ESCAPE FROM ORTO
A Star Wars Saga Adventure
For four to six 1st or 2nd Level Characters
By Neil Carr

Overview of Adventure:

The story begins within the first week after Order 66 was issued by the now Emperor Palpatine to have the Clone troopers eliminate the Jedi. The Galactic Empire has literally just been declared and so the harsh restrictions that the Empire is known for have yet to really be implemented. There is a great deal of chaos and confusion as the new Empire asserts itself.

1. Introduction

Orto. Small, cold, barren and located far in the Outrer Rim within the Sluis Sector. With only a small band of habitable land around its equator, it has created a race of creatures that are ravenous for food, the Ortolans. Fortunately the planet itself is rich is minerals and so from all across the galaxy merchants and traders come with vast bundles of food to barter for ore and rare metals. The Ortolans go out into the wastes of the planet, mining rock and sifting through soil for the metal which will enable them to feed their appetites. On huge barges the ore travels down to great confluences where sprawling tarmacs have been built for thousands of offworld ships to land and the haggling to be done.

Merggo is one of these cities that have built up to serve the diffusive marketplace that surrounds it. With a lax government and mostly unregulated markets, the city is largely a huge bazaar with endless haggling and a million different shapes and sizes of sentient lifeforms who make a living off trade.

However, all is not well in Merggo. The war with the Separatists finally reached Orto when certain political factions took control of the government and aligned themselves with the Confederacy of Independent Systems. This brought armies of droids to defend the riches of Orto. It also brought the Grand Army of the Republic, which laid siege to Orto and reduced trade to a trickle. Pressure from without and within grew until just a week ago a major assault by Republican forces began, just as the shield generators that protected Orto were sabotaged. The battle was fierce, and much of Merggo was being smashed as Clone Troopers fought entrenched positions manned by droids and the thousands of Ortolans who had sided with the splinter government that had caused all of this. Just as it seemed that Orto itself might be gutted by the Republic to rid it of CIS forces, suddenly the vast majority of droids shut down all at once, causing a rout and capitulation of the government.

With fighting around the city over the bustle of trade quickly re-gained itself. However the overhead whine of LAAT Gunships is pervasive throughout the metropolitan area and beyond. Squads of clone troopers patrol the city at all hours to make sure no insurrections begin.

While trade is up, transportation is down. The Holonet is, inexplicably, down at the moment. Without regular astronavigational updates, freely given through the Holonet, transport into hyperspace isn't possible except for the most astute, and brave astrogators. This is essentially grounding massive numbers of ships, which now blanket the starport or are seen racing by as blinking lights high in orbit.

The player characters all find themselves in Merggo. The scene opens within a cantina as the PCs come in from out of the cold. They have all been trapped on the planet for several weeks due to the siege, and now from the lack of astronavigational data that is normally supplied by the Holonet.

For the Ortolans there is overall a sense of relief that the great drama on their planet is hopefully over, but for off-worlders the tension continues to grow as the military continues to impose harsh restrictions on movement off world. Merchants are becoming desperate, profits are being lost, and now there is talk of a new "Empire". In the cantina many questions are being asked but none have any answers to what is in store for the future.

Motivation

As a Gamemaster it would be profitable to develop to some degree some "contextual background" for the characters. Try and develop reasons as to why they would be on Orto. Examples might be that they were part of a crew belonging to a trading vessel which was destroyed at the end of the siege. Perhaps a young Jedi Padawan had come to Orto to join in the siege, but fortunately avoided the initial purge when Order 66 was given.

It is important though to develop a motivation for all involved to desperately want off the planet. If the harsh environment and stifling trade are not   enough of a motivation then the ever increasing unreasonable and draconian measures of this new "Imperial" army should make any offworlder eager to get some distance from Orto. This is the Outer Rim, a place that has rarely seen such consolidated and systematic power exerted and so for all involved this massive military presence should be grating.

Getting the Characters Together

Once you as a DM feel that you have worked out why everyone is there then use a typical cantina type scene to bring the players together. Allow them to introduce their characters if the group is totally new. Give some space for roleplaying to occur so that everyone can get a feel for their character.

The Hook

Once the PCs have had a chance to meet now it is time for the adventure to begin. The shared motivation that all of the PCs should have is to get off the planet. The opportunity to get off the planet should pull them all together to work as a team. As a DM you have a couple of options open to you to supply this opportunity:

1. One of the PCs owns a ship in Merggo and is looking for a crew.
2. An NPC shows up who owns and ship and is looking for help to get off the planet.

Option 1 is a big step depending on what you hope to do in the future with your campaign. Giving one player the keys to a spaceship shapes upcoming adventures and allows the party to explore the galaxy in ways that you might not anticipate.

If option 1 does not fit your needs as a storyteller then here is an NPC to supply you with option 2:

M1-KO

M1-KO is a scientific droid who has worked for decades in the business of astronavigational charting. Her master was part of the Astronagivational Cartological Corps that was chartered to manage and continuously update and the astronavigational data for the Republic. Several years ago her master passed away when in a confrontation with pirates. Having spent decades with the same memory system, and with frequent tweaking and programming from her master, M1-KO has developed a level of independence that few droids are able to achieve.

After her master's death she realized that being part of his property it was inevitable that she would be sold as part of his estate, and she can only presume that whoever became her new master would induce a memory wipe. She wishes to avoid this at all cost and has spent the last several years faking her master's work and keep up appearances as if he is still alive. She has no interest in having any authorities inspect in detail her ship, the *Okhoom's Razor*, and so is eager to leave Orto as soon as possible before the ever increasing scrutiny of the Imperial forces focuses on her ship.

Knowing the limits of her own abilities, she is looking for assistance from the many off-worlders who likewise would like to leave Orto. If they can find a way of getting access to new astronavigational data and getting off the planet then she is willing to give them a lift to anywhere they wish to go.

The Holonet

Regardless of who has a ship, the real problem is that the ship can not make a jump into Hyperspace without updated astrological data, which normally is supplied by the Holonet for free from a vast network of Nav Beacons spread across the galaxy. Without this data the every changing positions of stars within the galaxy would make jumping into hyperspace very dangerous.

