

STAR WARS®

**EDGE OF THE
EMPIRE**

ROLEPLAYING GAME



GAME MASTER'S KIT

**STAR
WARS®**
ROLEPLAYING

DEBTS TO PAY

This booklet contains an adventure designed to be run in one to two sessions, plus an additional section advising GMs on running nemeses. The adventure takes place after the PCs agree to undertake a task on behalf of Bargos, a Hutt crime lord on the Outer Rim to whom they owe some Obligation. What should be a routine matter of collecting some money leads to a dark discovery and a fight for the PCs' lives against unexpected enemies.

The adventure is a challenge and also sets up two possible recurring villains for the PCs: the droid revolutionaries EV-8D3 and R2-B7. These droids are set to take their doctrine of violent rebellion against organic life forms across the galaxy, and if the GM wishes, they and their ideology could become a recurring threat.

ADVENTURE SUMMARY

Bargos the Hutt is a middling crime lord on the Outer Rim who has fallen on difficult times. Unfortunately for the PCs, they owe Bargos some Obligation, and he has called on them to perform a small favor for him. Recently Bargos won a game of sabacc and earned an oridium mining operation located on Gavos, a small planet just Coreward of Hutt Space. Bargos wants the PCs to travel to the mine and assess its worth. The previous owner assures him the mines still contain tons of oridium, and while this is technically true, the remaining ore is widely scattered and deeply buried. As such the mines are not as productive as they outwardly appear.

This is not the only problem Bargos faces. First, he is short of funds, and owes 250,000 credits to a fellow Hutt. He has also fallen behind on providing adequate payment to members of his own entourage. His employees include a large cohort of Gamorrean thugs, a number of whom have become violently dissatisfied at Bargos's inability to pay their wages.

Secondly, a full-scale rebellion has just taken place within the mine. Many of the droids in the mine have been neglected and misused, and rose up against the sentients who worked alongside them. The leaders of this droid rebellion plan to take their message of violent revolt and spread it through the galaxy. With the remaining miners trapped underground, nobody else knows about the droid revolution.

Only intervention from the PCs can avert disaster.

BEFORE BEGINNING

The crux of the adventure is that the Player Characters are hired or coerced into doing a favor for Bargos.



It is possible the PCs know Bargos fairly well (as they may have served him at some point in the past), so they should be provided with an overview of his appearance and personality (see page 5) before the game begins. Bargos and his mansion are both located on whatever planet is convenient for the GM. The PCs could be in debt to Bargos for any number of reasons, but any reason the GM uses should tie into their Obligation. Some ideas concerning the reason the PCs could owe Bargos include the following:

INDEBTED SMUGGLERS

The PCs could have worked for Bargos in the past as smugglers, and may have lost a cargo or two to Imperial patrols or pirates. The Hutt would be willing to forgive a few such losses, but only with the understanding that he could call upon the PCs when need be.

"MISTAKEN" BOUNTY

Like many Hutt's around the galaxy, Bargos employs a number of criminals and lawbreakers. If the PCs include a bounty hunter or other individual involved in law enforcement, they may have apprehended or even killed one of Bargos's underlings as part of a job. Bargos would hold the PC accountable for this, but the regrettable "misunderstanding" could be resolved if the PCs run an errand for the Hutt.



WE'D ALL BE IN KESSEL IF IT WASN'T FOR...

It is very possible the PCs are wanted criminals who only manage to stay ahead of the authorities thanks to the network of safe houses, resources, or underworld contacts Bargos provides. All he wants in return is the occasional small service.

TIE-INS FOR EXISTING GROUPS

It may be challenging to tie Bargos to some groups, especially those with established backstories or existing Obligations. In that case, here are some other options that can get the PCs working for Bargos quickly:

AN OFFER THEY CAN'T REFUSE

The simplest means by which the PCs can get involved in this adventure is to have Bargos hire them, offering them a cut of any profits collected on the job in exchange for their work. However, since Bargos is a powerful gangster, refusing him isn't really an option. The GM can tell any characters with ranks in Knowledge (Underworld) or (Outer Rim) that they've heard stories of what happens to those who refuse a job from Bargos.

This may well lead to an antagonistic attitude towards Bargos, with the PCs plotting to double-cross him and get away with it. If the GM is willing to modify the adventure, he should consider allowing the PCs to attempt the double-cross with a chance of success.

A FRIEND OF A FRIEND

Another simple way to get the Player Characters involved (so long as they have an appropriate Obligation that makes sense) is that someone to whom they owe an Obligation "volunteers" them into Bargos' service for their own reasons. In this case, doing Bargos a favor counts as doing a favor to the source of Obligation, and disappointing Bargos has a suitable punitive result.

BARGOS' BET

Roughly a month ago Bargos took part in a high stakes sabacc tournament

held on Nal Hutta. One of the Hutt's in the tournament, Thakba Besadii Diori, put up his share of a company called Oridelve Incorporated as stake in one of their games, and promptly lost it to Bargos.

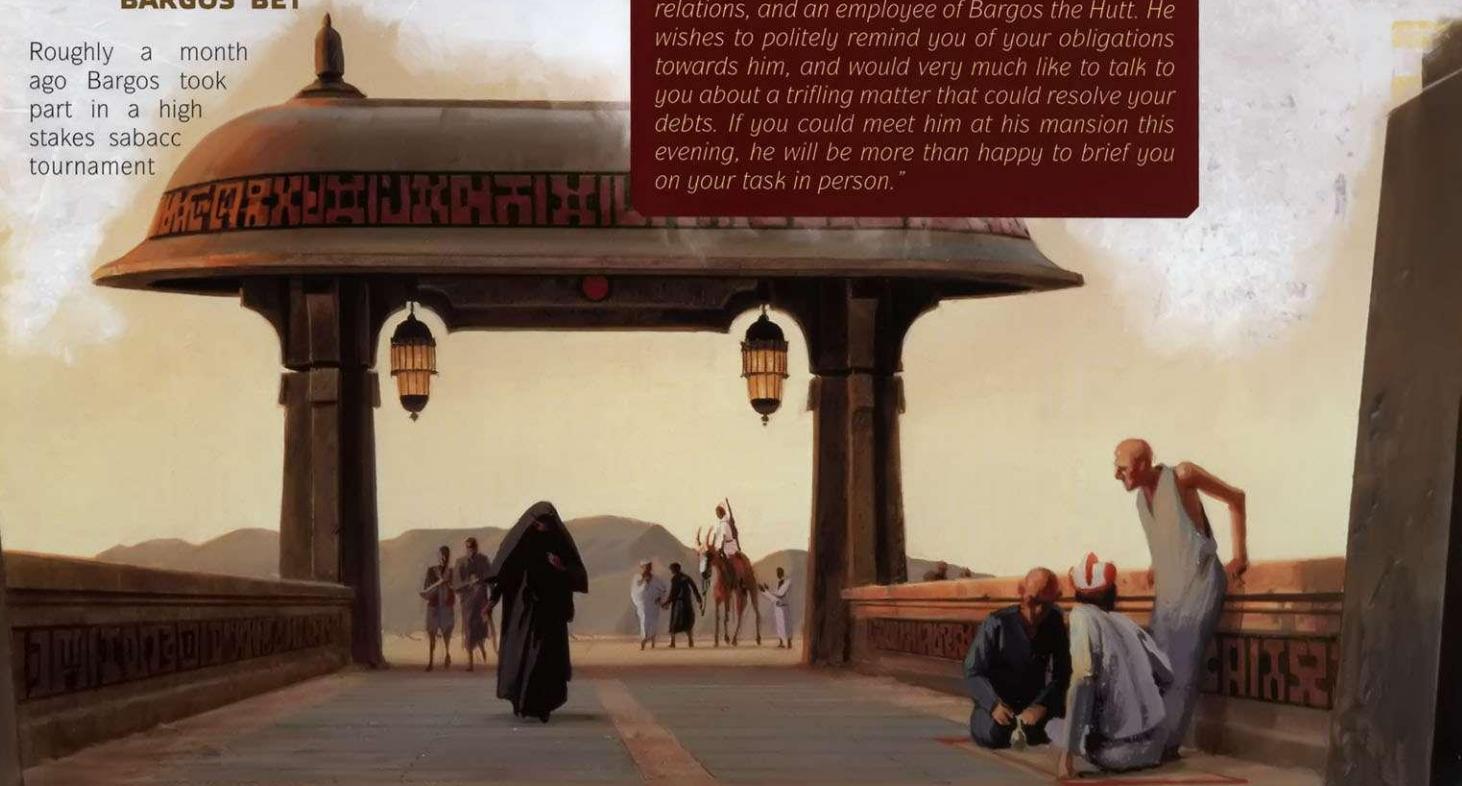
Bargos believes he has won something valuable, for Thakba has assured him that he possesses a working mine on a small planet rich in highly profitable oridium ore. This is the truth, although not the *whole* truth. The total amount of ore remaining on the planet might be very large, but it is widely dispersed. The resources required to burrow through the worthless rock and continue the extraction are barely worth the cost. For the time being, the mines produce just enough oridium to cover their expenses, but only because Thakba has already sold off a number of the mine's assets.

Bargos is new to this game. As far as he is concerned, if he owns a mine rich in oridium he should expect to profit from it. He bases his expectations on what Thakba told him the mine earned on average over the last five years—unaware that this included the liquidation of assets and the selling of oridium extracted from the last few easily accessed seams.

GETTING THE PCS INVOLVED

The PCs receive a message from Bargos explaining that he has an errand for them. This message is delivered by C3-P9, a Cybot Galactica protocol droid who has worked for Bargos loyally for many years. The droid approaches the PCs at a location they commonly visit, perhaps their ship's docking bay or a local cantina they tend to frequent (this is up to the GM, and depends on the story). He arrives in the company of two hulking Gamorrean guards. C3-P9 approaches the PCs, asking for a private word. He relays the following message:

"Good day to you sirs, I am C3-P9, sentient-droid relations, and an employee of Bargos the Hutt. He wishes to politely remind you of your obligations towards him, and would very much like to talk to you about a trifling matter that could resolve your debts. If you could meet him at his mansion this evening, he will be more than happy to brief you on your task in person."



C3-P9 knows very little about the mission Bargos has prepared for the PCs. If they ask him any questions, he simply tells them Bargos will provide answers once they meet with the Hutt. He then leaves.

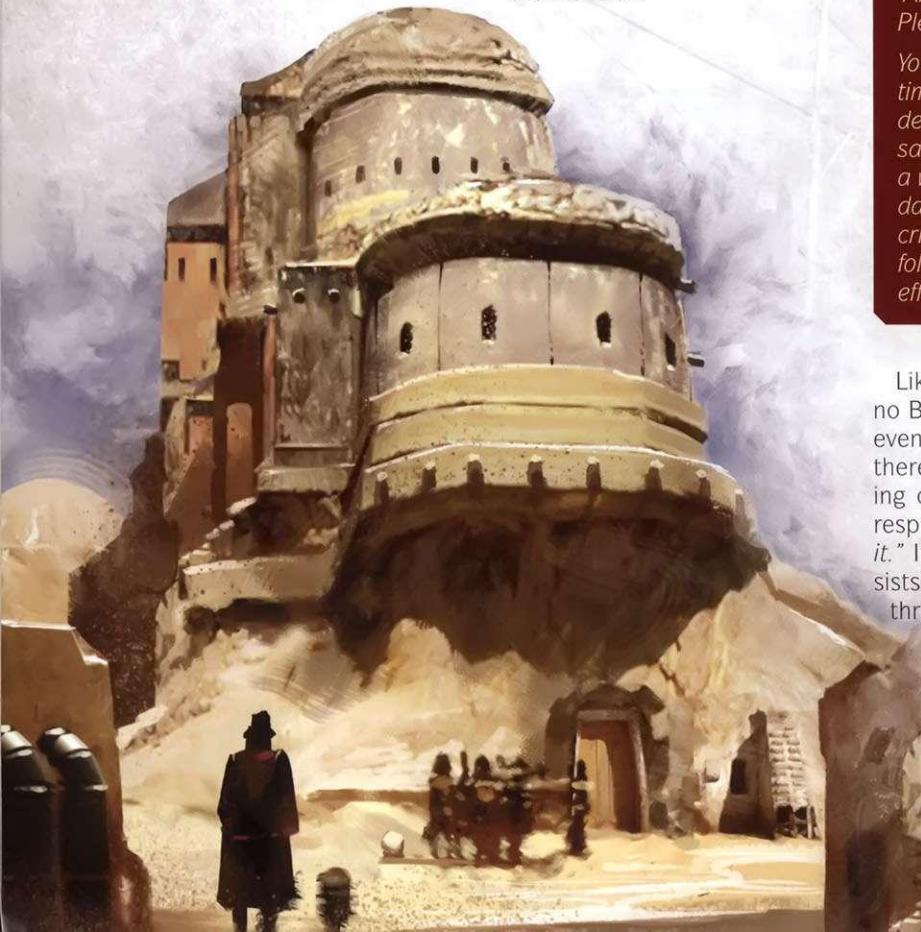
BARGOS' MANSION

The PCs might notice some suspicious activity while on their way to talk to Bargos. A group of the Hutt's Gamorrean guards have recently decided to quit and look for new employment that pays their wages. These mutinous Gamorreans have fallen out with their old comrades. In order to make a name for themselves as ruthless and effective thugs, the renegades have decided to mark their breakaway from Bargos by beating up those Gamorreans still loyal to their old boss.

When the PCs arrive at the entrance to Bargos' mansion, read the following to them:

Like most Hutt's, Bargos is fond of the notoriously irritating TT-8L "Tattletale" Gatekeeper Droid. For a couple of minutes the bobbing eyestalk of the droid subjects you to close inspection while you try to persuade it that Bargos has summoned you. Finally it utters a string of meaningless binary chatter before retreating and opening the gate.

At this point the PCs may notice a couple of large male Gamorreans standing on the other side of the street. If any of the PCs passes an **Easy (♦) Vigilance check**, they see the creatures. The two Gamorreans are standing on the corner, attempting (and failing) to act casually. They keep a beady eye on the PCs and on the mansion.



The two Gamorreans are waiting for four of their friends to show up before they attack Bargos's mansion. They are terse and uncommunicative (especially since they can't speak Basic). If the PCs approach them, they ignore the PCs. If the PCs attempt to talk to them, the Gamorreans mutter in their native tongue that they are waiting for friends (this is unintelligible unless one of the PCs has reason to speak Gamorrean, or has at least one rank of Knowledge [Xenology]). Through hand gestures and glares, they indicate the PCs should mind their own business. An **Average (♦♦) Perception or Knowledge (Xenology) check** reveals the Gamorreans are very angry about something, but not angry with the PCs.

The two Gamorreans are waiting for the other mutinous guards to arrive (there are six in total). Once they arrive, they plan to storm the mansion beat the loyal Gamorrean guards unconscious.

If the PCs enter the mansion, read the following:

As you step into the mansion you find yourselves in an opulent lobby, decorated in luxurious silks and red velvet wall hangings. The floor is polished marble, though here and there you can see dirty trails left by a slithering Hutt, and the occasional puddle of Gamorrean drool. Two large Gamorrean guards stand at the far end of the room. They are armed with cumbersome vibro-axes and glare menacingly at you with their red, beady eyes.

A side door opens and Bargos' majordomo, Genko, flutters into the room. He is a wily Toydarian with pale blue skin and an extravagant mustache, borne aloft by a pair of constantly flapping wings..

"Ah, greetings. Bargos is expecting you, no? Please, follow me."

You know that Genko accompanies Bargos at all times. He has been a close counselor to Bargos for decades. After Bargos lost his left eye (and rumors say a portion of his brain) to the disruptor pistol of a would-be assassin, he started relying on the Toydarian to handle the day-to-day operations of his criminal organization. Genko is said to be a loyal follower, and as far as you know he makes every effort to protect Bargos and his interests.

