

**STAR WARS**  
**EDGE OF THE**  
**EMPIRE**

**THE MISCREANT'S DANCE**

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**ADVENTURE SOURCEBOOK**

**DANGERSHINE DESIGNS**

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**STAR WARS**  
ROLEPLAYING

# THE MISCREANT'S DANCE

## CREDITS

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**Based on the amazing *Edge of the Empire*, *Age of Rebellion* and *Force and Destiny* RPG's by the ever-awesome Fantasy Flight Games**



# THE MISCREANT'S DANCE

## TABLE OF CONTENTS

Introduction	2
Using this Sourcebook	3
The Story So Far	3
Adventure Overview	
Episode One: Enticement	
Taking Chances	5
Stolen Goods	9
Hutts in Space	12
Episode Two: Ensnarement	
Stirring the Pot	13
Breaking & Entering	14
The Plot Thickens	15
Episode Three: Escape	
Uncovering the Truth	17
Give Him A Limp	18
Evening the Score	19
<i>Rescue &amp; Return</i>	19
<i>Bomb Proof</i>	19
<i>Kidnap Mallolo</i>	21
<i>Steal The Yacht!</i>	21
<i>Help Mallolo</i>	21
Epilogue	21



A long time ago in a galaxy far, far away

# STAR WARS

It is a time of Civil War and for both the brave and the foolish alike, war brings opportunity.

Some criminal syndicates have had their enterprises impacted by the rise of the Empire and, more recently by the Rebellion but for most, it is business as usual.

However, while many grudges pre-date the Empire they still burn as bright as the conflict driving the Galactic Civil War and in this time of opportunity, Mallolo the Hutt moves forward with her plans...



# THE MISCREANT'S DANCE

## Using this Sourcebook

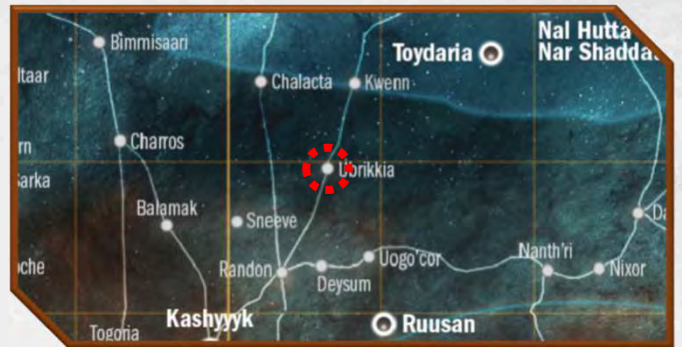
*The Miscreant's Dance* is an interconnected series of missions constructed around the narrative of a generations old underworld grudge, rivals for power, and nefarious deeds. Although they were written with the intention of being played in succession to create a cinematic narrative with a complete beginning, middle and end, these adventures are also modular enough that with a little work, they could be adapted into an existing campaign, with or without the overarching backstory.

*If you are intending to be a player in this adventure, you should stop reading here.*

## The Story So Far

Mallolo the Hutt is the daughter of Greolo Bascido, the once-head of kajidic Bascido, who had for many generations run a number of criminal endeavors from their base on Ubrikkia, a grimy and worn industrial planet in the Mid-Rim Kastolar sector. Increased competition between many Hutt clans combined with the rise of the Empire meant a shortage of easily available expansion territory. For some Hutt lords, not only were there a shortage of new areas, but some of them believed that existing clans were - inexcusably - under-exploiting the markets they had.

Orobo, of kajidic Attavu, became very vocal in his belief that kajidic Bascido was one such clan. He proclaimed that they had been mismanaging their enterprise for centuries and that it was almost his obligation to expand into their territory, claim it as his own and ensure that it was correctly exploited.

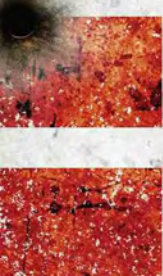


Following certain Hutt protocols that amounted to a declaration of war, he informed Greolo that she was failing in her responsibilities as a Hutt and that he was duty bound to correct her mistakes. This was followed by an immediate assault on all of Greolo's known bases and operations, except for her palace on Ubrikkia. This created an intense sense of isolation and confusion which lead Greolo to order an instant escalation in conflict with the rival kajidic, lashing out blindly and to little effect.

Not only was Orobo more powerful and established, but he had prepared for such a moment for many years and was quickly able to overpower Greolo's relatively meagre and under-equipped forces. She was still reeling from her initial losses when Orobo quite literally executed his master plan and Greolo's yacht was caught upon exit from hyperspace without sufficient escort and easily destroyed.

With his rival gone and her syndicate in disarray, Orobo moved his base of operations into her palace on Ubrikkia.





Believing her to have been aboard the yacht with her mother at the time of her death, Orobo is completely unaware that Mallolo is alive. She has spent the last two decades living on a space station that Greolo was having converted into a base of operations and which was not completed until after her death.

Mallolo, now into what the Hutt consider adolescence, has been plotting her revenge for the last decade and feels emboldened by recent financial gains and shifts in power aboard her home of HollowPromise. She believes herself to be ready to strike out at Orobo, partially out of revenge but mostly out of a Hutt-greed to reclaim what she perceives as her lost wealth and influence. She believes she has a plan that will allow her to take her rightful place on her mother's throne on Ubrikkia.

This adventure, although stand-alone, can also be used in conjunction with the Sourcebook *On the Edge of Wild Space*, which provides greater background on Mallolo, the shadowport of HollowPromise, and the Promise Keepers to create a larger campaign tapestry.

The encounters contained in there can serve as the perfect introduction to Mallolo, as well as provide an easy segue to the beginning of this adventure.

## Adventure Overview

The Miscreant's Dance is split into three episodes, each with three acts, and follows Mallolo's attempt to undermine and attack Orobo, with the ultimate intention of killing him and seizing his empire as her own. Knowing that she is herself too weak to take Orobo head-on, she has devised a plan along with Bontask to draw Orobo into conflict with SjanSjan, a Black Sun Vigo with considerable reach, influence and resources who already has a bad history with Orobo.

Mallolo will be, at best, half-honest with the players and whilst she will tell them of her scheming against Orobo, she will not mention her intent to draw SjanSjan into the conflict. Her reason for not telling the players about this element is that she is using the

players to do her dirty work and leaving an incriminating trail that can lead SjanSjan or Orobo straight to them.

## Act One

Mallolo hires the players to perform a series of tasks for her, all intended to incite a conflict between the Hutt Lord and the Black Sun Vigo. Their first adventure is to watch a arms deal between the two organizations, and to steal the weapons and make it look like a double-cross. They are instructed to use specific ships provided by Mallolo that will point back to her rival.

## Act Two

Pleased with their success – or angered by their failure – Mallolo uses the players to continue to ramp the aggressions between the two organizations by having them contaminate some goods at a spice production facility and attempt a bank hacking attempt that will have her enemies point fingers at one another. Things take a sharp and unexpected turn when Mallolo asks them to kidnap someone and the players realize that their new hostage is not who they have been told she is, and that the heat just got turned up for them.

## Act Three

Realizing that Mallolo has been lying to them and using them as her fall-guys, the players should be looking to extricate themselves from her grasp, but Mallolo has them trapped and forces them to take on one last, extremely deadly task. At this point the players should realize that if they don't act, they will be crushed between the hammer of the Hutts and a Black Sun anvil and must devise a way to clear their names...



# EPIISODE ONE: ENTICEMENT

## Act One: Taking Chances

The adventure opens with the PC's aboard the shadowport of HollowPromise. Read or paraphrase the following to the group.

Having successfully delivered a shipment of weapons to Nuth Tanava, a Nemodian arms-dealer based aboard the shadowport of HollowPromise, you decide to enjoy some down-time before undertaking the risky and terrifying task of leaving the station again.

You find yourselves in The Lucky Swine Casino on a busy night with dozens of patrons at the bars and easily another several dozen in the gambling pit.

There is a private booth in the far corner where a female Hutt, who you assume to be Mallolo, the owner, along with an entourage that includes a Bothan, a handful of Gank, and a Protocol Droid. You can't help but notice that they all seem to be paying close attention to your group.

Your droid croupier tilts her head to one side as if receiving new programming and then leans forward and tells you that her "Exalted Mistress Mallolo Bascido requests your presence to discuss a business opportunity" and as you turn to look again, you realize your group is flanked by her four intimidating and faceless Gank guards who are pointing the way for you...

Mallolo the Hutt is accompanied by Bontask Fin'naav, her Bothan spymaster, four of her ever-present Gank guards and a protocol droid, CiX-TN ("Sixteen"), who serves as her translator. Although Mallolo speaks reasonable basic, she believes it to be beneath her and refuses to do so except in extreme exasperation or desperation.

Mallolo explains to the PC's that she has heard good things about their abilities from Nuth Tanava, one of the local weapons broker who frequents her casino, and wants to retain their services for a job. She tells them that if they do well, they can expect to be engaged again.



If they players agree to take on a job, Mallolo says little else, allowing Bontask to do most of the talking while she sucks on a hookah and observes. He tells the PC's that through no desire or fault of their own, they find themselves in the middle of an escalating territorial dispute with a fellow Hutt clan. Although initially really more of a misunderstanding, the was a recent

## HOLLOWPROMISE ENTRY & EXIT

Due to the nature of HollowPromise and the surrounding asteroid field, both entry and exit can be extremely dangerous. Simply getting close enough to dock with the station requires an **Easy (◆) Pilot (starship)** check or suffer 1 point of Hull trauma from colliding with asteroids.

To dock or undock from the station, players can use the Promise Keepers' navigational escort system. This has a 100 credit fee and they must make an **Easy (◆) Pilot (starship)** check or suffer 1 point of Hull trauma. For each ☒ the players must also pay an additional 50 credits to cover the cost of missiles used to secure their approach.

A pilot trying to enter or exit without assistance from the automated systems must make an **Average (◆◆) Pilot (starship)** check or suffer 2 points of Hull trauma. For each ☒ they suffer an additional point of Hull trauma.

There are multiple exits from the various docking rings that aren't protected by the weapons or navigational escort systems. Exiting via this manner is known as "flushing", and requires a **Very Hard (◆◆◆) Pilot (starship)** check or suffer 3 points of Hull trauma. For each ☒ they suffer an additional point of Hull trauma.

# M-778-ix-132G/beta [“HollowPromise”]

**Astronavigational Data:** *WH-3z-Y System, Wild Space*  
**Orbital Metrics:** *The Asteroid belt circles the sixth planet, which has 312 days / year, 22 hours / day*  
**Government:** *Criminal Syndicate (“Promise Keepers”)*  
**Population:** *Currently 29,000 (a variety of species) with a max capacity of 41,000*  
**Languages:** *Basic, Huttese*  
**Major Terrain:** *Exterior: Asteroid  
Interior: Space Station*  
**Major Cities:** *HollowPromise*  
**Areas of Interest:** *The Ring*  
**Major Exports:** *Drugs, Weapons, Crime*  
**Major Imports:** *Drugs, Weapons, Crime*  
**Trade Routes:** *Correlian Run*  
**Special Conditions:** *Neutral*

**Background:** Orbiting the sixth planet of the WH-3z-Y system, M-778-ix-132G/beta is a repurposed Industrial Control Base (ICB), initially commissioned by *The Royal Onioene Mining Company* in BBY 22. This type of ICB can be commonly found in undeveloped systems that have a high proportion of resources to exploit.