With such a huge population of independent souls in Merggo there must be someone who knows of a way to get access to the data.

If players make a successful Gather Information Check (DC 12) then they find that if they ask around in the seedier parts of Merggo they might find some more help, perhaps a splicer might be found that can do the job for them.

2. Slaves

[Note: this scene is meant to add flavor only and not intended for players to explore with any depth]

Once the hook has been established in the cantina then move the action outside. The PCs begin to notice a commotion growing outside of the bar.

Going outside you see crowds gathering on either side of the street. A huge parade of Ortolans chained by hand a feet are being marched through the city by Clone Troopers. The procession seems to be moving towards the outskirts of the city, towards the bulk of ships resting on the vast tarmacs.

At the spaceport a massive transport is gorging on the column of Ortolans as they are forced up a huge cargo ramp into the great maw that makes up the hold of the ship.

A Knowledge: Galactic Lore check (DC 10) will identify the crew and ship markings as belonging to Trandoshan slavers.

As the crowd watches on both laughing and crying, booing and outrage are heard. Some think it is just for the separatists to be treated this way, while others find such treatment inconceivable.

3. Finding a Holonet Connection

Once the slave transport takes off the players, if they have already done some Gather Information rolls, can begin to move towards the center of the city, where more of the black market elements of society prefer to do business.

Merggo is not so much a true city as just one large marketplace built around where ships have landed. While actual municipal infrastructure has developed over the centuries within the city, many true buildings are dwarfed by huge rusting space hulks that came to land on Orto and never took off again. While most ships are dismantled for scrap, many were so large that Ortolans and merchants simply moved in to use as homes and businesses. However over time rust and decay have set in on these hulks and now darker elements of society tend to be the only individuals willing to put up with the waste and desolation at the core of the city.

Another successful Gather Information check (DC 15) gives the party a location and the name "Gefeen" to see about tapping into the Holonet.

Now players may decide to try and hack into the Holonet through a terminal. Let them try if they like by finding a terminal and making Use Computer Checks. All results will fail, however if a player gets a 20+ on their roll then they can conclude from thief effort that the holonet feed has been terminated at some kind of hardware level, either that or some kind of jamming is occurring.

Whether NPC or PC, the character that has a ship says that their efforts to gain a signal from their ship are met with static.

4. Meeting Gefeen

After a bit of moving about the party will finally find the huge rusting hulk that is where they will find Gefeen.

The party approaches a ramp that leads up into what must have been a cargo bay door. At the top of the ramp is a scrawny Gran who asks what they are doing there.

How this exchange goes really depends on the players involved. Deception, Persuasion, Stealth, or even a Jedi Mind trick are all options that players might use in this situation. Go with whatever works best for the story. What is important is that the party eventually finds their way into the cargo bay.

Gefeen's Motivations

Regardless of how the players want to deal with the situation, Gefeen has dark plans for the players. Gefeen is the head of a small gang of thugs who are trying to work their way up in the underworld of Merggo. Bright enough to be dangerous, but stupid enough to not think things through thoroughly he sees the presence of the player characters as a quick opportunity for some more credits and supplies. With the military presence on Orto people are desperate and Gefeen wants to move quickly to grab what he can for his gang. Some reasons why the gang would like to ambush the players:

- Rumors of clone troopers assassinating their Jedi Generals has spread through Merggo, and so if any PC presents themselves as a force user or Jedi in some fashion then this enough warrants capturing or killing the party so that hopefully some bounty can be gained.
- Gather Information checks, especially poor ones, have allowed Gefeen to hear ahead of time that people are looking for him for some reason. Gefeen wants to cash in on recent events, but he is also paranoid, and so he wants to secure anyone who is approaching him and his gang.
- If any of the PCs come off as wealthy individuals then, uncreatively, Gefeen will see this more as a chance to gain a ransom.

If the players are talking their way through the situation then what happens is that the guard at the door will lead the players into the cargo hold. He will ask them to wait there as he goes up a stairway to an old airlock door. Gefeen and another thug are in there and a moment later the thug will remerge, tell them to wait, Gefeen will see them and then go back to the large cargo bay door.

Gefeen will comlink his gang to secretly take positions around the edges of the cargo bay, then he'll begin talking to the party through a speaker system in the control room. He will begin to question them about what they want, acting pretty paranoid. After a bit of exchange, Gefeen will find something the PCs say offensive.

Allow the players to make a Perception Check (DC 15) to hear the other thugs getting into position.

In the end, someone is going to provoke someone else. If everything is going along too peacefully then one of the thugs, stupid and bored, will start shooting and the rest will join in. See Encounter A for stats and tactical details.

Once the fight is over the players should have a chance to either question a thug who has given up, or revive a thug who has been left unconscious. At this point the thug will bargain their life for details on a Communications Substation that they know of where the party can tap into the Holonet. If it is Gefeen then he will even give over his credit chip if they just let him go.

Communication Substation

While Merggo is shut down by the military, the underworld of the city knows that while most transmission are jammed, the military itself needs the Holonet for proper communications with the rest of the Army and Navy.

The only way to tap into the Holonet is to use the secure network that the military is using. They have taken over the massive ground based relay station that sends signals into orbit and beyond, and they have insulated everyone else from it at a hardware level, cutting off the city network physically. In addition they have powerful jamming equipment to shut down any connections that non-military ships make within the system.

However, the military has overlooked some of the relay stations network nodes. One of them is a substation tucked away in an Ortolan residential neighborhood. If the party goes there and manually splices into the network then they should get full access to the Holonet.

5. Tapping into the Holonet

If M1-KO is with the party then she says she can hook up to the Holonet and has the memory storage to download the astrological data, otherwise the party will need a datacard or their own droid to store the data.

Let the players go about getting to the substation site as they like. If they want to shop for datacards or anything else then let them go to the marketplace. You might want to make them make some Survival Checks (DC15) to find the substation, or if they ask around with Gather Information (DC 12) to ask for the location of the neighborhood. If there are failures to check, make it sound ominous in some way for the party, but in the end they get to the neighborhood and find the pylons embedded into the middle of an intersection in a quiet neighborhood.

