the Oquan will use to contact you. He then waves your credits at one of the servants. "Another plate of crushed oceshells, please." Cotan looks past you at an approaching well-dressed Human 10 meters away. "Quickly, give me 100 credits and I'll tell you who that is."

If the heroes oblige, Cotan continues. If they haggle, he surreptitiously declares, "This one's on me."

"He's Nir Rinit, an ISB agent. I don't know whether he's looking for you or me."

The heroes have a moment to react. If they delay or do nothing, Rinit reaches the table.

The Human stops next to the table. The Twi'lek looks annoyed. "I'm engaged at the moment. Come back later." The well-dressed man responds, "I have no interest in you. I have a great interest in them." He glances at you and proclaims, "You will come with me, now."

If the heroes attack Rinit or try to run for it, each must make a successful Spot skill check (DC 15) or be caught flat-footed by Rinit's hired goons, who are "mingling" nearby. There is one unarmed goon for each hero. Rinit fights defensively and lets the hired help take the brunt of the heroes' attacks. Fifteen of the Pit's armored guards will break up a fight after six rounds.

If the heroes defeat more than half of Rinit's goons, he attempts to escape while they're distracted. If he gets away, the remaining goons flee. If Rinit is captured, the goons make an attempt to free him. The next goon who is defeated will be enough encouragement for any remaining goons to run, abandoning Rinit. If Rinit escapes, the heroes are marked as wanted felons by the Empire. Feel free to use that as an opportunity to arrange encounters with Imperial forces once the heroes leave Prit's.

Regardless of whether the heroes resist or agree to leave quietly, Prit doesn't want to be seen allowing free access to

Prit's Free Pit
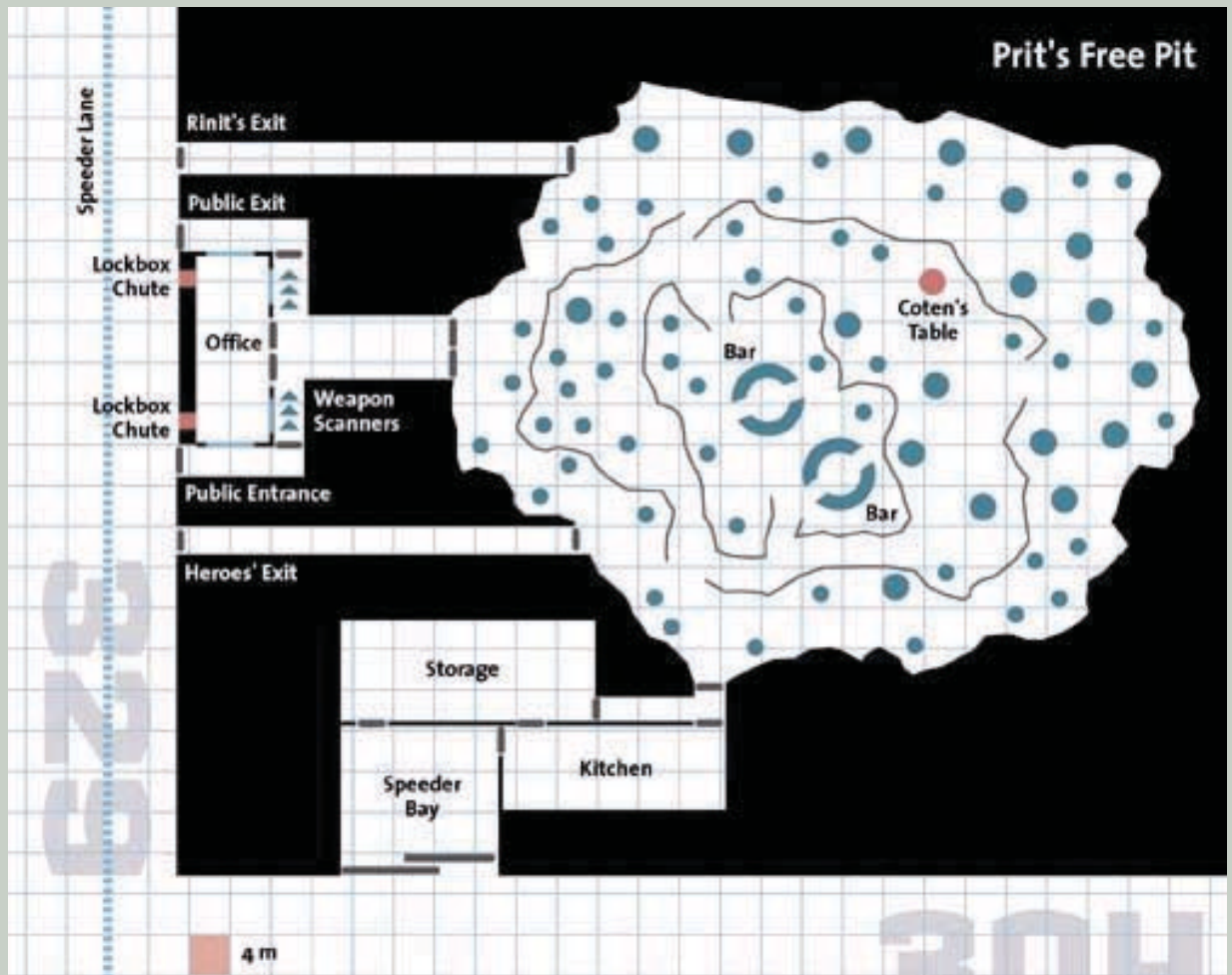
a known Imperial agent. Before they reach the exit, Prit's armored guards seize both groups. Go to Scene 6: Ejected, below. If they escape before the guards can subdue them, give them some time to collect themselves, then skip to Scene 7: Meeting the Oquan.