*Quarren Industrial* began development on the Industrial Control Base in an effort to bring a highly advanced, modular construction to market that could be tailored for success in almost any environment imaginable, from the orbit around a planet, astral body or sun, to aquatic based platforms designed to harvest oceans, to the extreme conditions of deep, planetary-core mining. Although somewhat surprised by the success and wide-ranges of use that these bases were used in, *Quarren Industries* heavily invested in the research, development and refinement of the basic design and iterated quickly to ensure that they cornered every possible market.

The ICB constructed in the WH-3z-Y system was a fourth generation model, largely automated for the most hazardous conditions and designed to cannibalize its own parts during construction to prevent unnecessary manual intervention. This was perfectly suited to use in the highly volatile and dangerous asteroid belt where M-778-ix-132G/beta was located.

Due to the inherent dangers presented within the asteroid belt, it took almost four-times the estimated time before the central-core was installed on M-778-ix-



132G/beta and droids could begin hollowing out the asteroid and continue with construction.

Once the central core was drilled through the entirety of the asteroid, the initial docking ring in the center of the station was completed, allowing engineers to bring critical systems online while the droids continued to excavate further into the center, creating new levels built upon the last.

The architects followed the natural contours as much as possible meaning that each level has an idiosyncratic layout and can vary in size and shape. The only commonality is the central core that runs the length of the station infrastructure, with each level being otherwise unique in dimensions.

The central level is known as “The Ring”, and there are 5 odd-numbered levels above and 5 below for a total of 11 levels. 4 of these are dedicated to the immense amount of machine required to maintain a station of this size the other 7 being shared between processing, refining and storage facilities, as well as a significant number of Habitation and Socialization Units for mining workers who would often spend many cycles on the station.

This was as far as work had gotten on M-778-ix-132G/beta before *The Royal Onioene Mining Company* was nationalized by the Empire and this project was abandoned, only to be completed later by Greolo the Hutt’s men.





infringement wherein a shipment of weapons were stolen and Mallolo wants the PC's help to even the score.

Bontask tells the PC's that they have found out when and where the weapons are being exchanged and he will pay them 2000 credits and a share of the recovered goods if they can interrupt the transaction and steal back the weapons cache.

He stipulates two conditions:

1. PC's will only get paid if the theft happens within a short window of the transaction completing so as to fully interrupt the flow of business and send a message that Mallolo's organization isn't to be trifled with.
2. Bontask further insists that the PC's not use their own ships but instead use those provided by Mallolo. Moreover, one of them must be left behind as so as to cause further incrimination.

Whilst Bontask is talking, PC's should make an **Average (◆◆) Perception** check to see if they believe that he and Mallolo are being genuine. On a ⊕ result, they get a sense that neither of them are being completely straight with them. Whist this isn't unusual for a Hutt, there is something about her demeanor that doesn't sit well with the players.

Depending on the size of the party, the PC's will be loaned up to three M22-T Kratt gunships by Mallolo,

each capable of carrying two people. The ships are docked on HollowPromise, fueled, primed and ready to go. Bontask tells the players that he has even paid the exit tithe in advance for each ship.

If the players do a thorough check on the ships before leaving – an **Average (◆◆) Mechanic** check - then they will find several rigged transponders tied to the communications systems that can remote cycle through multiple ID's - meaning the ship ID's could be changed without the pilots knowing it.

Removing these will require a **Hard (◆◆◆) Mechanic** check as they are wired directly into the ship's computer and power cores. A ⊕ allows them to remove it with no damage and still in a functioning state, but a ⊖ means the device instantly fries their comms system and alerts Mallolo to their tampering.



## Mallolo the Hutt

J K V D V D  
J E V E D V

2	3	2	3	2	3
Brawn	Agility	Intellect	Cunning	WillPower	Presence
Soak Value 2	W Threshold 12	S Threshold 2	M/R Defense 0   0		

**Skills:** Athletics 1, Charm 2, Coercion 5, Cool 5, Deception 5, Discipline 5, Knowledge [Outer Rim] 3, Knowledge [Underworld] 3, Leadership 1, Melee 2, Negotiation 5, Ranged [Light] 2, Resilience 8

**Talents:** **Convincing Demeanor 2** (remove up to ■■ from any Deception or Skulduggery check). **Durable 3** (subtract 30 from Critical Injury rolls made against the Hutt). **Nobody's Fool 3** (upgrade difficulty of all Charm, Coercion and Deception checks targeting Hutt three times). **Resolve 3** (when suffering strain, reduce the amount suffered by 2 to a minimum of 1).

**Abilities:** **Awkward** (Hutts have great physical strength but their bulk imposes severe limitations in flexibility and agility. They add ■■■ to all Brawl, Melee and Coordination checks they're required to make). **Ponderous** (Hutts can never spend more than one maneuver moving per turn).

As she has since she was first orphaned, Mallolo spends most of her time on HollowPromise, living amongst the Promise Keepers and plotting her revenge on those that stole what she considers her birth-right.

Barely more than an adolescent by Hutt standards, Mallolo is aggressive and impetuous, urges that she has yet to learn to control. This has led her into trouble previously with her hosts, the Promise Keepers and after some friction around a recent, hostile take-over of another business on HollowPromise, she has decided to pursue her ambitions outside of their sphere of influence.

Encouraged by the constant whispering in her ear of Bontask, Mallolo has decided the time has come for her to reclaim her birth-right. For more details on Mallolo, see page 3 and also the sourcebook *On the Edge of Wild Space*.

obvious thirst for riches and power was off-putting for many crime-lords, who saw someone of little value with great ambition, a dangerous combination in anyone's book.

Making a comfortable enough living by trafficking in stolen goods for various crime-syndicates, Bontask came into possession of a series of data-sticks that contained delicate information about travel routes and safe-houses related to one of Orobo the Hutt's rivals.

Knowing the inherent value of what he had found but unable to fully decrypt the stick, Bontask took the bold step of not trying to sell the stick but deciding instead to gift it to Orobo. He used what few connections he had to get an audience with the Hutt lord where he told him that the information on the stick was useless to him, but that if it was useful to Orobo, he hoped to be rewarded – not with credits, but with a position within Orobo's organization.

Orobo quickly agreed, and although the data stick turned out to be extremely valuable to him, Bontask never was. His true nature began to surface and Orobo saw his naked ambition and soon began to cut him out of anything relevant.

Knowing that his time with Orobo was becoming limited, he used the scant connections he had built to look for work elsewhere. One of his contacts told him of a pirate base that was built into a floating rock, where a young Hutt was hiring talent of all types.

Believing that being able to trade on Orobo's name was a good thing, Bontask quickly found himself staring down the barrel of Mallolo's large-bore gun being asked why Mallolo should let him live. Bontask told her he was here to help her build an empire and that he would tell her what he knew about Orobo's organization – this was enough for Mallolo to give him a stay of execution and she quickly realized that he was as ambitious as she herself.

Bound by ambition and greed, Mallolo and Bontask have grown to trust each other considerable over the last few years but neither of them have the sophistication or experience to recognize that neither are as smart or as competent as they believe.

## Bontask Fin'naav (Rival)



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2	2	3	3	2	3
Brawn	Agility	Intellect	Cunning	WillPower	Presence
Soak Value 2	W Threshold 12	S Threshold 2	M/R Defense 0   0		

**Skills:** Coercion 1, Computers 1, Cool 1, Deception 2, Skullduggery 2, Streetwise 1, Perception 2, Vigilance 1, Knowledge [Underworld] 2

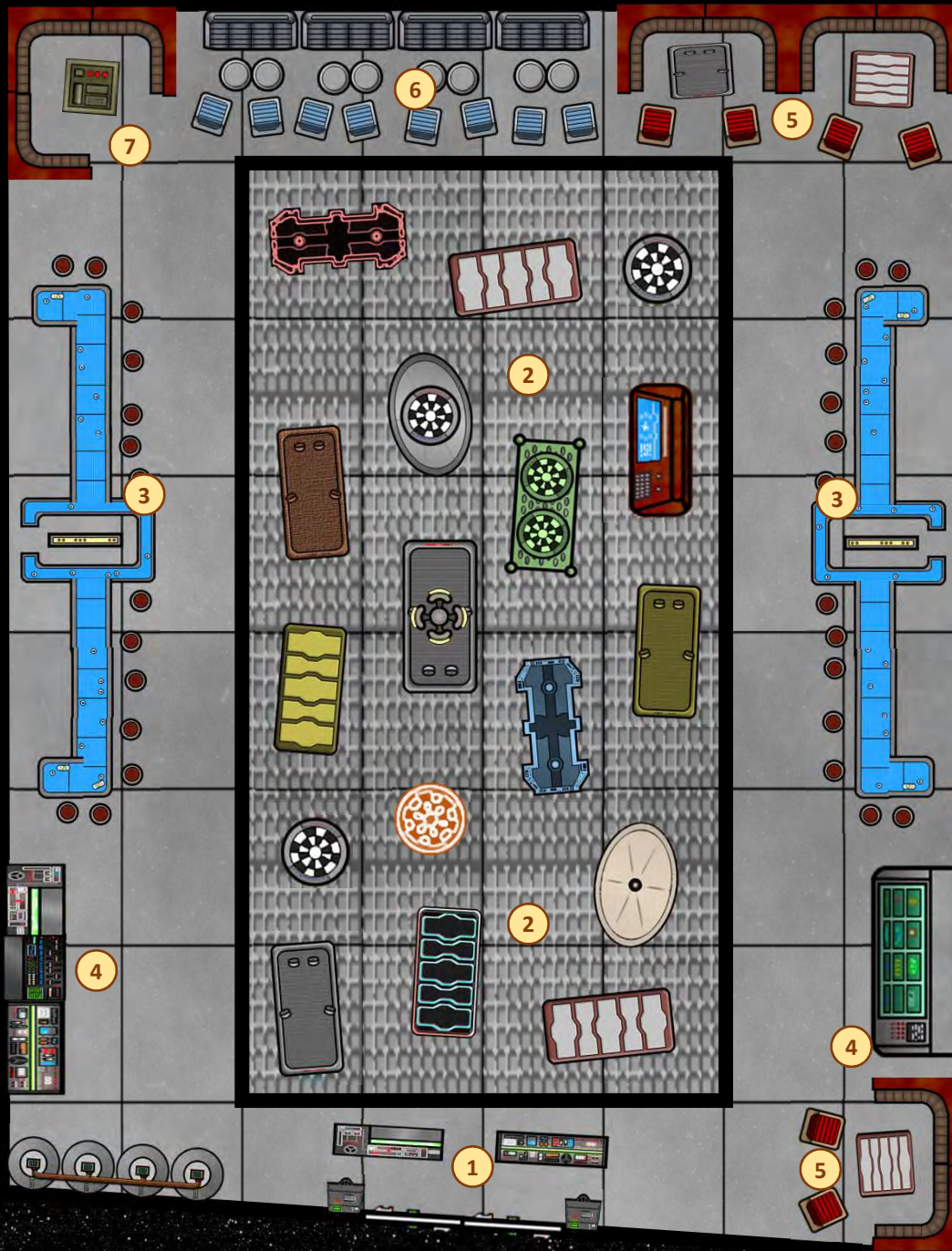
**Talents:** None

**Abilities:** None

**Equipment:** Light Blaster Pistol [Ranged: Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), encoded datapad, secure comlink, 300 credits

More greedy than cruel, Bontask has spent much of his life looking for the right criminal endeavor to align himself with, to little apparent success. His

# LUCKY SWINE CASINO, HOLLOWPROMISE



- 1 Entrance & Security Station
- 2 The Gambling Pit
- 3 Bars
- 4 Automated Gambling Devices
- 5 Private Booth
- 6 VIP Area
- 7 Mallolo's Private Booth



# Gank Guards (Rivals)

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**Skills:** Brawl 1, Coercion 1, Coordination 1, Ranged (Heavy) 1, Ranged (Light) 1, Survival 2, Vigilance 1

**Talents:** **Adversary 1** (upgrade difficulty of all combat checks against this target once). **Lethal Blows 1** (+10 to any Critical Injury rolls made against opponents).