The Ortolans within the neighborhood are fearful of outsiders and want nothing with the party. Furtive glances from windows are quickly followed by shutters, whilst doors lock's click as the party passes by.

Once the party reaches the station they can easily open a panel, one which the lock was broken awhile ago by others who have used this station, and begin tapping into the system.

The computer begins with an attitude of "Unfriendly" for Use Computer Checks and has a Will Defense of 10. Once the computer is "Friendly" then the player will be able to begin downloading the astronavigational data. It will take about 10 minutes to download the data.

Which is just long enough for Imperial forces to get tipped off that something is amiss at the Communications Substation! The Imperials have known someone was tapping into the system, but up to this point they have not been able to pinpoint where the breach in their security was. However with the massive amount of data going through this one substation an Imperial tech has picked up that this might be where the splicers are getting in. Within a few minutes a detail of Clone Troopers are ordered to go investigate the location.

Let eight minutes elapse in-game, perhaps making some secretive rolls or doing something else to make the situation more tense. Then have the players make a Perception Check (DC 15) with a +2 if they have positioned themselves on one of the upper story patios. If they succeed then they hear the chirping of Clone Troopers speaking through their helmets. Put your hand up to your mouth, make that radio chirping sound and then say something like *"I think we are close sir. Not too much further."* etc.

See the map for Encounter B Map, the Clone Troopers will be coming in on one of the corners of the map, whichever one you think works best to add drama to the situation. If the characters heard the Troopers then let them prepare, otherwise the Troopers will round the corner and find at least one player huddled by the substation. Look at the Encounter B Stat Block Sheet for more information on tactics for this encounter.

6. Prepping for Launch

Once the astronavigational data is downloaded and the Clone Troopers are dealt with in some manner then it is time to get out of there. Tell the players how they can hear the approaching whine of a LAAT/i Gunship and hopefully they will get the point and keep moving.

As the party prepares to launch, allow for skill check for Knowledge Physical Sciences, Technology or Piloting with a DC 15. If successful then they will be able to tell, in part from simply looking up in the sky at orbital patterns of capital ships, but also from calculations, when the best time will be to depart and minimize the presence of Imperial Navy ships that could block their efforts from leaving orbit. With the end of major hostilities the Navy no longer has a tight blockcade on the planet as they did during the siege.

Once they feel ready to leave then launch the ship! Shipping does occur off of Orto, but it is regulated and requires security codes to gain registered flight paths off planet. Once the ship is in ascent it will be hailed and a request will be made for a security code. Let the players hem and haw about what to do, even give deception checks, or use computer checks to try and come up with something. Whatever they come up with will not work in the end, as the only way to get security clearance for shipping would have been to reach someone in authority on one of the capital ships above in orbit. No one with authority will show up on holoscreens. Still, milk the scene for whatever you can.

Eventually, they will hear from the authorities that fighters have been sent to intercept and that they should come to a full stop in orbit and await escort for processing.

8. Escaping from Orto

Two fighters are sent to intercept the ship. The party better make good use of that astronavigational data because it is time to jump into hyperspace before a Venator Class Star Destroyer scoops them up with their tractor beam.

Once the ship is clear of the planets gravity well it is time to roll for Initiative and star the 10 turn clock as the computer begins computing for a hyperspace jump.

Position the two fighters at least 15 spaces away. Each turn the ships will move 5 squares closer to the ship. See Encounter C Stat Block sheet for details
- Turn 1: The fighters will hail the ship and order it to come to a full stop and lower its shields.
- Turn 2: It will again make the order, adding that a failure to comply will result in aggressive action.
- Turn 3: The Fighters will make attack runs on the ship, attempting to disable it.

As this is a starship battle, players should take roles on the ship, as detailed on pages 170-173 of the Saga Edition book. If M1-KO is being used with her ship the Okhoom's Razor then there is a sheet supplied so that players can place their figures on the role they are taking for the ship. If M1-KO is being used then she is trained to be a Pilot, a Gunner, or Use Computer Checks.

Presumably, unless the party is incredibly unlucky, they should be able to get to turn 10 as long as they shoot their own gun and fly defensively at least some of the time. At turn 10 make the astronavigational check and hopefully the view in the cockpit will show the stars stretching out and off they will zoom to safety.

Author Notes:

When I wrote up this adventure it was intimately tied to each of the characters in our group and the motivations of the individual characters.

Contextually, the characters reasons for being on Orto and their motivations to get off were:

- Human Jedi – was the Padawan of Jedi Master Nem Bees, an Ortolan, who had gone undercover to help end the occupation of the Separatists. Bees was killed during Order 66, and the Padawan was enroute to meet him.
- Cerean Scoundrel – Was the captain of a ship that had landed in Orto before the assault for trading. During the assault his ship was destroyed and he was now stuck on this cold planet.
- Human Dathomiri Witch – Was a crew of the Cerean's ship.
- Trandoshan Soldier – Was a crew of the Cerean's ship.
- Wookiee Soldier – Wandering the universe, got stuck on the planet during the war. Ended up in gladiatorial combat with the Trandoshan character, but ultimately they turned on the underworld bosses that were forcing them to fight. Their escape made the both of them honor bound to each other for saving the others life. They also had stun collars on their necks at the start of the adventure.

- M1-KO – After the death of her master she has been faking that he is still alive to avoid being sold as part of his estate and having her memory wiped. She wants to avoid having anyone inspect her ship, which she fears the military will end up doing if she doesn't leave.

In terms of the encounters:

Encounter A – This was slightly different as written. Gefeen would have made a deal with the party, however when he saw the Trandoshan and Wookiee, both of who were being searched for all over the city after killing some crime bosses, he sprung an ambush. He had an activator for the stun collars, and so some tension was added to the encounter with both of the soldiers getting stunned each turn.

