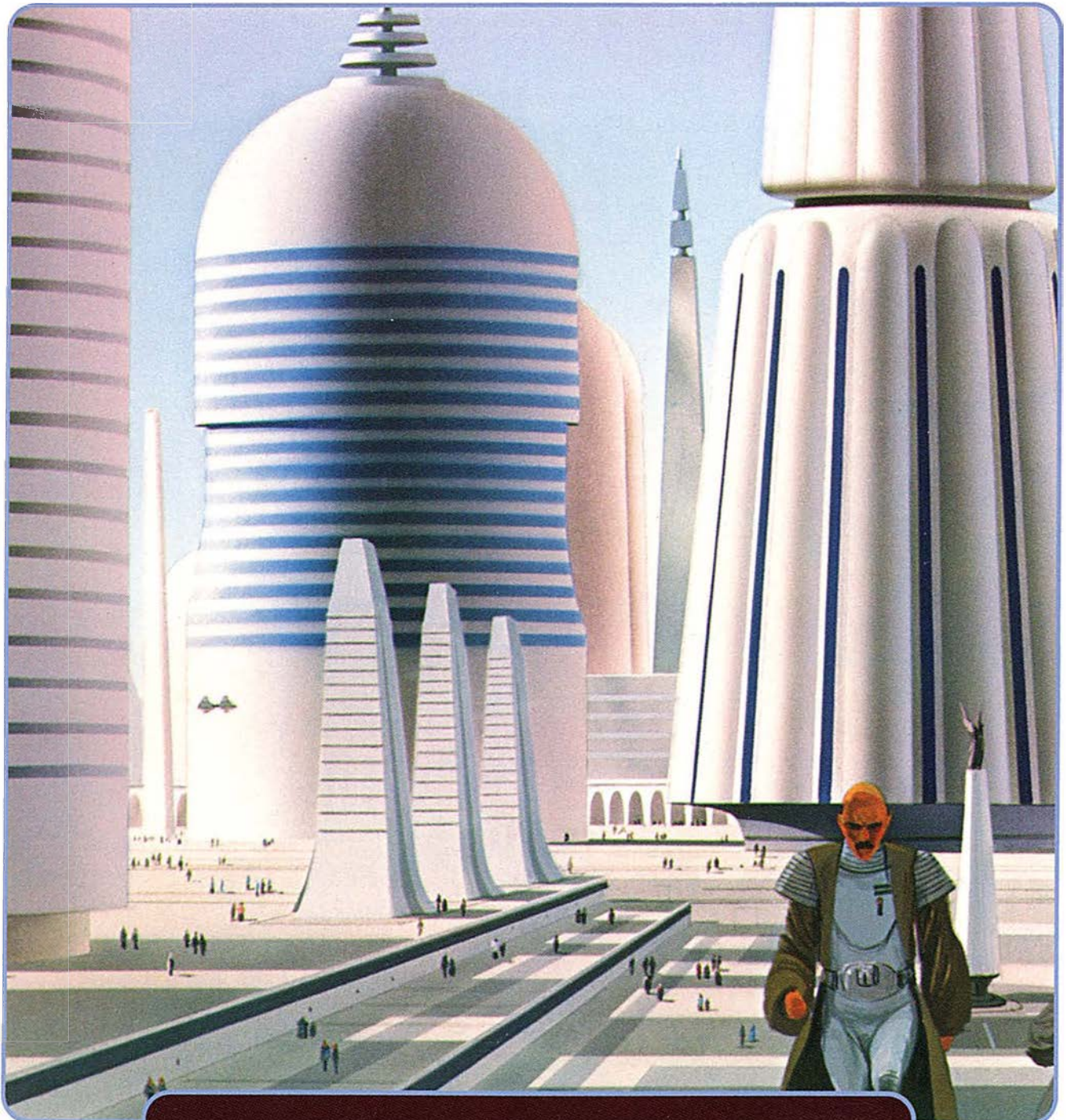


STAR WARS®

Mission to Lianna

An Adventure for use with *Star Wars: The Roleplaying Game*

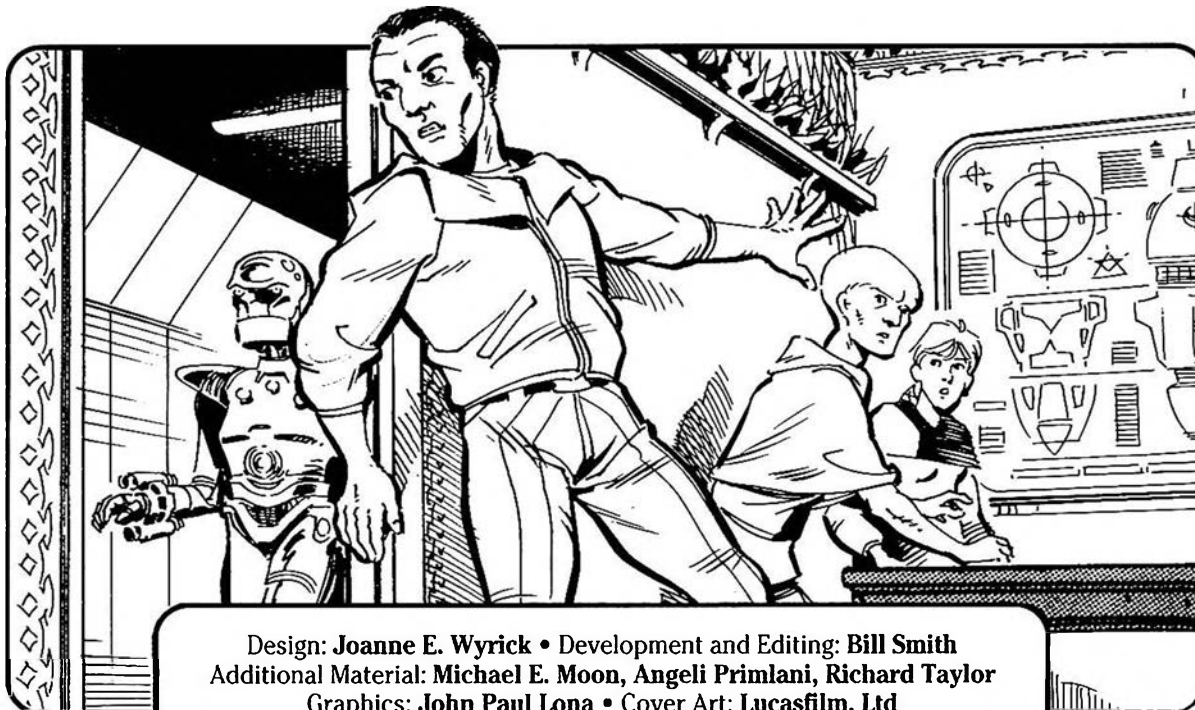


Adventure amid the glamour and glitz
of the cosmopolitan world of Lianna.



STAR WARS®

Mission to Lianna



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Introduction

It is a dark time for the galaxy. The brutal and mighty Galactic Empire controls thousands of worlds through its awesome military. Systems throughout the galaxy fear every moment, knowing that at any time the forces of Emperor Palpatine could effortlessly destroy or dominate their world.

But there are some brave individuals who will not submit to the tyranny of the Empire. They have banded together, forming the Rebel Alliance, with the goal of freeing the galaxy and restoring the peace and prosperity of the ancient and wise Old Republic. Rallied by successes such as the Battle of Yavin, the other worlds of the galaxy dare to dream that freedom may once again be a reality.

This is the setting of *Star Wars: The Roleplaying Game*, an exciting epic of good, evil and the Force. *Mission to Lianna* is a *Star Wars* adventure for four to six players and a gamemaster. If you are planning to play a character in this adventure, stop reading now. If you read the book, you will spoil this adventure for yourself and your friends. If you are planning to be the gamemaster, continue reading.

In This Adventure

The war against the mighty and evil Galactic Empire continues. Matched against the nearly limitless resources of Palpatine's forces, the Alliance has only quick wits and resourceful individuals on its side. Information continues to be the key to this war.

The Rebel heroes have been ordered to stop on the industrial world of Lianna and drop off important information for the Alliance cell network on that world. It is supposed to be a milk run — a simple stop — and then they are scheduled to travel on to another mission somewhere else.

Lianna is a world vital to both the Empire and the Alliance. It is the home to Siemar Fleet Systems, manufacturer of the infamous TIE-series of starfighters. Information on the continued activi-

ties of Siemar, and its parent corporation, Santhe/Siemar Technologies, is vital to the continued survival of the Rebellion.

However, this simple milk run becomes an important mission as the hand of fate intervenes. The Rebels enter the system in the middle of an Imperial blockade, and after a quick meeting with their contacts, learn that Santhe is developing part of an improved cloaking shield for the Empire. It is now a desperate race against the forces of the Empire and time — can the Rebels steal the plans for the Alliance? Can they destroy years of research and slow the Empire's progress? Or, will the Empire perfect the cloaking device, giving it a deadly upper hand in the war?

Preparing to Play

The gamemaster should read through *Mission to Lianna* and become very familiar with the story and characters before running the adventure. The first encounters of the adventure are very fluid, with lots of room for the gamemaster to drop in old friends and enemies if he wishes. The players may decide to investigate in some unplanned direction. If the gamemaster knows the adventure well, she will be able to respond to unexpected actions.

The random encounter tables included for the starport (Episode One) and party (Episode Three) provide guidelines so that the gamemaster will always have a choice of several characters and events to throw at the players and get the adventure back on track.

Mission to Lianna is a difficult adventure, but if played properly, emphasizes quick thinking over combat skills. It is suitable for both beginning and experienced characters.