**Abilities:** None.

**Equipment:** **Heavy Blaster Pistol** [Ranged: Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), **Disruptor Rifle** [Ranged: Heavy]; Damage 10; Critical 2; Range [Long]; Cumbersome 2, Vicious 5), **Heavy Blaster Pistol** [Ranged: Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), **Laminate armor** (+2 soak).

*Faceless and terrifying, there are six Ganks in Mallolo's personal guard, and no less than four of them accompany her at any time. She pays them well and gets the appropriate level of loyalty from them. Although they are prepared to die for Mallolo, they would much prefer to kill.*



# CIX-TN (SixTeen)

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**Skills:** Coercion 3, Computers 4, Gunnery 5, Mechanics 3, Melee 3, Ranged (Heavy) 5, Ranged (Light) 5, Piloting (Planetary) 3, Piloting (Space) 3, Vigilance 2

**Talents:** **Lie Detector** (build specs).

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

**Equipment:** **Light repeating blaster** [Ranged: Light]; Damage 11; Critical 3; Range [Long]; Auto fire), **Built-in razor claws** (Melee, Damage 6, Critical 5, Range [Engaged])

*A reprogrammed – and highly illegal – Imperial Protocol droid, Sixteen has been programmed specifically for torture and lie-detection, making her the perfect translator for a Hutt crime-lord. She has been fitted with multiple restraining bolts after a regrettable incident soon after coming into Mallolo's possession.*

# M22-T Krayt Gunship



**Hull Type/Class:** Patrol Boat/M22-T Krayt

**Manufacturer:** MandalMotors

**Hyperdrive:** Primary: Class 1, Backup: Class 12

**Navicomputer:** Yes

**Sensor Range:** Short

**Crew:** One pilot, one gunner

**Encumbrance Capacity:** 20

**Passenger Capacity:** 2

**Consumables:** One week

**Cost/Rarity:** 185,000 credits/6

**Customization Hard Points:** 2

**Weapons:** 3

**Indexes:** LoNH:114



## Act Two: Stolen Goods

Bontask tells the PC's that they need to head immediately to the rendezvous to ensure they don't miss the window, and that not only has he already reserved them docking bays on the planet of Vjun but also paid the undocking tithe on HollowPromise. Each PC who is piloting a ship must make an **Easy** (◆) **Pilot (starship)** check or suffer one point of Hull trauma. to ensure they safely leave HollowPromise (see *HollowPromise Entry and Exit* sidebar on page 4). Once undocked, they should jump to the Tammuz sector.

Read or paraphrase the following to the PC's:

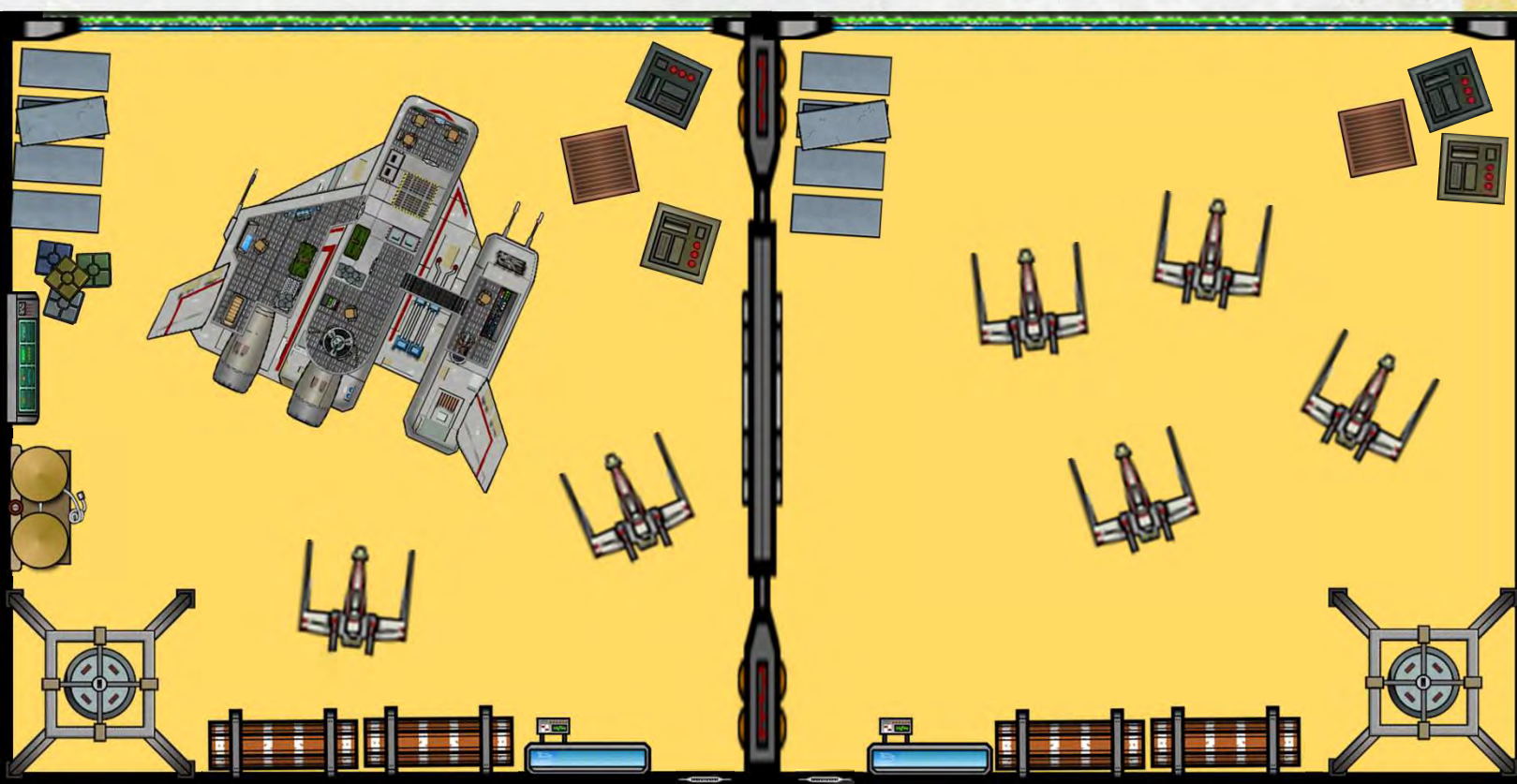
The docking bays at Ashin City starport on Vjun are as faceless and utilitarian as those on a dozen other planets. Your ships are directed to a hanger 122, reserved for you by Bontask who has given you all the details of the meeting you might need. He told you that the various bays are all connected to the central security system which can be easily sliced, assuming you can find an unguarded terminal...



The starport has several astronavigation stations for pilots to plot journeys and if they explore, the PC's can find one that is unattended. A PC successfully performing both an **Easy** (◆) **Skullduggery** check to remain inconspicuous while they then perform an **Easy** (◆) **Computers** check to gain access to the security system where they can then observe both of the docking bays that the Black Sun are using..

A ⚙️ will gain them access to the audio systems and between some cracking and whining noises they can listen in to the interaction between the two groups.

A 🕒 will alert the security forces to the tampering and just as the deal is starting to go down, two station guards will turn up to investigate.



### Station Security

4	3	3	3	1	1
Brawn	Agility	Intellect	Cunning	WillPower	Presence
Soak Value	W Threshold	S Threshold	M/R Defense		
7	19	2	0	0	

**Skills (Group Only):** Coercion, Melee, Ranged (Heavy), Electronic lock breaker

The exchange is taking place in docking bays 16 and 17, and if they don't get detected, the PC's are able to watch as the Black Sun ships land and start to unload crates of weapons. If they have audio, the PC's can pick up the chatter in the docking bay and become aware of the hostility and distrust from this group to the other.

The Black Sun group in docking bay 16 consists of seven pilots and Assa Karam, a trusted lieutenant in the Black Sun and nephew of a powerful Vigo, SjanSjan. Under Assa's supervision they unload multiple credits crates and set them up on two grav-sleds, ready for the exchange.

As they finish, the second group arrives, consisting of seven of Orobo's men lead by his underling, Shivvy the Hutt. They have with them four grav-sleds that are loaded with five crates of weapons each.

If the players have successful gotten audio when slicing, they hear the groups exchange some aggressive small talk in a combination of Basic and Huttese and it is obvious that there is some history of friction between their organizations with some clearly unresolved and recent conflicts.

The two groups warily exchange the weapons for the crates of credit chips, and with barely another word, Orobo's men leave as quickly as they came. Both groups remain at rigid guard while in the presence of the other group.

Once they are clear, Assa instructs his men to start loading the weapons into their Muurian light-freighter and prepare the escorts for launch.

At this point, the players have two obvious choices – sabotage or pursuit.



## Sabotage

The docking bay where the exchange takes place is only large enough for the Muurian and two of the Z95's. The remaining four fighters are in the adjacent bay which is connected via large blast doors that are currently open. The Black Sun have secured their ships but only left one man standing guard, preferring to take greater

numbers to the meeting with the Hutt. The PC's can either overpower or sneak around him and sabotage the fighters.

If the players are able to create a significant enough distraction - such as causing one of the fighters to explode by bypassing the fuel-line moderator with an **Average (◆◆) Mechanics** check or by directly assaulting the docking bay, guarded by a single pilot - they will split the focus of the group.

Assa will order his men to go and check out any distraction to see what is happening but will stay behind with the Muurian pilot and copilot to ensure their weapons get loaded. If the players are close to the hanger doors or still sliced into the security system, they can perform an **Easy (◆) Computers** check to close and lock the doors, separating the two groups.

It will take 3 rounds for the Black Sun pilots to get the doors open again if the party can overpower Assa and the two pilots, they can steal the Muurian and the weapons.

Bontask was explicit that one of the Krayt gunships be left behind, so depending on how many ships they borrowed from Mallolo, there should still be at least one player-escort for the freighter.

### Black Sun Pilots

4	3	3	3	1	1
Brawn	Agility	Intellect	Cunning	WillPower	Presence
Soak Value	W Threshold	S Threshold	M/R Defense		
7	19	2	0	0	

**Skills:** Computers 1, Deception 2, Piloting (Space) 2, Skulduggery 2, Vigilance 1

**Equipment:** Heavy Blaster Pistol (Ranged [light]; Damage 7; Critical 3; Range [Medium]; Stun setting)



## Assa Karam (Rival)

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2	3	2	3	2	3
Brawn	Agility	Intellect	Cunning	WillPower	Presence
Soak Value	W Threshold	S Threshold	M/R Defense		
2	12	2	0	0	

**Skills:** Charm 2, Cool 1, Piloting (Space) 3, Ranged (Light) 2, Skulduggery 2, Streetwise 2, Vigilance 1  
**Talents:** Adversary 1 (upgrade difficulty of all combat checks against this target once)  
**Abilities:** None  
**Equipment:** Blaster Pistol (Ranged [light]; Damage 6; Critical 3; Range [Medium]; Stun setting), encrypted data pad.