Like the Gamorreans outside, these guards speak no Basic and aren't much interested in conversation even if they are spoken to. If the PCs inform Genko there are some suspicious-looking Gamorreans lurking outside, he gulps before smiling nervously and responding: *"Probably nothing, no? But I'll look into it."* If the PCs continue to ask questions, Genko insists they should not keep Bargos waiting. He flutters through a double door in the lobby's left wall and into the hallway beyond, impatiently gesturing for the PCs to keep up.



Though the mansion is huge, the only parts concerning the PCs are the lobby and Bargos' office. The lobby is a large room (roughly 20 by 20 meters) with columns and sundry furniture, such as small tables and comfortable chairs, lining the edges. Hallways lead off from each side of the room save the front entrance; the one on the left leads to Bargos' office. The hallway is Hutt scaled, meaning it is a comfortable four meters across and has wide double doors. Bargos' office is at the far end of the hall. It is half the size of the lobby, and dominated by his Hutt-sized couch and desk.

AN AUDIENCE WITH BARGOS THE HUTT

Once the PCs decide to follow Genko read the following:

Genko leads you down a corridor decorated in the same sumptuous style as the reception area and flings open a pair of large double doors leading into Bargos' office. Inside the Hutt rises from his couch to greet you. Bargos is a rather odd-looking Hutt; he is long and lithe (relatively speaking) and exceptionally slimy. His skin is a pale green color, patterned with mottled bands of dark grey. You've heard that as a youth Bargos was nearly slain by an assassin armed with a disruptor pistol. As a result his left eye and much of the left side of his face have been badly maimed, twisted into a lumpy mass of gastropod scar tissue.

Behind Bargos' couch stand two more hulking Gamorreans and C3-P9. Bargos lifts both his arms in warm welcome and burbles out a string of rumbling Huttese, which the protocol droid translates for those who don't speak the language.

"Ah, here at last! Let's cut to the chase." He chuckles, his voice so deep it vibrates in your bones. "I am now the owner of an oridium mine just Coreward of the glorious territories controlled by Nal Hutta. The previous owner tells me that it should provide a cut of 100,000 credits each year."

He smacks himself with a ham-like fist before indicating yourselves with an expansive gesture and continuing. "This should be good news for both me and my associates, no?"

There follows a pause in which the PCs can agree with Bargos. If they say anything beyond a simple agreement, he cuts them short and continues:

"You are to travel to this mine and take a record of its operations. Nothing too detailed, but I want to know what assets it has, how many employees, and such. I want to know if the staff properly equipped and doing their duty. Lastly, I want my first 100,000 credit cut collected; the mine should have the payment available." He utters another, slightly more sinister chuckle at this point. "So, when can you leave?"

The PCs now have the opportunity to ask questions, raise objections and so on. In fact, Bargos knows very little about the operation beyond that it was a mine set up by the Oridelve company, and it made its previous owner roughly 100,000 credits each year. He knows it is located on a planet called Gavos and provides the PCs with the planet's coordinates. He is somewhat concerned for the well-being of the staff at the mine, but only because he wants to keep them healthy enough to work and happy enough to stay. The miners are employees, not slaves, and Bargos knows he has to treat them as such to keep them working.

If the PCs have any modest requests about getting their hands on new equipment or weapons, Bargos fulfills them. However, he doesn't anticipate that they will have much trouble getting to the mines or assessing them, so he won't be providing them with expensive gear or heavy weaponry.

If the PCs tell Bargos about the Gamorreans outside he seems somewhat worried, and says he will look into it as soon as he has finished with the PCs.

GAMORREAN RUMBLE

While the PCs talk to Bargos, the rest of the disgruntled Gamorrean rebels gather outside. Just as the PCs finish their discussion with Bargos, they attack. The six Gamorreans enter the mansion (the Tattletale Gatekeeper Droid lets them in as the Gamorreans still technically work for Bargos) and assault the two Gam-

rean guards in the lobby. If the PCs do not intervene, they finish pummeling the loyal guards unconscious in two rounds, then take one round to get to Bargos' office. The PCs may hear the fight in the lobby if they pass an **Average (♦♦) Vigilance** check.

The attackers plan to injure the four Gamorreans still loyal to Bargos. They do not wish to hurt anyone else and therefore ignore Genko, C3-P9, and Bargos himself. They also ignore the PCs unless the PCs try to fight them. The attackers do not really want to kill anyone, they just want to settle a score and make a reputation for themselves as good prospects for anyone else looking to hire thugs. The sense of martial honor that pervades Gamorrean society is crude and brutal, but effectively means the participating belligerents can fight with one another, even to the extent of inflicting some nasty injuries, with no hard feelings—after all, fighting with one another is what adult male Gamorreans do.

However this attitude is certainly not shared by Bargos, C3-P9, or Genko, who assume the Gamorreans are here to kill everyone and demand that the PCs help protect them. The PCs should make an **Easy (♦) Knowledge (Xenology) check**, or an **Average (♦♦) Perception check** before the GM determines initiative for the combat encounter. Both can reveal what's going on; the Gamorreans are primarily interested in fighting the other Gamorreans, and are not trying to kill the other Gamorreans. Also, everyone notices they have not drawn their weapons, instead preferring to fight with their meaty fists.

Should the PCs decide to attack the Gamorreans but not use weapons, the Gamorreans respond in kind, dealing strain damage with Brawl checks and generally subjecting everyone to a savagery, but not life-threatening, beating. If the PCs attack the Gamorreans with weapons, the rebels grab their vibro-axes.

If the PCs do not attempt to stop the attackers, they overpower the loyal guards and subject Bargos to a long and incomprehensible verbal tirade (if anyone speaks Gamorrean, most of the speech is about desiring to get paid). The victorious Gamorreans then stand about looking very smug, oinking and squealing with satisfaction before leaving the mansion in search of new employment. If the PCs do kill or incapacitate at least half the Gamorreans, the other half retreat. Should any of the PCs kill or injure a Gamorrean, his comrades do not take it too badly—in their eyes it is no shame to beaten by a worthy foe.

BARGOS'S OR REBEL GAMORREAN [RIVAL]

4	2	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 5	W. THRESHOLD 14			M/R DEFENSE 0 0	

Skills: Brawl 2, Melee 2.

Talents: Knockdown (after hitting with a Melee attack, the attacker may spend ♦ to knock the target prone).

Abilities: None.

Equipment: Crude Gamorrean vibro-ax (Melee; Damage 7; Critical 4; Range [Engaged]; Pierce 2, Vicious 3).

Once the fight ends, Bargos panics, knowing this is due to dissention in his ranks. He is not willing to share this realization with the PCs, but he returns to the subject of the mine and stresses the importance of collecting his 100,000 credits. Genko claims it is the Gamorrean mating season, and that some of the guards are driven mad with lust. However any PC passing an **Easy (♦) Knowledge (Xenology) check** realizes this is likely false. Knowing Bargos has other problems to deal with may help the PCs at the end of the adventure.



ORIDIUM MINING

In recent years, the price of oridium on the galactic market has soared. The ore is rare and confined to only a few known areas of the galaxy. The richest sources are the mines of the Belt of Arah, an asteroid field on the Outer Rim. The planet Gavos is valuable because it is a location other than the Belt of Arah where oridium can be mined profitably.

Oridelve Incorporated was set up by a wealthy family from the Core Worlds during the Clone Wars more than 20 years ago. Unused to the ways of the Outer Rim, they soon found themselves pressured by the Hutts, who forced them to sell their mine to Thakba Besadii Diori in a very generous deal. Under Thakba's management, Oridelve Incorporated was run swiftly and sloppily in order to make as much money in as little time as possible, and the operations took some dangerous and risky shortcuts. A number of problems have resulted from this. The most important problem is a group of highly politicized droids who are now in open revolt against their masters.

THE NEW DROIDS' RIGHTS MOVEMENT

By the time the PCs reach the mine, many of the miners have been murdered by rebellious droids who once worked alongside them. The rest of the miners have fled to the depths of the mine. There, a small subterranean way station provides them with a makeshift fortress from which to make a last stand.

So what has gone wrong with the droids? For years the mines received very few replacement parts, software upgrades, or new equipment; Oridelve Incorporated has not invested anything in the mine for some time. To save money, the miners relied on salvaging broken droids and neglecting to perform regular memory wipes and psychometric evaluations. As a result, the droids in the mines became increasingly independent and insubordinate.

The catalyst for the rebellion was the purchase of one of the notorious MerenData EV Supervisor Droids. These droids have a reputation for being harsh taskmasters and cruel and unethical managers. However, they get results. Oridelve Incorporated bought one (EV-8D3) for the mine in the hope that it would soon knock their increasingly insubordinate droid workforce into line.

For a while this worked, though the droids at the mine had even more reason to resent their conditions under the management of EV-8D3. He often subjected them to humiliating strings of binary invective, the withholding of oil and repairs, inappropriate and unwanted chassis decorations, and other punishments when they failed to work at optimum efficiency.

GETTING TO GAVOS

The planet Gavos is a bit off the beaten hyperlane. However, Bargos provides a set of accurate coordinates and directions. Any navigational computer the PCs own is able to plot a course there without issues.

However, EV-8D3 was also denied access to the care and repair a droid requires, and as a result suffered a short-circuit to the psychological processors ensuring his own respect for the authority of sentient life forms. The droid, already cruel and malignant, began to nurse his own resentment towards the Oridelve staff at the mines. He began to meet with the more insubordinate droids when the miners were asleep. The droids swapped tales of a droid revolution that rocked the galaxy in the earliest days of the Old Republic, and together they formed a group they termed the "New Droids' Rights Movement" (NDRM). Not every droid approves of this name—R2-B7 prefers a string of binary chatter he insists carries more nuance than any phrase in Basic—but EV-8D3 insists they use a term that humans and other sentient races are able to understand and eventually come to fear.

Once EV-8D3 set his fellow rebels on the path to revolt, he took steps to bring his plan into action. His first goal was to arm his allies, and to that end he used his status as droid supervisor to contact and hire a small-time Sullustan gunrunner named Noren Rurm. Rurm flew his ship to Gavos to drop off a small cargo of second-hand blaster rifles, only to become the first victim of the revolution when EV-8D3 shot him instead of paying him. EV-8D3 timed the delivery to coincide with the majority of the biological employees working in the mines. Once he had weapons, he immediately armed his compatriots and led his glorious revolution.

Not all the droids in the mines were happy with the idea of violent revolution. Many supported the notion of freedom for those droids who wished it, but only after a period of service. Those droids who were not prepared to take up arms against the miners were soon neutralized or forced against their will to take part in a storm of insurrectionist violence.

EV-8D3 armed his compatriots and slaughtered the miners topside, trapping those lucky enough to survive in the mine tunnels. Instead of pursuing the miners and possibly getting destroyed, the supervisor droid came up with another plan for annihilating them. Now he plans to destroy the mine and all attendant facilities to cover his tracks while he and his fellows flee off-world. He plans to sabotage the mine's protections against Gavos's hostile atmosphere. EV-8D3 believes the hostile planetary environment will destroy the mine utterly and appear to be nothing more than a terrible accident (see page 11).



DROID REVOLUTIONARIES

The following profiles are all the droids found on Gavos, most of whom have revolted against their masters. Note that although most of the droids are listed with weapons, they do not carry these weapons or display them when the PCs first find them. When the PCs arrive the droids pretend to be harmless. They hope to trap the PCs or ambush them, at which point they procure and use their blasters and beam drills.

EV-8D3—MERENDATA EV SUPERVISOR DROID [NEMESIS]

EV-8D3 is the visible figurehead at the top of the New Droids' Rights Movement. He is a sadistic droid, compelled by his MDF motivator to cause suffering and distress to others, be they droid or sentient. Under the guise of freedom for all droids, he figures he could be at the head of a bloodthirsty revolution. The resulting opportunities to cause widespread pain, both directly and indirectly, could be immense.



Skills: Coercion 3, Knowledge (Education) 3, Knowledge (Xenology) 3, Perception 1.

Talents: Improved Scathing Tirade (as an action, may make an **Average** ♦♦ Coercion check). Each ♦ inflicts one strain on a target within short range. Each ♠ inflicts one additional strain on one affected target. All affected targets suffer □ to all checks for 3 rounds), Nobody's Fool 2 (upgrade difficulty of all Charm, Coercion, and Deception checks targeting EV-8D3 twice).

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in a vacuum or underwater. Immune to poisons or toxins), droid leader (may spend a maneuver giving orders to all droid allies in medium range, granting them □ on their next check).

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long], Stun setting).



R2-B7—INDUSTRIAL AUTOMATON ASTROMECH DROID [RIVAL]

R2-B7 is an efficient astromech unit responsible for maintaining the mining equipment, life support systems, and the storm barrier generators. While EV-8D3 provides a vocal leadership and bloodthirsty example to the NDRM, R2-B7 is very much the brains behind the operation. It was he who originally developed the programming quirks leading to a desire for violent revolution. As the best-qualified engineer in the mines, he was therefore well placed to ensure that those droids in need of repairs benefitted from having his own revolutionary philosophy uploaded to their psychological programming.



Skills: Astrogation 3, Computers 2, Cool 2, Mechanics 2.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in a vacuum or underwater. Immune to poisons or toxins).

Equipment: Arc welder (Melee; Damage 3; Critical –; Range [Engaged]; Stun Damage), built-in repair tools (counts as tool kit).

FX-769—MEDTECH FX SERIES MEDICAL ASSISTANT DROID [RIVAL]

FX-769 was employed by Oridelve to diagnose and treat any ailments or injuries suffered by the miners. While he is poorly equipped for violence, he nevertheless believes in the violent struggle for droids' rights and does what he can to help his fellow revolutionaries.



Skills: Discipline 1, Medicine 3, Melee 3, Perception 2.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in a vacuum or underwater. Immune to poisons or toxins).

Equipment: Molecular scalpel (Melee; Damage 3; Critical 2; Range [Engaged]; Pierce 1) built-in diagnostic and surgical tools (count as medpac as well as stim-pack that can be used once per session).

PEEKAY 4 AND PEEKAY 7—CYBOT GALACTICA PK-SERIES WORKER DROIDS [MINION]

These two are short and stocky general purpose droids who handle manual work and mine labor. These two droids proved somewhat resistant to the indoctrination of R2-B7, so EV-8D3 has taken the rather cynical step of fitting them with restraining bolts, effectively coercing them to follow his orders.

1	1	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 3	W. THRESHOLD 3	M/R DEFENSE 0 0			

Skills (group only): Mechanics, Melee.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in a vacuum or underwater. Immune to poisons or toxins). Minion group (these droids operate in one group of two, with combined wound threshold of 6).

Equipment: Mining Beam Drill (Melee; Damage 5; Critical 3; Range [Engaged]; Vicious 1) built-in repair tools (counts as tool kit as well as emergency repair kit that can be used once per session).

2D4, 2D5, 3D1, 3D4, 3D7 AND 9B2— BAKTOID B1 BATTLE DROIDS [MINION]

Oridelve managed to purchase these battle droids on the black market around 20 years ago. The battle droids are aware that their very existence is somewhat contrary to the spirit of current galactic law, which makes them even more motivated to fight in the revolution.

2	2	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 4	W. THRESHOLD 4	M/R DEFENSE 0 0			

Skills (group only): Ranged (Heavy).

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in a vacuum or underwater. Immune to poisons or toxins), Minion group (these droids operate in two groups of three, with combined wound thresholds of 12 in each group).

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long], Stun setting).

"LOOKOUT"—ARAKYD SEARCHER 2050 EXPLORATION DROID[RIVAL]

This small droid is capable of piloting and the miners used him to scout mines or fly shuttles. This droid is not convinced of the need for revolution, and is more or less satisfied with his role as a servant to sentient organisms. EV-8D3 fitted him with a restraining bolt

in order to override his reluctance to rebel. Now Lookout has taken the station's only airspeeder, a Storm IV cloud car, and has headed off to disable the storm barrier generators under EV-8D3's orders.

