

FREE

# STAR WARS®

## THE SMUGGLERS OF NABOO

FREE GAME



OWEN K.C. STEPHENS

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# How Do We Play?

## What Is This?

With this booklet, you and your friends can experience *Star Wars* roleplaying in an easy-to-learn format. You'll use your imagination to portray a daring hero living in the *Star Wars* universe. If you've ever wanted to be a noble Jedi, fierce Wookiee, or crafty scoundrel, this game is for you.

This "fast-play" version of the game is designed to give you a feel for the *Star Wars Roleplaying Game*. The full game contains all sorts of additional options, including rules for creating heroic characters and designing your own adventures in the *Star Wars* universe.

We call this a fast-play game because you can begin playing it right away. Gather your friends and get ready for an adventure set long ago in a galaxy far, far away.

## How Do We Play?

Unlike other games, the *Star Wars Roleplaying Game* doesn't have a board or playing pieces, and you don't play it on a computer. You take the role of an imaginary hero, and the game takes place in your imagination. This isn't a solitary pursuit—you'll need some of your friends to help out. The *Star Wars Roleplaying Game* involves not only your character, but those of your friends as well.

## Let's Go!

First, you need to get everything necessary to play:

Your friends (up to five of them, including you),

This booklet,

A pencil or two,

And a set of polyhedral dice with 4, 6, 8, 10, 12, or 20 sides.



Next, decide who will be the Gamemaster. The Gamemaster ("GM" for short) controls the events of the game. That person also plays the creatures and opponents the characters encounter. The GM is like a storyteller, so think about which of your friends would do the best job telling a story. Most of the information in this booklet is for the GM.

After you decide who'll be the Gamemaster, the rest of the players pick characters. Take the character sheets and divide them up so that each player has a character. It's okay for someone to take more than one character if there aren't enough players.

Like the characters from the *Star Wars* movies, Rann I-Kanu, Arani Korden, Rorworr and Galak are heroes who go out and experience the events of a story. Your characters are the stars of the show; the Gamemaster is the director.

## The Gamemaster

When you're the GM, you coordinate the actions that take place in the game. You're both a moderator and a referee. You tell the other players what their characters see and hear. You help them resolve the success or failure of actions they take. You also choose actions for other characters in the story.

Sometimes the GM's characters are the "bad guys." For instance, if the players want their characters to fight a bounty hunter they encounter, the Gamemaster decides what the bounty hunter does and resolves his actions. At the same time, the GM helps them determine which characters get hurt and how serious their wounds are.

During the game, each player gets to decide what his or her character does at any given moment. When the Gamemaster describes a group of battle droids marching into a deserted plaza, the players get to decide whether their characters attack, wait and see what the droids do, try to sneak away, or attempt anything else they can imagine.

## The Characters

For this game, characters are provided with the booklet. The character sheets show what each character looks like and what actions he or she can take (like striking with a lightsaber, firing a blaster, or operating a computer).

The heroes of this game usually act as a group, but each player portrays an individual character. Each one has motivations and desires that guide his or her actions. Each one has opinions on how to aid the Republic and fight for the cause of justice.

The GM doesn't get a character sheet. Instead, the rest of this booklet acts like a "character sheet" for the Gamemaster. The GM plays all the other characters and creates the players meet. The adventure in this booklet describes what might happen as a result.

At this point, the players should look at their character sheets for a few minutes. The GM should keep reading.

## The Game Session

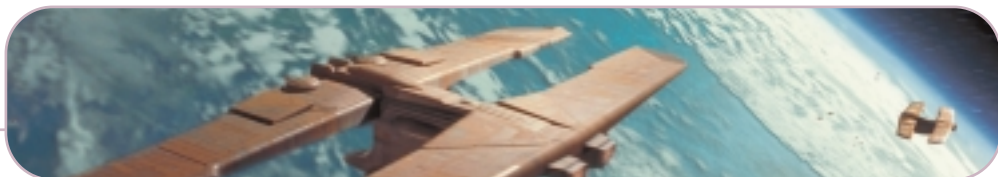
This fast-play game leads you through a game session, presenting an adventure like those found in the *Star Wars Roleplaying Game*. The rules are introduced as you need them, so you don't have to memorize anything.

The adventure is divided into encounters. Each encounter has a number that corresponds to an area of the map. Each one has its own directions and rules, so you don't need to read ahead to the other encounters. However, if you have time, it's helpful to skim ahead to get a sense of what happens later in the story.

For each encounter, follow the directions, describe the situation as it occurs, and add your own details. If you decide that an area has an aura of darkness that raises the hairs on a character's neck, that's okay. You're the GM, so you should make your descriptions as vivid as possible.

When the players tell you what they want to do, you tell them whether they succeed or fail and what happens as a result. The directions and rules for each encounter will help you make these decisions.

The game is based on dice-rolling and discussion. There's no need to run around and act out events, although gestures and facial expressions might help convey what you're trying to say. A player can speak in the voice of his character ("I attack the smuggler") or refer to his character in the third person ("Rorworr fires his bowcaster"). The GM can use different voices while portraying the other characters (harsh, stern voices for the smugglers, or a nervous, mousy voice for the archeologist), or he can describe each scene like a narrator ("The archeologist tells you his speeder has been stolen").



## Gamemaster Advice

In this booklet, you'll find many things to help you manage the adventure. First, the map provides a visual aid for the setting. It shows where the important locations are and how big each area is. You can also use the illustrations in this booklet to help describe the creatures in each setting, just as the illustrations on the character sheets help you visualize each character.