*Born into a family that had served the Black Sun for generations, Assa has never once questioned his lifestyle choices particularly not as he has been taken under his uncle's wing, giving him direct access to the Vigo. Blindly loyal to his uncle, Assa arrogantly believes himself to be just as important and takes every opportunity to ensure those around him are aware of that relationship.*

### Pursuit

Assuming they decide not to take the ship while on the planet, they can wait until the Black Sun ships leave and try to get the jump on them either in the atmosphere and force them back down to the surface or catch them in space and disable their drives before they can make the jump to hyperspace.

Depending on how the PC's handled the situation on the planet, the Black Sun transport will potentially outnumber and outgun the PC's, as the Muurian freighter has an escort of six Z-95 HeadHunters.

If the PC's are able to destroy or avoid the fighter escort long enough to disable the freighter, they will still have to deal with Assa, the pilot and the co-pilot

Assa will not be shy about his standing within the Black Sun as well as his relationship to SjanSjan. If the PC's kill Assa, they will suffer large consequences in the form of Obligation.

As they attempt to jump to hyperspace themselves, they are intercepted by Black Sun escorts. If the PC's disabled all ships on Shiffrin, 4 M3-A Scyk's will appear out of hyperspace. They will repeatedly attempt to hail and threaten the PCs, who will then realize they are flying ships that are falsely transmitting that they are a part of Orobo the Hutt's clan.


## M3-A Scyk Interceptor



**Hull Type/Class:** Starfighter/M3-A Scyk  
**Manufacturer:** MandalMotors  
**Hyperdrive:** Primary: Class 2  
**Navicomputer:** Yes  
**Sensor Range:** Short  
**Crew:** One pilot  
**Encumbrance Capacity:** 4  
**Passenger Capacity:** 0  
**Consumables:** Two day  
**Cost/Rarity:** 55,000 credits/4  
**Customization Hard Points:** 2  
**Weapons:** 1  
**Indexes:** LoNH:113



## Z95 HeadHunter



**Hull Type/Class:** Starfighter/Headhunter  
**Manufacturer:** Incom/Subpro  
**Hyperdrive:** None

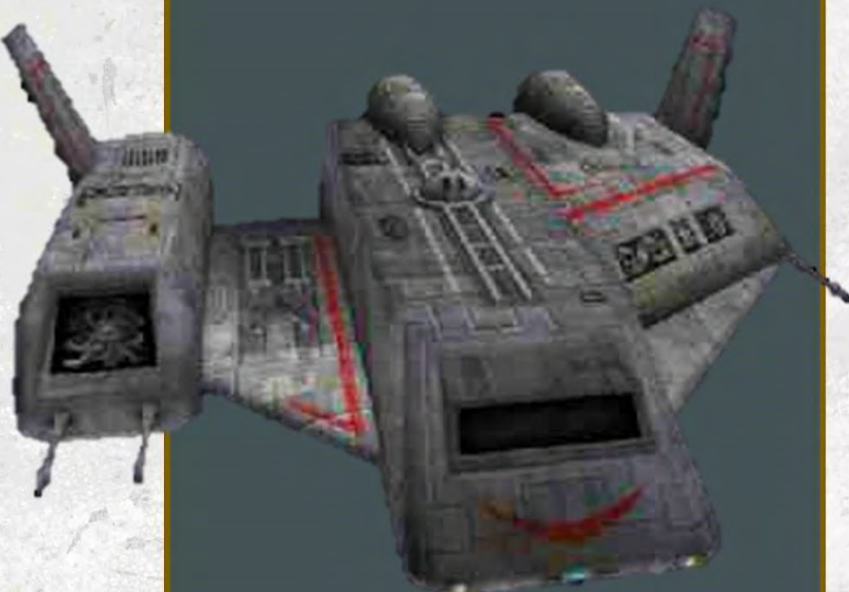
Navicomputer: None  
 Sensor Range: Close  
 Crew: One pilot  
 Encumbrance Capacity: 8  
 Passenger Capacity: 0  
 Consumables: One day  
 Cost/Rarity: 55,000 credits/4  
 Customization Hard Points: 2  
 Weapons: 2  
 Indexes: OaA:21, E-CRB:258, BtR:35\*



## Muurian Freighter



Hull Type/Class: Patrol Boat/M22-T Krayt  
 Manufacturer: MandalMotors  
 Hyperdrive: Primary: Class 1, Backup: Class 12  
 Navicomputer: Yes  
 Sensor Range: Short  
 Crew: One pilot, one gunner  
 Encumbrance Capacity: 20  
 Passenger Capacity: 2  
 Consumables: One week  
 Cost/Rarity: 185,000 credits/6  
 Customization Hard Points: 2  
 Weapons: 3  
 Indexes: LoNH:114



## Act Three: Hutts in Space

Once complete, Mollo messages them with seemingly random coordinates in the Sarka Sector for a meeting. Her interactions and demeanor with the PC's will depend on their level of success in their last mission.



Read or paraphrase the following to the players:

You can't help but get increasingly nervous, the longer you wait for Mollo's ship to turn up. It's hard not to feel exposed like this in open space and you keep both the guns and engines warm.

With no warning or fanfare, Mollo's *SoroSuub 3000 - Righteous Reclaim* jumps into space next to you and is eerily still.

At the same time you notice how heavily armed the ship is, you realize that it's weapons are active and training on you. Sixteen's voice comes over the comms:

"Exalted Mistress Mollo Bascido requests that you dock with our ship and come aboard to discuss the status of your employment within her organization."

Once the players dock with the *Righteous Reclaim*, read or paraphrase the following:

The *Righteous Reclaim* is almost breathtaking in its opulence. Obviously intended to be Mollo's floating palace, the interior is a jarring mix of cheap and gaudy trinkets designed to give off the appearance of success and wealth, and banks of high-tech equipment that is almost certain designed for surveillance and spying. The pair of flying cam-droids let you know that this meeting is being recorded...



Mallolo is there with Bontask, her guards and Sixteen. If the PC's have been successful, she greets them warmly and tells them that she is thrilled with their work. In addition to their payment, she tells them she is gifting them an additional two crates of weapons (valued at 2000 credits per crate) to go along with the two they were promised. The crates are on HollowPromise but she has their credits here. After settling their payment, she tells them that she has need of their services for something else.

If the players were unsuccessful in the last mission, Mallolo presents them with a bill for the lost weapons, any unreturned Krayt ships, as well as a large line-items represented as opportunity cost. This bill will likely be unpayable and she tells them that in lieu of immediate payment there is a way out through services rendered.

She tells the players of the history of the two clans, the assassination of her mother and her plan to move against Orobo for both revenge and profit (see page 4).

After tell them of what she believes is the opportunity ahead of her, she seeks to enlist their help with promises of wealth and status within her new syndicate, beyond the immediate missions she is offering them.

She makes her plan sound like a vendetta against Orobo but what she doesn't tell them is her actual plan

is to pit Orobo against a SjanSjan, a Black Sun Vigo, to create open conflict between the two organizations.

Players making an **Average (◆◆) Perception** check can tell she's lying, although not what she is lying about.

Bontask tells them Mallolo has various plans in the works to destabilize her rival's organization and that right now, she needs help interfering with his cash flow, specifically around his drug trade.

He tells them of a production facility on Sriluur that doesn't manufacture drugs, just the component parts for it, and as such it isn't as heavily guarded as it probably should be. Bontask tells them that they believe that if it is sabotaged by the players then the drugs created by the components will also be contaminated. The players are told that applying contaminants to any of multiple the water purifiers is all that is needed, but that for the mission to be successful, they must remain undetected.

Mallolo tells the players that if they wish, she will let them keep any remaining Krayt gunships that they have borrowed for future missions as a sign of good faith and would in fact prefer that they use her ships so that they are effectively operating on her official word.

What she doesn't tell them is that the ships are still equipped with fake IFF transponders and can be tracked by Mallolo at all times.

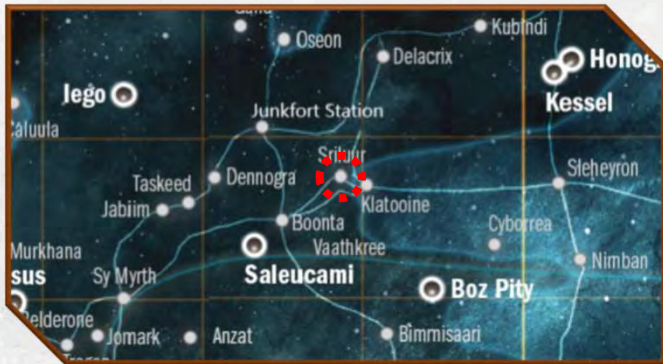


# EPISODE TWO: ENSNAREMENT

## Act 1: Stirring the Pot

Bontask provides them with coordinates to the facility on Sriluur and, due to the nature of Hutt space, it is an easy matter to get to the planet. The facility is located at the fringes of a small city and seems to be lightly guarded.

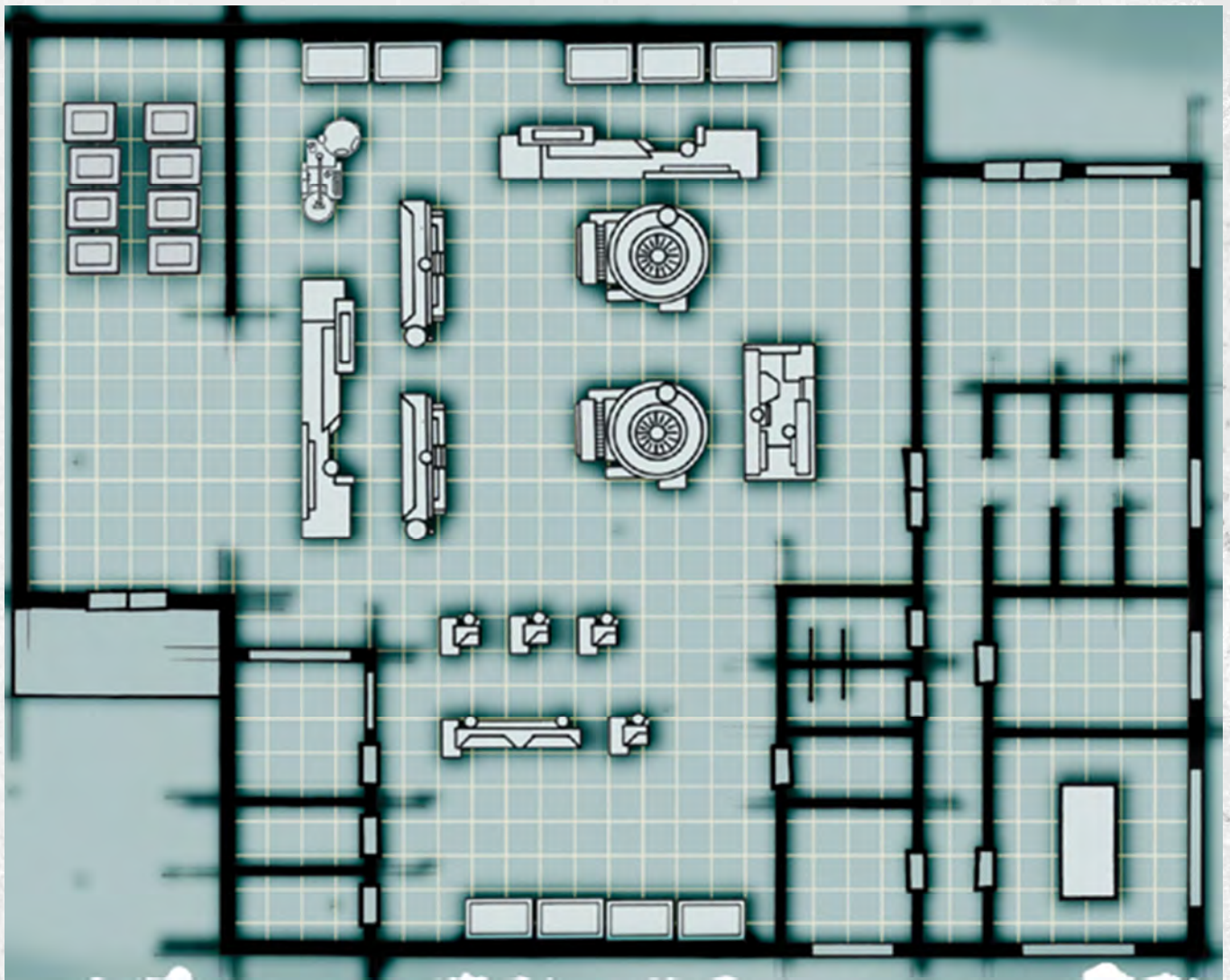
Mallolo has promised them 250 credits each with a bonus of 1000 for the group if they remain undetected