The Jedi was able to force crush Gefeen into submission and the rest of the party, after taking a few hits, were able to subdue the rest of the thugs or drive them off.

Encounter B – They made their perception check and the Wookiee just walked up to the Troopers before they could see the substation and what was going on there. The troopers, seeing a gun started to put the Wookiee under arrest. The Jedi then rounded the corner, did a Jedi Mind trick and had the troopers walk away. It wasn't the most climatic of encounters, but I wanted to reward the use of the ability.

Encounter C – Since this was the first time for everyone using the starship combat rules there was a bit of stumbling about, but after a few turns everyone got into their role and took on the fighters. The ship took a couple of hard hits, but they got to turn 10 and zipped off into hyperspace with much relief.

Appendix:

1. Encounter A Map
2. Encounter A Stat Block Sheet
3. Encounter B Map
4. Encounter B Stat Block Sheet
5. Encounter C Stat Block Sheet
6. M1-KO Stat Block & Okhoom's Razor Ship Stats
7. Okhoom's Razor Ship Image for Roles
8. Starship Combat Role Summary Sheets

Crawl – I'm also making available the Star Wars Crawl that I made for the adventure. This was made with Windows Movie Maker and can be viewed on any Windows computer. I don't know if it will work on a Mac.

The following links might be helpful:

http://starwars.wikia.com/wiki/Orto

http://starwars.wikia.com/wiki/Ortolan

If you have any questions or comments, you can reach me at neilmcarr@yahoo.com

Enjoy!

Neil Carr

Encounter A Map

To forward cabins

● Gefeen, Thug Leader

● Thug

◉ Thug w/Light Repeating Blaster

▨ Second Story - 3 squares high

■ Cargo Containers - 2 squares high

▦ Old grate metal stairway - Difficult terrain

▭ Rusty Airlock Doors - All start open

Control Room

Cargo Bay

Position Party Here

East Ramp

West Ramp

To Engine Room

▬ Huge Cargo Bay Doors - Slide along tracks.

⬚ Somewhat functional Cargo Bay Control Terminal - Gefeen monitors bay through Transparisteel window and com-link

Encounter A (Total CL 9)

Credit Chip: credits = 2,000 x (number of players)

Thug   **CL 1**
Medium nonheroic 2
Init +6; **Senses** Perception +5
Languages Basic

Defenses Ref 10 (flat-footed 10), Fort 11, Will 9
hp 11; **Threshold** 11

Speed 6 squares
Melee vibro-ax +2 (2d10+1) or
Melee vibro-ax +2 (2d10+2) with both hands
Ranged blaster pistol +1 (3d6+0)
Ranged Light Repeating Blaster -4 (3d8 area effect) non-braced
Ranged Light Repeating Blaster -1 (3d8 area effect) braced
Base Atk +1; **Grp** +2
Atk Options Cleave

Abilities Str 13, Dex 11, Con 12, Int 8, Wis 9, Cha 10
Feats Cleave, Toughness, WP (advanced melee, pistols, simple)
Skills Initiative +6, Perception +5
Possessions vibro-ax, blaster pistol

One Thug has a Light Repeating Blaster and is proficient in its use. He has one additional clip (after three bursts at full auto a clip is expended).

Gefeen, Thug Boss   **CL 3**
Medium Quarren scoundrel 1 / nonheroic 6
Init +9; **Senses** Low-light vision, Perception +6
Languages Basic, Quarrenese

Defenses Ref 16 (flat-footed 15), Fort 14, Will 10
hp 40; **Threshold** 14

Speed 6 squares
Melee vibro-ax +6 (2d10+2) or
Melee vibro-ax +6 (2d10+4) with both hands
Ranged heavy blaster pistol +5 (3d8+0)
Base Atk +4; **Grp** +6
Atk Options Bantha Rush, Cleave, Point Blank Shot
Special Actions Skirmisher
Abilities Str 14, Dex 12, Con 14, Int 8, Wis 7, Cha 8
Special Qualities Breathe Underwater, Expert Swimmer, Low-Light Vision, Swim Speed (4)
Talents Skirmisher
Feats Armor Proficiency (Light), Bantha Rush, Cleave, Point Blank Shot, Toughness, WP (advanced melee, pistols, simple)
Skills Initiative +9, Perception +6
Possessions vibro-ax, heavy blaster pistol, padded flight suit, credit chip
Notes:-
Skirmisher: If you move 2 squares you get +1 to attacks till next turn.
Bantha Rush: Push opponent 1 square after making succesful melee attack
Point Blank Shot: +1 to hit and damage with ranged weapons in Point blank Range

	Hit Points	Threshold	Condition					
			-1	-2	-5	-10	Out	
Boss	⬜⬜⬜⬜⬜ ⬜⬜⬜⬜⬜ ⬜⬜⬜⬜⬜ ⬜⬜⬜⬜⬜ 🟥🟥🟥🟥🟥 🟥🟥🟥🟥🟥 🟥🟥🟥🟥🟥 🟥🟥🟥🟥🟥 + 1 Second Wind (regain 14 hit points)	14						
Thug 1	⬜⬜⬜⬜⬜ ⬜⬜⬜⬜⬜ ⬜	11						
Thug 2	⬜⬜⬜⬜⬜ ⬜⬜⬜⬜⬜ ⬜	11						
Thug 3	⬜⬜⬜⬜⬜ ⬜⬜⬜⬜⬜ ⬜	11						
Thug 4	⬜⬜⬜⬜⬜ ⬜⬜⬜⬜⬜ ⬜	11						
Thug (auto) CL 2	⬜⬜⬜⬜⬜ ⬜⬜⬜⬜⬜ ⬜	11						

Total XP for defeating the encounter is 1800xp. Breakdown per player: 6 players = 300, 5 players = 360, 4 players = 450

Tactics –

Gefeen will monitor the situation from the control room, and if need be, question the party via comlink. Gefeen wants to set an ambush, seeing the PCs as a profitable way of making some bounties, or potential bounties. He or one of the other thugs will question the party as to why they are there, probing them for information. Once they are satisfied that they are just offworlders and not connected to authorities or another gang then they will spring an ambush.