As you flip through the booklet, you'll see text in a round-cornered box. This is called "read-aloud" text. It's meant to be read to the players to describe the setting and the situation. Text in a square-cornered box tells you how to handle the battles that occur as the characters explore the setting. Don't read it aloud to the players. It's information to help you manage fight scenes.

## The Smugglers of Naboo

Once the characters have looked over their character sheets, you can start to play. Begin by reading the read-aloud text to the players. In the numbered encounters, read-aloud text often ends with a question posed to the players. Their answer to this question helps them decide what their characters do.

Remember that the characters don't all have to do the same thing. Galak can shoot a droid while Rann utilizes a Force power, even while Arani is trying to open a door. You tell them the results of their actions: "Galak hits the droid, Rann's Force power heals Rorworr, and Arani can't get the door open." It's easiest if the players take turns telling you what their characters are doing. That way, you can handle each action individually.

When something isn't covered in the rules, make up your own answer. That's the GM's job. If Rorworr's player wants to hide behind a tree so he can attack a creature that's running by, you need to decide whether that works.

Read the following text to the players:

Each of you controls a character: a Jedi, soldier, scout, or scoundrel. These characters live in the *Star Wars* universe on the planet Naboo, before the events of *The Phantom Menace*. You are all friends and know each other well. As valiant heroes, your characters are dedicated to aiding the Republic and ending all forms of injustice and evil.

As we play, I'll describe the setting and the action as it occurs. You can tell me when your character wants to do something.

First, let's have each of you introduce your character.

Have each player briefly describe his or her character so that everyone knows what everyone else can do. Then read the following text to the players:

The Galactic Republic is a vast nation spanning many star systems, including the planet of Naboo. Jedi Knights serve as guardians and advisors to the Republic, for they are strong in the Force. One such Jedi is Master Ali-Vor, a scholar who has come to Naboo to further the training of his Padawan learner, Rann I-Kanu. Master Ali-Vor regularly assigns tasks to Rann, who often enlists the aid of his friends.

Recently, Master Ali-Vor has been looking for smugglers who have been transporting rare creatures off Naboo. He has asked all of you to look into reports that some of these criminals are working out of a secret base near Theed, the capitol city of Naboo. Although Ali-Vor doesn't consider these rumors valid, he believes the investigation will be good training for Rann, as well as an opportunity to test the resourcefulness of his friends.

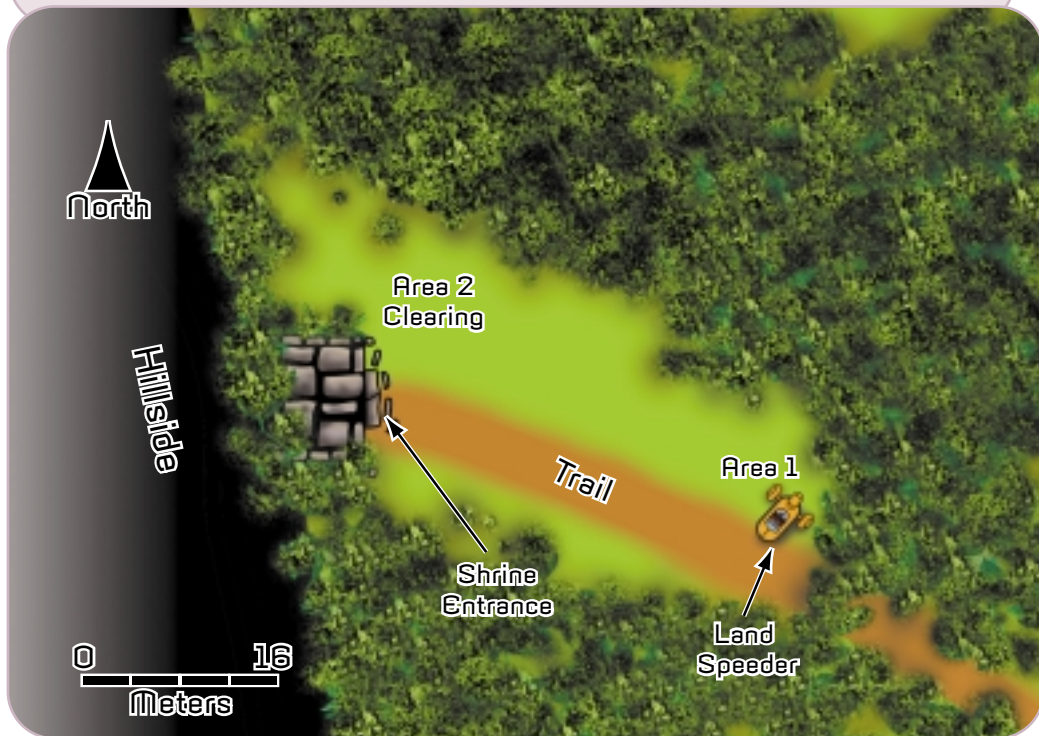
After a few days of checking around and asking questions, you received information about smugglers from one of Arani's trusted contacts. The contact suggested you should investigate an ancient shrine hidden in the nearby jungle. She sketched a crude map to the site and handed it to Rorworr. Rorworr has used the map to lead you to near where the shrine can be found.

Proceed to the start of the adventure, Jungle Clearing.