Adventure Materials

You will need this adventure book, a copy of *Star Wars: The Roleplaying Game*, *The Star Wars Rules Companion* and lots of 6-sided dice. *The Star Wars Sourcebook*, and *The Imperial*

Sourcebook are suggested but not required for play. If you wish to use miniatures, there are many *Star Wars Miniature Sets* available.

Adventure Background

Since its earliest recorded history, the planet of Lianna has never known true freedom. It was dominated by a series of conquering warlords native to the Tion cluster, before coming under the guiding hand of the Kingdom of Barseg, just as the Old Republic was establishing order and peace throughout the galaxy. Ruled as a traditional territory, the Senate simply ignored the problems of Lianna, considering disputes between the king and the inhabitants to be domestic matters. The “domestic disputes” revolved around the continuous exploitation of the people of Lianna, and their near enslavement by the king.

Three hundred years ago, the exploitation of the native Liann peoples was so severe that the Senate placed the world under its own governorship. While under the control of Barseg, Lianna had “progressed” from primitive pastoral beauty to one of the least pleasant worlds of the sector. Lianna’s burgeoning population, heavy industry, and exploitive off-world corporations had done irreparable damage to the planet’s ecology.

The years of Senatorial rule did not improve matters much. There was less social strife, but the pollution and overcrowding remained.

Less than one century ago, the planet was turned over to the control of Sienar Technologies, one of the most powerful and wealthy starship manufacturing corporations in the galaxy. Sienar’s huge manufacturing facilities on Lianna assured that the planet was completely subservient to the whims of the company. However, just as Sienar assumed control of Lianna, Kerred Santhe, a shrewd and incredibly wealthy industrialist native to the planet, made his move, purchasing a controlling interest in Sienar. He forced Sienar to relocate its headquarters to Lianna, renaming the company Santhe/Sienar Technologies.

In recent decades, Santhe/Sienar has loosened its grip upon the world, allowing other corporations to have a say in the management of the planet. Santhe/Sienar Technologies is now run by the charismatic Lady Valles Santhe, granddaughter of Kerred, and she, like her predecessors, favors true independence for the planet and her people. However, the Emperor’s New Order is a constant reminder of Imperial power and there is a firm military presence in the system to assure absolute loyalty.

Recent Events

A few years ago, Santhe/Sienar Technologies received an Imperial defense contract to help improve the existing Imperial cloaking device plans,

which were unreliable and far too cumbersome to have many practical applications. Sienar was responsible for the development of the Energy Emission Baffler, one of the key components of the cloaking device. This project, codenamed NOVA, was approved by the Emperor himself.

In order to facilitate progress, Imperial Advisor Lord Rodin Hlian Verpalion was chosen to oversee it. He immediately went to Lianna. However, after several months, Verpalion couldn’t stand it. The food was terrible, his apartments tacky, the culture uncivilized, and the entertainment poor compared to that of the Imperial City on Coruscant. Verpalion left to enjoy life elsewhere, although he returns frequently to check on progress.

The characters have been sent to Lianna to deliver an encoded data disk to Terri Karl, Lianna’s Alliance cell organizer. The disk has an update on recent Alliance activities, and directives from Alliance Sector Command regarding what the Liann cells are expected to do during the next few months.

Adventure Synopsis

The Rebels have been sent to the industrial world of Lianna to drop off a data disk to the main Alliance operative on the world, Terri Karl. However, upon entering the system, they discover a huge Imperial fleet within the space lanes, and while there should be no combat, the Rebels will discover that the fleet is looking for something—in fact, a probe Droid equipped with a cloaking device that has somehow wandered into the space lanes.

Upon landing on Lianna, they deliver the information, but Terri Karl learns of their encounter, and insists that they undertake a mission that will benefit the entire Alliance. She wants the characters to disable the Empire’s cloaking device plans, and if possible, steal a copy of the plans for the Alliance. To do this, they will have to penetrate the headquarters of Santhe/Sienar Technologies.

If the characters play this adventure well, they will be able to leave Lianna quickly and quietly. The more likely result is that they will trigger Santhe security, and they will have to make use of an emergency exit from the building, as hostile forces within Santhe have learned of the Rebels’ mission. The exit brings them into the middle of the Santhe mansion, in the midst of a wild reception to welcome Imperial Advisor Verpalion.

Using stealth and guile they will have to leave the mansion grounds and hopefully get back to their starship before the Empire is alerted to their presence and shuts down the whole planet. If successful, they will have delayed the Empire’s development of a practical cloaking device for several years.

The Adventure Begins

Assign each character a part in the Adventure Script. If the characters don't have their own freighter, or theirs is well known for a variety of crimes, you may have Alliance Command assign the *Star of the Tion* to them for this adventure.

This adventure is designed for a group of players arriving aboard a freighter. There is one reason for this: the Rebels must **quietly** drop off an important data disk; a group of Alliance starfighters would be very obvious on Lianna and would certainly attract the attention of the Imperial ships within the system, while a freighter would blend into the crowded starport.

Star of the Tion

Craft: Modified Corellian YT-1300

Transport

Type: Modified light freighter

Length: 27.4 meters

Crew: 2

Passengers: 6

Cargo Capacity: 90 metric tons

Consumables: 2 months

Hyperdrive Multiplier: x1

Nav Computer: Yes

Hyperdrive Backup: Yes

Sublight Speed: 3D

Maneuverability: 1D

Hull: 5D

Weapons:

2 Laser Cannons (fire separately)

Fire Control: 2D

Damage: 4D

Shields: 1D

The Main Characters

Mission to Lianna has a complex group of gamemaster characters, some of whom the characters will interact with directly, while others will only be behind the scenes, but nonetheless moving the plot along.

Terri Karl: The enthusiastic leader of the Alliance on Lianna, Terri is true socialite who seems to be too flighty to be useful or reliable.

Lady Santhe: Lady Valles Santhe is a real power to be reckoned with on Lianna because she runs Santhe/Sienar Technologies. She cares little for

either the Empire or the Alliance, preferring to steer a dangerous political course which she hopes will eventually lead to Lianna independence.

Phillip Santhe: Phillip is Lady Santhe's son, a short, corpulent man just past middle age. He is a talented engineer, but has no aptitude for politics and diplomacy. He stands to control the company when his mother retires, and has a vested interest in hastening that event. He is a staunch Imperial supporter, and head engineer on the NOVA cloaking device project.

Kashan Santhe: Kashan, Phillip's only son, is a likable young man in his mid-twenties. He is a quiet, but fiercely loyal supporter of the Alliance, and is a close contact of Terri Karl. His grandmother quietly feeds him a great deal of information beneficial to the Alliance, although he is unaware of her help.

Imperial Advisor Lord Rodin Hlian Verpalion: Rodin Verpalion quickly rose to power in the Imperial Senate and won the favor of Palpatine. He was rewarded with the title of Imperial Advisor, and spends his time seeing to "sensitive situations" for his master. He is completely loyal to the Emperor, and genuinely believes that the Empire is right and good—and that aliens, Droids, and other scum are inferior to humanity. He detests "backwater" worlds like Lianna and thirsts after the culture and style of the Core Worlds. He fancies himself a great patron of the arts.

Orman: Owner of the popular spacer hangout *Orman's Sky Palace*, Orman is a Chevin, and dyes his skin an iridescent blue to look distinctive. A shrewd businessman who has survived for many years, he knows how to turn most situations to his advantage, regardless of ethical consequences.

Darren T. Weeb: The captain of the freighter *Arcadia*, Weeb is on the wrong side of middle age, but is brilliant and self-educated. For several years he has been travelling with Jenna Lars, and is very protective of her. They operate the *Arcadia* as a small business, somehow always managing to get by no matter what the odds. He has his own private score against the Empire and will help the Alliance if it does not put Jenna at risk.

Jenna Lars: The first mate of the freighter *Arcadia*, Jenna is an acquaintance of Terri Karl, and helps with some minor Alliance business.

Planet Log Terrain Key



Plains



Barren Rock



Volcano



Water



Desert



Craters



Plateau



Urban/Industrial



Swamp



Hills



Canyon



City



Forest



Mountains



Ice



Spaceport



Jungle/Rain Forest



Site of Interest

PLANET LOG

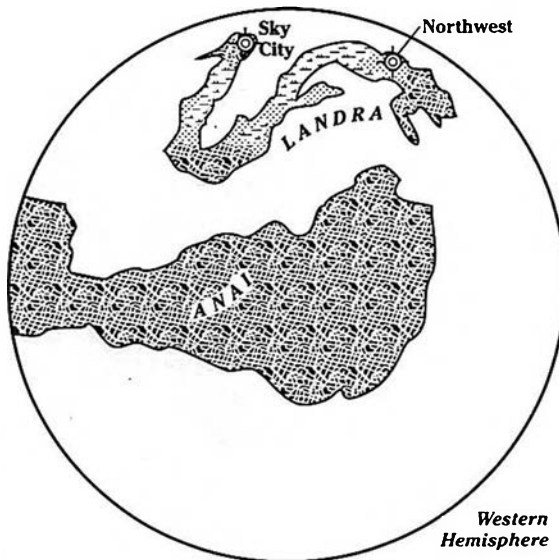
Planet Name Lianna	Planet Type Temperate Terrestrial
Type: Terrestrial	
Temperature: Temperate	
Atmosphere: Type I (Breathable)	
Hydrosphere: Dry	
Gravity: Standard	
Terrain: Urban, plains	
Length of Day: 22 Hours	
Length of Year: 370 Local Days	
Sentient Races: Humans (N)	
Points of Interest: Santhe/Sienar Technologies	
Headquarters, Melford Star Academy	
Starport: Imperial Class	
Population: 5.6 billion	
Government: Corporate-sponsored democracy	
Tech Level: Space	
Major Exports: Starships, starship components	
Major Imports: Foodstuffs, consumer goods	

SYSTEM DATA

System Name: Lianna		
Star Name: Lianna	Star Type: Yellow	
ORBITAL BODIES		
Name	Planet Type	Moons
Devato	Searing Rock	0
Geminor	Poisonous Hot Terrestrial	1
Aradian	Mild Poisonous Terrestrial	3
Lianna	Temperate Terrestrial	1
Indinor	Temperate Rock	2
Adinai	Gas Giant	8
Niddion	Frigid Rock	0



Eastern Hemisphere



Western Hemisphere

World Summary

The urban, industrial planet of Lianna, located in the heart of the Allied Tion sector, is one of the more important starports in this sector of the galaxy. In addition to a huge native population, the planet is home to several major starship engineering corporations, including Santhe/Sienar Technologies, parent company of Sienar Fleet Systems, manufacturer of the Imperial TIE fighter. The world has been so thoroughly developed that very little of the native wildlife remains, as a majority of the world has been covered with buildings, roads, and factories.