Once the party has started to talk with Gefeen, the other thugs will get into position for an ambush. Once it is sprung the guards will move out, take cover and try and get as many of the party in a crossfire. If the party hasn't become aggressive yet then Gefeen will call on the speakers for the party to put their weapons down and put

their hands up. If a PC wants to make a dramatic comeback line and then fight, let the PC do it and then roll for initiative.

Gefeen and the thugs are cowards and, at the DMs discretion, if it looks as if they will be defeated they will have no problem running or giving up. Once defeated, Gefeen or any thug will gladly bargain for their life with information of the communications substation, and even Gefeen's credit chip.

The Thug with the Light Repeating Blaster will try to brace when possible.

Jedi Mind Trick – If this is attempted then one of the other observing thugs will call out *"We got ourselves a Jedi here, should make a good bounty with the troopers!"* and then roll for initiative.

Encounter B Map
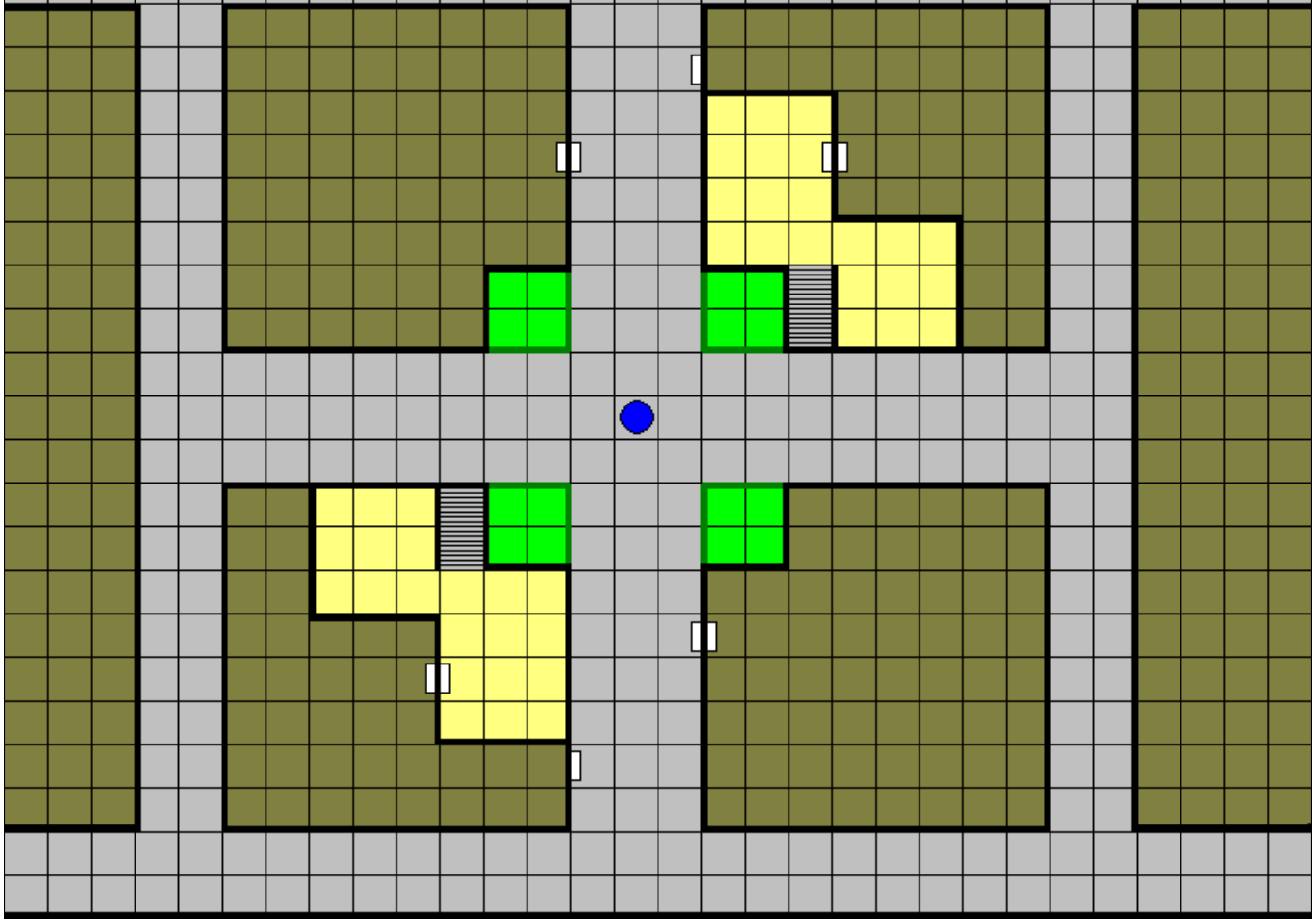
Street

Ortolan Residence - Some are currently occupied, some are not. The Ortolans who are home peer out windows, shudder them and lock their doors, being very wary of any strangers in their neighborhood.

Locked Doors - All of the doors are locked in the neighborhood. The doors are recessed into the buildings so if someone stands in the square with the door they can recieve cover as if they were standing by a corner for line-of-sight purposes. If a PC breaks through a door (metal door) then any Ortolan occupants will be uttery submissive, only begging that the PCs leave.

Second Story Patio - The stairs from the street level leads to a second story patio. It has a doorway that leads to the second story interior of the building. There is a meter high wall around the patio which can provide cover. This is a good spot for PCs to overlook the the street square, get some cover, and even have a +2 to perception checks for approaching troopers.

Garden - Each corner of the intersection has a garden area with a low slung wall that can provide cover for those who crouch behind it. The wayll is about half a meter high.

Communications Network Substation - Here the PCs can splice into the network. The computer starts as "unfriendly" and has a will defense of 10. Once it is friendly then the computer allows for the downloading of updated astronavigational data. It takes about 10 minutes for the data to be downloaded.