## Area 1: Jungle Clearing

Read the following text to the players:

You left Theed hours ago. A thin mist clings to the ground, and the air is heavy with the musty scent of jungle flowers. The air is still and quiet. Rorworr's map indicates a clearing up ahead, with the hidden shrine not far beyond it. As you approach the clearing, you spot a speeder off to the side of the trail, crudely hidden in the foliage. You hear a growling sound coming from the far side of it. Something is smashing into the speeder over and over again. A few lights are still flickering in the speeder's cockpit, suggesting its computer still has power. What do you want to do?





A Naboo archeologist piloted the speeder here to investigate the nearby shrine. When he walked up to see who was moving into the ancient building, a band of smugglers captured him and left his vehicle behind. Now a short-tempered creature called a veermok is prowling on the far side of the abandoned speeder. The veermok is a predator native to Naboo. It's a little smaller than a lion, with powerful legs and sharp claws. If it senses the characters, it attacks.

The characters have many options at this point. Some common choices are detailed below.

### **Walk Up and Look at the Speeder**

This is a bold, heroic course of action, though not a particularly cautious one. If the characters approach the speeder, the veermok notices them and leaps to attack. Refer to Handling the Fight, below.

### **Try to Determine What's Attacking the Speeder**

This is a very reasonable course of action. If a player's character wants to figure out what kind of creature might be smashing into the speeder, that player rolls 1 twenty-sided die and adds the Survival bonus listed on his character's sheet. If the total of the die and the bonus is 13 or higher, the character determines that the creature is a veermok prowling through its territory. Veermoks aren't very smart, but they're very territorial. (Because of this, some are captured illegally and sold as guard animals.) Since the creature is very angry, it will probably attack the first character who approaches it. If the heroes ignore it, it might just leave them alone. Rorworr has the best chance of working this out, since he has the largest bonus to his Survival rolls.

### **Ignore the Speeder and Move On**

Although not particularly heroic, this is a possible choice. If the characters stay away from the speeder, they won't be attacked by the veermok. Then again, they won't be able to look inside the vehicle and figure out who brought it here. Make sure the players really want to ignore the speeder before moving on to the next encounter.

### **Leave**

The characters can decide to turn around and head back toward Theed. If they abandon their search, Master Ali-Vor will be very upset. Fortunately, Rorworr can bring them back with his map a few hours later. By then, the veermok will be gone.

### **Handling the Fight**

If the characters get into a fight with the veermok, proceed through the combat by taking turns. First, let each character do one thing, such as shooting the veermok or using a Force power. Ask each player what his character does, one at a time. Then, when they're all done, tell them what the veermok does. Unless you can think of a better action, have the veermok attack the closest character. Go back and forth between the characters and the veermok until the battle is over.



- **Attacks:** First, make an attack roll. When a player's character attacks the veermok, that player rolls 1 twenty-sided die and adds the character's Attack bonus. If a player rolls a 14 or higher, the character hits. If the result is less than 14, it's a miss. Move on to the next character after each attack.
- **Damage:** If a character hits, the player rolls for damage. Determine how much damage the character deals by rolling the damage dice listed on the character sheet. Rorworr rolls 3 ten-sided dice for damage. Rann rolls 2 eight-sided dice, Galak rolls 3 six-sided dice and Arani rolls 3 four-sided dice.
- **Wounds:** Mark off damage from the veermok's wounds, shown below. If the veermok has lost some but not all of its wounds, it's injured. When you've marked all of the wound spaces, the veermok is dead and the fight is over.

Veermok: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

- **Force Powers:** Rann has Force powers he can use. When this happens, follow the instructions on Rann's character sheet. Rann can use a Force power instead of attacking.
- **The Veermok's Turn:** When all the players have acted, it's the veermok's turn. The veermok attacks one character each turn. For each attack, roll 1 twenty-sided die and add 4. Check the Defense score of the character it's attacking. If the result is equal to or higher than the character's Defense score, the veermok hits, and you roll 1 six-sided die for damage. Have the player whose character was hit mark off damage; that character is now injured. When a character's last wound box is filled, he is dead (and he can't take any more actions).
- **Description:** As you play through the battle, describe the action as if you were watching one of the *Star Wars* movies. Tell the players about the sizzling hum of the lightsaber, loud explosions from the blasters, and the vicious, snarling veermok as it howls and gnashes its teeth.

Once the veermok has been defeated, the characters have more options to choose from.