Lianna must import all of its food, as well as most of its consumer goods. However, its worth to the galaxy is immense because of the incredible talent the Lianns people have for starship design.

The native Liann people were first subjugated by the Kingdom of Barseg, then the Republic ruled Lianna (not trusting the native people to govern themselves), and even today, the planet is controlled by the starship corporations that are the lifeblood of the economy (although officially, the planet has a representative government). For this reason, the Liann people have a strong desire for independence.

Stephen Crane

MISSION TO LIANNA

ADVENTURE SCRIPT

Use the following script to start the adventure.
Your gamemaster will tell you what part (or parts) to read.

GM: *Hyperspace. The Alliance has sent you to the industrial world of Lianna, a world renowned for its incredible shipyards, and home base of Santhe/Sienar Technologies, makers of everything from simple transports to the Empire's infamous TIE fighters. Your mission is simply to drop off some information to Alliance operatives on the planet. This should be a simple layover ...*

1st Rebel: This should be a quick stop. It's just a milk run. We make our landing in Lola Curich Starport, drop off the data disk at this Orman's place, and move on.

2nd Rebel: Well, we do have a few hours until drop point. What say we catch a little relaxation before we head out?

3rd Rebel: Sounds good to me. I could use a Settov Hammer on the rocks.

4th Rebel: Hey, what's this world like?

5th Rebel: They're very restrictive when it comes to weapons — no blasters or guns. Supposedly.

6th Rebel: Some of the galaxy's best smugglers come from Lianna. They rank up there with the Corellians. I've heard this place is pretty wild because there's so many spacers.

1st Rebel: You're both right. Leave your weapons on the

ship. There is a big Imperial presence in the system, so we'll have to be quiet about our affiliations. Other than that, no one should look at us twice — it's a huge industrial world. No one will even notice a few more grimy freighter pilots like us.

2nd Rebel: So what's so almighty important that we have to stop here anyway?

3rd Rebel: It's just an update for the Alliance cell network here. Telling them what's going on, what to do in the next few weeks. It's all coded so that the Empire can't crack it even if they get a copy.

5th Rebel: So, we just take it to this Orman's place, and wait around until the local law starts asking us why we're loitering?

6th Rebel: This sounds like it's too easy. Could be a set up.

4th Rebel: It's nothing like that. We go to Orman's, ask for Jenna, and ask her how business is. If she says, "Times are tough for everyone that's not a pirate," we give her the disk and go. Then, we're gone.

1st Rebel: Okay, cut the chatter. Brace for the jump back down to realspace.

Welcome to Lianna!

Greetings gentlebeings! We are glad that you have chosen Lola Curich Starport, the most complete in the Tion, for your business or vacation! Our many fine hotels, restaurants, businesses, clubs, and stores are at your service! However, in order to make your stay easier and more pleasant, here are some guidelines to keep in mind while visiting bustling Lianna.

- Visas are not required. The captain of all incoming vessels must provide a complete list of all arriving crew and passengers at the Portmaster's Office.
- It is illegal to bring onto Lianna foreign vegetable or animal matter unless it is properly processed or packaged. No living organisms may be removed

from any ship without a due period of quarantine. Fines may exceed 40,000 credits depending on the nature of the violation. If you have dietary requirements that necessitate exceptions, please contact the Portmaster's Office for a permit.

- All weapons are illegal. All energy weapons must remain aboard starcraft. Possession of an energy weapon on Lianna results in a mandatory fine of 200,000 credits and two standard years at hard labor. Possession of non-energy weapons results in a fine of 50,000 credits and six months at hard labor.
- There are no duties on any luxury item, intoxicants, or fabrics.



Episode One

Shades of Lianna

Summary

The adventure begins with the Rebel's arrival in Lianna system. They are to land at Lola Curich Starport and proceed to Orman's Sky Palace, where they will drop off a data disk for the Alliance operatives on the planet.

However, once they drop to realspace, they emerge in the middle of an Imperial warfleet, and learn that the Empire is looking for something very valuable that it ... lost: a probe Droid equipped with a working cloaking device.

After landing at Lola Curich Starport, their Alliance contact, Jenna Lars, takes great interest in their encounter with the probe Droid.

Jenna introduces them to Terri Karl, the Alliance head operative, who asks them to infiltrate the Santhe/Sienar offices and acquire a copy of the cloaking device plans for the Alliance, while also destroying the plans on the Santhe computers.

Read Aloud

Give each player a copy of the script and assign parts (they are labelled "1st Rebel" through "6th Rebel"). When everyone is ready, read aloud the following passage and have the players read aloud their parts in the script.

This adventure is designed to be "an accident": while traveling to another important mission, they get swept up in events beyond their control, and must abandon their plans in order to do what is best for the Alliance. If you have another adventure in mind, you may substitute "Keldrath Sector" for the location of your next adventure:

A long time ago in a galaxy far, far away ...

The Alliance's war against the evil Galactic Empire continues, and as members of the Alliance, you have been asked to ferry a most valuable weapon to the industrial world of Lianna — information.

After landing on Lianna at the famed Lola Curich Starport, you must go to Orman's Sky Palace and give a valuable data disk to Jenna

Cut-Away to The Star Destroyer Dominator

Read aloud:

EXTERIOR: DEEP SPACE. *An Imperial Star Destroyer rumbles into view. Emerging from out of the belly of the gigantic ship is a lone shape, details hidden by distance. Suddenly, sublight drives start, as a plume of exhaust propels the small figure away from the huge ship.*

CLOSE-UP: AN IMPERIAL PROBE DROID. *The Droid has been modified: a cylinder, perhaps six meters long, is attached to the top of the Droid.*

INTERIOR: THE STAR DESTROYER'S BRIDGE. *In the crew pit, rows and rows of computer monitors throw data at the junior officers. All of the monitors are displaying the probe Droid, with different portions of the Droid highlighted.*

The captain of the vessel, Captain Worhven, leans down. One of the many officers looks up, expressionless.

"Sir, the Droid has been deployed. Power levels are as predicted. We are just about to initiate the first cloaking tests."

EXTERIOR: THE PROBE DROID. *A hum, and the crackle of still more energy as the Droid glides through the void.*

INTERIOR: THE BRIDGE PIT CREW. *Several young crewmen intently watch the readouts. A young officer, barely suppressing his excitement, turns to Captain Worhven. "Sir, it works exactly as expected. The Liann engineers appear to have accomplished their objective."*

The bridge of the Star Destroyer, several hours later. The same junior officer approaches Captain Worhven, a worried look on his face. "Captain, all of the tests have been completed. The device works as predicted."

The captain studies the man for a second, and asks, "What are you not telling me?"

"Well, sir, the Droid ... performed too well. It has drifted from our sensors. It will probably just smash into a rogue moon or be lost for years out in space. But, we've lost it."

Cut to ...

THE INTERIOR OF THE CHARACTERS' FREIGHTER ...

Lars, an Alliance contact on the bustling world. With that complete, you are free to continue on to the Keldrath Sector, and another important mission ...

If the players feel that the cloaking shield is “none of our concern” and need some coaxing to get involved, have Terri Karl point out that the cloaking device is more important than getting a load of weapons or equipment to some miscellaneous base.

Many of the events of Episode One are flexible. While the characters are expected to follow a straightforward agenda (go from Lola Curich Starport to Orman’s Sky Palace), it is entirely possible that they may use another approach. Also, there is plenty of time for the characters to waste between encounters (if they choose to do so) and there are numerous distractions on this industrial world. It is advisable to use a combination of the “Locations” section and “Encounters” to keep the adventure rolling along — two encounters between the trip to Orman’s and Santhe/Sienar headquarters or the Imperial Hotel is best. Ignore any duplications, or modify them slightly to make them more useful.

The Fleet

As soon as the characters’ ship emerges into realspace, every alarm in the ship goes off. A quick look at the sensors (no skill rolls needed) reveals that the star lanes are clogged with Imperial ships: two *Lianna*-class Corvettes (for game statistics, see Episode Four) and an Imperial Star Destroyer are the first ships to be detected, but a few seconds later the characters will also detect three *Lancer*-class frigates, an *Interdictor*-class heavy cruiser, and five *Carrack*-class light cruisers (for complete game statistics, see pages 56-58 of the *Imperial Sourcebook*). By checking their sensors, the characters will know that they have come out of hyperspace where they are supposed to be — it’s the fleet that doesn’t belong. Any character making a Very Easy *Knowledge* roll will know that a fleet this size is seldom deployed to a system unless something VERY important has happened.