while they sneak in and out while they contaminate the water supply in use. Once the shipment hits the market, Mallolo believes it will damage both Orobo's business and reputation.

What they don't know is that all the production from this facility are used in the manufacture of drugs destined purely for SjanSjan's organization. Coming on top of the perceived arms double cross, this will further exacerbate tensions once his customers become sick and he traces it back to this shipment.

The facility was at one time a nut-shelling factory that has been converted to nefarious purposes by Orobo. The facility is not particular heavily guarded with only four people present at any one time. Two are employees working the machinery, one is a guard walking the grounds, and the last one is a guard who is stationed on the roof. The shifts are swapped out twice a day.



The nature of the city means that players can view or approach the building without a problem but if they try and gain entrance, they must either wait for the roof guard to be looking on the other side, or make a **Hard** (◆◆◆) **Something** check to get in unnoticed. If the players scout the building out beforehand, they will notice that there are several offices on the ground floor that don't seem to be in use, and players should be able to perform an **Easy** (◆) **Something** check to them with schematics. The PC's may also find their own Repository if they have any trust issues with Bontask or Mallolo and should make an **Average** (◆◆) **Knowledge (Outer Rim)** check to locate a suitable alternative.

force a window open without setting off an alarm.

There are two possible locations for the players to apply the contaminants:

One is in the water-pump room which is generally unguarded and if players can successfully sneak into that room by making an **Average** (◆◆) **Something** check, it won't be a problem to affect the water supply.

The second way is to create a distraction and get the staff and guards to leave their posts, at which point they can directly affect the production machines. This will also take an **Average** (◆◆) **Something** check.

If they can get in and out without their handiwork being detected, the shipment will go out as planned and poison SjanSjan's customers.

However, if PC's are discovered before completing their attempts to interfere, Bontask has told them to attempt to destroy as much of the facility and product as possible to make it look like a random, rather than a focused attack.

What Bontask hasn't told them that this backup plan revolves around the players using the Krayt gunships and then changing their IFF transponders remotely to frame the Black Sun for the attack as a revenge for previous aggressions.

## Sriluur Thug

↵71N007 ↓E07

2	3	2	3	2	3
Brawn	Agility	Intellect	Cunning	WillPower	Presence

Soak Value	W Threshold	S Threshold	M/R Defense
2	12	2	0   0

**Skills:** Brawl 1, Melee 1, Piloting (Planetary) 1, Ranged (Light) 1, Streetwise 1

**Talents:** None.

**Abilities:** None.

**Equipment:** Light blaster pistol (Ranged [light]; Damage 5; Critical 4; Range [Medium]); Comlink

## Act Two: Breaking & Entering

Again arranging to meet at a random spot in the Sarka Sector, the players are somewhat surprised to find the *Righteous Redress* waiting in space for them to arrive. The weapons again become active and train on the players ship(s) before Sixteen transmits docking instructions.

After boarding the ship, the players are further surprised to find that neither Mallolo nor her Ganks are there, only Bontask and Sixteen. The cam-droids are once again noticeable to players, indicating the meeting is being recorded.

After paying the players, Bontask then tells them that Mallolo's plan is working and that Orobo is feeling besieged yet uncertain where the threats are coming from or who he can trust. He tells them that Orobo has already made several blunders that have further weakened his own position while strengthening Mallolo's. Bontask insists that they must keep the pressure up on Orobo to ensure confusion reigns and to hurry the imminent demise of his syndicate.

Bontask mentions having worked for Orobo.

He informs the players that their next mission is to gain access to the internal systems of a Banking Clan's Repository, and from there they are to deliberately fail at slicing credits so as to leave an incriminating trail showing an attempted theft. No money is to actually



be stolen, they just want to his Orobo with further discord and tension. They will be paid 5000 credits for the attempt.

Bontask says that he knows of a suitable repository in the city of Morach Point on Muunilinst that, assuming the intent is simply to break in and slice their system and not attempt to steal any of the credit chips, is lightly guarded and he can supply them with schematics. The PC's may also find their own Repository if they have any trust issues with Bontask or Mallolo and should make an **Average (◆◆) Knowledge (Outer Rim)** to locate a suitable alternative.

Bontask is explicit that they must attempt as amateurish a systems-compromise as possible so that there is little doubt who was attacked and where the credits were attempted to get routed to. To perform this kind of attempt, the PC's will need to physically hook into the banking system and will need to be within the bank itself.

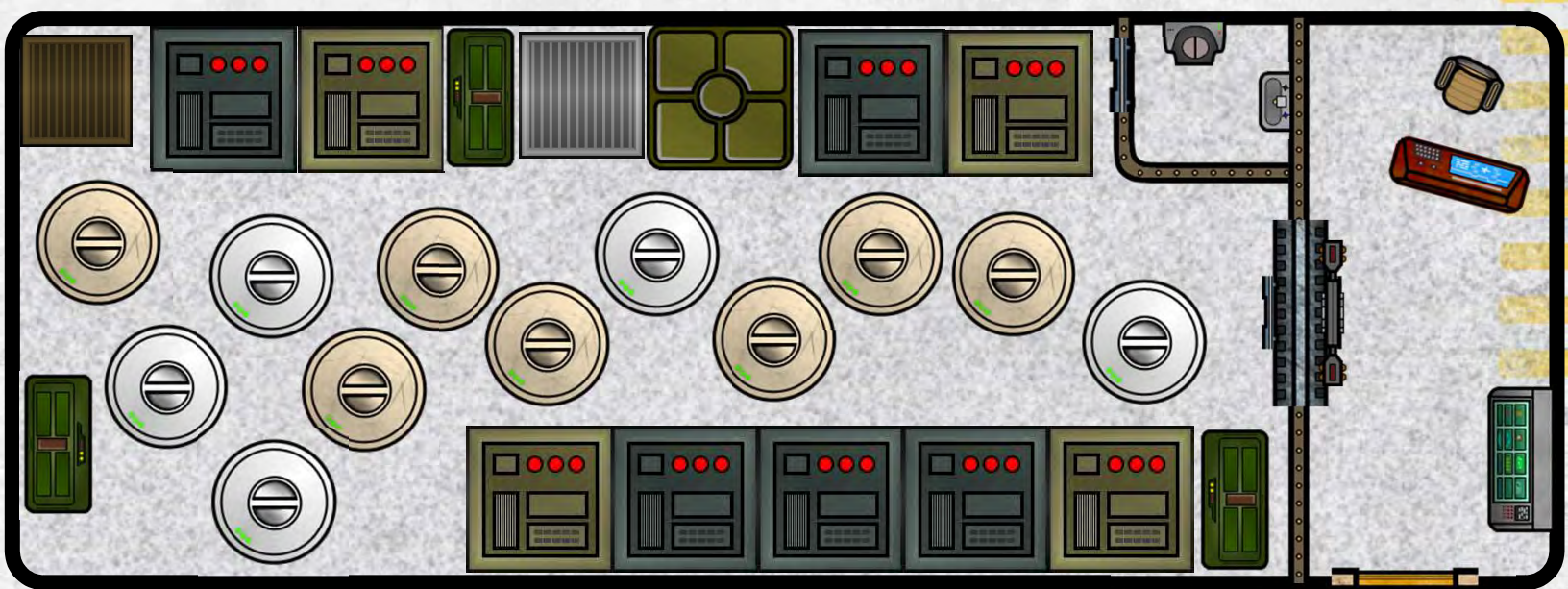
What Bontask doesn't tell them is that the account they are trying to hack is actually one of SjanSjan's personal accounts, and as the information is heavily encrypted, the players will have no way of knowing it.

Mallolo believes that once the Banker's Guild report their findings, SjanSjan will believe Orobo is behind the attempt. Combined with other events driven by the PC's, he will start to take action against Orobo.

The repository is typical for it's kind, small and well-constructed and built with a strong eye to both security and defense. The internal walls are make of blast-proof materials and the roof is reinforced to allow a ship to land on it for the safest possible loading and unloading of valuables.

There is a lobby with a banker and a guard which is open to the public and can be walked into from the street. There is a self-vending machine but most of the real work here is done in the vault, which is where most of the security systems can be found. Either by automatic systems or a manual override, the entire building can be locked down within seconds

There are four human guards in the Repository, one in the lobby and the other three in the more secure areas behind the various levels of blast door. If the alarms are sounded, the players will have 3 minutes until six backup guards arrives and then 10 minutes before reinforcements from the Imperial garrison descend on the Repository.



Despite being an extremely secure building, most of the defenses are designed to protect the contents of the vault and, as such, the lobby is somewhat vulnerable.

The banker is there to help customers and is a friendly and welcoming female Cerean. Her desk has various alarm systems but the security of Banker's Clan Repositories are legendary, that knowledge combined with the presence of an armed guard beside her have made her somewhat complacent and it will be easy enough for players to make an **Easy** (◆) **Charm** check or pull their weapons and get the drop.

Once they have access, they can attempt the fake slice either from her desk or the self-serve console. Performing the slice without setting off the alarm system and completing the task is an **Average** (◆◆) **Computer** check.

## Banking Clan Security

ΞKΛC1MΔ7 ΔU1N7 √V·U71↓V

2	3	2	3	2	3
Brawn	Agility	Intellect	Cunning	WillPower	Presence
Soak Value 2	W Threshold 12	S Threshold 2	M/R Defense 0   0		

**Skills:** Brawl 1, Melee 1, Piloting (Planetary) 1, Ranged (Light) 1, Streetwise 1

**Equipment:** Light blaster pistol (Ranged [light]; Damage 5; Critical 4; Range [Medium]; Comlink,

## Act Three: The Plot Thickens

Mallolo summons the PC's to HollowPromise for their next meeting (refer again to the **HollowPromise Entry and Exit** rules on page 4). Once there, read or paraphrase the following to the players.