## Examining the Speeder

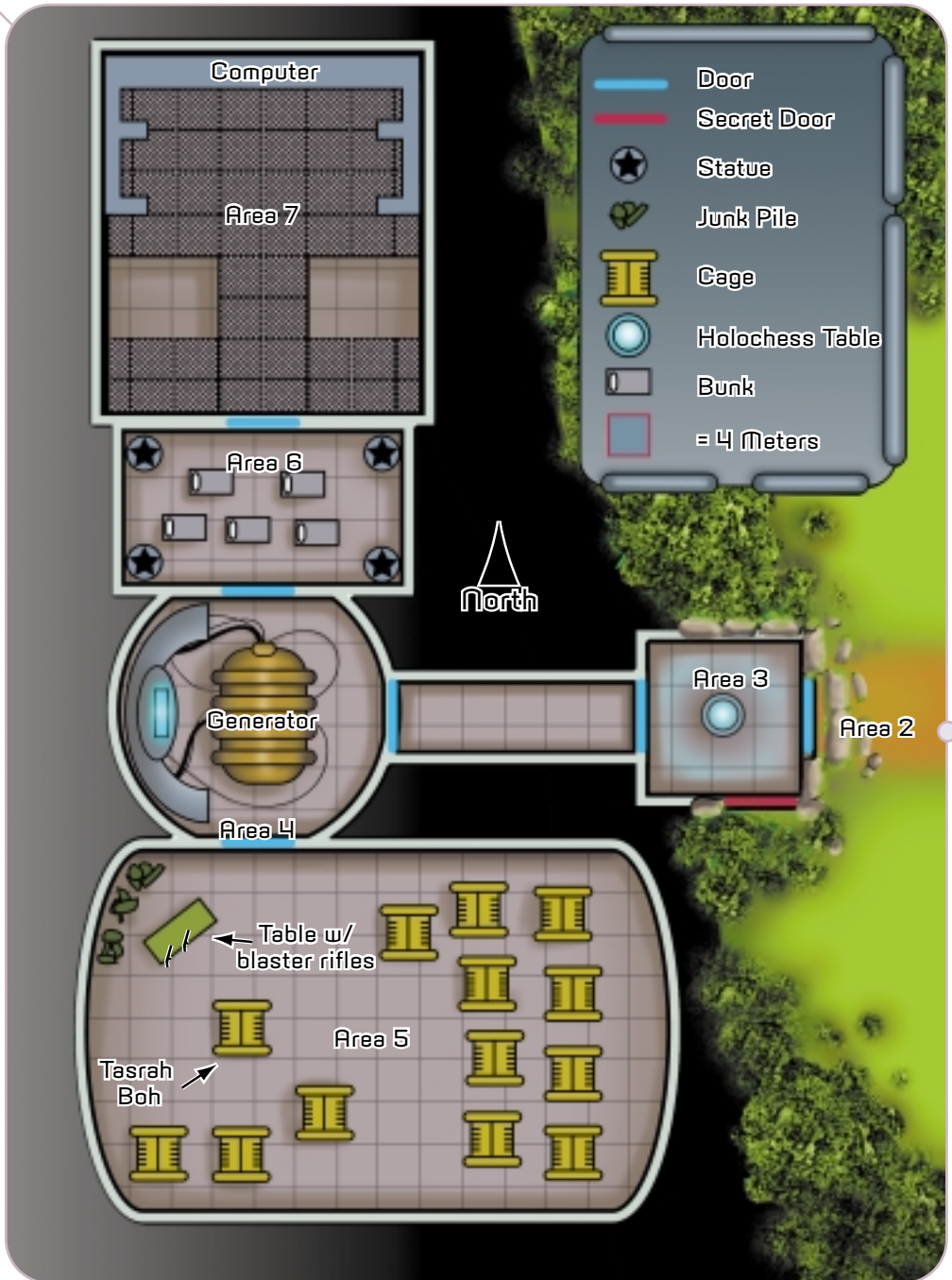
The speeder is a typical one-person transport. Markings identify it as the property of Theed's Royal House of Learning. Its computer has been shot with a blaster and is just barely operational, but the speeder is otherwise in usable condition. If a player's character wants to retrieve information from the damaged computer, the player rolls 1 twenty-sided die and adds the character's Computer Use bonus. If the total of the die and the bonus is 15 or greater, the following information is retrieved.

The speeder belongs to Tasrah Boh, a professor of archeology from Theed. He's kept his journal notes in his computer. His last entry is from several days ago. He left to investigate strange activity he noticed in the shrine, but he has not returned to the speeder since. The shrine has been abandoned for centuries, but its interior is still in good condition. In addition to the obvious main entrance, there is a hidden entrance off to the side of the shrine. An ancient mechanical trap protects the hidden entrance.



## Locate the Shrine

From here the heroes have no difficulty finding the shrine. When they get there, go to the description of Area 2: The Shrine Entrance.



## Area 2: The Shrine Entrance

The thick foliage of the jungle parts, revealing an ornate stone building constructed against a hill. Vines cover the entire structure, but a large door can be seen in front. A small red light indicates a security lock bolted onto the ancient entrance, clearly a new addition. Shrubs and trees cover the hillside, making it difficult to determine the exact size of the shrine. It's obviously fairly large, extending back into the hill.

The characters need to disable the security lock before they can enter. If a hero wants to disable the lock, a player needs to roll 1 twenty-sided die and add his character's Disable Device bonus. If the total is 12 or higher, the lock is disabled and the characters can move past the door. Only Arani has a chance to disable the lock. (The other characters have big penalties to their rolls.) If Arani can't disable the lock, shooting it or hitting it with a lightsaber destroys it. Once the heroes have dealt with the lock and opened the door, go to the description for Area 3: The Guard room.

If the characters know about the secret entrance, they may decide to start searching for it. If they decide to look around, read the following text:

A quick search of the area off to the left of the entrance reveals a small door hidden behind the vines. A simple latch opens the secret door, but there are a number of small holes in the doorway. These suggest that a trap of some kind will go off if the door is opened.



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## Rann I-Kanu

### Human Jedi Guardian

Rann I-Kanu is the Padawan learner of Master Ali-Vor. He is a seeker of justice and defender of the innocent. In combat, Rann uses a lightsaber, the weapon of a Jedi. He is also strong in the Force and has Force powers he can use.

During an adventure, Rann protects his teammates and helps defeat enemies.

**Actions:** Rann may attempt any of the following actions. When he does, roll 1 twenty-sided die and add the indicated bonus (or subtract the listed penalty). The GM will tell you whether your total was high enough to succeed.