Cotan: Male Twi'lek Fringer 2/Scoundrel 2; Init +6 (+2 Dex, +4 Improved Initiative); Defense 16 (+2 Dex, +4 class); Spd 10 m; VP/WP 27/14; Atk +3 melee (1d3+1, unarmed) or +4 ranged; SQ Barter, illicit barter, lucky (1/day), low-light vision; SV Fort +6, Ref +7, Will –1; FP 1; DSP 0; Rep +0; Str 12, Dex 15, Con 14, Int 10, Wis 9, Cha 13. Challenge Code B.

Equipment: Blaster pistol (not in possession), knife (not in possession).

Skills: Bluff +4, Gather Information +4, Hide +6, Intimidate +3, Knowledge (streetwise) +3, Listen +4, Pilot +6, Read/Write Basic, Read/Write Ryl, Repair +4, Search +4, Speak Basic, Speak Lekku, Speak Ryl, Spot +5, Survival +3.

Feats: Alertness, Improved Initiative, Point Blank Shot, Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

Prit's Guards (15): Male Human Thug 4; Init +0; Defense +11 (+1 class), DR 3; Spd 10 m; VP/WP 0/15; Atk +3 melee (1d6+1, baton) or +2 ranged; SV Fort +6, Ref +0, Will +0; FP 0; DSP 0; Rep +0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9. Challenge Code B.

Equipment: Combat jumpsuit, baton, comlink.

Skills: Climb +5, Intimidate +3, Read/Write Basic, Speak Basic.

Feats: Armor Proficiency (light), Great Fortitude, Toughness, Weapon Group Proficiencies (blaster pistols, simple weapons).

Scene 6: Ejected

The guards throw the heroes and Rinit's goons out separate "troublemaker" exits at either side of Prit's and into the tunnel. The heavy blast door slams shut behind them. While the heroes are brushing themselves off, read the following:

> Looking around, you see Rinit and his men similarly thrown out of a far doorway.
>
> With a high-pitched whine, two small panels slide away between the center doors of the Pit. There's a loud bang asa rectangular metal box drops out of an opening 8 meters away from the door and smashes into the side of a passing speeder, knocking off its engine cowling. The speeder wavers and then accelerates down the tunnel. The box spins crazily through the air, ricochets off the far wall, and crashes noisily to the floor. It rests square in the middle of the speeder lane.
>
> You see Rinit running for a similar box near the door his group came through.