Encounter B (Total CL 7)

Clone Trooper Sergeant CL 3
Medium Human soldier 1 / nonheroic 6
Init +9; **Senses** Perception +7
Languages Basic
Defenses Ref 18 (flat-footed 17), Fort 16, Will 10
hp 33; **Threshold** 16
Speed 6 squares
Ranged blaster rifle +6 (3d8) or
Ranged blaster rifle +1 (3d8) with Autofire or
Ranged blaster rifle +7 (3d8) with Careful Shot or
Ranged blaster rifle +7 (3d8+1) with Point Blank or
Ranged blaster rifle +8 (3d8+1) with Careful Shot & Point Blank or
Ranged blaster rifle -4 (3d8) and heavy blaster pistol -4 (3d8) or
Ranged heavy blaster pistol +6 (3d8+0) or
Ranged heavy blaster pistol +7 (3d8) with Careful Shot
Base Atk +5; **Grp** +6
Atk Options Careful Shot, Point Blank Shot
Special Actions Coordinated Attack, Indomitable
Abilities Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8
Talents Indomitable [x1]
Feats Armor Proficiency (Light, Medium), Careful Shot, Coordinated Attack, Point Blank Shot, WP (pistols, rifles, simple)
Skills Initiative +9, Perception +7
Possessions blaster rifle, heavy blaster pistol, stormtrooper armor, comlink
Notes:-
Indomitable: 1/day +5 on condition track as swift action.
Coordinated Attack: Auto success w/aid another attack or suppress target within point blank.
Careful Shot: Get +1 on attack if you use Aim.

Clone Trooper CL 2
Medium Human nonheroic 6
Init +9; **Senses** Perception +7
Languages Basic
Defenses Ref 17 (flat-footed 16), Fort 13, Will 9
hp 21; **Threshold** 13
Speed 6 squares
Ranged blaster rifle +5 (3d8+0) or
Ranged blaster rifle +0 (3d8) with Autofire or
Ranged blaster rifle +6 (3d8+1) with Point Blank or
Ranged blaster rifle +6 (3d8) with Careful Shot or
Ranged blaster rifle +7 (3d8+1) with Careful Shot & Point Blank
Base Atk +4; **Grp** +5
Atk Options Careful Shot, Point Blank Shot
Special Actions Coordinated Attack
Abilities Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8
Feats Armor Proficiency (Light, Medium), Careful Shot, Coordinated Attack, Point Blank Shot, WP (pistols, rifles, simple)
Skills Initiative +9, Perception +7

Possessions blaster rifle, stormtrooper armor, comlink
Notes:-
Coordinated Attack: Auto success w/aid another attack or suppress target within point blank.
Careful Shot: Get +1 on attack if you use Aim.

	Hit Points	Damage Threshold	Condition					CL & XP
			-1	-2	-5	-10 / ½ Speed	Out	
Sarge	☐☐☐☐☐ ☐☐☐☐☐ ☐ / ☐☐☐☐☐ ☐☐☐☐☐ / ☐☐☐☐☐ ☐☐☐☐☐ ☐ +1 Second Wind (regain 12 hit points)	16						CL 3 XP 600
Trooper 1	☐ ☐☐☐☐☐ ☐☐☐☐☐ / ☐☐☐☐☐ ☐☐☐☐☐	13						CL 5 XP 1000
Trooper 2	☐ ☐☐☐☐☐ ☐☐☐☐☐ / ☐☐☐☐☐ ☐☐☐☐☐	13						CL 7 XP 1400

Total XP for encounter = 1400xp Breakdown per player: 6 players = 233xp, 5 players = 280xp, 4 players = 350xp

Tactics –

This clone trooper detail, who have been on patrol, have been ordered to find this particular communications substation, either because a security access was triggered, or an unusual amount of data is now being streamed through it.

They will approach from one of the four corners of the map, whichever you as the DM decide will make for the most interesting situation depending on how the players are positioned. It is possible, if the players make a Perception check of 15, to hear the troopers approaching due to their comlink chatter. Put you hand up to your face, make some radio static sound, and say something like *"We should be close…"*, *"The coordinates say it should be somewhere around here sir."*

The clone troopers are professional soldiers. They are interested in assessing the situation, reporting back to command, and taking control of the area if something unusual is happening, such as someone tapping into the substation.

Handle the scene the way a typical episode of "COPS" might unfold. If they see suspicious activity they will approach with guns at the subjects, telling them to lay on the ground with their hands behind their head. If they encounter any resistance they will shoot first and ask questions later.

If a PC displays a lightsaber then any one of the troopers will yell, "*Jedi! Blast them!*"

Jedi Mind Trick – This will work on the clone troopers if the Sergeant, who is distinguished with his green markings on his armor, is successfully mind tricked. If the Jedi has the Sergeant move the detail along then the other troopers will obey orders and follow the Sergeant down the street.

Being professional soldiers, the clone troopers will use **coordinated attack** and and **careful shot** when possible.

If under cover the sergeant will spend a turn sending a message to command via comlink. Once the encounter is over tell the players they hear the whine of a LAAT/I gunship somewhere close by and, presumably, the party will make their getaway.

Encounter C

V-Wing Fighter   CL 7
Huge Starfighter
Init +8; Senses Perception +6
=== ========
Defense Ref 15 (flat-footed 11), Fort 22; Armour +3
HP 60; DR 10; Threshold 22
=== ========
Speed fly 16 squares (max. velocity 1200 km/h), fly 5 squares (starship scale)
Ranged laser cannon +4 (see below)
Fighting Space 3x3 or 1 square (starship scale); Cover total
Base Atk +2; Grp +24
Atk Options autofire (laser cannons)
===
Abilities Str 34, Dex 18, Con –, Int 14
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8
=== ========
Crew 1 (Skilled); Passengers none
Cargo 65 kg; Consumables 2 days; Carried Craft none
Availability Military; Cost 60,000 (25,000 used)

Laser Cannon (pilot)
Atk: +4 (-1 autofire), Dmg: 4d10x2

10 Turns to make the Jump to Light Speed!

Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6	Turn 7	Turn 8	Turn 9	Turn 10

Hit Points							Threshold
☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐ ☐☐☐☐☐		22

Condition Track					
Normal	**-1**	**-2**	**-5**	**-10 / Half Move**	**Disabled**

Hit Points							Threshold
☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐ ☐☐☐☐☐		22

Condition Track					
Normal	**-1**	**-2**	**-5**	**-10 / Half Move**	**Disabled**

Tactics – Begin 15 squares away from the player's ship. Turn 1: The fighters will hail the ship and order it to come to a full stop and lower its shields. Turn 2: It will again make the order, adding that a failure to comply will result in aggressive action. Turn 3: The Fighters will make attack runs on the ship, attempting to disable it. If a fighter takes 50+ hit points of damage it will break off the attack.