**Attack:** +3 bonus

**Disable Device:** -10 penalty

**Jump:** +3 bonus

**Push:** +2 bonus

**Repair:** -10 penalty

**Survival:** +3 bonus

**Computer Use:** +2 bonus



## Galak

### Human Soldier

Galak is a native of Naboo and a volunteer in the Royal Security Service. He is very loyal to the people of Naboo, protecting them from criminals and enemies. He wears a combat jumpsuit, and his normal weapon is a blaster pistol. As a trained soldier, he is capable of using much larger weapons when called to do so.

During an adventure, Galak is extremely good with ranged weapons, providing fire support for the rest of the team.

**Actions:** Galak may attempt any of the following actions. When he does, roll 1 twenty-sided die and add the indicated bonus (or subtract the listed penalty). The GM will tell you whether your total was high enough to succeed.

**Attack:** +4 bonus

**Disable Device:** -10 penalty

**Jump:** +2 bonus

**Push:** +2 bonus

**Repair:** -10 penalty

**Survival:** +1 bonus

**Computer Use:** +1 bonus

**Damage:** 3 six-sided dice with blaster pistol  
*If the GM tells you that Galak's blaster hit, roll 3 six-sided dice. That's how much damage the blaster does.*

**Defense:** 15  
*If a foe attacks Galak, he must roll a 15 or higher to hit.*

**Wounds:**



*Mark off these spaces as Galak takes damage. Galak dies if all the spaces are filled in.*

**Strategy:** Galak is the best fighter in the group, with the most accurate attacks. He has armor, making him reasonably difficult to hurt. He usually leads the team into combat. Because he's a soldier, he's expected to take on the toughest opponents.

**Damage:** 2 eight-sided dice with lightsaber  
*If the GM tells you that Rann's lightsaber hit, roll 2 eight-sided dice. That's how much damage the lightsaber does.*

**Defense:** 15  
*A foe must roll a 15 or higher to hit Rann in combat.*

**Wounds:**



*Mark off these spaces as Rann takes damage. Rann dies if all the spaces are filled in.*

## Force Powers

Rann can use these Force powers instead of attacking:

**\*Battlemind.** This Force power enhances Rann's combat abilities. For the rest of the fight,



Rann gains a +1 attack bonus. (That is, his attack bonus is +4 instead of +3.)

*Using Force powers is tiring. Rann can use this power twice during the game. Mark off the Force power each time he uses it.*

**\*Heal Self.** This Force power heals one of Rann's wounds. Roll 1 four-sided die and erase that many checked wound boxes from Rann's character sheet when he uses this power.



*Using Force powers is tiring. Rann can use this power twice during the game. Mark off the Force power each time he uses it.*

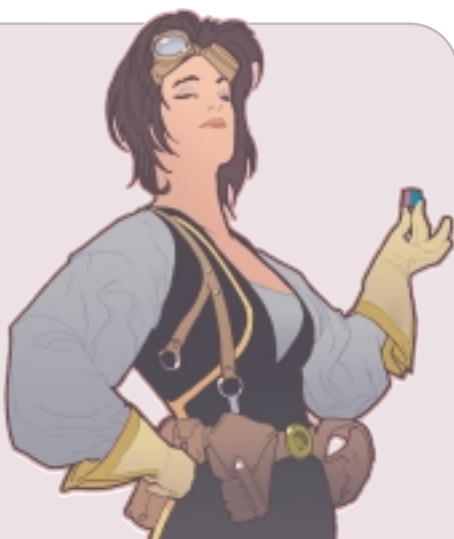
**\*See Force.** This Force power allows Rann to know how many living creatures are in a room, even before he enters it.



*Using Force powers is tiring. Rann can use this power twice during the game. Mark off the Force power each time he uses it.*

**Strategy:** Rann is swift and skilled, able to deal a fair amount of damage with his lightsaber. He can also use Force powers in combat.





## Arani Korden

### Human Scoundrel

Arani is the daughter of a Naboo noble. She's confident and adventurous, always looking for excitement. She has a talent for getting into trouble . . . and getting out of it.

During an adventure, Arani often deals with "tricky things," like security systems, computers, and traps.

**Actions:** Arani may attempt any of the following actions. When she does, roll 1 twenty-sided die and add the indicated bonus (or subtract the listed penalty). The GM will tell you whether your total was high enough to succeed.

**Attack:** +3 bonus

**Disable Device** +7 bonus

**Jump:** +0 bonus

**Push:** +0 bonus

**Repair:** -10 penalty

**Survival:** +1 bonus

**Computer Use:** +5 bonus



## Rorworr

### Wookiee Scout

Rorworr is a Wookiee from the planet Kashyyyk. He is brave, loyal, and curious. Rorworr carries a bowcaster, a uniquely Wookiee weapon that no one else on the team is strong enough to use. Although he's not the most accurate combatant, Rorworr does tremendous damage.

**Actions:** Rorworr may attempt any of the actions listed below. When he does, roll 1 twenty-sided die and add the indicated bonus (or subtract the listed penalty). The GM will tell you whether your total was high enough to succeed.