The box closer to the heroes contains their stashed weapons. If, by some chance, the heroes used more than one box, all of them are ejected in a similar fashion on their side of the tunnel. Rinit and his goons are running toward their own box. It takes them 1 round to open it and retrieve their weapons.

THE IMPERIALS

Nir Rinit is a local Imperial Security Bureau (ISB) operative who keeps an eye on the local criminal population, passing useful information to his superiors and occasionally handling a few operations on his own. He anxiously awaits any opportunity to impress his superiors. He is arrogant and tends to underestimate his opponents. With a small Imperial presence on the planet, Rinit often must find his own help. With the reported Rebel activity, he's eager to make a big score.

Rinit often hires a small gang of Human thugs when he needs some extra muscle. He pays them well, so they don't mind. He also holds enough evidence on their criminal activities to ensure their arrest, should they ever turn on him—and they know it.

Nir Rinit (ISB Agent): Male Human Scoundrel 2/Scout 2; Init +1 (Dex); Defense 13 (+1 Dex, +2 class); Spd 10 m; VP/WP 14/8; Atk +2 melee (1d3, unarmed) or +3 ranged (3d6, blaster pistol); SQ Illicit barter, lucky (1/day), trailblazing; SV Fort +1, Ref +6, Will +4; FP 1; DSP 1; Rep +0; Str 10, Dex 13, Con 8, Int 12, Wis 14, Cha 16. Challenge Code C.

Equipment: Blaster pistol, comlink, electronic listening device, Imperial ID, credstick (10,000 credits).

Skills: Bluff +7, Computer Use +8, Disable Device +8, Disguise +8, Forgery +6, Gather Information +11, Hide +8, Knowledge (technology) +6, Listen +7, Pilot +7, Read/Write Basic, Search +7, Speak Basic, Spot +7.

Feats: Dodge, Low Profile, Skill Emphasis (Gather Information), Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Nir Rinit's Hired Goons (1 per hero): Male Human Thug 4; Init +0; Defense +11 (+1 class); Spd 10 m; VP/WP 0/18; Atk +3 melee (1d3+1, unarmed) or +2 ranged (3d6, blaster pistol); SV Fort +4, Ref +0, Will +0; FP 0; DSP 0; Rep +0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9. Challenge Code B.

Equipment: Blaster pistol, comlink, 400 credits.

*Skills:* Climb +5, Intimidate +3, Read/Write Basic, Speak Basic.

Feats: Armor Proficiency (light), Toughness (2), Weapon Group Proficiencies (blaster pistols, simple weapons).

THE *MINIAD*

The *Miniad* is Rinit's modified freighter. A less popular Corellian craft, its appearance is ambiguous enough to pass for a light freighter, official transport, or a pleasure yacht, whichever Rinit needs for a cover story at the time. While on Naalol, the *Miniad* is berthed at docking bay 21 of the Rigton Spaceport.