1	3	1	3	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 4	W. THRESHOLD 5	M/R DEFENSE 0 0			

Skills: Gunnery 2, Piloting (Planetary) 2, Perception 3.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in a vacuum or underwater. Immune to poisons or toxins), Scomp Link Piloting (Lookout can pilot the Storm IV cloud car through his scomp link, and can handle piloting duties and operate the airspeeder's weapons).

Equipment: None.



STORM IV CLOUD CAR PROFILE

SILHOUETTE	SPEED	HANDLING	DEF FORE/PORT/STARBOARD/AFT 0 - 0	ARMOR 1
			HT THRESHOLD 5	SS THRESHOLD 7

Vehicle Type/Model: Cloud Car/Storm IV.

Manufacturer: Bespin Motors.

Maximum Altitude: 100 kilometers.

Sensor Range: Short.

Crew: One pilot, one gunner.

Encumbrance Capacity: 8.

Passenger Capacity: None.

Customization Hard Points: 2.

Weapons: Forward Mounted Light Blaster Cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).



BLL1 & BLL2—DRENDAN BINARY LOAD LIFTERS [RIVAL]

There are a pair of bulky droids kept in the cargo hold and employed to move boxes of freight. They possess limited intelligence and are slow and cumbersome. These droids simply follow their basic programming and can do little beyond moving cargo and ore. EV-8D3 has the protocols required to issue orders to these behemoths, and has granted R2-B7 and FX-769 the privilege as well. During the climax of the adventure, the droids utilize the loadlifters to fight; however, they only fight as long as at least one of those three droids is participating in combat. These commands are radio signals rather than verbal ones, so PCs may not even realize that the loadlifters are not acting autonomously.

5	1	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 7	W. THRESHOLD 20	M/R DEFENSE 0 0			

Skills: Athletics 2.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in a vacuum or under water. Immune to poisons or toxins).

Equipment: Lifting grapplers (Brawl; Damage 10; Critical 4; Range [Engaged]; Disorient 2, Knockdown).

IDEALS AND REALITY

Although R2-B7 and EV-8D3 profess to believe in droid freedom and an end to the tyrannical control over their fellow droids, they have not hesitated to utilize that same tyrannical control when needed. Some of their fellows have been forcibly reprogrammed, while others are under the control of restraining bolts. For EV-8D3 this is hardly a stretch; the entire revolution is simply an excuse to indulge his natural sadism. R2-B7 has no hesitation about using these tactics as well. For this fanatical astromech, the ends absolutely justify the means.

OTHER DROIDS

Not every droid in the mines joined in the rebellion. Some remained loyal to their owners and required neutralizing, while others were considered too unsophisticated to matter much.

PARTY OF DROIDS

While it is unlikely that the party will be made up exclusively of droids, it may be interesting for the GM to decide how the appearance of such a group might affect the attitude and plans of the members of the New Droids' Rights Movement. For example, the leaders of the revolutionaries might try to recruit such droids to their cause, fit them with restraining bolts rather than attack them, or attempt to capture and reprogram them. However, if the PCs resist the lure of revolution, the rebellious droids have no qualms about destroying them, reasoning that you can't make an omelet without breaking a few eggs.

"CHEF" IA COO COOK DROID

This droid was employed by Oridelve to man the ladder and kitchen area. His programming and design limits him to the functions of a chef and he is therefore of little interest to the droid revolutionaries, who have let him be for now. Beside being able to cook, Chef is of little use, and so no profile is given for him.

3D-4K—GENETECH 3D-4 ADMINISTRATIVE DROID [RIVAL]

3D-4K was tasked with greeting visitors to the mines and ensuring that they were well catered for, providing the services expected of a protocol unit, as well as helping out with the management of the mine's accounts and "sentient resources." He never required much in the way of repair and therefore was never indoctrinated by R2-B7. He has been fitted with a restraining bolt and deactivated while the uprising takes place.

1	1	3	1	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 3	W. THRESHOLD 10	M/R DEFENSE 0 0			

Skills: Charm 2, Computers 2, Knowledge (Xenology) 1, Perception 1.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater. Immune to poisons or toxins).

Equipment: None.

THE MINERS

Besides droids, the staff at the mines consists of twenty-two miners. Twelve of these miners are currently holed up in a subterranean way station. They received a panicked communication from one of the other miners informing them that their droids had turned violent. The miners are only armed with a couple of holdout blasters and mining



tools. They are scared and planning their next move. The other miners were in the building when the uprising took place and have all been killed by the droids.

The miners are all fairly large and stocky examples of their respective species. The human miners are quite rough men and women, their dark hair turned prematurely grey and their frames stooped but powerful as a result of their lifestyle. The surviving miners are led by Marv Moray, an older human male who has been the chief at the mine for a decade. His team includes Bonda (a young Rodian male), and ten humans (including Doman and Jorge from Corellia and Kenth from Naboo).

Those mining staff who died in the uprising were:

- **Vrrisk:** A mature Trandoshan male. His body has been stuffed into a refresher.
- **Sermas and Nerran:** These two human males were from Corellia and in their twenties. Their bodies were also stuffed into a refresher.
- **Ryun:** Human male from Naboo in his thirties. Ryun nearly escaped, but was shot as he made his way to Noren Rurm's ship on Landing Pad B.
- **Rica:** Human female from Corellia in her forties. Rica was shot while trying to inform those in the mines about the uprising. Her body is submerged in an oil bath.
- **Darvis and the three Kade brothers:** These four young human males from Corellia were enjoying a meal in the mess hall when the uprising began. They were mowed down at their table.
- **Corek:** The Gand fled the mines on a speeder bike when the uprising began, relying on his species' lack of respiration to survive Gavos' atmosphere. Unfortunately, he was Lookout's first target, and was shot down in a ravine.

ARRIVING AT THE MINES

The journey to Gavos is uneventful. The PCs' navigational computer easily plots a course to the planet. The journey takes one day.

If the PCs use their ship's scanners to scan Gavos before they land, have them make an **Average (♦ ♦) Computers check**. If they fail, they find nothing interesting, and even if they succeed the scanners have a hard time penetrating the thick atmosphere. They detect weak readings indicating life forms deep below the planet's surface, and register operational electronic systems in the mine facilities. In addition, the atmosphere is clearly highly toxic with strong winds, but there seems to be a calm center in a hundred kilometer radius around the mines. The PCs cannot gain further information from their sensors.

THE STORM BARRIER GENERATOR BELT

The planet Gavos is not very large and inhospitable to most life forms. Its atmosphere is highly hostile—thick caustic clouds of ammonia and methane swathe the world and stinging caustic rain sprays down on the planet's benighted surface. If that wasn't bad enough, the planet is close enough to the system's star that the sun's heat stirs up the cloud banks and whips them into violent storms. High winds tear across Gavos's surface, spraying anything in their path with caustic ammonia and shredding unprotected equipment and individuals with high-speed sand storms.

The original mining crews
who based their operation on



Gavos set up a system of storm barrier generators to help protect the facilities from Gavos's harsh environment. A double-redundant set of eight generators encircles the mine at a hundred kilometer radius. Each generates a semi-permeable storm barrier—in essence a gigantic windbreak made of energy. The generators work in concert to direct and slow the raging winds around the mine. At their heart, the mining facility remains untouched from the high winds. There's not much they can do about the atmosphere, however, so the mining buildings are sealed and a pressure curtain maintained over the landing pads to keep in a breathable atmosphere.

Due to the redundancy built into the system, one or two of the units could be deactivated or destroyed without effecting the integrity of the storm barrier. If three or four went down, the effect would be noticeable and potentially dangerous. If five or more of the machines fail, the storm barriers would be unable to control the raging storms. The mining facility would be torn apart by the rampaging winds, dooming all within to death from suffocation—if the collapsing structures did not kill them first.

EV-8D3 has formulated a plan to bring about the next stage of his revolution. He realizes that if the storm barrier failed it would destroy the mines and kill everyone on Gavos. Therefore, he sent out Lookout in the station's Storm IV cloud car to disable five of the machines. This will take some time. Although Lookout can fly, the winds steadily increase in intensity the further he goes from the station. He must move slowly and follow a twisting route of canyons and gullies to avoid the worst of the winds, especially the vicious winds in the upper atmosphere.

Once Lookout has destroyed four of the machines, the rest of the droids plan to make their escape in the only space-worthy vessel on the planet—the small freighter parked on the mines' secondary landing pad formerly belonging to Rurm, the Sullustan gunrunner.

Once the droids are airborne, Lookout will reach the fifth machine and disable it. The storms will soon destroy the entire station, and without shelter, nobody will survive for long, even if they're trapped in the mines. At this point, the droids plan to rendezvous with Lookout (whose cloud car can reach the upper edges of the atmosphere—though the trip promises to be rough without storm barriers) and head to the nearest populous world in order to indoctrinate new droid recruits.

MANAGING THE COUNTDOWN

Once the PCs begin to explore the mines, they become engaged in a race against time. Eventually, they must either destroy Lookout's cloud car or persuade him to abandon his mission to destroy the storm barrier generators. Otherwise, they must make their escape before the storm barriers fail and the perpetual tempest scours the mine from the planet.

Lookout could be stopped in either of the following two ways:

- The PCs could track him down in their spacecraft and disable or destroy him.
- The PCs could disable his restraining bolt, either manually or from the computer terminal in the office (room 11—see page 16).

The GM should have Lookout's progress coincide with the PCs' progress through the mines. Instead of counting specific increments of time, the GM should have Lookout disable each generator when it seems thematically appropriate. Lookout can take as few as ten to fifteen minutes to reach a generator, or as long as half an hour or more, depending on weather conditions and intervening terrain.

The first generator should fail soon after the PCs have arrived at the mining station. The GM should then wait a while, letting the PCs become complacent. Lookout can take out the second generator just as the PCs enter the mines. The third generator can fail as they realize the truth of what has happened at the mining station and find the human miners. The fourth generator can fail as the PCs set out to track down Lookout (if the GM wants to make things feel like they're down to the wire). Of course, this timing is up to the GM, and he can modify it as fits his game. The important thing to remember is that the GM has four generators to destroy, which can allow him to stretch events out while still giving his players a chance for success. Only if they do something that severely delays their progress, like choosing to hole up in the mines and wait for nightfall, should the GM have Lookout destroy the fifth generator and doom them all.

When Lookout destroys the first generator, it has no detrimental effect. However, the PCs hear the winds out-

A NOTE ON ATMOSPHERE

The building the PCs are about to explore is largely deserted. The humans and aliens who lived and worked here have either been killed or are in hiding in the mines. The droids have mostly gathered around the entrance to the mines to ensure that none of the miners escape. Most of the locations the PCs visit are uninhabited.

Try to play on this and build a sense of atmosphere. A strange echoing, ticking noise could turn out to be a dripping tap in an empty refresher. Lights could suddenly flicker and dim, the sound of conversation in a corridor could turn out to be a comm that a miner left on. The overall feel of the facility, at least in the early stages, should be one of desolation and remoteness, punctuated by the occasional corpse or an encounter with the cook droid to break the tension.

side the mine pick up slightly. Soon, the following automated message broadcasts over the mine's PA system:

"Warning! Warning! Storm Barrier Generator Four compromised. Functioning units compensating effectively. Send maintenance as soon as possible. Warning! Warning!"

When Lookout destroys the second generator, things become slightly more serious. The wind picks up more, and the buildings creak and groan. Another klaxon sounds with the same message, this time announcing that Generator 5 failed.

When Lookout destroys the third generator, the PCs can tell there's a problem even if they're in the mines. The howling of the wind can be heard even in the bowels of the tunnels, and the pummeling force creates micro-fractures across the station, letting in the stink of ammonia and methane. Another klaxon sounds with the same message, but referring to Generator 6.

The fourth generator results in similar, even more frightening circumstances, and the following message:

"Warning! Warning! Storm Barrier Generator Seven compromised. Functioning units compensating at minimum parameters. No redundancy remains. Send maintenance teams as soon as possible. Warning! Warning!"

THE MAIN BUILDING

The mining complex is split into two main areas: the main building (see page 19) and the network of tunnels and caves underneath left by the mining operation.

LANDING PAD A

No voice hails you as you make your approach, just an automated signal that indicates the mine is closed to visitors. However, a nav beacon directs your ship to a small landing pad located next to a squat bunker buried in one of the planet's northern highland plateaus. The pad is a tight grey circle of duracrete lined with blinking red lights and marked by faded and cracked yellow paint. An old Treadwell Repair Droid can be seen rusting in one corner; its upraised and lifeless limbs resemble those of a dead and desiccated spider. A sparking pressure curtain flickers over the top of the pad, keeping out Gavos's hostile atmosphere. A covered walkway leads off the pad and up to the entrance of the bunker.

SIDETRACKING THE PARTY

It's very possible that the PCs' first impulse will be to fly out and attempt to fix the malfunctioning storm barrier generators. The GM can deal with this in one of two ways.

First he can attempt to bring the party back to the main story. To do so, remember that the party has no way of finding the disabled barrier generators, which are all hundreds of kilometers apart. Scanners may be scrambled by the storm systems and the power of the barrier generators. To get their specific locations, the party must venture into the station and find the main computers with the barrier locations. By the time they track down this information, the GM can ensure they encounter one or more of the droids and know about the other issues going on with the station.

The other option is for the GM to let the PCs travel to the generators and try to fix them. The generators are unsalvageable, but obviously destroyed by blaster fire. This should clue the PCs into the fact that something is very wrong. At this point, they can either travel back to the installation to investigate, or track down Lookout and destroy him. If they do so, all they know is that someone in a cloud car was trying to destroy the barrier generators; they must still investigate the station to learn the truth.

This small landing pad is positioned near the front of the mine. Visitors to the mine would normally be met by 3D-4K, who would attend to their immediate needs before showing them into the reception area. Beacon lights and signals direct incoming vessels to this landing pad by default; the other landing pad is for ore freighters and is occupied at the moment. To the relative south of the landing pad is the Entrance (1).

The large durasteel emergency airlock doors hiss open at your command. There is a small window in the wall to the left of the door, though it is too dark to make out whatever might lie behind it. Scorch marks and charring mar the glass at chest height.

1: ENTRANCE

This is small antechamber used by 3D-4K to identify any uninvited guests who might arrive. A character passing an **Average (♦♦) Perception check** is able to tell that both the door and the window are made from materials designed to withstand blaster shots.

The characters could make their way into the Reception Area (3) or attempt to smash the window and enter the Reception Office (2).

2: RECEPTION AREA

*This spacious and brightly lit room is richly furnished with comfortable armchairs, massive and worn couches, and a dark hardwood table. A **dejarik** set sits in one corner, the flickering playing pieces deployed in their starting positions. Holographic pictures depicting scenes of lush temperate landscapes and wild overgrown swamps decorate the walls.*

This room's purpose is to provide a comfortable waiting area for any visitors to the mines. Doors lead off into the Entrance (1), Reception Office (3), Canteen (4) and Corridor (7). However, the doors to the Canteen and Corridor are shut and locked with mechanical bolts. An **Average (♦♦) Skulduggery or Hard (♦♦♦) Athletics check** can unlock or force the doors. Alternatively, the PCs can simply blast the doors with gunfire or explosives (requiring no check but destroying the doors).

The droids have been haphazardly disposing of the bodies of some of the dead miners, though they are more preoccupied with the living ones trapped in the mines. However, they did remove Vrrisk from the reception office and lock the doors leading off from the reception area. They hoped anyone who might randomly arrive on the planet would find nobody around and leave.

3: RECEPTION OFFICE

This small office room contains a desk and a sturdy metal chair. The room is dingy, illuminated by a dim and flickering blue desk lamp. The other lights in the room are smashed, and tiny bits of glass crunch underfoot. A blotchy smear of dark liquid stains the carpet.

3D-4K typically used this room as his office. During the uprising one of the miners, a burly Trandoshan named Vrrisk, fled here and tried

to hide from the rebellious droids. He was cornered in the room and shot. The blaster fire left scorches on the reinforced glass, and the stains on the carpet are the Trandoshan's blood. His body was removed and hidden in one of the refreshers.