Allow the characters a few rounds to panic as one of the *Carrack*-class cruisers turns about and lumbers toward the characters’ ship. Just as the anxiety reaches its peak, read aloud:

Unidentified freighter, halt your progress. You are entering a temporarily restricted space lane. You are ordered to proceed to Lianna using the approach immediately following this transmission. Any deviation from this approach will result in criminal prosecution and imprisonment.

As the characters begin to follow the approach, whoever is reading the sensors will notice a

“small vessel” (about the size of a two-person escape pod). About five seconds after it is first detected, the ship will blink off their scopes — it simply disappears. A few seconds later, the ship will appear again, and then disappear a second time. Immediately after the mysterious “bogey” appears, all of the ships in the Imperial fleet will converge on the coordinates.

Have any character who decides to look at the sensor read-out make an Easy *Technical* roll. If successful, the character will realize the vessel is a modified Imperial probe Droid. Have any character who succeeded at that roll make a Moderate *Technical* roll — if successful, the character will realize that the odd sensor readings might indicate a type of cloaking shield.

Orbiting Lianna

The space lanes in low orbit around Lianna are the busiest in the sector. The characters will be told by Lianna Traffic Control that they will have to wait in low orbit for five hours before they are cleared for landing at Lola Curich Starport.

At this point, the gamemaster should describe the unbelievably crowded conditions of the space lanes around Lianna — the characters will see everything from small tramp freighters, to huge bulk cruisers and space liners. They will also see several TIE fighters, *Lianna*-class corvettes (see Episode Four for game stats) and systems patrol craft supervising and controlling the flow of traffic.

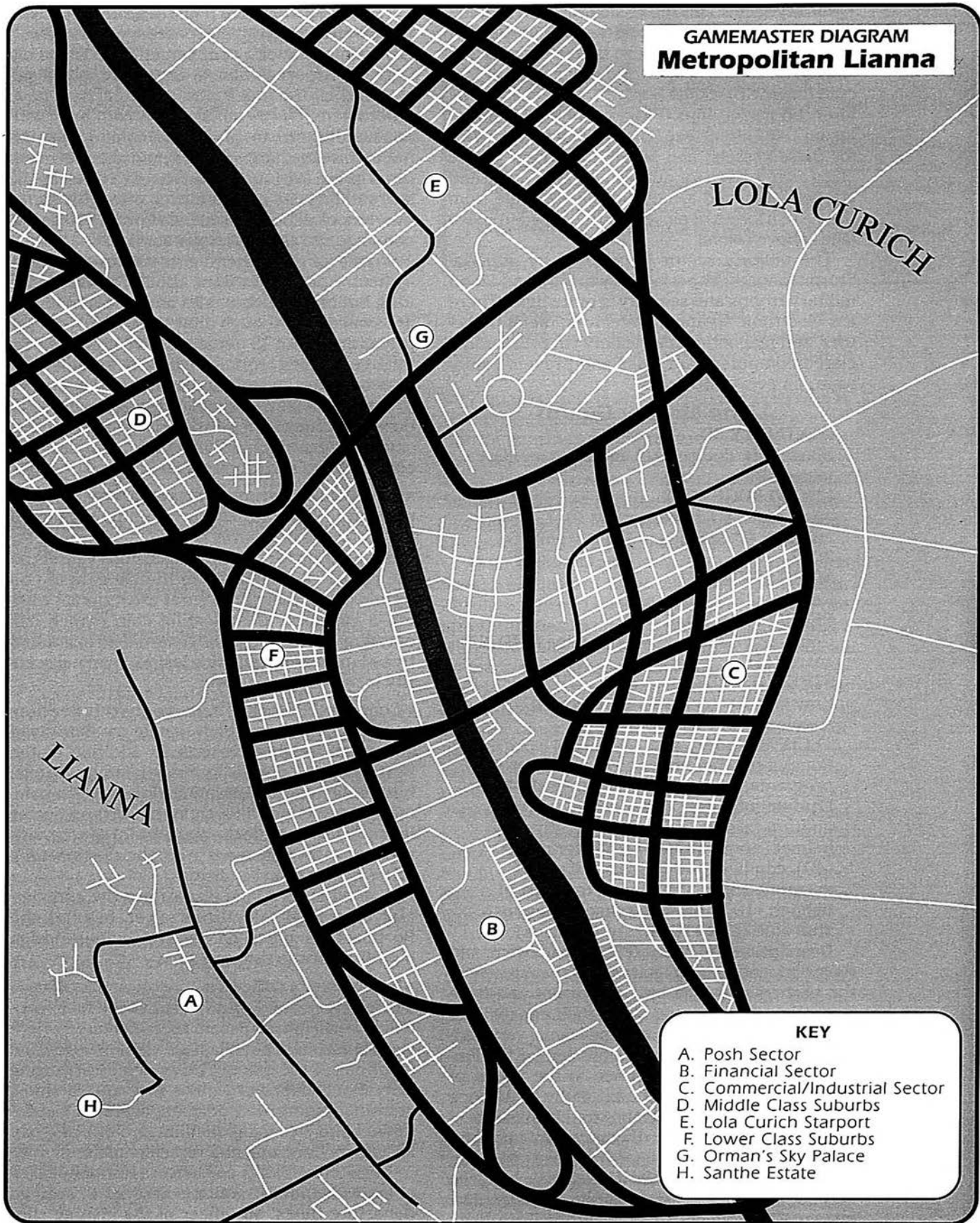
When they are finally permitted to fly down to the starport, it will be late morning. As soon as the ship breaks through the cloud cover, the characters will notice that there is a dreary light drizzle, giving the planet an almost twilight effect. For kilometers around all they can see is the unending urban sprawl that is Lianna.

Lola Curich

Lola Curich is a huge trading city, just outside Lianna, the capitol city of the planet. Boasting a population of about 20 million, it is driven by interstellar trade and related support industries. The prime location of interest is the massive Lola Curich Starport, which services the entire capitol region. While it caters to passenger traffic (shuttles from orbiting liners being the main type of vessel served), there are a substantial number of berths for small transports, private vessels and corporate vessels (mostly executive ships). At this time, give the players a photocopy of the handouts on pages 6, 12, and 13.

The Starport

The starport can serve over 2000 ships, and consists of several main areas.



• **Military Sector** This rather small area is reserved for Liann customs frigates and the calling vessels of the Imperial Navy. There are berths for over 100 ships. The complement includes five Liann patrol craft (Santhe Blockade Busters), a dozen Imperial low-orbit patrol ships (Peacekeepers), five dozen Incom T-40 Flitters (see Episode Four for statistics for these vessels) and 30 TIE/ln fighters. These ships are reserved for duty around the capital and starport area, and are technically separate from the system forces deployed for the crowded space lanes above Lianna.

The military sector is guarded by Imperial Stormtroopers, Imperial Navy troops and Liann military troops and security is quite tight. There are electronic weapons detectors, metal detectors, and magnetic pulse wipers (to erase undeclared computer data disks and prevent espionage) on every entrance.

Liann Military Guards

DEXTERITY 3D

Blaster 6D, dodge 4D+2, melee parry 4D, melee 5D

KNOWLEDGE 2D+2

Alien races 4D, bureaucracy 3D+2, cultures 4D, languages 4D+2, streetwise 3D+2

MECHANICAL 2D

Repulsorlift operation 4D

PERCEPTION 3D+2

Command 5D, con 5D+2, hide/sneak 4D+2, search 5D

STRENGTH 2D+2

Brawling 3D+2, climbing/jumping 4D, stamina 3D+2

TECHNICAL 2D

Computer programming/repair 3D, Droid programming/repair 4D, security 4D+2

Equipment: Silver and black security uniform (armor code +2), protective helmet (armor value +1), blaster pistol (4D), comlink, portable disk scanner/magnetic wiper, visual targeter (part of helmet; +1D to hit with ranged weapons), stun club (STR +1D; 4D stun damage)

Description: Efficient, cocky and arrogant, and typically Liann. Liann military guards have received the best training, the best equipment and have every right to feel smug about their capabilities. They take their job of protecting Lianna very seriously. They have no strong affiliation for the Empire, but must pay lip service to the forces of Palpatine; they may even take kindly to Alliance agents who support the claims for Liann independence. They are helpful to those who are open and honest, but any hint of deception leads to smug and glib misdirection (take note of their high *con* die code)—they are just as likely to arrest troublemakers as thoroughly and publicly humiliate them.

• **Passenger Terminal** This huge terminal services well over ten million passengers per year. It is possible to book a commercial flight from Lola Curich Starport to almost anywhere in the galaxy, and all the major passenger carriers have offices here. The terminal area is kept busy with an unending stream of shuttles coming from the huge passenger ships in orbit, and aliens of every description are found in this area (as well as the surrounding city of Lola Curich). Roughly three-quarters of all business in Lola Curich Starport is connected to the passenger service.

Prices for passenger flights vary dramatically — luxury passenger lines abound in the terminals, but budget companies and discount flights are available (although difficult to find); average prices are about 15 percent above typical rates, but by shopping around, flights can be had for up to two-thirds cheaper than standard fares.

Security in the passenger terminals is tight, with dozens of plain clothes inspectors (same statistics as military guards), in addition to full complements of guards and security devices.

• **Private Craft Terminal** This area is for pleasure craft and corporate executive ships registered on Lianna. Because this is the main starport for the capital sector, the most luxurious vessels on the planet can be found in the hangars in this terminal. It is difficult to enter the terminal without a validated identification chip (which can only be gained through the government or granted by a ship owner), but once inside, terminal security is not especially tight.