Total CL = 14   Total XP = 2800   Per Player = 467 (six), 560 (five), 700 (four)

M1-K0
CL 1

Medium droid (1st-degree) noble 1
Init +7; **Senses** Low-light vision, Perception +8
Languages Basic, Binary, Bothese, Dosh, Durese, Givin, High Galactic, Huttese, Ithorese, Ortolan, Shyriiwook

Defenses Ref 18 (flat-footed 16), Fort 10, Will 14
hp 18; **Threshold** 10

Speed 6 squares (Walking)
Ranged heavy blaster pistol +2 (3d8)
Base Atk +0; **Grp** +2

Abilities Str 8, Dex 14, Con -, Int 18, Wis 12, Cha 12
Special Qualities Droid Traits
Talents Connections
Feats Linguist (x1), Weapon Proficiency (heavy, pistols, simple)
Skills Deception +6, Gather Information +6, Initiative +7, Knowledge (Bureaucracy) +9, Knowledge (Galactic Lore) +9, Knowledge (Physical sciences) +9, Knowledge (Tactics) +9, Perception +8, Pilot +7, Use Computer +9
Systems walking locomotion, heuristic processor, backup processor, durasteel shell (+4 armor), comlink, internal, vocabulator, compartment space (1kg), improved sensor package
Possessions heavy blaster pistol

	Hit Points	Damage Threshold	Condition				
			-1	-2	-5	-10 / ½ Speed	Out
M1-K0	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ +1 Second Wind (regain 5 hit points)	10					

Corellian Engineering Corporation YT-2400   CL 7

Colossal space transoprt
Init -5; **Senses** perception +5
_____

Defense Ref 12 (flat-footed 12), Fort 26; Armour +12
HP 120; **DR** 10; **SR** 30; **Threshold** 76
_____

Speed fly 12 squares (max. velocity 810 km/h), fly 2 squares (starship scale)
Ranged laser cannon +2
Fighting Space 12x12 or 1 square (starship scale);
Cover total
Base Atk +0; **Grp** +36
_____

Abilities Str 42, Dex 10, Con –, Int 14
Skills Initiative -5, Mechanics +5, Perception +5, Pilot -5, Use Computer +5
_____

Crew 2 (normal); **Passengers** 6
Cargo 150 tons; **Consumables** 2 months;
Carried Craft 2 escape pods
Hyperdrive x2 (backup x12), nav computer
Availability licensed; **Cost** 130,000 (32,000 used)
Laser cannon (gunner) Atk +2, Dmg 4d10x2

Hit Points						Threshold
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□						76

Condition Track					
Normal	**-1**	**-2**	**-5**	**-10 / Half Move**	**Disabled**