CORELLIAN ENGINEERING CORPORATION FA-504S TRANSPORT

Class: Space transport
Size: Small (28 m long)
Hyperdrive: x1) (backup "12)
Passengers: 10
Cargo Capacity: 100,000 metric tons
Consumables: 2 months
Cost: 100,000 (new), 30,000 (used)
Crew: 1 (Nir Rinit +7)
Initiative: +8 (+1 size, +7 crew)
Maneuvers: +8 (+1 size, +7 crew)
Defense: 20 (+1 size, +9 armor)
Shield Points: 60
Hull Points: 110 (DR 10)
Maximum Speed in Space: Attack (8 squares/action)
Atmospheric Speed: 1,000 km/h (17 squares/action)
Weapon: Laser cannon; **Fire Arc:** Front; **Attack Bonus:** +5 (+1 size, +4 fire control); **Damage:** 4d10"2; **Range Modifiers:** PB +0, S +0, M/L n/a.
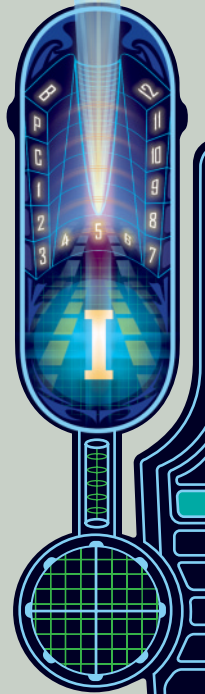
A speeder has a 25% chance of screaming by while someone is in the speeder lane, forcing them to make a successful Reflex saving throw (DC 10) to dodge out of the way or be run over (see Ramming and Collisions in Chapter 10 of the *Star Wars Roleplaying Game* revised core rulebook). The heroes' box is damaged. It takes a full-round action to force the box open with a Strength check (DC 15) or to disable the damaged lock with a Disable Device check (DC 15). The heroes cannot take 10 or 20 on these checks.

Rinit continues pursuit until he captures one or more of the heroes or his men are defeated as described in Scene 5: Prit's Free Pit, above. If the heroes flee into the tunnels, use the table below to run the chase. Each stretch of tunnel is 10 meters long.

1d20	Type of Tunnel
1–10	Straight (add +4 to the next roll)
11–13	Four-way intersection
14–16	Three-way intersection
17	Left turn
18	Right turn
19+	Lift tube to surface

If any of the heroes are captured, Rinit takes them to his ship at Rigton Spaceport. The remaining heroes can either try to rescue their captured comrades or wait to hear from the Oquan. If Rinit or any of his goons is captured, they voluntarily reveal nothing. If interrogated, the heroes learn that Rinit is an Imperial Security Bureau agent with orders to detain the heroes. The goons also know the location of Rinit's starship, the *Miniad*.

If all the heroes can turn a corner without Rinit seeing them or reach a lift tube without being threatened by an opponent, they escape. Once they've had a chance to get their bearings, regroup, and rest for two hours, they receive a call from the Oquan.

Scene 7: Meeting the Oquan

The Oquan plan to meet the heroes in an abandoned storefront. They send one representative, fully armed, to discuss terms. Though the heroes have no way of knowing this, the representative is Rel Acoi, leader of the Oquan. There are four snipers within 30 meters of the meeting location (Spot check, DC 25, to detect) just in case the heroes try anything funny.

Acoi's demands are simple. He wants 5,000 credits for Talnar and 12,000 for each droid. The heroes can negotiate with Acoi if they wish. If the heroes protest, Acoi reminds them that the Empire will pay far more for Rebel scum like Talnar. After all, "Rebels are good money." Even if they don't, the droids will fetch a pretty centicred on the black market. If the heroes agree, Acoi arranges for the swap. If they cannot agree on an amount, Acoi attempts to leave them with a warning: "Watch your backs. I hear the Empire is looking for you, too."

Whether the heroes actually intend to pay the Oquan or not doesn't matter. The arranged swap is a trap. The Oquan plan to take the heroes' money and turn them over to the Empire for a reward. If the heroes do not trust Acoi, let them make a Sense Motive check opposed by Acoi's Bluff skill. If they fail, they find no reason to believe the swap is a trap. If they succeed, they don't believe he's being honest with them.

The Swap

The Oquan instruct the heroes to meet in docking bay 22 of the Rigton Spaceport at midnight. If the heroes bring (or have already brought) their starship, they are berthed nearby. The spaceport is built into a large rocky outcropping, with bays lining each side.

When they approach docking bay 22 at the appointed time, read or paraphrase the following:

As you approach the docking bay, the 8-meter-wide door before you parts at the middle and slides noisily aside. You see an armored figure standing 6 meters ahead of you—the same representative who arranged the meet. Like all of Rigton's docking bays, this one is irregularly shaped. There are two closed connecting hangar doors, presumably to the neighboring docking bays. Off to one side is a cargo lift in the floor. On the opposite side of the chamber, the glow of a magnetic containment field rings the large hangar exit. You see the weather has not improved this morning. Wind-driven snow evaporates as it hits the field. There are a few containers scattered about the bay, but little else.