**Mallolo welcomes you with a lewd wiggle of her tongue and begins to talk as she laughs. Sixteen translates and tells you that Mistress Mallolo is delighted! Due to your actions, Mallolo's rival is feeling an increasing pressure.**

**Uncertain of where these assaults are coming from, Orobo is lashing out wildly and has his men constantly striking at possible enemies. This is unwittingly rallying more allies to her cause and, she believes, hastening Orobo's inevitable downfall.**

**Even though she is a droid, you swear that Sixteen takes pleasure in translating Mallolo's next statement: The time is right to strike again!**

Although the above is mostly true, the PC's should still be unaware of the larger picture that due to their actions, SjanSjan now believes that in the space of just a few weeks Orobo has stolen back weapons that have paid for, then sold him bad drugs or no drugs (depending on the PC's outcome) and most recently, the Hutt tried to steal money directly from one of his personal accounts. Unwilling to put up with the Hutt's indiscretions further, he had Assa orchestrate a series of strikes at Orobo's various businesses.

In retaliation for what he sees as unprovoked attacks, Orobo has had his men flying multiple sorties against known Black Sun affiliates to affect the fringes of their businesses and impact their supply lines.

Mallolo wants to continue to ramp the heat and will pay the PC's 2000 credits to intercept and capture a yacht aboard which is spymaster of one of Orobo's enemies who is traveling to a planning summit. She tells them that will further implicate Orobo but what she doesn't say is that the enemy is SjanSjan, and she believes that this kidnapping will further exacerbate tension and disrupt business.



Bontask lays out his plan and insists that the PC's use an old Hutt smuggler trick of disrupting a hyper-lane's gravity well to pull the spymaster's yacht out of hyperspace. He admits that this is a very bold - and even more dangerous - plan that will require a precise combination of delicate timing and incredible luck.

Bontask says they have a freighter equipped with a rewired hyperspace drive configured to charge and then implode, causing a brief disruption to the gravity well and making any ships passing through the affected hyperlane drop out into real space.

An **Easy (◆) Astronavigation** check will let the PC's know that they will have almost no control over this process and they might get more than they bargained for as quite literally anything could be passing through the space lane at that time.

If the PC's seem unwilling, Bontask insists that this is Mallolo's preferred method as she believes it will reinforce the message they are trying to drive, particularly as the method is one that has been associated with the Hutts for centuries. He will, however, acknowledge that it is highly risky and inefficient.

During the meeting, the PC's should be given an opportunity to make an **Average (◆◆) Perception** check to recognize both Mallolo and Bontask are either lying or hiding something significant. Both players get sense ■ added to the rolls to sense Bontask is hiding something via fur ripples.

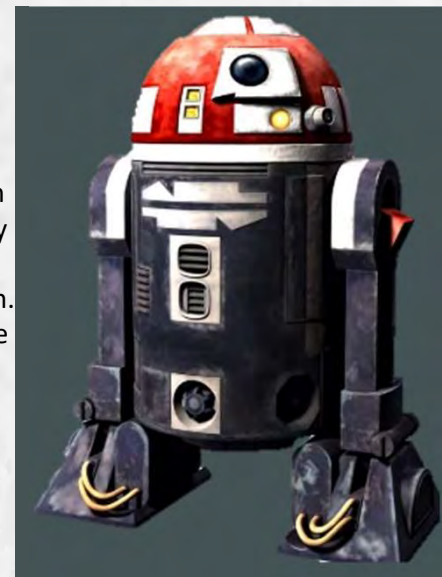


The players can either follow Mallolo's plan or choose to sneak onto the planet where the spymaster has a retreat and kidnap her before she leaves

If the PC's go along with Mallolo's plan they are given coordinates to an otherwise uninhabited system between the target's retreat on ZeHeth and Malastare where they will find a G9 Rigger Light Freighter waiting for them. It is maintained by a single astromech droid, R3-MJ.

An **Easy (◆) Mechanical** check will find that the ship is exactly as Bontask promised and is rigged to malfunction before going into hyperspace. R3-MJ will remain aboard and ensure the correct detonation sequence is followed, the PC's just need to be at coordinates she provides, blocking the yacht's return into hyperspace.

Bontask will contact them when the yacht carrying the spymaster, Cocan, leaves ZeHeth at which point they should move their ships to a safe distance and instruct R3-MJ to detonate the ship. Read or paraphrase the following to the PC's:



A series of beeps and whistles come over the comm from R3-MJ to let you know she is proceeding with the sequence and warning to stay clear.

Within seconds you see the freighter begin to shake and reel as though pulled by invisible wires and then there is a blinding explosion that seems to fold in on itself and is replaced by an eerie nothingness. R3 and the freighter are both gone with barely any debris to show for it.

You are still processing the scene when a Firespray-31 appears almost exactly where the freighter was. For a second the ship doesn't move as the pilot tries to understand what has happened and then the ship turns away from and proceeds to try to realign into hyperspace.





# EPISODE THREE: ESCAPE

## Act One: Explosion of Truth

Assuming that the PC's decide to take Cocan to Mallolo, they can find her waiting at the safe house on an otherwise uninhabited moon orbiting Nixor IV.



The compound has a courtyard large enough to serve as a landing spot for the players' ship and immediately upon touch down, Mallolo and her entourage will greet the PC's at their ship to take Cocan into custody. Read or paraphrase the following to the players:

**As soon as your ship lands, Mallolo's men approach with their blasters drawn. As the docking ramp opens, you see Mallolo with Bontask, her droid and her Gank guards, but you can't help but notice that there are at least another dozen of Mallolo's men scurrying around. They seem excited and anxious, as Mallolo addresses you:**

If the PC's have Cocan with them and ready to hand over, read the following:

**"You have done well!" Sixteen translates for Mallolo, as her men grab Cocan and start to lead her away.**

**"Now my enemies shall feel my breath on their neck and know that Mallolo the Hutt is not to be underestimated!" The droid doesn't translate her raucous laugh, "Come! We have more work to discuss!"**

Cocan is taken inside of the building by her guards, while Mallolo leads the players into her throne room. Here she will pay them their 2000 credits and tell them that her plan is working better than expected – confused as to who is assaulting him, Orobo has lashed out at a number of his rivals who have had nothing to do with the situation, and they have struck back, further depleting his resources and applying more pressure.

If the PC's don't have – or won't hand over – Cocan, then read the following:

**You don't need Mallolo's droid to translate to see her anger and agitation when you don't produce her hostage.**

**"Where IS she?" Mallolo shouts is raspy basic. "Bring her to ME!"**

**As obvious as her rage being directed at you are the amount of blasters suddenly pointing your way...**

If the PC's confront Mallolo with what they know to be the truth about Cocan, Mallolo will come clean about her master plan and will give the PC's greater insight into her family history, specifically around how she has set the rival groups against one another and her desired outcome.

No matter how the discussion unfolds, she tells the PC's that they have been helpful at every step but she couldn't afford to tell them the truth in case they had been caught, and then her plan would have been exposed. But they are so close to bringing the plan to fruition and she needs their help with one more job.

She tells them that she is ready to step out of the shadows and attack Orobo personally but according to the same Hutt customs he used against her mother, she wants to let him know that is coming for him.

She offers them 10,000 credits to plant a non-functioning bomb aboard Orobo's personal ship that is docked at his palace. She explains that this device is





designed to malfunction, disrupt the hyperdrive and then deactivate itself. She tells the PC's that the design is identical to the one used by Orobo to kill her mother and that this will send him a clear signal as to who is behind the recent attacks on his empire.

There is actually little truth in anything she is telling the players. The bomb is designed to detonate when the ship tried to jump into hyperspace and destroy the ship but moreover, Mallolo has had the bomb built to a specification associated with the Black Sun. This way even if the bomb doesn't go off, Mallolo still believes that if Orobo finds a bomb that can be obviously, if incorrectly, traced to SjanSjan, things will escalate without further intervention from her and she can move the next phase of her plan - moving in on Orobo's operations and securing her syndicate's foothold.

If the PC's express concern about transporting or placing a bomb, she insists that they are in no danger because she wants Orobo alive to see the downfall of his empire. After all these years of plotting, she tells them, she wants to see his face when he dies and a bomb is too cold and impersonal.

Again, she is lying. Whilst the bomb is designed to tie into the hyperdrive system, it also has a bespoke anti-tamper mechanism that will arm the device if it is not handled and fitted in a very specific way.

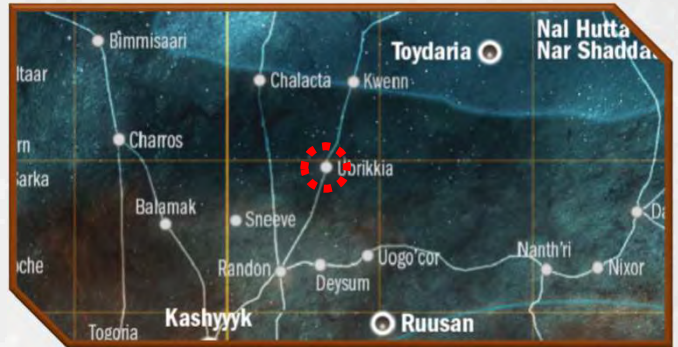
Either way suits Mallolo's plans. If she can kill her enemy now, she will take that as a victory, but if she can injure, maim or even just confuse Orobo, that will also be good enough.

She tells the PC's that she has been testing them but now believe them to be loyal and has one more task for them - plant the "smoking gun" that will blow the conflict wide open and allow her to regain her rightful empire.

If the PC's are reluctant to get engaged, Mallolo's mood turns dark and she tells them that they have little choice in the matter. Their fingerprints are all over the current chaos and unless they help Mallolo see this through, she tells them that she will give Orobo all the details he needs to hunt them down.


## Act Two: Give Him a Limp

Mallolo plan calls for the PC's to travel to Orobo's palace on Ubrikkia and plant the bomb in his personal ship, a Jumpmaster 5000, which is kept ready at his private docking platform.




As with many Hutt, Orobo's physical laziness occasionally leads to poor decision making and in this instance, he has sacrificed security for convenience, and has had docking platform build that is located in the open, but very close to his courtroom and chambers.





Unfortunately, the platform is also directly above some of the palace's subterranean power generators that service most of the compounds' weapons systems. If the ship explodes, it will cause a chain reaction that will level much of the palace and surrounding areas.



Entrance to the palace grounds are relatively easy, due mostly to the fact that the building is centuries old and the original architects had not designed it for defense so much as for pomp and ceremony.

If players wait until night, there are only a handful of guards on patrol and PC's can wait for an opportunity to sneak by them and board the ship with an **Easy (◆) Skullduggery** check.

The ship has anti-tamper devices and players must make an **Easy (◆) Computers** check to avoid setting them off. If they fail the checks, three guards will immediately converge on the ship, followed three rounds later by six more guards.

Mallolo has told them that the bomb needs to be tied into the engine system so that it becomes active when the ship lifts off and it is designed to short-circuit the hyperdrive, rather than detonate. This will alert the crew that something is wrong and when the device is found, the handiwork and design is such that it will point Orobo directly to SjanSjan.

PC's attempting to examine the device should make an **Average (◆◆) Mechanical** to see if it will do what she says and although it will, with a ⊕ the PC's find realize that it is not designed to malfunction like she says, but is indeed intended to explode. A ⊖ means that the players have accidentally armed the device.