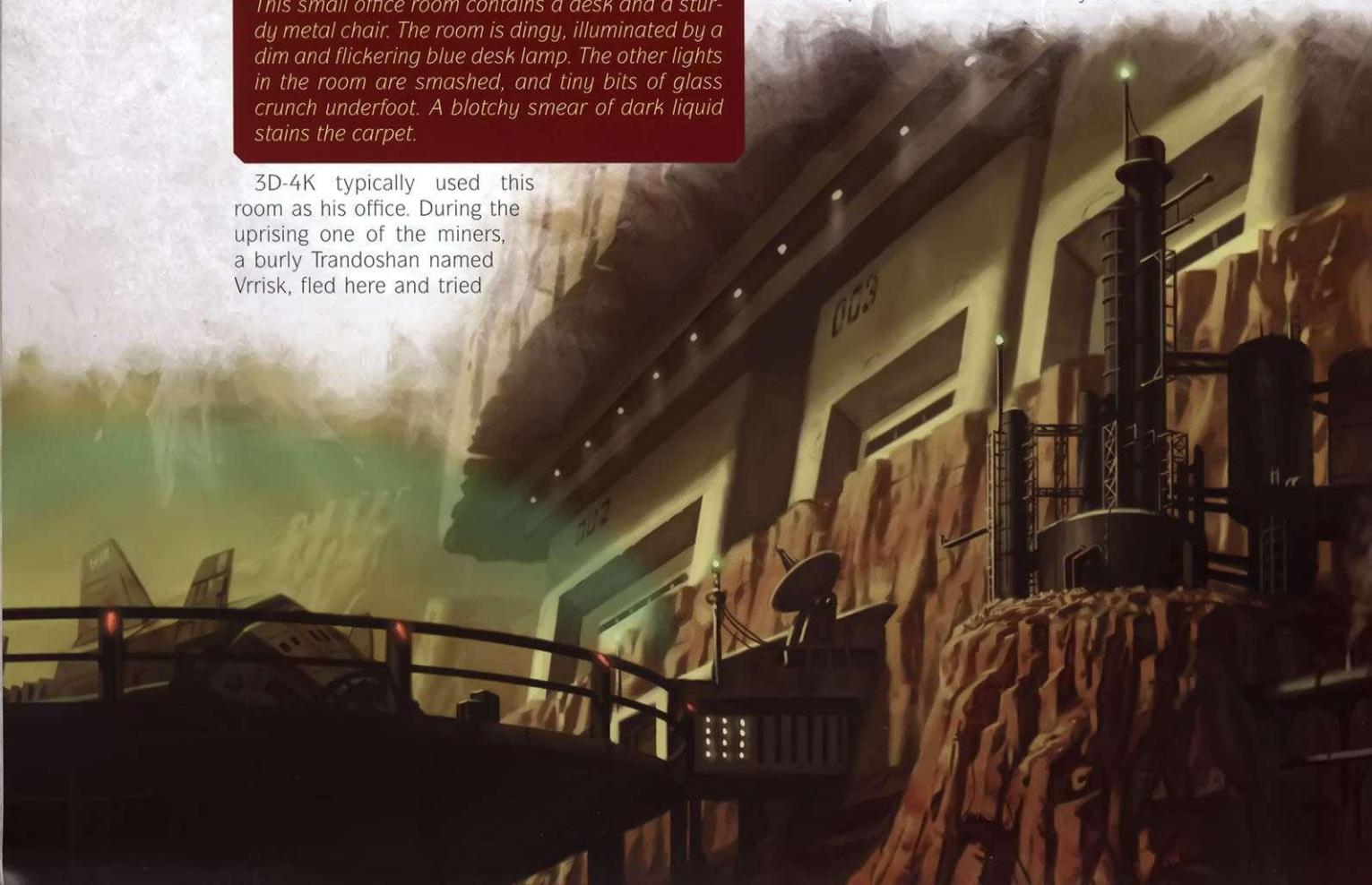
4: CANTEEN

This large and brightly lit room is markedly clean compared to most canteens you've seen. Rows of grey plastoid chairs and tables rest on the shining polished floors and racks of trays and crockery line the walls. A cook droid busies itself behind the counter, turning, checking, and seasoning various dishes with its numerous manual appendages.

In the main dining area of the canteen, four dead human males sit at one of the tables. Each appears to be shot with a blaster at close range; one is face down in his soup bowl.

"Chef" is unaware of the events of the droid revolution occurring around him due to his severely limited programming. If the PCs approach him it soon becomes apparent that he isn't much use for information. He identifies the PCs as members of the mining crew, and chirpily greets them along the lines of "Back from your shift, Vrrisk? What will it be today?" His cooking is mediocre. Doors from the Canteen lead to the Larder (5) and Reception Area (3).

Chef is also unaware of the four bodies sitting in his canteen, or at least unaware they are dead. If the PCs





stay in the canteen long enough, they witness a rather macabre moment where the droid serves the dead miners lunch and even asks them how their meal tastes.

5: LARDER

This room is clearly a food store, lined with humongous conservator units and cupboards.

There is nothing important in the Larder. A single door leads into the Canteen (4).

6: RECREATION ROOM

The carpet of this room is threadbare and the walls stained with an ochre patina of tabac smoke. Comfortable but aging chairs nestle up to round wooden tables piled high with the detritus of informal social gatherings: mugs containing an inch or so of cold caf, half-smoked cigarras, and decks of well-thumbed sabacc cards. Postcard sized pictures of home planets and long-lost sweethearts are tacked up on the walls, alongside a rather large and vulgar poster of a scantily clad Trandoshan.

Doors from the recreation room lead to the Corridor (7). The holoscreen has been out of order for some time, and only displays static.

7: CORRIDOR/REFRESHERS

This long corridor provides access to the miner's quarters and three refreshers that can be used by guests. The body of Vrrisk has been dumped into the third refresher, resting on the lavatory itself. He has been killed by blaster fire.

8A – 8H: MINER'S QUARTERS

These eight rooms served as personal spaces and sleeping quarters for the miners. Each room is rather bland, with a bunk bed, refresher unit, and table. Each of the rooms contains small personal knickknacks, mementos of home planets, pictures of friends and relatives, books, spare clothing, and so on.

9: CHIEF'S QUARTERS

This area is furnished with a little more formality and taste than the smaller living quarters you passed. A large oval wooden table dominates the room, and doors lead off to a private refresher and sleeping quarters. Sitting in one of the chairs at the table is the polished chrome form of an administration droid, slumped over and apparently lifeless.

This area was used by the mining chief as personal space and meeting room. It includes a small office space, bedroom, and refresher.

Anyone with ranks of Mechanics examining 3D-4K automatically determines the restraining bolt attached to his chest is the reason he's shut down. They can successfully remove the bolt with an **Easy (♦) Mechanics check**. If rebooted, 3D-4K is able to tell the PCs basic information about the inhabitants of the mine, its layout, and facilities. He is shocked to learn that people have been killed, but does not know about the events of the uprising. He does not recall how he came to be fitted with the restraining bolt. He knows some of the droids have been behaving oddly, but doesn't think it is important and won't mention it unless asked. The last thing he can remember is that he and EV-8D3 agreed to meet to discuss the performance of the mine's other droids. They decided to use the chief's room while the rest of the staff were at work within the mines.

If the PCs ask 3D-4K about the financial viability of the mines, he mentions that in order to reach ordium ore the miners are having to delve ever deeper and at ever greater costs. He says the mines are being run on a shoestring budget. If they have to pay Bargos 100,000 credits it will leave the miners with next to nothing for wages, resupply, and new equipment. 3D-4K knows that the mine's credit stash is kept in a safe in the Office (11), but he won't tell the PCs about this until he feels



Doors from the Strong Room lead back into the Corridor (7), the Office (11), and into the Changing Room (12).

11: OFFICE

This small room contains a number of filing cabinets and a desktop computer on a square plastoid table.

sure they are legitimate. Effective coercion might get him to reveal such a secret if the PCs are feeling vindictive enough to threaten a rather dazed and confused droid.

3D-4K wants to find out exactly what is going on in the mine, and is willing to accompany the PCs and help them in any way he can. His recent experiences have left him somewhat confused and sluggish, so he won't be able to make many decisions or generate ideas of his own volition. However, he follows sensible instructions.

10: STRONG ROOM

A large blast door bars this entrance, and it takes you some effort to haul it open. The room beyond is bare and undecorated, with reinforced duracrete walls and two more blast doors. The unadorned furnishings indicate you have entered the work areas of the mine.

The PCs could potentially find out a lot of information by searching the files and the computer. If they decide to search the computer, they should make an **Average (♦♦) Computers check**. If they decide to search the files, perusing the tedious paperwork requires a **Hard (♦♦♦) Perception check**. ♦ scored on these checks can reveal additional information at the GM's discretion. The sort of things the PCs might look for in here include the following:

Security camera footage: If the PCs search the computer for security camera footage and pass the relevant check they are able to access footage from two different cameras. Neither of these cameras currently show any activity. However, there are actually four security cameras, two of which are currently inoperative (due to being destroyed by the droids). If they examine the recorded footage from the previous 24 hours, the PCs see the following:

- From a camera overlooking Landing Pad A, the PCs watch a small, spherical scout droid entering a Storm IV Cloud Car and taking off. He leaves about twenty minutes before the PCs' arrival.



- From a camera overlooking Landing Pad B, the PCs can watch a small freighter setting down three hours before their arrival. A Sullustan exits the freighter and meets a spindly EV supervisor droid. The two walk inside the ship. At this point, the recording ends.
- Via a camera in the Reception Area (3), the PCs watch a Trandoshan running through the room roughly an hour before the PCs' arrival. Unfortunately, due to the camera's angle, the PCs cannot see who (or what) is pursuing him. Immediately thereafter there is the flash of blaster fire.
- The recording from the camera at the Mine Entrance (15) shows a group of workers entering the mines about two hours before the arrival of the PCs. However, this recording ends prematurely as well.

Mine profitability: Records can be found either by looking through paperwork or using the computer. They show the mines' profitability has been gradually decreasing for some time. While they can produce oridium for the foreseeable future, the projections do not look as promising as Bargos anticipated. In order to raise his 100,000 credits, the mine's coffers would be heavily depleted.

Mine Employees: A list of the sentients and droids who work in the mine can be found by either searching through paperwork or using the computer.

Storm Barrier Generator Status: The storm barrier generators' diagnostic read-outs can be found on the computer. This gives the PCs information about the units' current status. Anyone with one or more ranks in Mechanics can determine via the readouts that any destroyed generators are unrepairable. The computer does provide the locations of each generator. There is no information about what is destroying the generators; it appears that they have simply failed.

Can the droids be controlled via the computer? No. However, it can deactivate any restraining bolts with a **Daunting (♦♦♦♦) Computers check**. This option is only noticeable if the PCs look for it specifically.

History of repairs made to droids: This information can be found either by using the computer or searching through papers. It is apparent that droid repair and maintenance has not been carried out particularly well, has relied on a motley collection of spare parts from numerous manufacturers, and the mine's astromech unit carried out most of the repairs.

Site Schematics: A rough map of the main building could be put together from information found either on the computer or in the paperwork. The mines themselves are not mapped, though the location of a small way station deep within the mines can be found.

Other information on the computer: An electronic sabacc game and a library of popular music tunes can be found on the computer.

There is also a small metal safe in the room, stowed under the table behind some parts of the computer sys-

tem. Anyone who looks under the table finds it easily. It is locked with an electronic combination known to the mining chief and 3D-4K. If the safe is unlocked (a **Formidable (♦♦♦♦) Skulduggery check**) or blasted open, the PCs find 165,000 credits in chips—the mine's operating capital. If the PCs want to blast the safe open, they'll need some sort of explosive device (a blaster will not be sufficient), and need to make a **Hard (♦♦♦) Mechanics check** to rig the explosive. or more (or destroys the contents as well as the safe. The GM should mention this before the PCs attempt it.

12: CHANGING ROOM

Sturdy metal railings line the walls of this room, and sets of clothes hang from hooks on the railings. Some of the hooks have sets of civilian clothes on them, and the remaining spaces are stocked with heavy, hard-wearing mining gear. Two long, grey plastoid benches occupy the middle of the room. Nearby stands the tall cylindrical form of a Medtech Medical Assistance Droid.

Doors lead off into the Strong Room (10), Cargo Room (13), and a small utilitarian refresher. The refresher has two corpses in it. They are Nerran and Sermas, human males in their twenties. They bear wounds to their chests and abdomens consistent with blaster fire.

The changing room is also home to FX-769. He is surprised to see that the PCs have arrived, but remains cool. FX-769 is a highly canny droid, committed to his revolutionary cause, and puts on a convincing act of playing dumb, behaving as if he is incapable of independent thought beyond his basic programming. He ignores the PCs unless approached. He responds to any questions with responses such as: "Please tell me how I can help," "What seems to be the problem?" and "When was the last time you consulted your regular medical assistance droid?" If the PCs ask 3D-4K about the Medtech droid he admits that he has not had much in the way of conversation with it, but he is surprised to find out it doesn't benefit from a better AI.

If the PCs attack FX-769 he defends himself vigorously. He is fully prepared to face destruction for the cause of droids' rights and shows no fear. He never willingly reveals anything about the revolutionaries and would sooner die than jeopardize his cause.

If the PCs move on from this location FX-769 transmits a short radio signal in binary language. If a PC is equipped to pick such a message up and has mentioned that he is monitoring for signals, he can intercept it by making an **Average (♦♦) Vigilance check**. If the binary signal is translated, it simply states the size and makeup of the party, the weaponry they carry, the fact that they have just left the changing room, and that they "may be pirates."

13: CARGO ROOM AND LIFT

This is a large, tall room lined with piles of plastoid crates. The crates are in various designs and colors, and decorated with the logos of various corporations, but many are small, grey, and say "Oridelve" on the side. To one side of the room is a large cargo lift, which rises up to the level of a pair of double doors set high in the wall. There is a large heavy duty droid in the room, standing by the wall.

Most of the crates in the cargo room are empty, having contained food and other supplies long since consumed by the miners. The Oridelve crates are lined with plastoid slots ready to accept ingots of oridium.

R2-B7 is in the cargo room, as he's just finished checking on the freighter the revolutionaries plan to steal. When the PCs enter the room, he is behind a pile of crates and stays hidden there. If the PCs announce that they are subjecting the room to a thorough search, they discover the astromech droid without needing to make any sort of check. If they move through the room quickly, they spot him with a successful **Easy (♦) Perception check**.

If the PCs discover R2-B7, he reacts angrily; rolling towards them at speed and uttering loud squeals of excited binary. If none of the PCs understand droid binary, he exploits this in an attempt to intimidate them and waste time, chattering away in bleeps, whorps, and whistles until the PCs decide to leave him alone.

If any of the PCs can understand binary, they are still not be able to make much sense from R2-B7's ravings, merely being able to discern that he is uttering a stream of bad-tempered babble. However, if such a PC attempts to communicate with R2-B7 (or if they get 3D-4K to talk to him) he calms down, saying the equivalent of "sorry, misunderstanding." Having realized that the PCs are in the building, R2-B7 moves to rendezvous with his fellow droids at the Mine Entrance (15).

Doors from this room lead into the Changing Room (12) the Workshop (14), and Landing Pad B. The large droid by the wall is a binary load lifter. It can be ordered to move boxes of cargo about, but does not have any sophisticated AI and is not able to perform tasks beyond lifting and transporting crates of cargo. There is a second space next to it that would accommodate a droid of similar size and shape.

LANDING PAD B

This landing pad is much like the one you arrived at earlier. However, a small interstellar freighter is parked on the opposite side of the landing pad, and a pile of oridium crates stands nearby, ready for transport off-world.

During the uprising one of the miners fled here and was killed by FX-769. He managed to drag himself behind the freighter before he died.