The cargo lift is in its lowered position, 3 meters down. The lift leads to tunnels connecting the landing bays to warehouses within the spaceport.

Rigton Spaceport
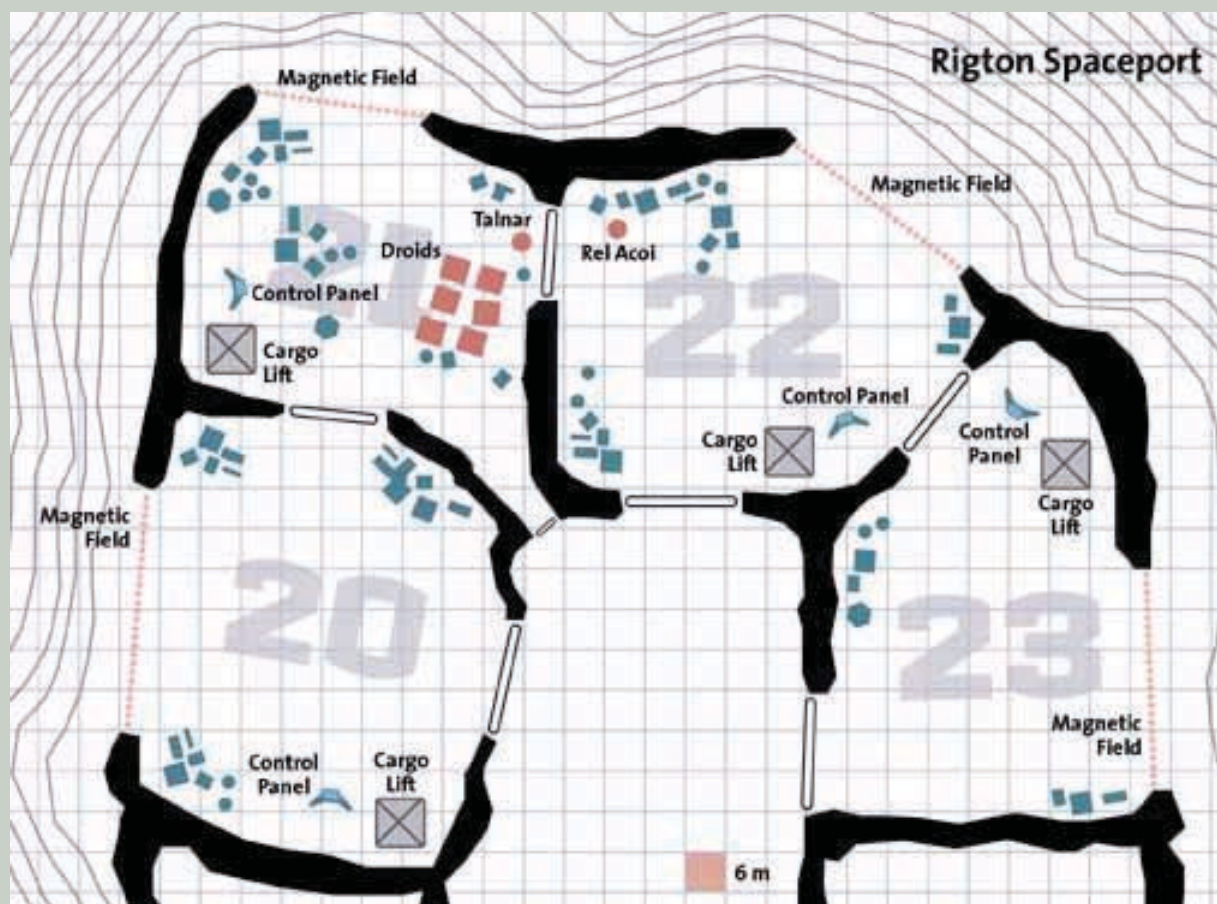
Acoi invites the heroes in. He stays where he is, near the door to docking bay 21. Built into his gauntlet is a transmitter that operates all of the doors in the room. Acoi will move to another area of the bay if the heroes insist. Otherwise, he tries to complete the transaction where he is.