• **Commercial Docks** There are roughly five hundred docking bays which handle medium-sized and small freighter vessels. In addition to the Port Trading Zone (where many shops, hotels, businesses and restaurants are located), the commercial docks lead directly to the Starport Sector immediately outside the starport (of course, visitors must be registered with the portmaster's office before they can leave).

A good many Liann pirates use the commercial dockyard's facilities after bribing the Portmaster's office to ignore obvious design modifications in their vessels.

• **Portmaster's Office** The portmaster's office is a three story building adjacent to the main control tower. There is a main reception area where several assistant portmasters handle the routine functions of the office. These include arranging arrival and departure times for various ships, granting importation permits, customs inspections, ships licensing, landing and docking bay rental, and stocking and replenishment.

Registering ship's passengers normally takes at least one hour of waiting. In order to arrange departure times, an officer of the visiting ship

must go to the office and state a desired departure time. The assistant portmaster will assign a time as close as possible to the one requested. The further in advance the officer asks, the more likely he will be to get the time he desires. Less than two days notice will invariably mean that the ship will be squeezed in at some random time. The bureaucrats at the starport should be played as cocky and arrogant, and more concerned with the upcoming revelry afterhours than getting the job done.

After a departure time has been scheduled, a customs inspection team will plan to visit the ship one or two hours before departure. At that time, the ship will be thoroughly inspected, and nobody will be allowed to enter or leave the ship prior to departure.

Landing or docking bay rental must be paid in advance. Landing bay rental is 600 credits a day.

Stores and replenishment are also available. Any listed supply, with the exception of weapons, is available through the portmaster's office for twice the standard price. If starship modifications or repairs are desired, the portmaster's office will refer the Rebels to Thant & Sons, Starshipwrights, a reputable firm established in the shipyards.

Due to the ease with which parts are attained, all starship repair is at half the listed price in the *Galaxy Guide 6: Tramp Freighters*. All modifications are available at 90 percent of the listed cost.

Law Enforcement in the Starport

There are three kinds of law enforcement personnel in Lola Curich Starport: Imperial troops, Liann military guards and Santhe/Sienar security guards.

Imperial Troops There are, comparatively speaking, few Imperial troops on Lianna and they are concentrated at the major starports and the Imperial Star Academies. There are also Imperial troops on leave (Lianna is the major starport in the sector). The Imperial security forces at Lola Curich Starport confine themselves mainly to customs duties, and security for Imperial warships and personnel. For stats, use the Imperial Army Trooper on page 45 of the *Imperial Sourcebook*.

Liann Military Guards Serving as a kind of planetary police force and army, Liann Military Guards are responsible for keeping the peace, and are the most commonly encountered representative of the law. These men and women are usually Liann by birth. Often they are somewhat corrupt, and prefer to arrest off-worlders rather than fellow Liann citizens. Generally visitors will have to put up with a certain amount of teasing and harassment in order to get any justice whatsoever. For stats, see page 10.

Player Handouts

The large number of player handouts are provided to help give the players an understanding of the nature of Lianna and its people (see pages 6, 12, and 13). The gamemaster is urged to incorporate these elements, including behavior, sights and smells, and attitudes, into both description and roleplaying of gamemaster characters. It is advisable to spend a few minutes determining how to play these characters, deciding voices, sayings, mannerisms and other roleplaying details that distinguish characters.

Santhe/Sienar Security Guards Because of the virtual monopoly on power, Santhe/Sienar is able to maintain its own security force. The guards are given as much respect as the standard military guards, and if anything, their behavior is more extreme. Their primary duty is the protection of Santhe/Sienar property and personnel, but they also are responsible for law enforcement (if there is ever a conflict between Santhe/Sienar objectives and the law, it seems that the law is interpreted in such a manner as to favor the company). For stats, see page 32.

As far as the law and the local citizenry goes, the laws are regarded more as "suggestions" than absolute rules. The weapons prohibitions are strictly applied to any tourists and spacer caught with weaponry, but Liann citizens are often allowed to carry weapons as long as they are concealed (this is true only when dealing with native Liann security forces; Imperial troops enforce the law, but often the Liann courts find citizens not guilty). Black market smuggling is big business on Lianna, and while weapons are a prime commodity (and very expensive because of the hassles of getting them through Liann customs), other items such as consumer electronics, illegally copied holo entertainment and other highly prized goods are readily available. If a smuggler is ever questioned by Liann security forces, normally a little bribe money will go a long way.

The Starport Proper

Within the starport area are huge open-air and enclosed market places, commercial dockyards for starship repairs, and many other businesses catering to spacers and travelers. Some of the major businesses are detailed here.

Biblack's Overhaul

Biblack's Overhaul is a starship repair concern. Biblack himself is a very experienced retired smuggler, and he has three assistants as well as a number of Droids. Biblack does a lot of work for various smugglers and outlaws. He will

■ **LIANNA**

From *The Encyclopedia Omnia Memnose*

Lianna is a world of moderate population on the edge of the Allied Tion sector. Economically and historically, Lianna has always stood apart from the Allied Tion, and from the Thanium worlds which also border it. Ethnically, the Liann citizens have much in common with some of the peoples of the Allied Tion, most notably with the Jaminere, although Lianna was never a part of the empire of Xim the Despot.

Originally, Lianna boasted a wealth of different cultures and religions. Many of these were mystical, and all of them were colorful. In the early years of the Republic, when many of the powerful states still felt little bound by the Republic's laws and policies, Lianna became a part of the Kingdom of Barseg. The native population dropped drastically in the first hundred years of Barsegian governorship. Disease and culture shock took their toll, as a primitive civilization was brought abruptly forward into the PanGalactic era. Hundreds of thousands of Liann citizens were deported to perform manual labor throughout the Kingdom.

Through the centuries, a number of native rebellions rocked the planet, culminating in the last futile attempt at independence in the provinces of Berene and Caldara. The off-world reaction to the harsh treatment of the rebellious areas was severe enough that the colony of Lianna was removed from Barseg's control and placed under Senatorial governance as a province of the Republic. The world has since come under the control of Santhe/Sienar Technologies.

From *Galactic Gourmet's Galaxy Guide*

Our advice to you, dear reader, is "Don't go!" Lianna is hardly our idea of a vacation spot. Still, if business compels you to go to Lianna, the best accommodations are to be found at the Imperial Hotel in Lola Curich Starport. It is a relatively new establishment with 6200 suites.

While service is mediocre, the atmosphere is what one would expect from a quality hotel. Be warned, however, about the food. Even in a fine restaurant the food tastes reconstituted. Very little food is actually produced on Lianna, and most of it is of the more hardy, inferior variety. It is usually far from fresh by the time it reaches the cities. Native Liann cuisine, if one can call it that, is highly and unobtrusively seasoned, with the strong flavors of lill and preservatives prevailing. Typical dishes are a mush of vegetables and reconstituted potted meat stuffed into a grain and choya shell ...

■ **LOLA CURICH STARPORT**

From *How to Do the Allied Tion on 25 Credits a Day*

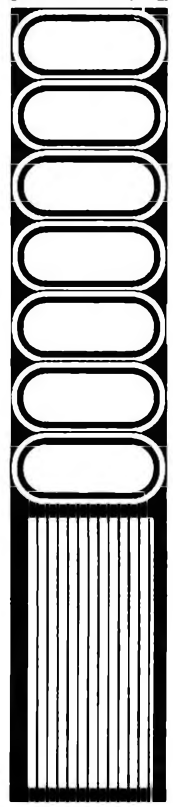
For the bargain hunter Lola Curich Starport has many delights. While fresh food, especially meat, is very expensive and usually imported from elsewhere in the Allied Tion, this doesn't mean you must spend a fortune to taste the best of Liann cuisine! The Lianns have raised preservatives and additives to an art.

Authentic Liann food takes old standbys such as ubiquitous potted meat, VegHash, and cereals, and couples them with native puree of lill and a variety of spices. The result is hot, spicy, and unpredictable! Most Liann meals are one-dish affairs, with a zap-prepared entree served in a choya shell. However, the best (and cheapest) way to sample the authentic flavors of Lianna is to eat on the street — fish sticks baked in lill and choya and served on plastic sticks, Bubble Bowls of VegeParsine, fresh choya bread and Dalkash ale. A feast can be had for less than five credits as you munch your way along the streets!

■ **THE TION**

The Tion is a cluster of stars in one of the galaxy's long spirals comprised of some 12,000 stars. The Tion embraces nearly 600 habitable planets currently organized into three sectors.

The first of these is the Cronese Mandate, ruled from the central world of Chandaar. The core of the sector are the fourteen heavily populated worlds that comprise the ancient kingdom of Cron. There are also 450 less-populated worlds (added in recent years), as well as numerous uninhabited systems. The Cronese Mandate is ruled by the current head of the House of Cron, Roberir XXIII. He pays court to the Emperor, and rules as a client king. Roberir possesses a fairly large defense fleet, and a certain level of



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The Cronese Mandate contains a great deal of mineral wealth, and several Cronese corporations mine the uninhabitable systems. The mineral wealth of the Cronese Mandate is the main resource to which the Cronese owe their present prosperity.

The second sector is the Ancient and Honorable Union of the Tion Hegemony. On the far edge of the spiral arm, the Tion Hegemony is marginally ruled by the Empire. While a distant backwater in relation to the Core Worlds, it embraces some of the most ancient worlds of mankind. Historically, while the majority of the galaxy remained in a pre-starflight dark age, the civilizations of the Tion flourished. On a number of worlds starfaring civilizations developed, and eventually reached out across the Tion in vast Confederations and Empires which reached their zenith long before the Old Republic. During these past millenia, the Empire of Xim the Despot held much of this area of space, as did the Livien League in a still earlier period. With the founding of the Republic, the Tion gradually slid into obscurity. Now the majority of the Tion Hegemony is a backwater, as industry, mineral resources, and cultures all played out. The sector is an agricultural breadbasket for the more flourishing and less stagnant worlds of Lianna and the Cronese Mandate.