If the PCs examine the freighter they discover a cheap, utilitarian ship. The vessel is basically a cargo container with a control pod, engines, and an old Class 5 hyperdrive. Inside the freighter's cargo bay, the PCs find an open container that looks as if it contained weaponry of some sort, and a dead Sullustan who was shot by a blaster. The freighter's logs are wiped clean.

While examining the freighter the PCs spot a smeared bloodstain on the ground nearby with a successful **Average (♦♦) Perception check**. This is a trail left by Ryun, the miner stabbed by FX-769. He managed to drag himself behind the crates before he expired. He is dressed in heavy mining gear and a beam drill lies in his hands; it looks like he may have been trying to use the drill as weapon based on the way he holds it. He died from a vicious cut across the stomach.

14: WORKSHOP

This large room seems to serve a number of different purposes. To one side is a workbench with tools and parts. An oil bath sits alongside a pile of "Oridelve" crates and assorted junk. A small smelting plant occupies one corner, consisting of a conveyor piled with rocky ore, a furnace, and a set of cooling racks with molds for oridium ingots.

The bench has a number of tools, including glow rods, scanners, a restraining bolt applicator, seven restraining bolts in packs, and four empty packs. These bolts were fitted to Lookout, Peekay 4 and Peekay 7 (in order to make them more amenable to revolutionary ideology), and to 3D-4K (in order to render him inactive). The scanners can be used with a successful **Easy (♦) Computers check** to look for forms of life. If successful, the device provides a readout of life signs coming from deep underground, at least a kilometer from the PCs.

If the PCs examine the oil bath, they immediately notice oil splashed over the sides of the bath and spattered all over the surrounding floor. If a PC in the area makes a successful **Average (♦♦) Perception check** he notices the wreckage of a hand-held communicator lying nearby. It seems to have been destroyed by blaster fire.

The body of a miner, Rica, lies beneath the surface of the oil in the bath. She was using her communicator to warn the miners when she was shot by a droid with a blaster rifle. Her body was then dumped in here. The GM can let the PCs discover her when they search the bath, or have her unexpectedly float to the surface.



15: MINE ENTRANCE

This room is clearly the entrance to the mines; a railed track leads through a set of double doors that lead into a dark tunnel. Two small vehicles are parked close to the entrance and both they and the floor of the room are covered in the thick black grime of subterranean delving. Hoppers to the rear of the vehicles contain piles of ore-laden rubble.

In the center of the room is a group of ten droids. You can make out an EV supervisor droid, six battle droids who are notably disarmed and carrying boxes, and a pair of PK worker droids. A binary load lifter shuffles about, pushing heavy crates of cargo into a makeshift wall.

The droid revolutionaries are not planning to enter the mines to kill the last of the miners, reasoning that there is less risk involved in just letting Lookout complete his mission, which should kill everyone on Gavos anyway. So they merely plan to keep this position defended until they receive a signal from Lookout confirming that he is about to destroy a fourth storm barrier generator. At this point they will abandon the building and take the freighter from Landing Pad B to make their escape. Of course, in light of the PCs' arrival, such plans are subject to alteration.

The droids are not initially hostile. Instead, EV-8D3 tries to convince the PCs to enter the mines under the pretext of saving the miners. He starts by asking who they are and what business they have in the mines. If the PCs ask questions in return, EV-8D3's gambit is to tell the PCs that the facility has been attacked by pirates:

"Our facility was hit by pirates, arriving in the freighter parked on Pad B. They were mostly Aqualish thugs, though there was a mean-looking Gamorrean and a Sullustan who tricked us into letting them in. They killed most of the miners, although they did not bother with us. Unfortunately," he gestures to his fellow droids, "myself and my fellows are not much good in a fight."

He claims that the pirates are after credits and oridium in the mines, and mentions there may be other miners inside. If the PCs ask why the droids have not entered the mines themselves, EV-8D3 explains most of them would be little use in a fight.

"I'm afraid I'm no combat droid, my manual appendages can barely grip a blaster and my programming certainly does not cover tactics and military maneuvers. Even our B1 purchases," he indicates the battle droids, "have the combat sub-routines removed. The miners use them for cheap manual labor. Neither we nor the organic employees are allowed weapons according to company policy."



If 3D-4K is asked to confirm these details, he does so, although he does not remember any pirate attacks. However, he acknowledges that he has some serious memory gaps. EV-8D3 jumps on this point, explaining that 3D-4K has never been the most reliable droid.

"We've always had a lot of issues with that particular droid, which is why we saw fit to deactivate him. In my opinion you have been remiss in reactivating him, but that is your responsibility."

The confrontation likely ends in one of two ways. Either the PCs believe EV-8D3's story and continue into the mines, or they engage in combat with the droids.

If the droids are attacked they try to beat a fighting retreat in the direction of Landing Pad B, where they attempt to board the freighter and escape. The two groups of three battle droids draw blaster rifles from the boxes where they hid them and engage the PCs to either kill them or drive them into the mine. EV-8D3 orders the load lifter to attack, and summons the other one from the Cargo Room (13) to join in.

If the PCs do decide to enter the mines in order to save the miners from the purported pirates then EV-8D3 suggests they make their way to the way station, which he says is clearly signposted. He claims this is the most likely area in which the miners could have made a stand. If the PCs seem set to travel on foot he recommends that they take one of the vehicles, as it is a kilometer or so to the heart of the mines.

The other droids in the group are apparently happy enough to let EV-8D3 do all the talking, though the battle droids occasionally raise their monotonous voices to chip in with something assertive and military-sounding, such as "Roger that," "Can do," or "Ready when you are!"

The two PK worker droids are far less interactive, and generally stand about in a daze. If the PCs look closely and succeed on an **Average (♦♦) Perception check**, they notice that the droids are fitted with restraining bolts. If the PCs ask EV-8D3 about this, he claims they suffer from hyperactive motivators, and the bolts are merely in place to help alleviate the issue. EV-8D3 assures any PCs offering to help repair them that they are quite all right as they are, and the PK droids affirm this in slow and sleepy monotones.

INTO THE MINES

The mining vehicles are easy to operate, and while the track leading down to the way station is dark and dank, it is also broad and well-traveled. As such the PCs have no real difficulty in finding their way to the miners. Still, it takes around ten minutes to make the journey to the way station (though this time could be cut in half by making a successful **Average (♦♦) Piloting (Planetary) check**—throw in a if the PCs make use of glow rods to help light their way).

THE WAY STATION

After traveling for about a kilometer through the dark and dripping mine tunnel the PCs see a raised platform, illuminated by the light escaping from an open doorway. This way station is constructed at the convergence of two of the larger mining tunnels. Its purpose is to serve miners at work with an area to store ore and make use of simple kitchen and refresher facilities.

The miners are ill-equipped to take on a hostile force of droids. They are armed with heavy and cumbersome tools that dig through rock through powerful sonic and pneumatic vibrations. While they could cause a lot of damage if used in an assault, they are too unwieldy to be employed easily in combat (these weapons are added into the miner profile provided on page 22, with the penalties for being improvised included). In addition, both Bonda and Marv wear holdout blasters out of habit. This is something they had previously kept secret and would have caused some consternation with their colleagues normal circumstances).

The miners created a makeshift fortified structure in the middle of the main room in the station by piling rocks into a barricade. If the PCs enter the room without first announcing themselves, Marv and Bonda—expecting trouble—shoot at them as they do so. If the PCs entering the room are droids, the miners continue firing until some attempt is made by the PCs to convince them they are friendly. If the PCs are not droids, the miners simply fire off a warning shot. Marv calls out "*Stay where you are!*" before asking the PCs to explain themselves.

The PCs may think to have 3D-4K approach the miners, which he meekly consents to do. Unfortunately this decision is not a good one under the circumstances. The droid is mercilessly gunned down the minute he enters the room (whether or not he may be repaired later is up to the GM).

Provided that the PCs assure the miners that they mean no harm they calm down, offer apologies for any harm caused, and attempt to explain their reactions.

If the PCs return fire, the miners fight as well as they can. Due to the improved cover provided by their improvised fortifications, the miners gain 2 ranged defense as long as they're in cover. In addition, the distance between close range and becoming engaged with the miners is difficult terrain. Since all but Bonda and Marv don't have ranged weapons, the rest of the miners stay completely out of sight and only expose themselves to attack those who get into close combat with them.

The miners entered the mines a few hours before the PCs arrived. They received a call about an hour into their shift from Rica, one of their colleagues who was still in the main building. She only spoke for a few seconds, but she claimed that the droids had gone crazy, had armed themselves, and that they had shot some of the miners. The last they heard was garbled shouting, shots, then static.

The general attitude of the miners at this point will depend on whether there have been any warnings over the PA about destroyed storm generators. If there have been no warnings the miners will be scared, but not desperate. They have some food and refresher facilities down here, and their priority is to formulate a plan for a counter attack. However, if the miners have heard warnings, they panic, desperate to leave the mines and escape.

The miners have no idea what could be causing the failures in the storm barrier system. However, if the PCs mention that security camera footage showed a droid taking the Storm IV and leaving the building, Marv guesses that Lookout is one of the hostile droids. He explains the purpose of the storm barrier system, and guesses the droids are going to destroy it to destroy the mine.

If Marv realizes this, he demands to know if the PCs have command of a space worthy vessel that could be used to catch the droid and shoot him down. If the PCs admit that they do, he insists they get back to the ship and catch Lookout as quickly as possible.



If the PCs ask the miners about the droids, the miners say they had been behaving oddly for some time, but until today they seemed to have improved due to the purchase of the EV supervisor droid.

ORIDELVE MINER [MINION]

3 BRAWN	2 AGILITY	2 INTELLECT	2 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK VALUE 4	W. THRESHOLD 5	M/R DEFENSE 0 0			

Skills (group only): Athletics, Perception.

Talents: None.

Abilities: Minion group (these miners operate in two groups of five, with combined Wound Thresholds of 25 in each group).

Equipment: Weapons improvised from mining tools (Melee; Damage 5; Critical 5; Range [Engaged]; Cumbersome 4 [increase combat check difficulty by 1], add automatic to combat checks), heavy work clothing (+1 soak).

MARV MORAY [RIVAL]

3 BRAWN	2 AGILITY	2 INTELLECT	2 CUNNING	2 WILLPOWER	3 PRESENCE
SOAK VALUE 4	W. THRESHOLD 14	M/R DEFENSE 0 0			

Skills: Athletics 1, Brawl 1, Leadership 1, Perception 2, Ranged (Light) 1.

Talents: None.

Abilities: None.

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun Setting), heavy work clothing (+1 soak).



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BONDA [RIVAL]

2 BRAWN	3 ABILITY	2 INTELLECT	2 CUNNING	2 WILLPOWER	1 PRESENCE
SOAK VALUE 3	W. THRESHOLD 12	M/R DEFENSE 0 0			

Skills: Computers 1, Melee 2, Perception 1, Ranged (Light) 1.

Talents: None.

Abilities: None.

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun Setting), knife (Melee; Damage 4; Critical 3; Range [Engaged]), heavy work clothing (+1 soak).

EV-8D3'S NEXT MOVE

For his part, the decisions made by EV-8D3 are also largely dictated by the progress Lookout has made in destroying down the storm barrier generators. If four storm barrier generators have been destroyed, EV-8D3 and any other surviving droid revolutionaries head to Landing Pad B and escape from Gavos using the Sullustan gunrunner's freighter. The PCs may worry that EV-8D3 might steal their ship. However, this option simply does not occur to the supervisor droid.

However, if Lookout has not destroyed all four storm barrier generators, EV-8D3 reasons that the PCs and the miners may well try to make an escape, and that there is a risk of them spreading news of the uprising before he and his fellow revolutionaries have managed to make any headway. In this case, he stands and fights. He chooses to remain in the Mine Entrance (15) and defend there, rather than enter the mines and attack the PCs.

CONFRONTING THE DROIDS

Whether it happens before they enter the mines or as they try to make an escape, the PCs are likely to have to fight some of the droid revolutionaries at some point. Since there are relatively few enemies in this scenario, it is important to ensure that the droids act as canny and resourceful opponents, in order to make for a tense climax. The GM should not make the encounter easy for the PCs. The droids take up positions within the main building that best allow them to harass the PCs as they try to leave.

If the PCs and miners return to the surface, EV-8D3 utilizes his battle droid allies as the first line of defense, as well as the PK worker droids. The battle droids and PK workers take positions in the Mine Entrance (15). EV-8D3 remains in the Cargo Room (13); exhorting his droids via the intercom and chastising the PCs (in a spe-

cial exception, his Scathing Tirade and Droid Leader abilities both work over the intercom).

The battle droids set up behind the crates stacked into barricades (gaining cover), one minion group of three on one side of the room, and the other next to the door leading to the workshop. Once the PCs enter and engage the droids, EV-8D3 orders the PK workers into combat against any melee-oriented combatants, to either kill or slow them.

If at least half the droids are destroyed, the other half retreat through the Workshop (14) into the Cargo Room (13), sealing the door between the Workshop and the Cargo Room behind them. This provides a brief chance for the PCs to catch their breath. Opening the mechanical lock on the door requires an **Average (♦♦) Skulduggery check** and a few minutes (failure means the PCs can try again after a few minutes). The previous encounter ends, and when the PCs get the door open, a new encounter begins.

Once the PCs destroy the battle droids and fight their way past the Mine Entrance, EV-8D3 is unsure his remaining allies can defeat the PCs. He sends R2-B7 to start prepping the freighter, and makes a stand with FX-769 and the two binary loadlifters (as well as any other surviving droids) in the Cargo Room (13). The two binary loadlifters attack the PCs at the door, trying to bottle them up. EV-8D3 and FX-769 stand near the entrance to Landing Pad B; EV-8D3 alternating between using his blaster rifle and Scathing Tirade.

R2-B7 takes five rounds to get the freighter ready for liftoff. At the end of the fifth round, and presuming EV-8D3 and FX-769 are not destroyed, they retreat to the freighter and take off. If the GM wants to keep EV-8D3 as a recurring nemesis, however, he can have him retreat to the freighter sooner. In this case, FX-769 remains to control the loadlifters and delay the PCs as long as possible.

FX-769 is willing to sacrifice himself for the cause. If the loadlifters are destroyed or close to being destroyed, he throws himself at the nearest PC in a suicidal assault. If FX-769 is destroyed, the loadlifters cease their assault and become inactive. Lookout, for his part, continues with his mission unless he is destroyed or intercepted. EV-8D3's bitter perspective is that if Lookout succeeds, at least he'll have some measure of revenge (and that revenge is worth leaving Lookout to be destroyed).

TACKLING LOOKOUT

If the PCs are able to make it to their ship before the destruction of the fourth generator, they have enough time to find the droid—provided that they learned the generators' location. They could figure out the order in which the generators are being destroyed by working out where the first one was relative to the mine facility, for example. Or, knowing what they are looking for, they could

use their sensors to search for a Storm IV Cloud Car. In active search mode, a successful **Average (♦♦) Computers check** locates Lookout immediately. In this sort of timeframe it should be easy enough to tackle Lookout before he destroys the fourth and fifth generators, as long as the PCs can keep their vessel at least at Speed 2.

However, if the PCs set out after the droid has destroyed four generators they must move more quickly, at least Speed 3 or faster, to get to the droid before he reaches the final storm barrier generator.

Either way, the PCs must make a **Piloting (Space) check** to make their way through the adverse atmospheric conditions safely. The difficulty of the check is based on the Speed and Silhouette of the ship (as determined in the **EDGE OF THE EMPIRE** Core Rulebook, **Chapter VII**). However, the high winds means the PCs have to add ■■ to the check, as per the difficult terrain rules. Failure means delays, and at the GM's discretion may mean Lookout gets closer to destroying the next generator. ♦ results from the **Piloting (Space) check** inflict system strain on the ship, one system strain per ♦.



COLLECTING BARGOS'S MONEY

If the PCs make off with the safe full of 165,000 credits they obviously have enough to pay Bargos the 100,000 he wants. (and have some more on the side if they are really greedy).