To plant the device requires an **Average (◆◆) Mechanical** check. As they are planting it, they should make an **Average (◆◆) Perception** or an **Easy (◆◆) Perception** check and if they do, they will realize that it has armed itself and is ready to detonate.

The PC's must make a choice between disarming the device or escaping while leaving it to explode. The

bomb will detonate 6 rounds after they have realized it is arming.

If the device explodes, it causes mass destruction and injures but fails to kill Orobo. Although the PC's are unaware of it, he has paid planetary control for information and believes he has narrowed down those that did it to one of three parties, based on who was leaving at the time. The PC's are one of those three parties and now have a bounty on their head from Orobo.

## Act Three: To Even the Score

Armed with incontrovertible proof she was planning to either kill or frame them, the PC's most logical move is to confront Mallolo. They can find her in *The Lucky Swine* on HollowPromise and although Bontask is not there, she has an additional couple of Gank guards with her for a full cadre of six.

Feeling safe in her home base, she will freely admit to her plot but says the players are now implicated and that there is even a bounty out on them. She asks them what they think would happen to them if SjanSjan were to find out that they had kidnapped his concubine.

She tells them that there are only two options – remain loyal to her while she executes the remainder of her plan and become rich, or to try and cross her and be killed. She reminds them that she has incriminating data on the PC's that she will happily transmit to both SjanSjan and Orobo, laying the blame for everything at their feet.

If the PC's become aggressive, she tells them to think wisely about their next words or she will have her Gank guards kill them before they can leave the casino.

She suggests they spend a few weeks laying low so that neither crime-lord can find them, and then she will contact them with more work.

For the rest of their time on HollowPromise, two of the Ganks and a flying cam-droid follow them relentlessly.

The players should be very clear that they are in quite the pickle. Read or paraphrase the following:

**Mallolo has played this perfectly. Both Orobo and the Black Sun now know who you are, and not for the right reasons. There is already a bounty out on your head, who knows how many more are coming?**

**There has to be a way to get this heat off your back...**

Although Mallolo has strategized well, there are numerous avenues open to the players at this point. Whilst few of them clear the PC's entirely, they may have to decide who they want to clear their names with, and who they can live with wanting them dead.

GM's should work with the group to decide who they want to incorporate into the long-term campaign, because there is some obligation coming their way.

If they are to rescue Cocan from Mallolo's compound and return her to SjanSjan, this might resolve some or call of the Black Sun debt depending on how the PC's have treated her throughout.

Orobo has put a bounty out on them for their part in what he believes to have been a failed assassination attempt. If they can prove that they weren't behind the bomb attempt like he believes, they might be able to on some level clear their name.

Kidnapping and then presenting Bontask to Orobo is one way to do this, even though it won't help them with the Black Sun.

Taking that logic a step further, if the players were able to kidnap Mallolo – either by trickery or by force, then she could arguably be a big enough prize either to the Hutt or the Black Sun to allow the players to be little more than a distraction.

The players know that they were recorded while on Mallolo's yacht – if they are able to either retrieve the holorecordings from the ship's core or, more audaciously, steal the *Righteous Reclaim* from under her nose on HollowPromise.

Lastly – they can throw their lot in with Mallolo...

## Outcome 1: Catch & Return

Unless they have tipped her off to their plans, Mallolo has no reason to suspect the PC's might attempt to rescue Cocan and as such, not only has she not been moved, but the compound is relatively lightly guarded with a half dozen guards who sleep in three shifts, so there are never more than 4 active at any time.



There are two ways that the players can approach rescuing Cocan – sneaking in, and guns blazing.

### Sneaking In

Having been there once before, the players are familiar with the setup of the compound and didn't notice any long-range scanning equipment and if they land far enough away and approach either by landspeeder or on foot, they can get close without being detected.

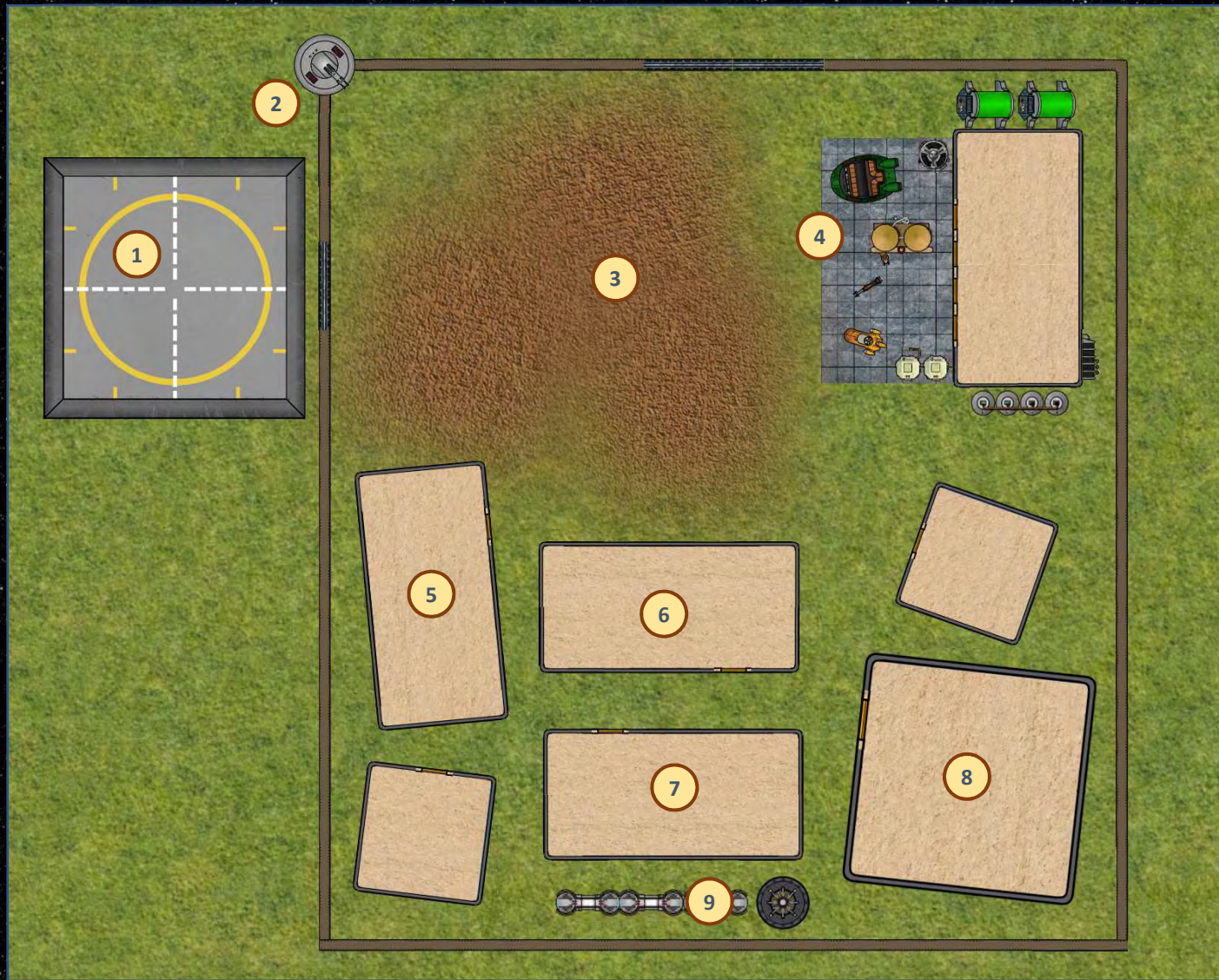
Cocan is confined to her quarters, which are locked at all times and as such, her guards have become indolent and lax. Sneaking into the compound is an **Average (◆)** **Stealth** check during the day, or an **Easy (◆)** **Stealth** check if attempting it at night, when there are only two guards on duty.

Once inside the compound, players should attempt an **Easy (◆)** **Stealth** or **Easy (◆)** **Skulduggery** check to make it to Cocan's quarters undetected. Opening the door to her room without triggering an alarm is an **Average (◆◆)** **Computers** check.

Cocan's reaction to the players will depend on how they interacted with her previously. If she chooses to go with them willingly, have the players make an **Easy (◆)** **Stealth** check to get her out undetected.



# MALLOLO'S SAFEHOUSE, NIXOR SYSTEM, ECLORAR SECTOR



- |   |                        |   |                |   |                   |
|---|------------------------|---|----------------|---|-------------------|
| 1 | Landing Pad            | 2 | Laser Turret   | 3 | Rough Landing Pad |
| 4 | Garage and Repair shop | 5 | Guard Quarters | 6 | Cocan's Quarters  |
| 7 | Guard Quarters         | 8 | Guard Longue   | 9 | Power Generators  |





# SjanSjan

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2	3	2	3	2	3
Brawn	Agility	Intellect	Cunning	WillPower	Presence
Soak Value 2	W Threshold 12	S Threshold 2	M/R Defense 0   0		

**Skills:** Athletics 1, Charm 2, Coercion 5, Cool 5, Deception 5, Discipline 5, Knowledge [Outer Rim] 3, Knowledge [Underworld] 3, Leadership 1, Melee 2, Negotiation 5, Ranged [Light] 2, Resilience 8

**Talents:** **Convincing Demeanor 2** (remove up to ■■ from any Deception or Skulduggery check).

**Durable 3** (subtract 30 from Critical Injury rolls made against the Hutt). **Nobody's Fool 3** (upgrade difficulty of all Charm, Coercion and Deception checks targeting Hutt three times). **Resolve 3** (when suffering strain, reduce the amount suffered by 2 to a minimum of 1).

**Abilities:** **Awkward** (Hutts have great physical strength but their bulk imposes severe limitations in flexibility and agility. They add ■■■ to all Brawl, Melee and Coordination checks they're required to make). **Ponderous** (Hutts can never spend more than one maneuver moving per turn).

*SjanSjan has come up through the ranks of the Black Sun over the course of the last half century.*

## Guns Blazing

Aside from a landing pad for the compound's shuttle, the courtyard is easily big enough for most ships to land and the players might decide to come in loud and hard. If they take this approach, all six of the guards will immediately return fire and at least one of them will attempt to get into the tower and use the heavy repeating blaster on the player's ship.

### Cocan's Jailers

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2	3	2	3	2	3
Brawn	Agility	Intellect	Cunning	WillPower	Presence
Soak Value 2	W Threshold 12	S Threshold 2	M/R Defense 0   0		

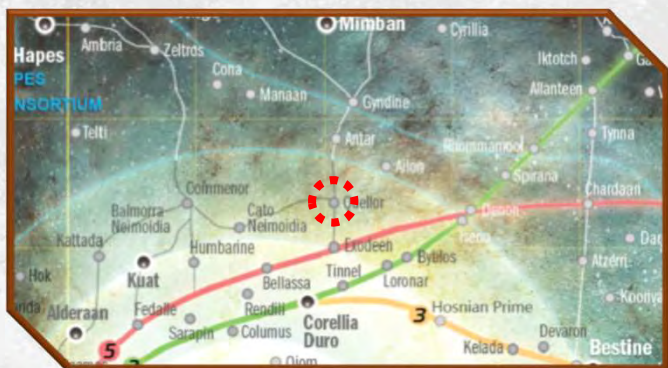
**Skills:** Brawl 1, Melee 1, Piloting (Planetary) 1, Ranged (Light) 1, Streetwise 1

**Equipment:** Light blaster pistol (Ranged [light]; Damage 5; Critical 4; Range [Medium]; Comlink,

Unless explosives are used or the players attack the buildings, Cocan will not be hurt and will be waiting serenely in her room to see what caused all the commotion.