When the heroes reach him, he asks to see the money. If the heroes insist on seeing Talnar and the droids first, Acoi obliges by opening the door to docking bay 21. Read the following:

> The large doors to the adjoining bay slide open. Beyond, you see a hangar filled with containers of every size and shape. Near the door, however, you see a man bound to a chair and gagged. Six nearby crates have one side removed. Each contains what appears to be a droid. It is indeed Talnar and the droids. He's conscious, but helpless.

Acoi knows he can take the money off the heroes after they've been captured but would prefer to have it in hand first in case they escape. Secretly make a Listen check (DC 26) for each hero to see whether any of them hear someone hiding behind the nearby crates. Once Acoi is certain all the heroes have entered the docking bay, or one of the heroes makes a sudden move, read the following:

> Suddenly, you hear docking bay 22's blast door slam shut. In the blink of an eye, stormtroopers appear from behind crates and through the adjoining door on the opposite side of the docking bay. You see a ship

beyond them in docking bay 23. The magnetic containment field drops, and four Humans wearing jet packs rise up from the mountainside below.

The Oquan agent looks at you and says, "I told you, Rebels are good money." He fires stun blasts from his wrist, aimed at you.

The Ambush

Before rolling initiative, each hero that failed to hear the stormtroopers must make a successful Spot skill check (DC 10) or be caught flat-footed by these new arrivals at the beginning of combat. The Imperials and the Oquan want to capture the Rebels, if possible. Each group of five or fewer opponents will combine fire (see Chapter 8 of the revised core rulebook) with weapons set to stun.

There are 10 stormtroopers hidden around docking bay 23. Five more run in from docking bay 21. Rinit (or an Imperial officer, if he has been eliminated) stands ready in docking bay 21, letting the stormtroopers handle things.

There are four Oquan hunters with jet packs backing up Acoi. They fly into the hangar bay and either land or fly up to the high ceiling using lights and other equipment for cover while firing their weapons.

The heroes have plenty of cover, and the containers are strong enough to stop energy weapon blasts. There are also a few control pads and large pieces of equipment. If the heroes attempt to run from bay to bay using a narrow ledge outside the main hangar exit, they must succeed at a Dexterity check
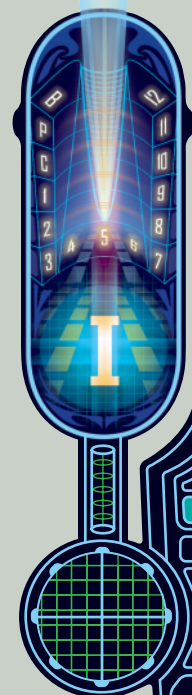
(DC 10) or slide down the side of the mountain. At your discretion, you can kill any heroes who fall down the side of the mountain or give them a chance to survive with 0 wound points if they succeed at a Fortitude save (DC 10).

If the heroes try to free Talnar, Acoi stuns him. He can be easily carried, however. The crates cannot be moved without a cargo sled, and there are none around.

Controlling the Droids

At some point, the heroes might try to activate the droids. They must have the control pad repaired or revive Talnar long enough to order the droids into battle.

Commanding the droids with the control pad takes practice. The heroes can learn a little by fiddling with the pad ahead of time. While various commands seem easy enough to send, in the heat of a battle, they may not be specific enough or might be misinterpreted by the droid. Issuing commands manually with the droid control pad is a full-round action that requires a Computer Use skill check. Use the table below to determine the DC. Anyone except Talnar suffers a –2 penalty to this check.