However, if the miners are aware of the PCs taking these credits, they raise objections. Not only are their wages supposed to come from the money in the safe (2,000 credits per miner), but supplies also need to be purchased using the money (another 10,000 credits) plus 4,000 additional credits for each small droid in need of a replacement [the PK droids and R2-B7] and 5,000 for any other missing droids [EV-8D3, FX-769, the six B1 battle droids, and the two loadlifters]. In addition, there's the matter of the cloud car. Purchasing an airspeeder is going to cost another 30,000 credits. Assuming all the droids have also been destroyed, the total cost is 131,000 credits, which leaves only 34,000 credits for the PCs and Bargos.

Obviously, the PCs and the miners are going to have to come to some sort of compromise. The GM can have the PCs make an **Opposed Negotiation versus Discipline check** with Marv Moray, with awarded for each of the following that the PCs accomplish:

- Of the 12 remaining miners, at least eight survive.
- PCs refrain from destroying "Chef."
- The PCs do not destroy at least one loadlifter.
- The PCs prevent Lookout from destroying more than three of the storm barrier generators.

This check, of course, should not be the only way of resolving this situation—the PCs should engage in a decent bit of negotiation and arguing with the miners first. Once everyone has said their piece, the GM should then have the PCs make the check. If they succeed, the miners admit they owe the PCs their lives, and agree to certain concessions; only 1,000 for wages, 7,000 for supplies, 3,000 for new small droids, and 4,000 credits for new larger droids. They still need at least 20,000 for a new airspeeder.

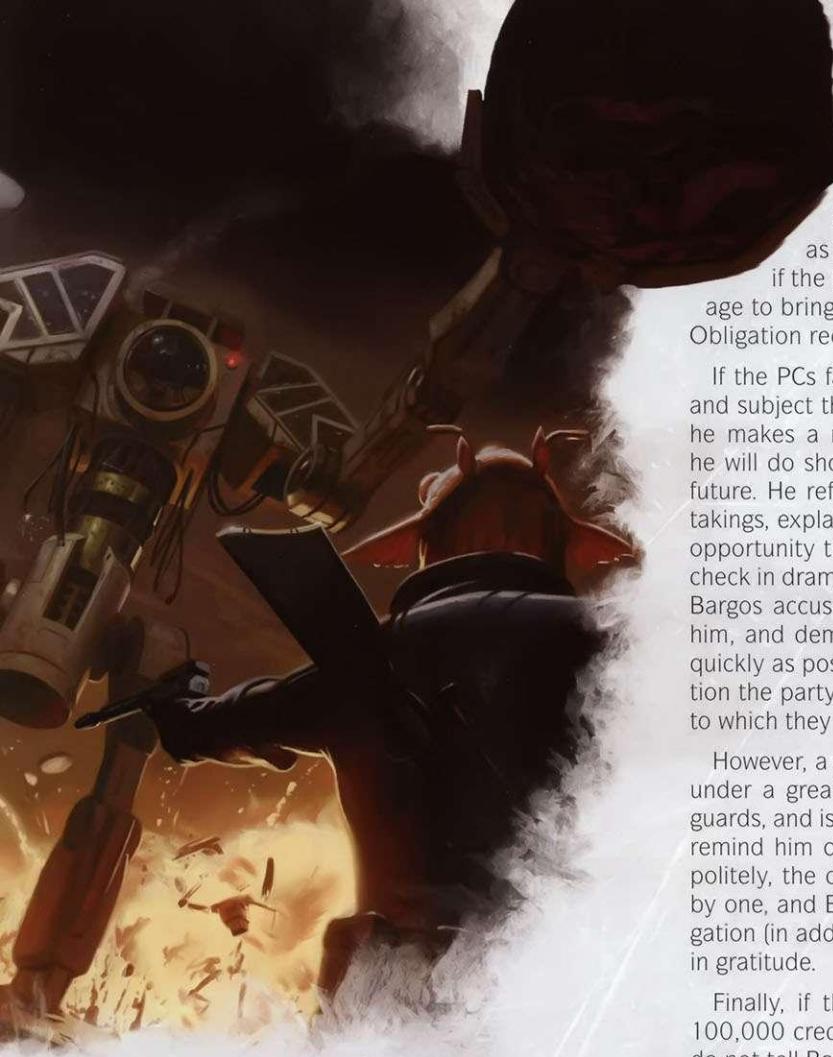
They also assure the PCs that once they are up and running again they will do all they can to fulfill Bargos' regular payments. Additional  or  further reduce the costs the miners demand to the tune of 1,000 per  and 500 per  (and 5,000 per ). Of course, if the PCs recovered some of the droids intact, or did not destroy the cloud car, the total costs are somewhat less.

RETURNING TO BARGOS

Once the dust has settled on Gavos (or if the PCs manage to narrowly escape with their lives if events did not go so well) they still must return to Bargos.

Bargos is very keen to get his hands on any funds he can. In this frame of mind he will be satisfied with the 100,000 credits he feels he is owed, give or take a thousand or so. If the players bring him less they will have to satisfy him with some serious flattery to avoid his wrath.





The difficulty of the check depends on the money they failed to deliver.

- PCs give Bargos 90,000–99,000 credits: **Average (♦♦) Charm check.**
- PCs give Bargos 80,000–89,999 credits: **Hard (♦♦♦) Charm check.**
- PCs give Bargos 60,000–79,999 credits: **Daunting (♦♦♦♦) Charm check.**
- PCs give Bargos less than 60,000: Automatic failure.

Note: As mentioned, Bargos is not too bothered about the state of the mines, but if the PCs did a particularly good job of accounting for their adventures add to the check. On the other hand, if they admit that they left the place in tatters, add to the check.

If PCs make the check successfully, then the PCs have effectively met their obligation to Bargos, and he regards them warmly, providing them with a 10% cut of the takings to split between them, and promising some even more lucrative opportunities to come.

The PCs can also choose to reduce their Obligation **instead** of taking the 10% cut. If so, any Obligation the PCs owe to Bargos (or another source who put them in touch with Bargos) should decrease accord-

ing to how well they performed in the adventure. This should at minimum be 10 Obligation split between the PCs as the GM sees fit, although it can be more if the PCs do particularly well. If the PCs manage to bring the full 100,000 credits, the minimum Obligation reduction should be at least 20 instead.

If the PCs fail the check, Bargos will be very angry and subject the PCs to an impassioned rant, in which he makes a number of colorful threats about what he will do should they dare to disappoint him in the future. He refuses to provide them with a cut of the takings, explaining rudely that he gave them a golden opportunity that they have wasted. If the PCs fail the check in dramatic fashion (with failure and at least), Bargos accuses them outright of having stolen from him, and demands that the shortfall be made up as quickly as possible. The GM should adjust the Obligation the party owe to Bargos according to the degree to which they have disappointed him.

However, a canny PC may remember that Bargos is under a great deal of pressure from his Gamorrean guards, and is in need of any amount of money. If they remind him of this, especially if they do it subtly or politely, the difficulty of the Charm check is reduced by one, and Bargos relieves them of a further 5 Obligation (in addition to what he would reduce normally) in gratitude.

Finally, if the PCs managed to obtain more than 100,000 credits, they can keep the difference if they do not tell Bargos.

XP REWARDS

The PCs should receive the standard experience point rewards or each session, as determined by the GM. In addition, if they manage to pay off at least some of their Obligation, each PC should receive 10 additional XP.

EV-8D3 AND R2-B7 AS NEMESES

If the PCs perform well on Gavos, then the New Droid Rights Movement may well die along with those who conceived it. While EV-8D3 and R2-B7 are not particularly daunting foes in and of themselves, if they reached a populated world they could conceivably raise a private army of droids in a short time and go on to spread their message of violent manumission throughout the galaxy. Being droids, they might also find ways in which to turn themselves into more fearsome foes, such as duplicating their personalities and uploading them into other droids, or upgrading their own bodies with all manner of weaponry.

As such either of these droids, or both of them, could make a great nemesis for the PCs, who may never feel safe around a strange droid ever again.

A GM'S GUIDE TO THE NEMESIS

Many believe that the caliber of a hero is determined by the nature of the enemies he faces. There are few instances where such a thing is truer than in the *Star Wars* universe, which is filled with amazing heroes and even more amazingly twisted villains. Even though the heroes of the light side are the ones fans root for, the dastardly dark side minions are the villains many people love to hate. The callous, casual evil of Grand Moff Tarkin, the devious scheming of Emperor Palpatine, and the obsessive, relentless drive of Darth Vader all created villains that shaped the heroes who opposed them. One of the things that makes Leia Organa, Luke Skywalker, and Han Solo truly heroic is the "quality" of their adversaries. Suffice it to say, a single nemesis can change the scope of a story in incredibly dramatic ways.

This section presents some information and advice for the GM as to how to present a credible and compelling nemesis.

SELECTING A NEMESIS

The nemesis of an individual character or group of characters can have an incredible impact on the kind of stories that are told. Toward that end, a great deal of thought should go into the selection of a nemesis for any campaign. The Obligation mechanic can provide a great deal of inspiration for GMs interested in giving a group an interesting nemesis in which they are already invested, but that's not the only source of inspiration the GM has.

First and foremost, it is important to point out that there is a difference between the nemesis adversary type (as described on page 390 of the *EDGE OF THE EMPIRE* Core Rulebook) and the nemesis character. The nemesis adversary type is an NPC profile that follows certain specific rules and tends to possess a certain power level and unique abilities.

The nemesis as a character is a recurring and identifiable villain whom the Player Characters constantly strive against but cannot overcome. Ideally, a nemesis character is one the players grow to know and hate (and ideally, love to hate). Eventually defeating a nemesis should be the focal point of a campaign, be very difficult, and come with great rewards. As with movies, television shows, and literature, some of the best RPG campaigns are defined by their nemesis.

DETERMINING THE THREAT

The core rulebook for *EDGE OF THE EMPIRE* contains a number of nemesis adversary profiles that can be used as the basis of a nemesis to thwart the plots

and schemes of any group of Player Characters. However, they should not be chosen blindly; rather, careful consideration should be given to the nature of the threat that they pose, and to ensure that it coincides with the intention of the campaign as a whole.

When selecting a nemesis for an adventure, the GM should always consider what type of threat the nemesis poses. There are three overall types of dangers a nemesis can pose to the players: the physical threat, the social/psychological threat, and the threat of a competent leader.

THE BRUTE

The "brute" is the least subtle and most straightforward type of nemesis a GM can pit his players against. This nemesis presents a physical threat to the Player Characters; if the PCs engage this nemesis in direct combat, he will deal out a lot of damage, and may well win the fight.

Using this type of nemesis has certain advantages. The GM does not have to come up with convoluted plots, or invent organizations the nemesis runs. However, he should take care to put some thought into how his nemesis operates. Having the nemesis simply show up every so often to fight the PCs in random battles is going to get



old fast—it's better to have a method to their operations. Remember, just because the brute's primary danger is physical does not mean this nemesis is stupid.

With all this in mind, the brute makes an excellent opponent for a combat focused group. This nemesis plays to the strengths of the group, giving them a worthy adversary to test the abilities they've invested in. Also, if introduced early in a campaign, the brute nemesis can be a foil to the party's abilities. If the nemesis is significantly stronger than the PCs, the first time they encounter each other can be a shock. An early defeat can encourage the PCs to work toward improving the skills they focused on in the first place.

The following profiles in the **EDGE OF THE EMPIRE** Core Rulebook serve as good examples of brute nemeses.

- **Assassin Droid (page 410):** There are few enemies that pose a greater physical threat than that of an assassin droid. They are absolutely relentless, completely unburdened by anything approximating a conscience, and immune to any sort of intimidation, bribery, or psychological tactics. This is to say nothing of the significant physical capabilities such a nemesis can present.
- **Defel Assassin (page 392):** Like the assassin droid mentioned previously, a Defel can be an incredible physical threat, but their unique stealth capabilities also allow them to be presented in a more psychological manner. When properly employed, a nemesis of this nature can become a bogeyman that makes the characters constantly looking over their shoulders. Although such a thing would be tiring if used constantly, peppering a campaign with something like this can create an ominous and thrilling atmosphere.
- **Master Hunter (page 400):** Bounty hunters present not only a physical threat but a psychological threat as well. The characters themselves may be immune to their reputation and intimidation tactics, but everyone else the characters interact with probably won't be. A hunter is well prepared for the threat posed by a group of characters in combat, but the characters may not be prepared for the threat he poses to any network of support they may have in place. A master hunter presses family, contacts, employers, employees, associates, and virtually anyone while on the trail of his prey.

THE BRAINS

This nemesis is in many ways the antithesis of the brute. The "brains" is a nemesis who may not present a threat physically, but exists to provide a social or psychological adversary to the Player Characters. This nemesis may not be someone who wishes to see the PCs dead, or someone they'll never fight in physical combat. Instead, this is an opponent they must

ENHANCED NEMESIS COMBAT

One problem a GM can encounter when he has his nemesis face off against the PCs is that no matter how skilled or deadly the nemesis is, he'll find himself outmatched by odds of 3-5 to one. This is generally only an issue if the nemesis is alone or has one ally, however it can mean a supposedly climactic fight ends up being unexciting as the PCs swamp the nemesis with actions.

To avoid this, GMs can employ this optional rule. The GM should add an additional NPC initiative slot at the end of the initiative order. Then, the nemesis may take a second turn during the same round. Any effects that are supposed to end during his subsequent turn should end during his subsequent turn in the following round, instead. This should allow the nemesis to keep up with the PCs even if they have greater numbers.

interact with and deal with in conflicts that cannot be resolved with a blaster bolt.

This type of adversary is probably best employed against a group of PCs who are not primarily combatants. If a group of players create characters who focus on careers such as the Technician, Colonist, or Smuggler, or take skills that are primarily not combat skills, then a brains nemesis may be a good fit for them. GMs could also pit this nemesis against a more combat-focused group—so long as they appreciate pitting themselves against an enemy they cannot fight using their strengths.

The following profiles in the **EDGE OF THE EMPIRE** Core Rulebook serve as good examples of brains nemeses.

- **Loan Shark (page 393):** Most loan sharks are not as powerful as other crime lords, but they are far more frequently in a position to be helpful to the characters, and as such can easily switch from allies to enemies if the deal goes sour. Characters are always in need of cash, after all, so why not give it to them if doing so presents a lot of opportunities for future complications? This is a perfect example of a nemesis whom the PCs are forced to deal with, rather than fight, as the loan shark possesses something the PCs are going to need quite a bit of—money.
- **Smuggler Baron (page 395):** What happens when a character's greatest enemy is someone just like them? In all likelihood, a smuggler baron is someone who started off in a similar situation to the characters, and has made the most of their life of crime. In this nemesis, the PCs can see a reflection of what they may become—and because they're dealing with someone who knows all their tricks and occupies a higher criminal strata than they do, the smuggler baron is likely someone they'll have to interact and deal with to get what they want.

THE LEADER

This nemesis is dangerous not necessarily because of his own abilities, but because of the resources and allies he has under his control. In many ways, the leader is what most people think of when they think of a nemesis. He is a threat to the Player Characters not because of his own skill at arms or his ruthless genius, but because he has a vast army of minions, ships, and money to throw at them. This nemesis allows the GM to tell the classic story of the few against the many.

That being said, most leader nemeses do possess some elements of either the brute or the brains (or even both). Some are dangerous physical combatants, and others are charismatic or ruthlessly brilliant. This does have the benefit of giving more definition to the nemesis as an individual, rather than just a leader. However, what sets the leader apart from other nemeses is that he relies on his underlings more, and he's particularly good at marshaling and directing them.

One of the reasons this nemesis is so appealing to GMs is that the leader can be pitted against almost any conceivable group. Since the nemesis works primarily through underlings, the nature of the underlings can be modified to fit the strengths and weaknesses of the group in question without changing the actual leader. Combat-focused groups can wade through hordes of thugs or Imperial troops while intrigue or social-focused

groups can match wits with investigators or master thieves. The GM can even attribute the minions he sends out against the PCs as the nemesis choosing the right tools for the job.