**Attack:** +2 bonus. A bowcaster must be reloaded after every shot, so Rorworr can only attack every other turn.

**Disable Device:** -10 penalty

**Jump:** +3 bonus

**Push:** +3 bonus

**Repair:** +5 bonus

**Survival:** +4 bonus

**Computer Use:** +1 bonus

**Damage:** 3 ten-sided dice with bowcaster. A bowcaster must be reloaded after every shot, so Rorworr can only attack every other turn. *If the GM tells you that Rorworr's bowcaster hits, roll 3 ten-sided dice. That's how much damage the bowcaster does.*

**Defense:** 14  
*If a foe attacks Rorworr, he must roll a 14 or higher to hit.*

**Wounds:**



*Mark off these spaces as Rorworr takes damage. Rorworr dies if all the spaces are filled in.*

**Strategy:** Rorworr is good at fixing things and identifying dangers in the wilderness. He's also a fair fighter and can back up others in combat.

**Damage** 3 four-sided dice with holdout blaster *If the GM tells you that Arani's blaster hit, roll 3 four-sided dice. That's how much damage the blaster does.*

**Defense:** 18  
*If a foe attacks Arani, he must roll a 15 or higher to hit.*

**Wounds:**



*Mark off these spaces as Arani takes damage. Arani dies if all the spaces are filled in.*

**Strategy:** Arani can handle herself in a fight, but she's not the best fighter in the group. She's very fast and hard to hit, but doesn't do damage as well as she avoids it. Her expertise with computers and security devices will make her the best choice for many other challenges the heroes will face.



A character opening the door without disabling the trap takes 1 six-sided die of damage. Mark the wounds on that character's sheet. If a hero wants to disable the trap, a player needs to roll 1 twenty-sided die and add his character's Disable Device bonus. If the total is 12 or higher, the trap has been disabled. Only Arani has a good chance of disarming the trap. (All the other characters have big penalties to their rolls.) Each character can make one attempt. Once the heroes have opened the secret door, go to the description for Area 3: The Guard room.

## Area 3: The Guard Room

The doorway opens into a large stone room. Glowlamps have been bolted onto the walls to provide illumination. Power cables run along the ceiling and down the corridor leading from the room. In the middle of the room, there's a hologame table and a few chairs. Four scruffy-looking men with facemasks and blasters stand near the table, their weapons ready in their hands. What do you do?

These men are smugglers. If the heroes came in the front door, the smugglers attack them immediately. If the heroes came in the secret door, they'll have enough time to confer with each other briefly before attacking.

### Handling the Fight

Play through the combat by taking turns (just like the fight with the veermok). If the characters attack from the secret door, they surprise the smugglers and may each act twice before the smugglers get a turn. After that, the heroes and smugglers take turns normally.

- **Attacks:** When a player's character attacks a smuggler, the player rolls 1 twenty-sided die and adds the character's Attack bonus. He needs a 12 or higher to hit.
- **Damage:** If the attack hits, determine how much damage the character does by rolling the damage dice listed on the character sheet. Mark off the smugglers' wounds below.
- **Wounds:** Each smuggler has eleven wounds.

Smuggler #1: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
Smuggler #2: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
Smuggler #3: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
Smuggler #4: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

When you've marked all of a smuggler's wound spaces, he is dead (and can't take any more actions). When all the smugglers are dead, the fight is over.

- **Force Powers:** Rann has Force powers he can use. When this happens, follow the instructions on Rann's character sheet. Rann can use a Force power instead of attacking.
- **The Smugglers' Turn:** When all the players have acted, it's the smugglers' turn. Each smuggler attacks a different character each turn. For each attack, roll 1 twenty-sided die and add 1.

Check the Defense score of the defending character. If the result is equal to or higher than the character's Defense, the smuggler hits; roll 3 six-sided dice for damage. Have the player whose character was hit mark off wounds. That character is now injured. When all of a character's wound spaces have been marked, he is dead (and can't take any more actions).

- **Description:** As you play through the battle, describe the action. Tell everyone about the startled smugglers scrambling for cover, or emulate their wild howls as they fire blasters at the heroes.

Once the fight is over, the characters have options to choose from again.

### ● **Examine the Smugglers**

Heroes may want to remove the smugglers' facemasks. The smugglers are clearly human, although they're filthy and unkempt examples of humanity. Their blasters have been poorly maintained and are possibly dangerous to fire. They have nothing of use or value on their bodies.

### ● **Check the Hologame Table**

The dejarik hologame table is covered with a pattern of checkered circles. It's designed to project several different kinds of games on its surface. It hasn't been maintained, and it's obviously broken.

### ● **Check the Corridor**

There is one corridor leading out of this room, running twenty feet and ending in a new metal door. The door is unlocked and opens at the press of a button. After the heroes open it, go to Area 4: The Power Generator.



## Area 4: The Power Generator

The metal door opens to reveal a large round room with a domed ceiling. Ancient carvings cover the walls, and a few glow lamps have been bolted over them. A large power generator sits humming in the middle of the room. Long cables run out in all directions. A small computer has been set up on the far side of the generator. Its lights blink, and its screen glows. Two doors exit the room, one to the left and one to the right.

The main decision the heroes have to make is which way to go. They might decide to take a look at the computer first.

### Checking the Computer

The computer has a security code to prevent unauthorized access. If a hero wants to bypass the security code, a player needs to roll 1 twenty-sided die and add his character's Computer Use bonus. If the total is 14 or more, the character bypasses the security system and learns the following information:

The left door leads to the storage room. The right door leads to the barracks.

The leader of the smuggling operation is a mercenary named Saidle Frex. He has a personal chamber in the back of the shrine, beyond the barracks.

The smugglers are capturing creatures called veermoks and illegally selling them as guard animals. In addition to trafficking in exotic animals, Saidle plans to start smuggling illegal weapons onto Naboo.