Midway between the Cronese Mandate and the Tion Hegemony lies the third sector, the Allied Tion, ruled from Jaminere. It is a much more active sector, colonized from the Tion Hegemony in the early days of the Republic. Its peoples have a very spotted history, including the long servitude of Lorrad, and the ecological ruin of Lianna and Cadinth. Now the Allied Tion is a seat of manufacturing and trade, and nearly fifteen percent of all passenger liners in the galaxy operate out of the Allied Tion. Its major worlds include Lianna, Lorrad, Cadinth, and Jaminere.

The Allied Tion is actively patrolled by the Imperial Starfleet, because of the volume of trade, and also because of its vital strategic importance to the Empire, both as a supply base and because of its location on the main star routes between the Core Worlds and the Corporate Sector.

■ EXCERPTED FROM: GALACTIC CULTURES — A VISITOR'S GUIDE TO THE GALAXY

The Average Person on Lianna

Politics are so much an intimate part of life on Lianna that they are not viewed as a separate field that someone can go and get involved in. Everyone is already involved.

Economically, the average person is tied to the starship industry. And each person's livelihood depends on the relationship between the starship corporations and the government. Santhe/Sienar is popular on Lianna because of its phenomenal success in making that relationship more profitable for Lianna. Lady Santhe herself is as popular as she is feared. She embraced the popular concepts of how the Liann people would like to see themselves as — tough, shrewd, daring, pleasure-loving, and successful. The Liann people appreciate the fact that she always seems to tweak the nose of Republic and Empire just a little bit — and get away with it.

The weapons restrictions imposed in the past thirty years are not popular. The Lianns have always carried weapons, even in the workplace, and tend to view a being's home as his castle.

The average Liann has little love for Empire or Rebellion. They feel that both the Empire and the Republic have cut them a raw deal, and that no off-world government can be trusted. Emotional sympathies tend to be a little stronger for the Rebellion because the Lianns love a spunky underdog!

■■■ END TRANSCRIPT ■■■





work quickly (1-3 days for major repairs) but charges 125% of standard prices.

Astromech Heaven — Your Astromech Superstore

Astromech Heaven is a giant supermarket for Droids. It features most standard models at standard prices. They also service and repair most modern standard models, performing rudimentary tasks like limb adjustments, memory wipes, logic circuit checks and refilling any fluids. Service and repair takes 1-3 days, depending on the level of damage.

Fronde's Airspeeders

Fronde's is located at twenty-two convenient locations throughout Lola Curich, and advertises everywhere. While their prime business is speeder rentals, they also sell used speeders for average prices. However, the service is poor, and a credit check is always necessary.

Thorip Norr

Thorip Norr is a small cantina on the edge of the commercial starport, not too far from Orman's Sky Palace. Unlike Orman's, the customers are mostly non-human spacers, and it is a lot less flashy and a whole lot rougher than Orman's. Owned by a Gammorrean named Ithmir, many other Gammorreans frequent Thorip Norr.

The Palace of Light

The Palace of Light is an amusement pavilion featuring over 600 different games, including gambling machinery, skilled electronic and holographic simulations like Starfight, and zero gravity team wars played with stun weapons. It is expensive, and appeals to a diverse clientele. It's a fun place, crowded at night, and a good location to meet someone inconspicuously. A wide variety of food can also be purchased ready to eat.

Shoppingland

A major retail outlet in the center of the starport, Shoppingland sells everything the weary traveler could want. Prices are respectable considering the touristy nature of the starport, and almost any common device is available.

Thant & Sons, Starshipwrights

Thant & Sons is a large and reputable firm capable of any routine maintenance or modifications. They charge half list price for repairs, but require 4-10 days for even minor work; engine overhauls require 8-12 days.

Methods of Transport

1. Walking Lola Curich Starport is a big place, but most of it can be covered on foot given sufficient time.

2. Cab Cabs are expensive (1 credit per 1/10 kilometer, minimum fee of 20 credits per person) and hard to get during busy hours or in crowded locations such as the main passenger terminals.

3. Scooter and swoops Speed-regulated in the city (normally 60 kilometers per hour), but can only carry one or two passengers. They cost about 100 credits per day.

4. Speeder The comfy way to go. Speeders can be rented for about 200 credits a day at the port areas.

5. Commutrans These long transport tubes go almost everywhere in the city. They also cross the river to go into the capital city of Lianna, and with appropriate connections, can be taken to almost anywhere on the planet (5 credits per municipality passed through). They are often overcrowded, with many people being forced to stand, and robberies and other crimes are known to occur (there are some security officers but not enough to control the situation). Commutrans lines are often underground in urban areas.

6. Flitter This is the best way to go if you are leaving the immediate area because they are allotted airspace traffic corridors above the congestion of inter-city traffic. Flitters can be rented for 400 credits per day.

Encounters

The following encounters are provided to help bring to life the bustling nature of Lola Curich Starport. Many of them can be also be used outside the Starport in the city of Lola Curich. It is a good idea to customize these encounters prior to running the adventure, possibly devising two or three different groups of individuals or scenes so the encounters can be used more than once. Roll one encounter every hour, or one encounter for each different area that is visited (commercial docks, port trading zone or Starport Sector). Read Aloud:

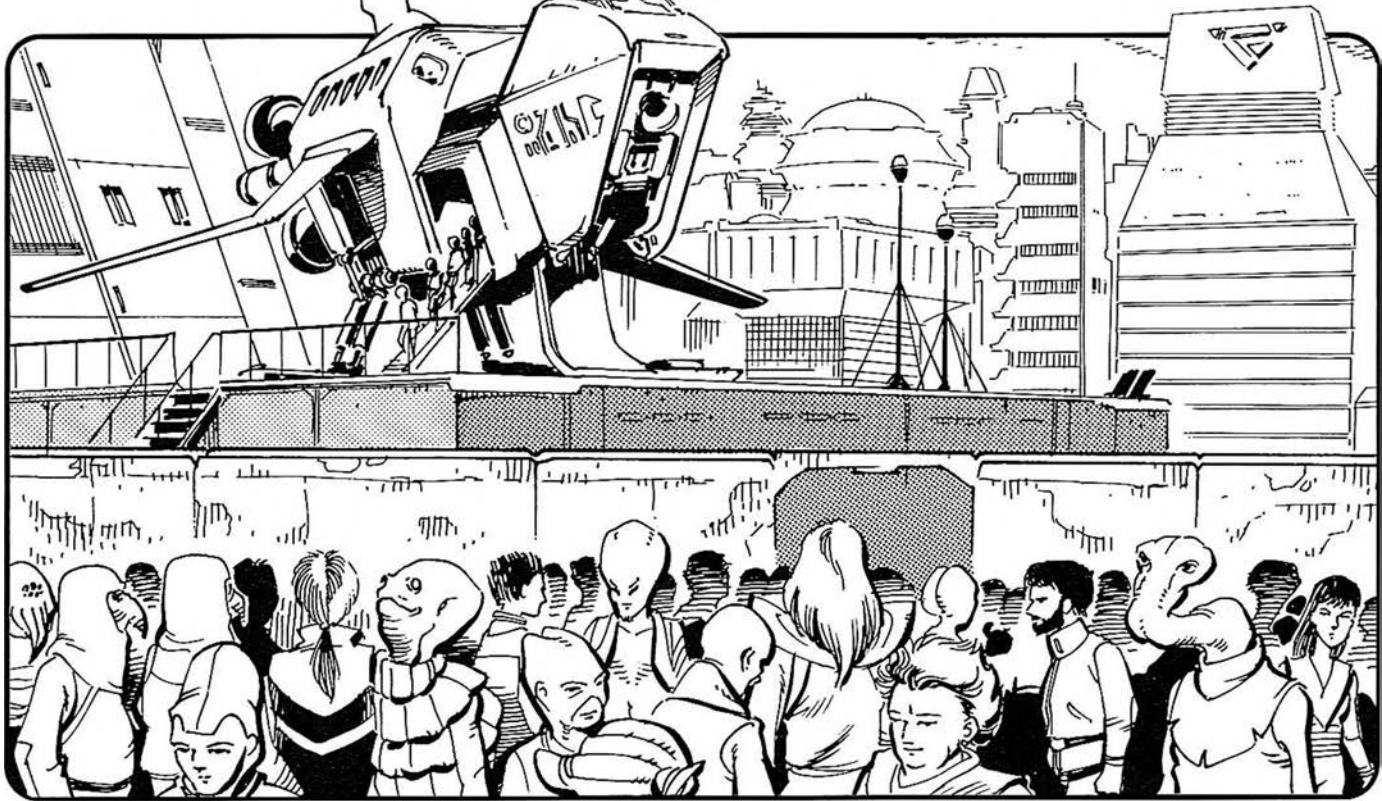
All around you, the streets of the starport are crowded. There are spacers in from long hauls, brightly dressed revelers, lean and hungry idlers watching the throng from alleyways, and dirty urchin children everywhere. The air is acrid with pollution, and a dirty rain has begun to fall.

Starport Encounter Table

Roll two dice, designating one die the "first die": check the number for the first die, and then find the particular encounter by checking the corresponding number for the second die.

First Die: 1-2

1. Starport Security Starport security encounters will be with 2-12 Liann Military Guards in silver and black uniforms, blaster pistols, boots, and stun clubs.



2. Spacers and revelers A group of 1D Liann spacers and their friends in port. Usually they are looking for trouble and/or fun. They often have concealed weapons. If the Rebels are good sports and play along, they will not harm the Rebels; things will only turn nasty if the Rebels react with fear or take offense.