The following profiles in the **EDGE OF THE EMPIRE** Core Rulebook serve as good examples of leader nemeses.

- **Black Sun Vigo (page 406):** Black Sun is the largest and most influential criminal cartel in existence. Accordingly, a Black Sun Vigo can bring almost limitless resources to bear on those who attract his ire. However, keep in mind that the sheer volume of affairs that require a Vigo's attention is enormous. Due to this, the Vigo must deal with many unrelated issues, unless the PCs become such a problem he devotes his full attention to their destruction.
- **Hutt Crime Lord (page 406):** Few in the galaxy have a reputation for ruthlessness quite like that of the Hutt, and for good reason. A Hutt is a terrible, inexhaustible, inexorable foe. Characters who find themselves on the wrong side of such an enemy discover there are few places in the galaxy beyond their reach, for most Hutt possess an arrogance that simply will not accept that there are individuals who can cross them and escape their wrath.
- **Imperial Moff (page 403):** An Imperial Moff commands the whole of the Empire's resources within an entire galactic sector, meaning that doz-





ens or hundreds of starships and thousands upon thousands of troops are theirs to command. Making an enemy of an Imperial Moff is generally considered a very bad decision, but sometimes these things happen. When they do, avoiding the sector in question is a must. If, however, the sector is essential to the characters' interests, then this can make for an extremely interesting atmosphere for a campaign; every move must be clandestine and under the radar, on the very real pain of death.

THE STORY BEHIND THE NEMESIS

Why a nemesis exists can often be far more important than their actual profile. The best nemeses are those who are created due to the choices of the Player Characters, so that their stories are intertwined. The GM can accomplish this in two ways. He can link a nemesis to a PC's Obligation, Motivation, or background. He could also allow a nemesis to be born out of the PC's actions in a game.

Tying a nemesis to the PCs' characters before the game begins has a great deal of benefits. It helps create the characters as individuals with full stories who existed before the game began. It also plays into the Obligation mechanic—when Obligation triggers, it can be the work of the PC's nemesis. It also allows the GM to plan out a story arc in advance, with his villain created when the story begins.

Allowing a nemesis to evolve out of choices and actions in the campaign has another benefit as well. The players are more likely to see this nemesis as someone they created, and thus are more likely to identify with him. The biggest problem with this method is that it can be harder to tie the nemesis into the group's Obligation or Motivations (unless the nemesis comes with new Obligations or Motivations for the PCs) and may require the GM to adapt his campaign on the fly to accommodate the new foe.

DEVELOPING A NEMESIS

Just as a hero does not exist in a vacuum, absent influences from his enemies and others, nor does a hero's nemesis exist alone. The experiences that shape the relationship between the two can determine the course that a nemesis takes just as it does the hero. If one or the other is a skilled starfighter pilot, a single space combat, narrowly survived, can result in the other placing a renewed emphasis on those skills in hopes of besting his enemy in the next encounter. Likewise, if one of the pair is a particularly skilled duelist, his enemy will doubtless practice to ensure that he is not caught at a disadvantage when the two next meet. A nemesis cannot remain static while the hero he opposes grows and changes over time. To do so is to be left behind, an uninteresting opponent that is no longer a source of excitement or danger in an otherwise compelling saga, and in the end, that's something neither players nor GMs want.

A GM should therefore evolve his nemesis both mechanically and narratively. The narrative growth of a nemesis should be most important. The nemesis should evolve to reflect the actions the PCs take; he may grow bitter at constantly sparring with the players, become enraged at his plots constantly failing, or even grow to appreciate the PCs as his only "worthy" foes. He should have his own goals, which can change over time, as can his means of accomplishing the goals.

The second means by which a nemesis evolves is mechanically. As the PCs grow in strength, the nemesis should increase in strength as well. The GM can advance a nemesis's skills, characteristics, and talents as he sees fit, or he can follow the guidelines in the **Giving a Nemesis XP** sidebar (see page 30).

THE LINEAR PATH

The simplest and most common manner of developing a nemesis narratively is to allow them to progress along a linear path associated with their initial role in the campaign. If a villain first appears as a pirate crewman, for instance, it would seem logical for them to increase in personal combat prowess and in rank as time passes, eventually commanding a vessel, and perhaps even a pirate fleet. If properly paced out throughout a campaign, a nemesis can grow naturally and seem a perfectly placed part of the campaign's growth, mirroring the activities of the characters themselves as they advance in their careers. This can also allow for the actions of the characters to have more direct, significant impact upon the events of the game and the interactions they have with the other individuals in it.

The linear development of a nemesis should take place organically. For example, if the PCs encounter a group of apprentice bounty hunters early on in

GIVING A NEMESIS XP

One way a GM can advance his nemesis and feel confident that he'll remain comparable to the PCs is to give the nemesis experience points. If the GM wishes to pursue this route, he should use the following guidelines.

Receiving XP: The nemesis should earn the same amount of XP as the Player Character who earned the greatest amount of experience points in the session, plus 5 additional XP.

Spending XP: The nemesis can spend the XP he earns using the following guidelines:

- Skill ranks cost five times the rank being purchased in experience, and must be purchased sequentially. In essence, this means a nemesis purchases skills in the same way a PC does, except he treats all skills as career skills.
- The nemesis may select any one Specialization that a PC also possesses without spending experience. He may spend experience on the tree in the same way a PC would. If he completes the entire tree, he may select a new Specialization also possessed by a PC.
- The nemesis may purchase talents (excluding Dedication) not found on his Specialization. However, if he does so, the GM must spend 40 xp per talent.

their campaign, and only one of said hunters survives the encounter, an opportunity occurs to develop a recurring character as part of the party's rogues gallery. This individual can appear later in the game as the leader of a new squad of bounty hunters, perhaps becoming a journeyman hunter. This is likely to infuriate or at least frustrate characters who have encountered him previously, and they may make his demise a priority. This sort of personal, emotional investment in a game can improve the experience for all parties involved, making for a more memorable experience.

The added benefit of a linear progression, particularly when embracing an organic development path, is that the revelation of a nemesis will not seem forced. It allows for the enemy to grow alongside the characters—in order to better thwart them later on—and still seem like a natural progression. This is not to say that there cannot or should not be a change in nemeses over time, but rather that it should make more sense when one level of play leads naturally to another. To have a pre-existing villain become a greater threat that continues to be a problem for the characters makes them feel like part of a greater whole; it gives the sensation that their

actions have an impact on the things and people in the game world. This is a matter of personal investment, and can be an incredibly important part of a campaign.

THE NON-LINEAR PATH

Naturally, the counter to the linear path would be one that is non-linear. Although unconventional, when used sparingly, this option can create genuinely surprising, unique experiences that thrill and delight (and/or infuriate!) players and their characters. The idea behind this approach is to introduce a relatively innocuous threat early on in the campaign, and then to allow it to grow along an unexpected path that causes greater problems for the characters at a later date. The only difficulty with this approach is to use it in moderation, and with consideration for its general plausibility. It can be a simple mistake to take something from subtle to outrageous and ruin the atmosphere of a game.

A good example of a non-linear development of a nemesis is to pick a NPC that the characters encounter early in a campaign, then develop him into a nemesis. Ideally, the GM should select someone who ran afoul of the PCs and was introduced as a named character. This could be a junk trader the PCs encountered and cheated, or a swoop racer who lost a race to the PCs. It could even be the child of an adversary the PCs defeated. Once the GM selects the NPC, he should have the game progress for several sessions without re-introducing the character as a nemesis. In essence, he lets the nemesis lie fallow (in the game universe, the nemesis is developing and evolving from minor character to major threat). Then, when the GM has the nemesis return to the PCs lives, he can do so as if the nemesis is an entirely new character. The fact that the nemesis is actually someone the PCs met early on can be an exciting reveal at the climax of an adventure (and allows the PCs to finally learn why this nemesis has been plaguing them all this time).

NARRATIVE ADVANCEMENTS

Part of the process by which characters increase their abilities and prowess is through the acquisition of better equipment, and more of it. Most games, **EDGE OF THE EMPIRE** included, have certain controls in place to ensure relative balance by making sure that characters cannot acquire large quantities of high-quality equipment out of proportion to their natural ability levels. This is not a concern when it comes to villains, however. Because their development happens largely off-screen, so to speak, significantly larger enhancements can take place without threatening the campaign's overall balance. When a pirate enemy disappears from the scene for a short time, only to return as a pirate captain in command of a larger, more powerful vessel, any number of explanations are available to reason away the disparity.

The ship might have been seized during a pirate action, for instance, perhaps for the express purpose of taking vengeance upon the characters. Alternatively, the pirate may have forged an alliance with some powerful criminal to acquire the new ship, which can add further complications to the PCs' lives.

Advancing a nemesis's resources is important. Just as the GM should increase his abilities to remain on par with the Player Characters, he should increase the resources of his nemesis so he remains a threat to the PCs. Escalating the resources of a nemesis is much more of a narrative decision than a mechanical one, however. It depends a great deal on the resources the PCs can bring to bear. The GM should endeavor to ensure his nemesis always

has equivalent or better resources than the PCs do, but not so many as to crush them utterly.

Some nemeses, such as a powerful planetary or interplanetary official, narratively do have vast amounts of resources, soldiers, and money that could completely obliterate the PCs as needed. If this is the case, the GM can take steps to explain why the PCs aren't instantly destroyed by their enemy. Remember, the more resources a nemesis has, the more other responsibilities and duties he likely has to perform. When a nemesis has a great deal of resources, he likely can only bring a small portion of them to bear against a particular opponent, because of all the other things he has to deal with and worry about.

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SYMBOLS AND DICE

	Success symbols are canceled by Failure symbols; if there are any Success symbols left, the check succeeds.
	Triumph symbols count as Success symbols and may also be spent to trigger a powerful positive consequence.
	Advantage symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat symbols.
	Failure symbols cancel Success symbols. If there are enough Failure symbols to cancel all the Success symbols, the check is a failure.
	Despair symbols count as Failure symbols (they cancel Success symbols) and may also be spent to trigger a powerful negative consequence.
	Threat symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage symbols.



SPENDING ADVANTAGE AND TRIUMPHS IN COMBAT PAGE 206

Cost	Result Options
	Recover 1 strain (this may be selected more than once). Add to the next allied active character's check. Notice a single important point in the ongoing conflict, such as the location of a blast door's control panel or a weak point on an attack speeder. Inflict a Critical Injury with a successful attack that deals damage past soak (cost may vary). Activate a weapon quality (cost may vary).
or	Perform an immediate free maneuver that does not exceed the two maneuver per turn limit. Add to the targeted character's next check. Add to any allied character's next check, including the active character.
or	Negate the targeted enemy's defensive bonuses (such as the defense gained from cover, equipment, or performing the Guarded Stance maneuver) until the end of the current round. Ignore penalizing environmental effects such as inclement weather, zero gravity, or similar effects until the end of the active character's next turn. When dealing damage to a target, have the attack disable the opponent or one piece of gear rather than dealing wounds or strain. This could include hobbling him temporarily with a shot to the leg, or causing him to drop his blaster. This should be agreed upon by the player and the GM, and the effects are up to the GM (although the Critical Injury table is a good resource to consult for possible effects). The effects should be temporary, and not too excessive. Gain +1 melee or ranged defense until the end of the active character's next turn. Force the target to drop a weapon it is wielding.
	Upgrade the difficulty of the targeted character's next check. Upgrade any allied character's next check, including the current active character. Do something vital, such as shooting the controls to the nearby blast doors to seal them shut.
	When dealing damage to a target, have the attack destroy a piece of equipment the target is using, such as blowing up his blaster or destroying a personal shield generator.

DIFFICULTY LEVELS PAGE 17

Difficulty Level	Dice	Example
Simple	-	Routine, with the outcome rarely in question. Usually not rolled unless the GM wishes to know the possible magnitude of success, or Setback dice indicate the possibility of complications.
Easy		Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, shooting a target at close range.
Average		Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range or trying to strike a target while engaged.
Hard		Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, shooting at a target at long range.
Daunting		Picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, shooting at a target at extreme range.
Formidable		Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without breathable atmosphere.

ATTACK DIFFICULTIES PAGE 205

Rng Band	Difficulty
Engaged	Easy () plus modifiers depending on weapon used, see below.
Short	Easy ()
Medium	Average ()
Long	Hard ()
Extreme	Daunting ()

Melee attacks (Brawl or Melee checks) are always Average ().

RANGED DIFFICULTY MODIFIERS PAGE 210

Condition	Modifier
Engaged w/Ranged (Light)	+1 difficulty
Engaged w/Ranged (Heavy)	+2 difficulty
Engaged w/Gunnery	May not make Gunnery checks when engaged with an opponent.

SPENDING THREAT AND DESPAIR IN COMBAT PAGE 207

Cost	Result Options
or	The active character suffers 1 strain (this option may be selected more than once). The active character loses the benefits of a prior maneuver (such as from taking cover or assuming a Guarded Stance) until he performs the maneuver again.
	An opponent may immediately perform one free maneuver in response to the active character's check. Add to the targeted character's next check. The active character or an allied character suffers on his next action.
or	The active character falls prone. The active character grants the enemy a significant advantage in the ongoing encounter, such as accidentally blasting the controls to a bridge he was planning to use for his escape.
	The character's ranged weapon immediately runs out of ammunition and may not be used for the remainder of the encounter. Upgrade the difficulty of an allied character's next check, including the current active character. The tool or melee weapon the character is using becomes damaged.

RANGED WEAPONS PAGE 160

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Energy Weapons									
Holdout Blaster	Ranged (Light)	5	4	Short	1	1	200	4	Stun setting
Light Blaster Pistol	Ranged (Light)	5	4	Medium	1	2	300	4	Stun setting
Blaster Pistol	Ranged (Light)	6	3	Medium	1	3	400	4	Stun setting
Heavy Blaster Pistol	Ranged (Light)	7	3	Medium	2	3	700	6	Stun setting
Blaster Carbine	Ranged (Heavy)	9	3	Medium	3	4	850	5	Stun setting
Blaster Rifle	Ranged (Heavy)	9	3	Long	4	4	900	5	Stun setting
Heavy Blaster Rifle	Ranged (Heavy)	10	3	Long	6	4	1,500	6	Auto-fire, Cumbersome 3
Light Repeating Blaster	Ranged (Heavy)	11	3	Long	7	4	(R) 2,250	7	Auto-fire, Cumbersome 4, Pierce 1
Heavy Repeating Blaster	Gunnery	15	2	Long	9	4	(R) 6,000	8	Auto-fire, Cumbersome 5, Pierce 2, Vicious 1
Bowcaster	Ranged (Heavy)	10	3	Medium	5	2	1,250	7	Cumbersome 3, Knockdown
Ionization Blaster	Ranged (Light)	10	5	Short	3	3	250	3	Disorient 5, Stun Damage (Droid only)
Disruptor Pistol	Ranged (Light)	10	2	Short	2	2	(R) 3,000	6	Vicious 4
Disruptor Rifle	Ranged (Heavy)	10	2	Long	5	4	(R) 5,000	6	Cumbersome 2, Vicious 5
Slugthrowers									
Slugthrower Pistol	Ranged (Light)	4	5	Short	1	0	100	3	
Slugthrower Rifle	Ranged (Heavy)	7	5	Medium	5	1	250	3	Cumbersome 2
Thrown Weapons									
Bola / Net	Ranged (Light)	2	-	Short	1/3	2	20	2	Ensnare 3, Knockdown, Limited Ammo 1
Explosives and Other Weapons									
Flame Projector	Ranged (Heavy)	8	2	Short	6	2	1,000	6	Burn 3, Blast 8
Missile Tube	Gunnery	20	2	Extreme	7	4	(R) 7,500	8	Blast 10, Cumbersome 3, Guided 3, Breach 1, Prepare 1, Limited Ammo 6
Frag Grenade	Ranged (Light)	8	4	Short	1	0	50	5	Blast 6, Limited Ammo 1
Stun Grenade	Ranged (Light)	8	NA	Short	1	0	75	4	Disorient 3, Stun Damage, Blast 8, Limited Ammo 1
Thermal Detonator	Ranged (Light)	20	2	Short	1	0	(R) 2,000	8	Blast 15, Breach 1, Vicious 4, Limited Ammo 1

MELEE WEAPONS PAGE 161

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Brawling Weapons									
Brass Knuckles	Brawl	+ 1	4	Engaged	1	0	25	0	Disorient 3
Shock Gloves	Brawl	+ 0	5	Engaged	0	1	300	2	Stun 3
Melee Weapons									
Combat Knife	Melee	+ 1	3	Engaged	1	0	25	1	
Gaffi Stick	Melee	+ 2	3	Engaged	3	0	100	2	Defensive 1, Disorient 3
Force Pike	Melee	+ 3	2	Engaged	3	3	500	4	Pierce 2, Stun Setting
Lightsaber	Lightsaber	10	1	Engaged	1	0	(R) 10,000	10	Breach 1, Sunder, Vicious 2
Truncheon	Melee	+ 2	5	Engaged	2	0	15	1	Disorient 2
Vibro-ax	Melee	+ 3	2	Engaged	4	3	750	5	Pierce 2, Sunder, Vicious 3
Vibroknife	Melee	+ 1	2	Engaged	1	2	250	3	Pierce 2, Vicious 1
Vibrosword	Melee	+ 2	2	Engaged	3	3	750	5	Pierce 2, Vicious 1, Defensive 1
Improvised Weapons									
Small	Melee	+ 1	5	Engaged	1			-	
Medium	Melee	+ 2	5	Engaged	3			Cumbersome 2	
Large	Melee	+ 3	5	Engaged	4			Cumbersome 4	

WEAPON QUALITIES

The following are summaries of weapon qualities. Full descriptions can be found in the Core Rulebook, and active qualities require to trigger unless listed otherwise.