Order	DC
Simple command (Stop, Retreat)	5
Attack easily identifiable specific target	10
Cover another droid or person	10
Keep firing while you pick up Talnar, shield him, and bring him to me	20

Furthermore, while the droids have been upgraded and modified, the control pad software has not. The droids will respond to voice commands, which require an attack action to issue. No skill check is required to issue verbal commands to the droids. However, they are programmed to respond to Talnar's voice only, unless the heroes have modified the voice recognition unit of the control pad.\

Commands may be keyed in or spoken (using the built-in microphone). Voice commands can be paraphrased, but are more open to misinterpretation by the droid. The droid might even ask for clarification, though they will work out things on their own as well. The order, "Attack the stormtroopers" works. The order, "Attack the bounty hunters" will fail, as the droids can't distinguish the bounty hunters from the heroes. A preferable command would be, "Attack anyone wearing a jet pack."

If a hero fails a Computer Use skill check to command a droid manually, the droid ignores the command.

Modified Baktoid Combat Automata Protector Series (6): Walking military droid, Thug 15; Init +2 (Dex); Defense 16 (+2 Dex, –1 size, +5 class), DR 4 (10 with shield generator); Spd 8 m; VP/WP 0/17; Atk +18/+13/+8 melee (1d8+4, claw) or +12/+12/+12/+7/+2 ranged (4d8/19–20, 2 modified heavy repeating blasters on multifire) or 10/+10/+10/-+10/+5/+0 ranged (4d8/19–20, 2 modified heavy repeating blasters on autofire); SV Fort +12, Ref +7, Will +4, SZ L; Rep 3; Str 19, Dex 15, Con 17, Int 10, Wis 8, Cha 6. Challenge Code E.

Equipment: 2 heavy repeating blasters, medium armor (DR 4), shield generator (DR 6).

Skills: Climb +8, Jump +8, Listen +6, Speak Basic, Spot +6.

Feats: Ambidexterity, Armor Proficiency (light, medium), Multishot, Point Blank Shot, Rapid Shot, Two-Weapon Fighting, Weapon Group Proficiency (heavy weapons).

Activating the Droids

If the droids are activated, read the following:

> Inside the crates, tiny lights start blinking. You hear the droids' servos whining louder, and the containers begin to bulge. The droids strain to unfold. With a loud bang, the crates split, sending panels and bolts flying in all directions. The droids stand at their full 2.5-meter height, snapping weapons into place.

Anyone standing within 2 meters of the exploding crates must make a successful Reflex save (DC 10) or be knocked prone by flying debris. The droids enter combat the following round using the initiative count they were activated on, firing immediately at any stormtrooper or Human in Imperial garb. The droids ignore Talnar and whoever is using the droid control pad. Anyone else is fired upon if they attack the droids. The droids cannot distinguish the Rebels from the bounty hunters and have no orders regarding them.

The droids will use their maximum firepower on their targets, unless ordered otherwise. They are quite capable of wrecking the hangar.

The Oquan fight until half their number are unconscious or Acoi is defeated. They flee the way they came. The Imperials fight until ordered otherwise. They'll flee on board the ship in docking bay 21.

Once the heroes have Talnar and have activated the droids, they can try to retreat at any time. If their ship is docked in Rigton Spaceport, a quick escape is possible. Otherwise, the heroes will have to figure out how to return to their starship with Talnar and the droids.

If the heroes manage to reach their ship (or steal a ship in another docking bay) quickly, the remaining Imperials will dispatch three TIE fighters to shoot down the heroes' ship.

Rel Acoi: Male Human Scout 4/Scoundrel 2/Bounty Hunter 6; Init +3 (Dex); Defense 19 (+3 Dex, +6 class); DR 7; Spd 6 m; VP 73/12; Atk +10/+5 melee (1d4, knife) or +12/+7 ranged (3d8 or DC 18 stun, heavy blaster pistol); SQ Trailblazing, heart +1, uncanny dodge (Dex bonus to Defense), illicit barter, lucky (1/game session), target bonus +3, sneak attack +3d6; SV Fort +6, Ref +11, Will +7; FP 3; DSP 9; Rep +5; Str 10, Dex 16, Con 12, Int 13, Wis 14, Cha 10. Challenge Code E.