Typical Liann

DEXTERITY 2D

Brawling parry 3D+2, melee parry 3D, melee 3D+2

KNOWLEDGE 2D

Alien races 2D+2, cultures 3D+2, streetwise 4D

MECHANICAL 2D+2

Astrogation 3D, repulsorlift operation 4D, starship piloting 3D+2

PERCEPTION 3D

Bargain 4D, con 4D+2, gambling 4D

STRENGTH 2D

Brawling 3D+2

TECHNICAL 2D+2

Droid programming/repair 4D, repulsorlift repair 3D+2

Equipment: knife (STR +1D, concealed in boots)

3. Thugs A group of 1D punks who will follow and harass strangers. Most carry knives or vibroblades. They will have swoops parked nearby.

Liann Thugs

DEXTERITY 2D+2

Brawling parry 4D, dodge 4D, firearms 3D+2, melee parry 3D, melee 5D

KNOWLEDGE 1D

Cultures 2D+2, streetwise 4D

MECHANICAL 2D

Repulsorlift operation 3D, swoop operation 4D

PERCEPTION 3D

Bargain 4D, con 6D, gambling 4D+2

STRENGTH 2D

Brawling 4D

TECHNICAL 2D+2

Repulsorlift repair 3D+2, swoop repair 4D

Equipment: vibroknife (STR +1D+2, concealed in boots)

Note: One thug will have a small gun (projectile weapon) concealed under his vest, 3D damage, six shots, ranges of 3-5/10/15.

4. Tour Guides Several women, all very attractive, will offer their services as "tour guides" for 300 credits per day. On a moderate *con* roll, information about local events can be discovered.

Tour Guides

DEXTERITY 1D

Dodge 2D

KNOWLEDGE 3D

Cultures 5D, streetwise 5D

MECHANICAL 1D

PERCEPTION 3D

Bargain 5D, con 4D

STRENGTH 1D+2

TECHNICAL 1D

5-6. Pickpockets Pickpockets tend to be mostly children — grubby pre-teens who are very fast and sly. A moderate *streetwise* roll will enable a character to see that they are a target or to detect a theft that has occurred. The pickpockets run in packs, and a single child usually has a backup or two to distract pursuit.

Pickpockets

DEXTERITY 2D

Dodge 4D, pickpocket 4D+2

KNOWLEDGE 2D

Cultures 3D, streetwise 4D+2

MECHANICAL 1D

PERCEPTION 2D+2

Con 4D, hide/sneak 4D+2, search 4D

STRENGTH 1D

TECHNICAL 1D

Equipment: Sack for stolen goods, lots of trinkets.

Description: Poor but proud, these kids are obnoxious and cocky, and will rob someone blind given half a chance. If caught in the act, they will plead poverty and that they were only stealing to buy food for their hungry brothers and sisters. They often work in groups of half a dozen or more so that victims can be distracted by simple traps.

First Die: 3-4

1. Biblack Biblack is the retired smuggler who owns Biblack's Overhaul. He still drinks and visits in the starport bars. He has a good reputation, and speaks his mind. He is a Liann male in his late 50's, with a wide face and one gold earring.

Biblack

DEXTERITY 2D

Blaster 6D, brawling parry 4D, dodge 6D, melee parry 3D, melee 3D+2

KNOWLEDGE 2D

Alien races 4D, cultures 4D+2, languages 3D+2, planetary systems 6D, starship design 6D, streetwise 4D, survival 5D

MECHANICAL 3D

Astrogation 6D, starship gunnery 4D+2, starship piloting 6D+2, starship shields 5D

PERCEPTION 2D

Bargain 6D, con 6D+2, gambling 4D

STRENGTH 2D

Brawling 3D+2

TECHNICAL 4D

Droid programming/repair 5D, repulsorlift repair 5D+2, starship repair 8D+2

2-3. Star Academy Instructors The instructors from Melford Star Academy are on leave. They

are both Liann, one male and one female, in their early 40's, wearing Imperial uniforms.

Star Academy Instructors

DEXTERITY 2D

Blaster 4D, brawling parry 3D+2, melee parry 3D, melee 3D+2

KNOWLEDGE 2D

Alien races 3D, planetary systems 4D, survival 3D+2

MECHANICAL 3D

Astrogation 4D, starship gunnery 7D+2, starship piloting 8D+2, starship shields 6D

PERCEPTION 2D

Bargain 4D, command 5D, con 4D+2, gambling 4D

STRENGTH 2D

Brawling 3D+2

TECHNICAL 2D+2

Droid programming/repair 4D, repulsorlift repair 3D+2, starship repair 4D+2

Equipment: comlink, hold-out blaster (damage 3D+2)

4-5. Barge Crew The barge crew are five grubby spacers from the Minos Cluster who are rowdy, looking for fun, and know nothing about events on Lianna, not even rumors. They have illegal holo-vids for sale, as well as contacts for other illegal goods.

DEXTERITY 2D

Blaster 3D, brawling parry 3D+2, melee parry 3D, melee 3D+2

KNOWLEDGE 2D

Alien races 2D+2, planetary systems 3D+2

MECHANICAL 2D+2

Astrogation 3D, starship piloting 3D+2

PERCEPTION 2D

Bargain 3D, con 3D+2, gambling 3D+1

STRENGTH 3D

Brawling 4D+2, lifting 4D, stamina 3D+2

TECHNICAL 2D+2

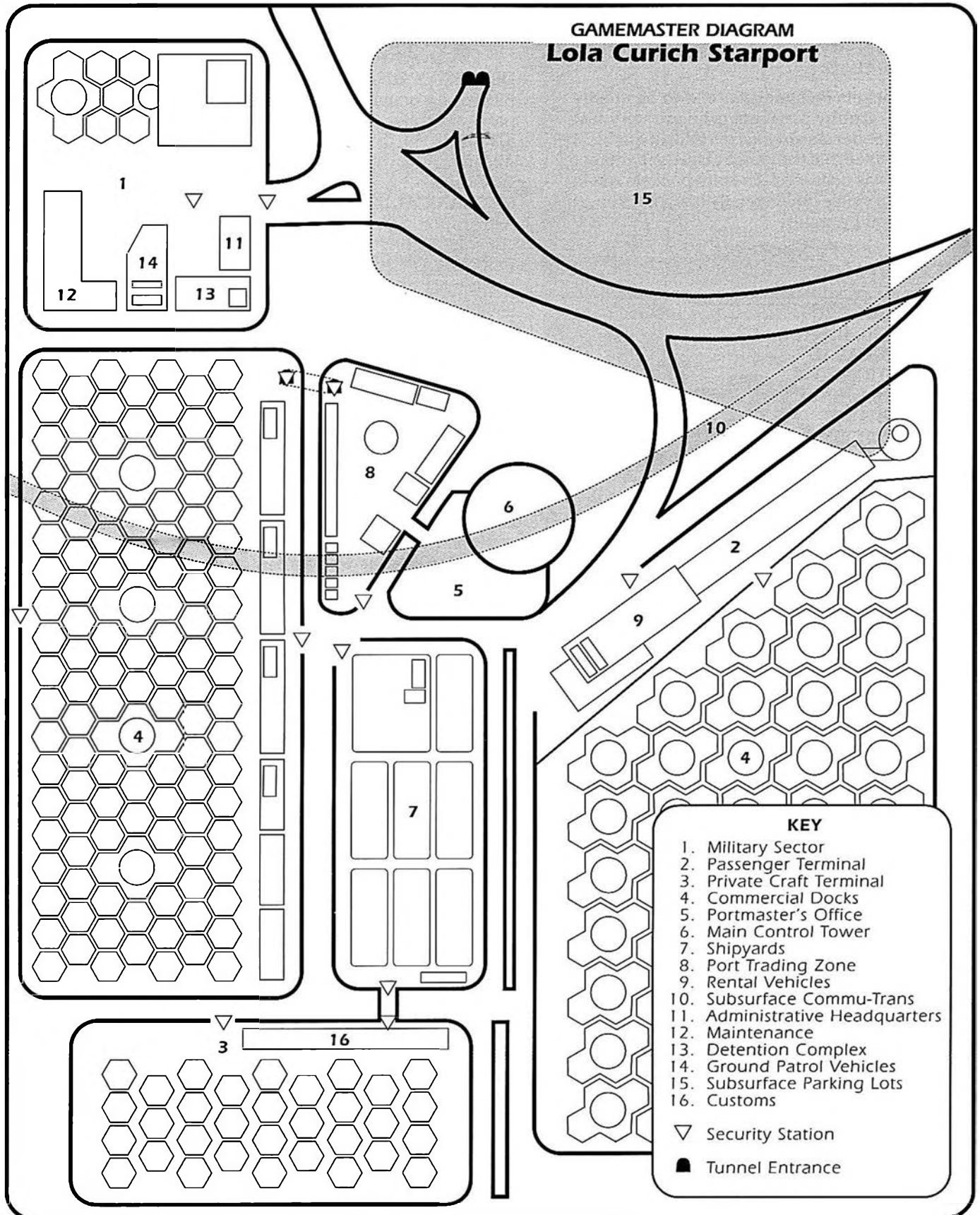
Droid programming/repair 4D, repulsorlift repair 3D+2, starship repair 3D+2

Equipment: Illegal holo-vids, comlinks, 200 credits

6. Ayehe Twi'lek Dance Troupe A dance troupe of Twi'leks who are to be performing at the Santhe party (see Episode Three). Currently, they are out socializing, and will mention their upcoming performance. For a medium-sized bribe they will let the Rebels pose as members of their troupe to get into the party. They are very gregarious, and a lot of fun to be around. There are ten of them, led by Ardana Mitt'Ayehe, a middle-aged choreographer.