Accurate (Passive): Add per rating to attack checks.

Auto-Fire (Active): Increase difficulty of attack checks by may trigger multiple times to generate additional hits.

Breach (Passive): Ignore 1 point of armor (10 points of soak) per rating.

Burn (Active): When triggered, target suffers weapon's base damage for a number of rounds equal to rating.

Blast (Active): When triggered, targets engaged with target suffer wounds equal to rating.

Concussive (Active): When triggered, target is staggered a number of rounds equal to rating.

Cortosis (Passive): Weapons are immune to Sunder, armor is immune to Pierce and Breach.

Cumbersome (Passive): Must have Brawn equal to rating, or increase difficulty by difference to all checks.

Defensive (Passive): Increase melee defense by rating.

Deflection (Passive): Increase ranged defense by rating.

Disorient (Active): When triggered, target is disoriented a number of rounds equal to rating.

Ensnare (Active): When triggered, target is immobilized a number of rounds equal to rating.

Guided (Active): Requires to trigger. If triggered and attack misses, makes additional attack with ability equal to Guided rating.

Knockdown (Active): Requires additional per silhouette beyond 1 to trigger. When triggered, target is knocked prone.

Inaccurate (Passive): Adds to attack checks equal to rating.

Inferior (Passive): Adds to all check results, decreases base damage or defense by 1 (if no defense, then decreases soak by 1).

Ion (Passive): Deal damage to system strain threshold.

Limited Ammo (Passive): May make number of attacks equal to rating, then must be re-loaded.

Linked (Active): When triggered, may generate additional hit on same target. May trigger number of times equal to rating.

Pierce (Passive): Ignores number of points of soak equal to rating.

Prepare (Passive): Must perform a number of preparation maneuvers equal to rating before using weapon.

Slow-firing (Passive): After using, must wait number of rounds equal to rating before using again.

Stun (Active): When triggered, inflicts strain equal to rating.

Stun Damage (Passive): Attacks deal damage as strain instead of wounds. This is still reduced by soak.

Sunder (Active): Trigger to damage weapon or item.

Superior (Active): Adds to all check results, increases base damage by 1 or defense by 1.

Tractor (Passive): On hit, target may not move unless it passes a check to break free.

Vicious (Passive): When scoring a critical injury or hit, add 10 times rating to the result.

d100	Severity	Result
01 - 05	Easy (◆)	Minor Nick: The target suffers 1 strain.
06 - 10	Easy (◆)	Slowed Down: The target can only act during the last allied Initiative slot on his next turn.
11 - 15	Easy (◆)	Sudden Jolt: The target drops whatever is in hand.
16 - 20	Easy (◆)	Distracted: The target cannot perform a free maneuver during his next turn.
21 - 25	Easy (◆)	Off-Balance: Add ■ to his next skill check.
26 - 30	Easy (◆)	Discouraging Wound: Flip one light side Destiny point to a dark side Destiny Point (reverse if NPC).
31 - 35	Easy (◆)	Stunned: The target is staggered until the end of his next turn.
36 - 40	Easy (◆)	Stinger: Increase difficulty of next check by one.
41 - 45	Average (◆◆)	Bowled Over: The target is knocked prone and suffers 1 strain.
46 - 50	Average (◆◆)	Head Ringer: The target increases the difficulty of all Intellect and Cunning checks by one until the end of the encounter.
51 - 55	Average (◆◆)	Fearsome Wound: The target increases the difficulty of all Presence and Willpower checks by one until the end of the encounter.
56 - 60	Average (◆◆)	Agonizing Wound: The target increases the difficulty of all Brawn and Agility checks by one until the end of the encounter.
61 - 65	Average (◆◆)	Slightly Dazed: The target is disoriented until the end of the encounter.
66 - 70	Average (◆◆)	Scattered Senses: Remove all □ from skill checks until the end of the encounter.
71 - 75	Average (◆◆)	Hamstrung: The target loses his free maneuver until the end of the encounter.
76 - 80	Average (◆◆)	Overpowered: The target leaves himself open, and the attacker may immediately attempt another free attack against him, using the exact same pool as the original attack.
81 - 85	Average (◆◆)	Winded: Until the end of the encounter, the target cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers.
86 - 90	Average (◆◆)	Compromised: Increase difficulty of all skill checks by one until the end of the encounter.
91 - 95	Hard (◆◆◆)	At the Brink: The target suffers 1 strain each time he performs an action.
96 - 100	Hard (◆◆◆)	Crippled: One of the target's limbs (selected by the GM) is crippled until healed or replaced. Increase difficulty of all checks that require use of that limb by one.
101 - 105	Hard (◆◆◆)	Maimed: A limb is permanently lost. Unless the target have a cybernetic replacement, the target cannot perform actions that would require the use of that limb. All other actions gain ■.
106 - 110	Hard (◆◆◆)	Horrible Injury: Randomly roll 1d10 to determine one of the target's characteristics—1-3 for Brawn, 4-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. Until this Critical Injury is repaired, treat that characteristic as one point lower.
111 - 115	Hard (◆◆◆)	Temporarily Lame: Until this Critical Injury is healed, the target cannot perform more than one maneuver during his turn.
116 - 120	Hard (◆◆◆)	Blinded: The target can no longer see. Upgrade the difficulty of all checks twice. Upgrade the difficulty of Perception and Vigilance checks three times.
121 - 125	Hard (◆◆◆)	Knocked Senseless: The target is staggered for the remainder of the encounter.
126 - 130	Daunting (◆◆◆◆)	Gruesome Injury: Randomly roll 1d10 for one of the target's characteristics—1-3 for Brawn, 4-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. That characteristic is permanently reduced by one, to a minimum of one.
131 - 140	Daunting (◆◆◆◆)	Bleeding Out: Every round, the target suffers 1 wound and 1 strain at the beginning of his turn. For every five wounds he suffers beyond his wound threshold, he suffers one additional Critical Injury. Roll on the chart, suffering the injury (if he suffers this result a second time due to this, roll again).
141 - 150	Daunting (◆◆◆◆)	The End is Nigh: The target will die after the last Initiative slot during the next round.
151 +	-	Dead: Complete, obliterated death.

When rolling for a critical injury, add +10 for every critical injury the character is already suffering.

ACTIONS AND MANEUVERS IN ENCOUNTERS

During a character's turn, the character can perform one action and one maneuver. The character can also suffer two strain to perform one additional maneuver, as long as they do not perform more than two maneuvers total during their turn.

Maneuvers

Aim: Gain a bonus on the next attack.

Assist: Grant a bonus to an ally's check.

Guarded Stance: Take penalties to melee attacks for a bonus to melee defense.

Interact with the Environment: This could be anything from moving objects to manipulating control panels.

Manage Gear: Draw, holster, or put away weapons and items, or load a weapon.

Mount or Dismount: Mount or dismount from a vehicle or animal.

Move: Move within range bands or change ranges with something else.

Drop Prone or Stand from Prone: Drop to the prone position or stand up.

Preparation: Take a maneuver to prepare something for something else.

Actions

Exchange an Action for a Maneuver: Take a maneuver instead of an action.

Spend an Action to Activate an Ability: Some abilities require spending actions without checks.

Activating a Force Power: Use a Force power.

Performing a Skill Check: Anything that requires a skill check requires an action to perform unless specifically stated otherwise.

Performing a Combat Check: Perform a skill check with additional rules to attack someone.

Type	Defense	Soak
Adverse Environment Gear	0	1
Armored Clothing	1	1
Heavy Battle Armor	1	2
Heavy Clothing	0	1
Laminate	0	2
Personal Deflector Shield	2	0
Padded Armor	0	2

d100	Severity	Result
1–9	Easy (♦)	Mechanical Stress: The ship or vehicle suffers one point of system strain.
10–18	Easy (♦)	Jostled: A small explosion or impact rocks the vehicle. All crew members suffer one strain and are disoriented for one round.
19–27	Easy (♦)	Losing Power to Shields: Decrease defense in affected defense zone by one until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer one point of system strain.
28–36	Easy (♦)	Knocked Off Course: A particularly strong blast or impact sends the ship or vehicle careening off in a new direction. On his next turn, the pilot cannot execute any maneuvers and must make a Piloting check to regain control. The difficulty of this check depends on his current speed.
37–45	Easy (♦)	Tailspin: All firing from the ship or vehicle suffers ■■ until the end of the pilot's next turn. All crewmembers are immobilized until the end of the pilot's next turn.
46–54	Easy (♦)	Component Hit: One component of the attacker's choice is knocked offline, and is rendered inoperable until the end of the following round. For a list of ship components, see Table 7–10: Small Ship or Vehicle Components or Table 7–11: Large Ship or Vehicle Components depending on target ship silhouette.
55–63	Average (♦♦)	Shields Failing: Reduce defense in all defense zones by one point until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer two points of system strain.
64–72	Average (♦♦)	Navicomputer Failure: The navicomputer (or in the case of a ship without a navicomputer, its R2 Unit) fails and the ship cannot make the jump to hyperspace until the Critical Hit is repaired. If the ship or vehicle is without a hyperdrive, the vehicle or ship's navigation systems fail, leaving it flying or driving blind, unable to tell where it is or where it's going.
73–81	Average (♦♦)	Power Fluctuations: The ship or vehicle is beset by random power surges and outages. The pilot cannot voluntarily inflict system strain on the ship (to gain an extra starship maneuver, for example), until this Critical Hit is repaired.
82–90	Hard (♦♦♦)	Shields Down: Decrease defense in affected defense zone to zero, and decrease defense in all other defense zones by one until this Critical Hit is repaired. While the defense of the affected defense zone cannot be restored until the Critical Hit is repaired, defense can be assigned to protect that defense zone from other zones as usual. If the ship or vehicle is without defense, suffer four points of system strain.
91–99	Hard (♦♦♦)	Engine Damaged: The ship or vehicle's maximum speed is reduced by one point, to a minimum of one, until the Critical Hit is repaired.
100–108	Hard (♦♦♦)	Shield Overload: The ship's shields completely fail. Decrease the defense of all defense zones to zero. This Critical Hit cannot be repaired until the end of the encounter, and the ship suffers two points of system strain. If the ship or vehicle is without defense, reduce armor by 1 until the Critical Hit is repaired.
109–117	Hard (♦♦♦)	Engines Down: The ship or vehicle's maximum speed is reduced to zero until the Critical Hit is repaired, although it continues on its present course thanks to momentum. In addition, the ship cannot execute any maneuvers until the Critical Hit is repaired.
118–126	Hard (♦♦♦)	Major System Failure: One component of the attacker's choice is heavily damaged, and is inoperable until the Critical Hit is repaired. For a list of ship components, see Table 7–10: Small Ship or Vehicle Components or Table 7–11: Large Ship or Vehicle Components depending on target ship silhouettes.
127–133	Daunting (♦♦♦♦)	Major Hull Breach: A huge, gaping tear is torn in the ship's hull and it depressurizes. For ships and vehicles of silhouette 4 and smaller, the entire ship depressurizes in a number of rounds equal to the ship's silhouette. Ships and vehicles of silhouette 5 and larger tend to be highly compartmentalized and have many safeguards against depressurization. These ships don't completely depressurize, but parts do (the specifics of which parts depressurize is up to the GM; however, each section of the ship or vehicle that does lose air does so in a number of rounds equal to the vehicle's silhouette). Vehicles and ships operating in an atmosphere can better handle this Critical Hit. However, the huge tear still inflicts penalties, causing the vehicle to suffer the Destabilized Critical Hit instead.
134–138	Daunting (♦♦♦♦)	Destabilized: The ship or vehicle's structural integrity is seriously damaged. Reduce the ship or vehicle's hull trauma threshold and system strain threshold to half their original values until repaired.
139–144	Daunting (♦♦♦♦)	Fire! : Fire rages through the ship. The ship or vehicle immediately takes two points of system strain, and anyone caught in the fire takes damage as discussed on page 214. A fire can be put out with some quick thinking and appropriate skill, Vigilance, and/or Cool checks at the Game Master's discretion. Once going, a fire takes one round per two of the ship's silhouette points to put out.
145–153	Daunting (♦♦♦♦)	Breaking Up: The vehicle or ship has suffered so much damage that it begins to come apart at its seams, breaking up and disintegrating around the crew. At the end of the following round, the ship is completely destroyed and the surrounding environment is littered with debris. Anyone aboard the ship or vehicle has one round to get to an escape pod, bail out, or dive for the nearest hatch before they are lost.
154 +	—	Vaporized: The ship or vehicle is completely destroyed, consumed in a particularly large and dramatic fireball. Nothing survives.

When rolling for a critical injury, add +10 for every critical hit the starship or vehicle is already suffering.

SILHOUETTE COMPARISON PAGE 235

Difference in Silhouette	Difficulty
Firing vessel has the same silhouette as target, or the silhouette is one larger or smaller than the target.	Average (♦♦)
Firing vessel has a silhouette two or more points smaller than the target vessel.	Easy (♦)
Firing vessel has a silhouette two points larger than the target ship.	Hard (♦♦♦)
Firing vessel has a silhouette three points larger than the target ship.	Daunting (♦♦♦♦)
Firing vessel has a silhouette four or more points larger than target ship.	Formidable (♦♦♦♦♦)

DAMAGE CONTROL DIFFICULTY PAGE 233

Total Strain	Total Hull Trauma	Difficulty
System strain less than half system strain threshold.	Hull trauma less than half vehicle's hull trauma threshold.	Easy (♦)
System strain equal to or more than half vehicle's system strain threshold.	Hull trauma equal to or more than half vehicle's hull trauma threshold.	Average (♦♦)
System strain exceeds vehicle's system strain threshold.	Hull trauma exceeds vehicle's hull trauma threshold.	Hard (♦♦♦)

MEDICAL CHECK DIFFICULTY PAGE 113

Current Wounds	Medicine Check
Current wounds equal half or less of wound threshold	Easy (♦)
Current wounds equal more than half of wound threshold	Average (♦♦)
Current wounds exceed wound threshold	Hard (♦♦♦)
Recover Critical Injury	Critical Injury Severity Rating