Equipment: Heavy battle armor, heavy blaster pistol, laser gauntlet, vibroblade, comlink (built into gauntlet), binders, jet pack, medpac.

Skills: Astrogate +8, Bluff +7, Computer Use +10, Demolitions +5, Gather Information +10, Hide +8, Intimidate +9, Knowledge (streetwise) +5, Listen +10, Move Silently +9, Pilot +12, Read/Write Basic, Repair +4, Search +8, Sense Motive +6, Speak Basic, Spot +10.

Feats: Armor Proficiency (light, medium, heavy), Point Blank Shot, Precise Shot, Track, Starship Operation (space transport), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Oquan Hunters (4): Male Human Scout 4; Init +6 (+2 Dex, +4 Improved Initiative); Defense 15 (+2 Dex, +3 class), DR 3; Spd 10 m; VP/WP 25/12; Atk +3 melee (1d4, knife) or +5 ranged (3d6, blaster pistol); SQ Trailblazing, heart +1, uncanny dodge (Dex bonus to Defense); SV Fort +3, Ref +4, Will +4; FP 1; DSP 1; Rep +1; Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 9. Challenge Code C.

Equipment: Combat jumpsuit, blaster pistol, knife, jet pack.

Skills: Computer Use +8, Gather Information +6, Hide +9, Intimidate +2, Listen +8, Move Silently +9, Pilot +9, Read/Write Basic, Search +4, Speak Basic, Spot +8.

Feats: Armor Proficiency (light), Improved Initiative, Quick Draw, Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Imperial Stormtroopers (15): Male Human Thug 4; Init +0; Defense 11 (+1 class), DR 5; Spd 8 m; VP/WP 0/12; Atk +5 melee (1d3+1, unarmed) or +4 ranged (3d8/19–20, blaster rifle); SQ Immunities (see below); SV Fort +5, Ref +1, Will +1; FP 0; DSP 1; Rep +1; Str 12, Dex 11, Con 12, Int 10, Wis 10, Cha 10. Challenge Code B.

Equipment: Stormtrooper armor, blaster rifle, frag grenade, grappling hook, comlink, utility belt.

Skills: Climb –1, Intimidate +2, Jump –1, Knowledge (politics) +2, Profession (stormtrooper) +2, Read/Write Basic, Search +1, Speak Basic, Spot +1.

Feats: Armor Proficiency (light, medium, powered), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapon).

Immunities: Stormtroopers are immune to being bribed, blackmailed, seduced, or routed. Any such attempt automatically fails; no check or saving throw is necessary.

Talnar: Male Human Fringer 5; Init +1 (Dex); Defense 16 (+1 Dex, +5 class); Spd 10 m; VP/WP 31/15; Atk +3 melee (1d3, unarmed) or + 5 ranged; SQ Barter, bonus class skills (Astrogate, Computer Use), jury-rig +2; SV Fort +6, Ref +4, Will +2; FP 1; DSP 0; Rep +1; Str 10, Dex 12, Con 15, Int 16, Wis 12, Cha 12. Challenge Code C.

Equipment: None.

Skills: Astrogate +13, Climb +8, Computer Use +13, Hide +9, Listen +9, Pilot +14, Read/Write Basic, Repair +13, Search +11, Speak Basic, Spot +9, Survival +9.

Feats: Gearhead, Skill Emphasis (Pilot), Spacer, Starship Operation (space transport), Weapon Group Proficiencies (primitive weapons, simple weapons).

Aftermath

Once away from the Imperials and the Oquan, the heroes are free to return to base with Talnar and the remaining droids. Talnar thanks the heroes for rescuing him and tells them he owes them one (this could be a "favor" for noble characters).

If the heroes successfully complete this adventure, they earn 2,000 XP multiplied by the average hero level and divided evenly among the surviving heroes. If any of the characters' actions were particularly heroic, feel free to award Force Points at your discretion.