The storage room contains several damaged weapons the smugglers haven't been able to fix, along with one prisoner, Professor Tasrah Boh.

### Check the Doors

The doors are large and metallic, obviously placed here recently. They don't have locks, but they are too thick to hear anything through them.

If the heroes decide to go through the left door into the storage room, go to Area 5: The Storage Room. If they decide to go through the right door into the barracks, go to Area 6: The Barracks.



# Area 5: The Storage Room

The storage room is the largest chamber you've seen yet. It seems to be a large section of a hollowed out hill. It lacks the sculptures present throughout the rest of the shrine. There are several large piles of junk near the doors, including a table with two damaged blaster rifles and some tools. The back of the room is taken up by dozens of empty cages. One cage contains an elderly Naboo man. As you look around, a small spherical droid floats up out of the junk and flies toward you. What do you do?

The small round droid is a training remote, normally used by Jedi to practice their lightsaber skills. Arani and Rann should recognize it right away. This one has been set to attack anyone who enters the room. Only Saidle Frex, the leader of the smugglers, has the controller to turn it off. The training remote attacks the characters immediately.

## Handling the Fight

Proceed through the combat by taking turns.

- **Attacks:** If a player's character attacks the training remote, the player rolls 1 twenty-sided die and adds the character's Attack bonus. He needs to a total of 16 or higher to hit.
- **Damage:** Determine how much damage a character inflicts by rolling the damage dice listed on the character's sheet. Mark off the remote's wounds below. When you've marked all of its wound spaces, it's destroyed.
- **Force Powers:** Rann can use Force powers. When this happens, follow the instructions on Rann's character sheet. Rann can use a Force power instead of attacking.
- **The Remote's Turn:** When all the players have acted, it's the remote's turn. The remote attacks a different character each turn. For each attack, roll 1 twenty-sided die and add 5. Check the Defense of the character it's attacking.

Training Remote: ○ ○ ○ ○

If the result is equal to or higher than character's Defense, the remote hits. If it hits, roll 1 six-sided die for damage and subtract 3. If the result is less than 1, the character still marks off 1 wound. Have the player whose character was hit mark off damage; that character is now injured. When all of a character's wound boxes have been marked, he is dead (and can't take any more actions).



- **Description:** As you play through the battle, describe the action: the remote whizzing through the air, skillfully dodging attacks made against it, and the sharp sting its weapon inflicts when a hero is hit.

After the remote has been destroyed, the characters have some choices.

## Free Tasrah Boh

The cage containing Tasrah Boh has a simple electronic lock. If a hero wants to open the lock, a player needs to roll 1 twenty-sided die and add his character's Disable Device bonus. If the total is 8 or more, the lock opens.

## Talk to Tasrah Boh

Tasrah Boh is very grateful the heroes have come to rescue him. He's an older, dignified man who is not used to dealing with smugglers or being imprisoned. As the GM, you play the role of Tasrah Boh for the short time he's involved with the players. You decide what actions he takes and what he says. Although Tasrah's pretty shaken up, he does his best to answer any of the heroes' questions.

Here are some questions characters might ask:

*Who are you?*

"My name is Tasrah Boh. I'm a professor of archeology at the Naboo Royal House of Learning."

*What are you doing here?*

"I spend a great deal of time looking at the ancient ruins of Naboo. I thought I saw some people moving equipment into this shrine and came to ask what they were doing. They captured me and shot my speeder."

*Who are these people?*

"I have no idea what their names are, but I overheard their leader say they were planning to capture veermoks and sell them offworld. I'm quite sure that's illegal!"

*Who is their leader?*

"I only saw him briefly, but he is a large man in armor with a blaster pistol."

*What do you want to do now?*

"I must get back to the House of Learning. By now, my colleagues must be terribly worried about me. And you four must finish rousting out this band of criminals before they hurt someone!"

At the end of the conversation, Tasrah Boh leaves to take his speeder back to Theed. Nothing the heroes say can convince him to remain here or help them. He's an elderly scholar and not much good in a fight.

## Looking at the Blaster Rifles

The two blaster rifles on the table are malfunctioning due to poor maintenance. If a hero wants to repair a rifle, a player needs to roll 1 twenty-sided die and add his character's Repair bonus. If the total is 15 or more, the character has repaired one rifle. A separate roll must be made for each rifle. A character can make one attempt to fix each rifle.

A character using a blaster rifle does 3 eight-sided dice of damage instead of whatever damage he has listed for his own weapon.

If the heroes have already defeated Saidle Frex, this area is the end of the adventure. If they haven't, they'll need to backtrack to the power generator (Area 4) and proceed to the barracks (Area 6).



## Area 6: The Barracks

The door opens into a small, cramped room. A single glow lamp has been bolted to the ceiling, providing dull illumination. Four broken statues sit in the corners of the room with sheets draped over them. There are five cots crammed into the room, with food, clothes, and trash scattered on, around, and under them. There is a thick smell of stale food and sweat. A single door at the far end of the room leads out.

- The heroes can search the room, or they can proceed directly to Area 7: Saidle's Chamber.

### Searching the Room

It takes several minutes for the heroes to search the room thoroughly. The only useful items the characters discover are four medpacs. Each medpac can restore 1 wound to one character. If a player uses a medpac, have him erase one of his character's wound boxes. After a medpac has been used once, it's useless.

When the heroes move through the door, go to Area 7: Saidle's Chamber.