Assuming the players have treated her well, Cocan is willing to travel with them to SjanSjan's palace on Quellor and broker a meeting with him and the players. The PC's should make an **Average** (◆◆) **Cool** or a **Hard** (◆◆◆) **Coercion** check to convince SjanSjan of their relatively minor and completely unwitting part in the troubles between him and Orobo.

He will demand [insert obligation] from the players in exchange for letting them live.

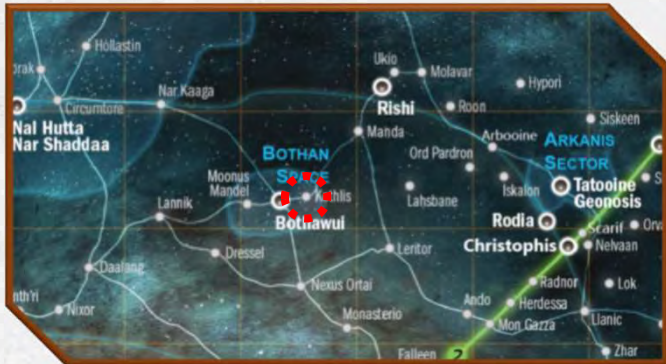


## Outcome 2: Bomb-Proof

The players should realize that the easiest way to prove their relative innocence is arguably to have someone else prove it for them.

They PC's also know that Bontask used to work for Orobo and is also very aware of the inner workers of Mallolo's schemes and may decide to kidnap Bontask and take him to his old boss.

Lastly, they are aware that when Bontask is not on HollowPromise at Mallolo's side, he can be found on the second moon of Kothlis, close to a very active shadowport where much of their business is conducted.



If players look for him, they should try an **Average** (◆◆) **Knowledge [Underworld]** check or a **Hard** (◆◆◆) **Computer** check to locate his apartment, the underworld locations he frequents and conducts business, and also the location of the docking bay where he keeps his personal M3-A Interceptor.

Unless the players have signaled their intentions, Bontask will have no reason to expect that he is at risk and travels alone as he conducts his business and runs his errands and should be easy to kidnap.

After the bombing, Orobo has defiantly remained at his palace on Ubrikkia and if the PC's use Bontask as a meat-shield, they should easily be able to get an audience.

Bontask will not initially be willing to betray Mallolo but if he senses that his life or wellbeing are at risk, he will clear the players names but try and attach himself to their relative innocence.

Orobo will demand [from the players]

# Orobo Attavu

Δ7ΔΞΔ  
X↵XKΥ



2	3	2	3	2	3
Brawn	Agility	Intellect	Cunning	WillPower	Presence
Soak Value 2	W Threshold 12	S Threshold 2	M/R Defense 0   0		

**Skills:** Athletics 1, Charm 2, Coercion 5, Cool 5, Deception 5, Discipline 5, Knowledge [Outer Rim] 3, Knowledge [Underworld] 3, Leadership 1, Melee 2, Negotiation 5, Ranged [Light] 2, Resilience 8

**Talents:** **Convincing Demeanor 2** (remove up to ■■ from any Deception or Skulduggery check). **Durable 3** (subtract 30 from Critical Injury rolls made against the Hutt). **Nobody's Fool 3** (upgrade difficulty of all Charm, Coercion and Deception checks targeting Hutt three times). **Resolve 3** (when suffering strain, reduce the amount suffered by 2 to a minimum of 1).

**Abilities:** **Awkward** (Hutts have great physical strength but their bulk imposes severe limitations in flexibility and agility. They add ■■■ to all Brawl, Melee and Coordination checks they're required to make). **Ponderous** (Hutts can never spend more than one maneuver moving per turn).

*At almost 400 years old, Orobo the Hutt likes to believe that he is*

## Outcome 3: Kidnap Mallolo

To kidnap Mallolo will require the PC's to either trick her into leaving with them or to get her out from under the protection of her guards and force her to off HollowPromise. Her guards – including Sixteen - will fight to the death and will be reinforced by Promise Keepers. Fighting their way out will be no small task for the PC's.

Their best chance to kidnap her is when she leaves The Lucky Swine each evening. Two of her guard usually stay behind and watch over business leaving her with only two of the Ganks by her side. She has an apartment that is very close by and players would have an opportunity to try and get the drop on her.

If successful – or if the players are able to concoct a story that can convince Mallolo to leave of her own accord – the quickest mode of escape will be for the players to take her yacht, which is berthed on the same level as The Lucky Swine.

If they have her willingly, they can use the normal docking procedures but if the PC's have to force her to go with them, they will need to “flush” their way out (see *HollowPromise Entry & Exit* on page 3) and will be given chase by 4 Z95 Headhunters.

Once they have her, they can decide if they should take her to Orobo or SJanSjan to attempt to exonerate themselves. Having Mallolo in their possession will guarantee them an audience.

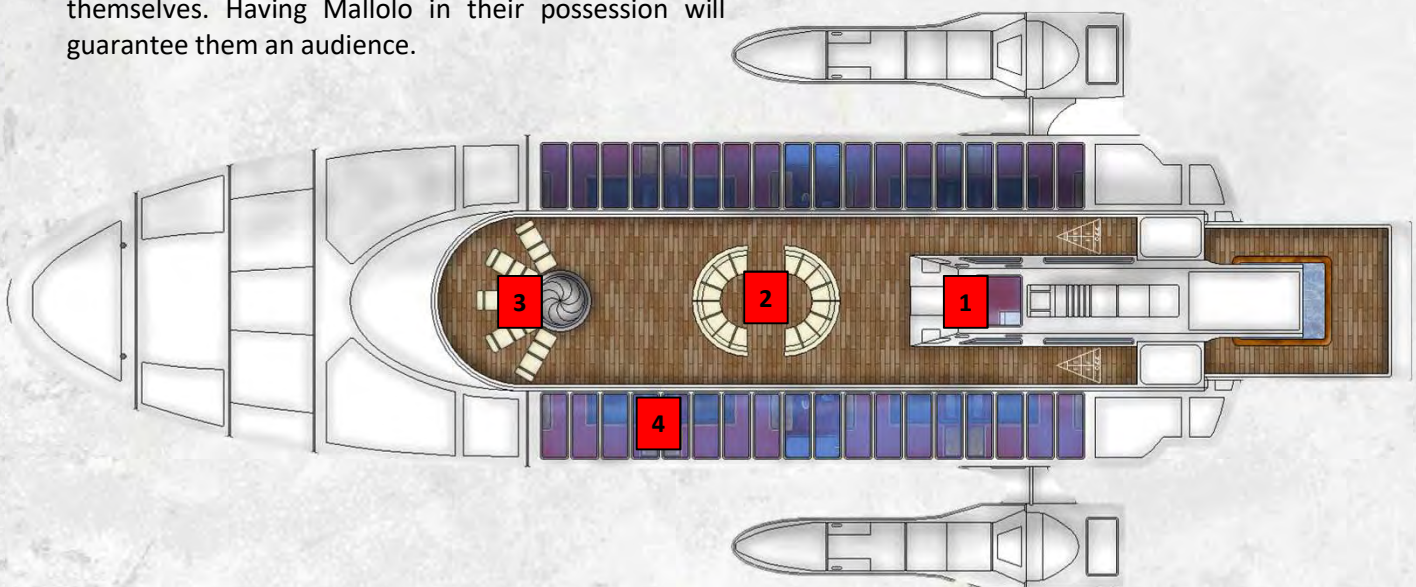
## SoroSuub 3000



**Hull Type/Class:** Yacht/Luxury 3000  
**Manufacturer:** SoroSuub Corporation  
**Hyperdrive:** Primary: Class 2, Backup: Class 14  
**Navicomputer:** Yes  
**Sensor Range:** Short  
**Crew:** One pilot, one co-pilot/engineer  
**Encumbrance Capacity:** 100  
**Passenger Capacity:** 10  
**Consumables:** One month  
**Cost/Rarity:** 120,000 credits/6  
**Customization Hard Points:** 4  
**Weapons:** 2  
**Indexes:** E-CRB:262

## The Righteous Redress

1. Bridge
2. Lounge
3. HoloSuite
4. DataBank



## Outcome 4: Recover Recordings

The players know that their meetings aboard Mallolo's yacht were recorded and also saw for themselves the significant holosuite. By accessing those recordings, they might not be able to prove their innocence but they can absolutely prove Mallolo's guilt

The ship is stationed on HollowPromise by there is no security assigned to it – who would be stupid enough to steal from Mallolo? – and the players can easily access the docking bay.

To unlock the ship will take an **Average** (◆◆) **Computers** check and then once onboard, the players can either try and access and download the holo-recordings of their meeting by a **Hard** (◆◆) **Computers** check, or they can try and steal Mallolo's yacht and deal with it later. Like in the previous outcome, the players would need to leave by flushing to stand a chance of escaping without being shot down. They will be chased by four of the Promise Keepers M3-A Scyk interceptors.

Assuming that they make it out of the system safely, they will be able to find the recording of their meeting with Mallolo (as well as many of her other meetings that were both held on the yacht or fed back from the cam-droids) that will show the conversations being directed and led by Mallolo or Bontask, and that the players were actually unaware for the most part of the drivers behind their actions.

## Outcome 5: Helping Mallolo

Arguably the most dangerous path of all, the PC's can acknowledge they are working for a treacherous Hutt crime lord and lean into that reality.

As Orobo has survived the assassination attempt and is aware of her attempts, Mallolo will accept the PC's offer of paid help in her continuing fight against him.

It will be up to the GM to determined both the risk and the reward that goes with this option, but if the PC's go this route, the conflict between Orobo, Mallolo – and possibly SjanSjan, depending on the outcome chosen by the players – will continue to heat up and, like any good underworld feud, there will likely be a great deal to following to contend with, and many riches to be had.

However, as she has already proven, Mallolo is not to be trusted. Players who go this route will not only pick up **[obligations]** but will also be subject to sudden betrayal by their boss.

## Epilogue

Depending on these choices the party makes, they can be aligned, indebted to, or hunted by Orobo, Mallolo and the Black Sun. The GM should work with the party to create suitable obligations to ensure that the PC's feel the aftershocks of their misadventures in campaigns to come.

- If they choose to align with Mallolo and help her continue to build her empire, this can be the basis for an ongoing campaign backdrop as they engage in new criminal endeavors and turf-wars, all the while being close to the top of the food chain, with associated risks and rewards. Assaults on trade lines
- Kidnapping and ransom of high-value targets
- The assassination of key personnel in the opposing organizations

Alternatively, they can try and work off their obligation to - or into favor with - either or Mallolo's enemies. They can use what they know about her operation against her and help them dismantled her fledging empire.

No matter the outcome, as you bring your adventure to a close read or paraphrase the following

As you prepare for another job you are doing routine maintenance on your ship and you find something attached to a hyperdrive latency coil that chills your bones. It's the same device Mallolo had you plant on Orobo's ship, but it's welded together with one of Mallolo's remote IFF transponders.

The device itself is completely non-functioning and essentially harmless except as a message. Or a warning. Someone was on your ship.

On the device, is written, in Huttese: "Behind You."