OKHOOM'S RAZOR

Engineer

Systems Operator

Gunner

Passenger
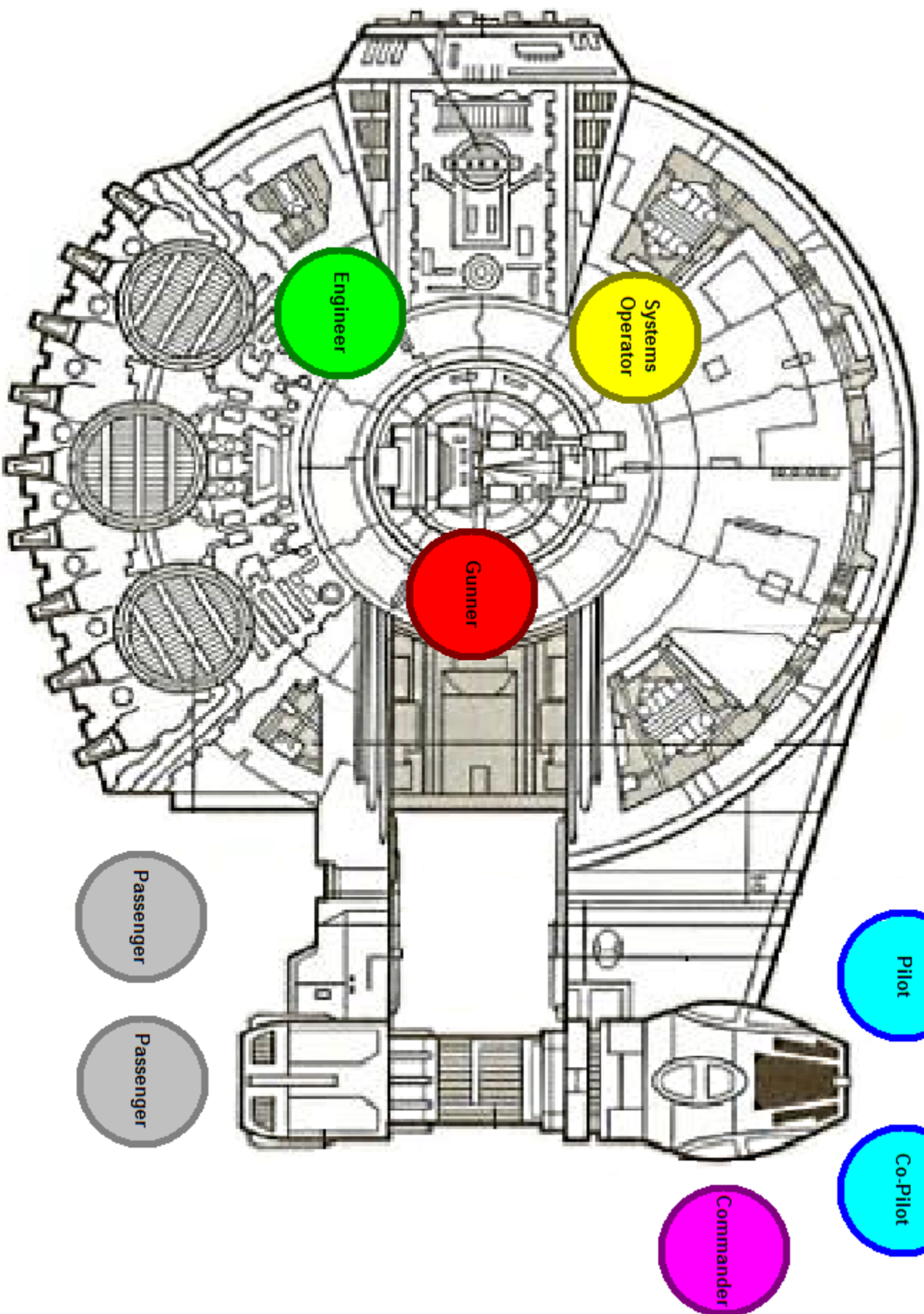
Passenger

Pilot

Co-Pilot

Commander

Pilot & Co-Pilot (Co-Pilot can make Aid Another DC 10 Checks to assist in relevant Pilot Actions)

Engage The Enemy: If you are trained in Pilot you can use a Pilot Check instead of an Initiative Check for turn order.

Action	Time	Notes
Move	Move	Move up to your vehicles speed. May not reenter square that you just left.
All-out Movement	Full Round	Move 4x vehicle speed in straight line. -Can not avoid collisions. -Loses Dex bonus till next turn. -Can only use if you moved on previous turn. -gunners can not attack this turn. -Can try *to Increase Vehicle Speed* as free action once per turn while doing All-out Movement
Increase Vehicle Speed [Pilot Trained Only]	Swift	DC 20 Pilot check to give +1 square of movement, +1 for every 5 points above DC. Fail and ship moves -1 on condition track.
Full Stop	Swift	If you haven't moved this turn can spend a swift action to stop. -considered stationary -Can not do a full stop if you used the All-out movement in the previous turn.
Avoid Collision	Reaction	DC 15 Pilot Check to take no damage at starship scale.
Attack Run	Standard	Move vehicle speed (min 2) in straight line towards target and make attack. +2 to hit, -2 Ref. Can't move through enemy squares.
Dogfight	Standard	Target in adjacent square, make Pilot Check -5 vs. opponent's Pilot Check. -When in Dogfight can only attack target. -Must continue in Dogfight each turn until you disengage. -Those outside Dogfight are -5 to shoot into it. -Make opposed Pilot Check to disengage from Dogfight. Success and you can move away at normal speed. Fail and you are still in it and any gunners are at -5 to hit. -Attacks of opportunity: can initiate one during AoO. If successful then enemy stops. -Making attack in Dogfight: Make opposed Pilot Check, if successful then can make single attack with ship weapon as swift action. Fail and cannot attack target and allied gunners are -5 to hit.
Fight Defensively	Standard	-5 on all attacks from pilot and gunners, +2 Ref Def till next turn. If Pilot makes no attacks then +5 to Ref Def, Gunners are -10 to attacks till next turn. If trained as Pilot then get +5 Ref Def /-5 Attack or +10 Ref Def / -10 Attack
Ram	Full Round	Move into target's fighting space. -Make Pilot Check -10 vs target's Ref Def. -If successful then take collision damage (pg 173) -If alive, can continue moving through target's space if you have movement left. -Otherwise, pushed out of target's fighting space into empty space and turn ends. -If failure then take half collision damage and pushed out of target's fighting space and turn ends. -If using all-out movement then double damage.

Gunner

Action	Time	Notes
Attack with Vehicle Weapon	Standard	If you don't have Heavy Weapon Proficiency then -5 to attack roll. If trained as Pilot then get +2 bonus on attack rolls if you are both Gunner and Pilot on ship.
Aim	2 Swift	As normal Aim (pg 154)
Full Attack	Full Round	If you have multiple attacks then use a full round to use them. If also Piloting then the ship has to have come to a complete stop before using this option.
Aid Another - Attack	Standard	Can make an Aid Another with a *Reflex Defense* DC 10 Check to add +2 to another character's attack.

Commander

Action	Time	Notes
Aid Another – Use Computer Check	Standard	Only the Commander can do an Aid Another for *Use Computer* checks, such as Astrogation. DC 10 to add +2 to the result of the character that is making the actual Computer check.
Aid Another - Attack	Standard	Do an Aid Another with *Knowledge (Tactics)* DC 10 to add +2 to another character's attack.

Systems Operator

Action	Time	Notes
Raise or Lower Shields	Swift	Activate or Deactivate Shields of ship.
Recharge Shields	Three Swift	Spend three swift actions, either in a single turn or over several turns, to make a DC 20 *Mechanics* check to increase the shields value by 5, up to the shields maximum value.
Operate Sensors – Aid Another (attack)	Standard	*Make an* Aid Another - *Use Computer* Check DC 10 to add +2 to another character's attack.

Engineer

Action	Time	Notes
Reroute Power	Three Swift	Spend three swift actions, either in a single turn or over several turns, to make a DC 20 *Mechanics* check to move your vehicle's condition up +1 steps on the condition track.
Jury Rig	Full Round	Temporarily repair on disabled vehicle or component. DC 25 *Mechanics* Check to give +2 steps on condition track and 1d8 hit points. At the end of scene or encounter the jury rigged device moves -5 steps on the condition track and becomes disabled again. -Get +5 on check if you have a tool kit.

Anyone can make an Aid Another DC 10 check for the relevant skill. Save for Pilot checks, which only the Co-Pilot may do, and Use Computer Checks, which only the Commander can do, and attacks which requires one of the above prescribed positions.