## Area 7: Saidle's Chamber

After the heroes enter the room from the barracks (Area 6), read the following text:

You stand on a ledge in front of a deep crevice. A narrow metal catwalk spans the crevice, leading to a large open area. Many computers and consoles have been bolted to the walls. Dim glow lamps hang from the ceiling. At the far end of the room, a large, armored figure stands with his back to you, looking at one of the computer screens. Beside him is a smuggler with a large vibro-ax in his hands.

- The figures in the room are the mercenary Saidle Frex and the leader of the smugglers he's hired. As long as the characters don't make much noise and stay off the metal catwalk, Saidle and his underling are too involved with the computer to notice them. If the heroes haven't taken the blaster rifles from the storage room (Area 5) and the medpacs from the barracks (Area 6), they might be better off going back for them before taking on Saidle. However, the decision is up to the players. Let them decide what their characters want to do.

### Sneak Away

If the heroes haven't attracted the mercenary's attention, they can sneak away without difficulty.



## ● **Cross the Crevice**

The heroes can either rush across the narrow catwalk or jump over the crevice. If a player's character wants to jump across, that player rolls 1 twenty-sided die and adds his character's Jump bonus. If the total is 12 or higher, the character jumps across safely and can attack. If the total is less than 12, the character falls into the crevice. The character takes 1 six-sided die of wounds and must spend an action climbing out before he can attack.

## ● **Attacking from the Ledge**

Any character with a blaster or a bowcaster may fire across the crevice without crossing it. If Rann is using his lightsaber, he must cross to attack.

If the characters attack without crossing the crevice, Saidle and the smuggler come across the catwalk and fight back.

## ● **Push Someone into the Crevice**

If the fight takes place on the catwalk or near the ledge, a character may attempt to push a foe into the crevice. Pushing a foe is a two-step process. First, a player rolls 1 twenty-sided die and adds his character's Attack bonus. If he hits, he does 1 four-sided die of damage. (If Rann attempts this, he may roll his normal lightsaber damage of 2 eight-sided dice).

If the attack succeeds, the player rolls 1 twenty-sided die again, this time adding the character's Push bonus. If the total is 15 or higher, the character pushes his foe into the crevice. Roll 1 six-sided die and mark off that many wounds. Before the foe can attack again, he must take one action to crawl out of the crevice.

## ● **Handling the Fight**

Proceed through the combat by taking turns.

- **Attacks:** When a player's character attacks a foe, the player rolls 1 twenty-sided dice and adds the character's Attack bonus. If a character attacks Saidle, the player needs to a total of 15 or higher to hit. When attacking the smuggler, only a 12 is required.

- **Damage:** Determine how much damage a character does by rolling the dice listed on the character's sheet. Mark off the foe's wounds below. When you've marked all of a foe's wound spaces, he is dead (and can't take any more actions).

Saidle Frex: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Smuggler Boss: ○ ○ ○ ○ ○ ○  
○ ○ ○ ○ ○ ○

- **Force Powers:** Rann can use Force powers. When this happens, follow the instructions on Rann's character sheet. Rann can use a Force power instead of attacking.



- **The Opponents' Turn:** When all the heroes have acted, Saidle and the smuggler get a turn. First, pick a target for the smuggler. He'll attack a character on the catwalk if possible. Because he's using a vibro-ax, he can't attack someone on the opposite side of the crevice. Roll 1 twenty-sided die and add 2. Check the Defense score of the character he's trying to hit. If the total is equal to or higher than the character's Defense, the smuggler hit. Roll 2 ten-sided dice, and have the player mark that many wounds on his character sheet; that character is now injured. When all of a character's wound spaces have been marked, he is dead (and can't take anymore actions).

Then pick a target for Saidle. Saidle attacks a different character than the smuggler. Roll 1 twenty-sided die and add 4. If Saidle's result is equal to or higher than the character's Defense, Saidle hit. Roll 3 six-sided dice, and have the player mark that many wounds off his character's sheet.

- **Using Medpacs:** The heroes may have brought medpacs from Area 6. A medpac can restore 1 wound to one character. If a player uses a medpac, have him erase one of his character's wound boxes. After a medpac has been used once, it's useless.
- **Description:** As you play through the battle, describe the action as you have in the previous fights. This is the climactic final scene of the adventure, and Saidle is the most dangerous opponent the heroes have faced yet. Dramatically describe the screech of blaster fire, the huge swings of the smuggler's vibro-ax, and Saidle's loud curses as he does battle with the heroes.

After the fight, the characters may choose from any of the actions below.

### ○ **Check the Computer**

The computer Saidle Frex was looking at contains information on his contacts in Theed, as well as his employers in Hutt Space. Although there isn't much the heroes can do with this information, it might be very useful to Master Ali-Vor.

### ○ **Check the Smuggler**

The smuggler's face is badly scarred under his facemask. He has a large vibro-ax in good working condition and 20 dataries. (These are Republic credits, used as money in the realm of space controlled by the Republic.) A hero may decide to take the vibro-ax; it does 2 ten-sided dice of damage.

### ○ **Check Saidle Frex**

The mercenary has some scarred battle armor, a blaster pistol, and 50 dataries (Republic credits). He also has the controller to the training remote droid in Area 5: The Storage Room. If the characters have not yet destroyed the remote, they can use this controller to turn it off.

### **Congratulate your players.**

The heroes have defeated the veermok smugglers and rescued Tasrah Boh!





# NOTES:



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