First Die: 5-6

1. Orman's Thugs Common "hired muscle" in the employ of Orman, owner of Orman's Sky Palace.



John Paul Lona

If this encounter occurs before the Rebels have visited the Sky Palace, the thugs are simply out for fun and excitement (in fact, they may be quite amiable).

If this encounter occurs after their meeting, the thugs are actively looking for the Rebels, and will try to capture them. They will follow as unobtrusively as possible and wait for an opportunity to grab them. They will not risk their lives, but will attempt to surprise or overwhelm the characters. They prefer going after members of a party that has split up. See “Orman’s Thugs” for complete game statistics.

2. Darren T. Weeb This spacer is going about his business. If the encounter at Orman’s Sky Palace has already occurred, and he and Jenna formed favorable opinions of the Rebels, he will help them in any way that he can. If not, he will not take any particular interest in the characters, although the gamemaster should somehow justify introductions and so forth — perhaps being in line at an astromech shop or a similar situation. For stats, see the “Character Templates” section in the back of this book.

3. Jenna Lars Jenna Lars will appear to be just a typical spacer if the characters haven’t already met her. She might be out scurrying for supplies for her ship, or trying to secure a cargo to some distant world. For stats, see the “Character Templates” section in the back of this book.

4. Amatha Fetz Amatha is a well-known and well-liked rogue. She is a hero for the “oppressed working class” of the planet, having rose to fame and fortune through hard work, shrewd deals and a little piracy. Now she owns her own shipping firm, Tion Hauling, and has been accepted by the Liann upper class. Right now she is busy securing a few freelance spacers to take cargos into the Tion (perhaps this could lead into a new adventure hook, or she could be encountered in a later adventure).

Amatha Fetz

DEXTERITY 1D+2

Blaster 4D, brawling parry 3D+2, dodge 3D+2
melee parry 3D, melee 3D+2

KNOWLEDGE 4D

Alien races 6D, bureaucracy 5D+2, cultures 6D+2, languages 7D, planetary systems 7D+2, streetwise 4D, technology 6D+2

MECHANICAL 2D+2

Astrogation 3D+2, repulsorlift operation 4D, starship gunnery 4D+2, starship piloting 3D+2

PERCEPTION 3D

Bargain 6D, command 5D+2, con 6D+2, gambling 5D, hide/sneak 6D, search 4D

STRENGTH 2D

Brawling 3D+2

TECHNICAL 2D

Droid programming/repair 4D, repulsorlift repair 3D, security 3D+2, starship repair 5D

5. Old Enemy Lola Curich Starport is a busy place, and you never know who you might run into. Gasp! It’s your old enemy _____, whom you thought dead long ago! Here is a chance for the gamemaster to have a return visit from an old nemesis.

6. Stormtroopers Stormtroopers are rarely encountered on Lianna, but they expect complete obedience and cooperation. Characters are well advised just to go along with the situation — they are searching for some stolen Droids, or conducting a simple patrol or quick inspection of luggage. Use the standard stormtrooper statistics.

Starport Rumor Table

These rumors can be inserted into the adventure in a number of ways, including portions of an overheard conversation, or a comment a gamemaster character might make directly to the players. These rumors are a good way to present some of the tone, feel and flavor of Lianna. Roll 1D:

1-2

1. Santhe/Sienar hires assassin Droids to do their dirty work. (F)

2. There is an Imperial agent who frequents Orman’s Sky Palace dressed as an elderly spacer. (F)

3. Lady Santhe hates Rodin Verpalion and is trying to get him off-world as soon as possible. (T)

4. Rodin Verpalion can be bribed to release prisoners. (F)

5. Orman can’t be trusted, and sometimes turns people over to the Empire for pay. (T)

6. Terri Karl, a rich local socialite, and Kashan Santhe, grandson of Lady Santhe, were seen at Orman’s with Jenna Lars. (T)

3-4

1. Imperial advisor Rodin Verpalion is coming to Lianna to see a demonstration that Santhe/Sienar has been working on. (T)

2. The Imperial fleet off Lianna is looking for some kind of experiment that got away. (T)

3. Kashan Santhe went away to school in the Core Worlds and made all kinds of aristocratic friends of questionable loyalty to the Empire. (T)

4. Verpalion has a clone double who decoys for him. (F)

5. Phillip Santhe, Lady Santhe’s son, wants to see his mother retire so he can run Santhe/Sienar. He doesn’t care what happens to Lianna or her people. (T)

6. Santhe/Sienar is building a special ship for



the Emperor using a weapon similar to the Death Star's. (F)

5-6

1. Santhe/Sienar uses very deadly security Droids for night security. (T)

2. Orman is actually an agent for the Rebel Alliance. (F)

3. The port is crawling with heavily armed Imperial Stormtroopers. (F)

4. Lady Santhe is planning to hold a huge reception for Lord Verpalion and is hiring a lot of temporary waiters for the party. (T)

5. Darth Vader is secretly on Lianna. (F)

6. There are Liann pirates looking for some smugglers who just arrived (the description of the smugglers should closely match that of the characters) (F — unless they've done something we don't know about)

Orman's Sky Palace

Orman's Sky Palace is one of the most active starport bars in Lola Curich. It is frequented by the many traders who come to the planet. Read aloud:

"Orman's Sky Palace is one of the better-known starport bars at Lola Curich. It has the longest bar in the city, able to seat dozens in its sweeping curves. Its larger social area can accommodate hundreds of patrons. The decor is loud, the music louder, and the 'entertaining' loudest yet."

Orman, the owner, is a Chevin (see "Character Templates" in the back of this book for more information) and a meticulous businessman. Orman's, like most Liann buildings, has no windows. Aside from the front door, there is a kitchen door into the alley, and a garage door for the garage beneath the building. There are usually three private speeders parked there. The outer garage door also opens into the alley. A *Difficult repulsorlift operation* or *Moderate security* total is needed to hotwire a speeder.

If later in the adventure the Rebels are captured by Orman's thugs, they will be held in the basement strong room (8c).

1. The Bar Orman's is a large and comfortable bar. To the right of the door are 32 booths, gathered into groups of four. Spanning each group is a faded holograph scene of one of the worlds of the Allied Tion — they are obviously computer controlled because they have animation and sound. From the front to the back, the scenes are: the forests of Amarin; a seascape of Spinax III; the bright skies of Lianna (from the pre-industrial period); the mountains of Desargorr; a ruined fortress on Dravione; lakes and hills of Embaril; ruins amid the deserts of Cadinth; and the city of Ambaril on Chandaar, the Jewel of the Tion.

The Sky Palace's bar is the longest in the port, made of polished lizard skin from Cadinth. There are three bartenders during busy hours. There

are three service stations behind the bar.

2. The Stage The bright blue stage at Orman's is one meter above the floor. There are lights set into the floor near the edge, as well as several banks of lights in the wings (about four meters above the stage). There are several holo-projectors, movable poles and banks of lights which can be submerged into the floor or raised for a portion of the performance. There are several sound and haze generators around the edge of the stage. Only the green and pink lights are working now.

3a, 3b. Restrooms 3a is "Gents." 3b is "Ladies."

4. Prop Room This is the storage room for the stage. It is full of broken instruments, scattered gels, cast off costumes, and various props and unidentified electrical equipment.

5. Orman's Office A large white room with desk, terminal, files, and a couch. Orman is usually here when the bar is open. There is a hidden wall safe which requires an Easy *search* roll to find and a Moderate *security* roll to open. The safe contains cred sticks worth 17,000 in Imperial currency.

6a, 6b, 6c. Dressing Rooms These are the dressing rooms. 6a is occupied by two bottle-blond dancers and their props. 6b houses a progressive Glitz Band called Embrace of the Tion. 6c is occupied by four members of a Twi'lek acrobat troupe.

7. Kitchen The kitchen is modern, and employs three cooks, two dishwashers, and two busboys. The dishwashers and busboys are all in early adolescence. There are various pieces of cooking equipment, including two large reconstitution vats. There is a door to the alley.

8a, 8b, 8c. Storerooms The storerooms containing food and liquor for the kitchen and bar. 8c has a steel door, and locks from the outside. This is usually the storage facility for the valuable beverages. This store room is where Orman will lock any prisoners.

9. Garage The garage has an outer ramp to the street level. There are usually three speeders here belonging to the staff and a couple of scooters.

Sky Palace Encounters

Random encounters at the Sky Palace could include nearly anyone, but for something on the fly, roll 2D. Designate one die the "high/low" die: if it comes up 1-3, check the "low" table, and on a 4-6, check the "high" table.

Low Table

1. Imperial Officers Three to six low ranking officers on planet leave. They may approach attractive females or harass the characters.

What's Going on Behind the Players' Backs

When Lord Rodin Verpalion was first assigned to the NOVA project, Lady Santhe was taken aback. Her firm control over Lianna allowed the Liann pirates and free-traders to go unpunished for various offenses, including gunrunning to the Rebellion. Already aware of her grandson's Rebel affiliations, she feared for his life—there were many aspects of the Santhe business which could not stand very close Imperial scrutiny. Verpalion had to be gotten rid of. Unfortunately, if he were to die or disappear, an intense investigation would follow. Lady Santhe decided to make him *want* to leave.

Verpalion possessed quite a reputation as a man about town, a patron of the arts and a connoisseur of fine food and beverages. Therefore, when Verpalion arrived to set up the project, Lady Santhe decided to embrace the vulgar.

Excess is never far away on Lianna. Imagine Verpalion's reaction when he and his entourage were assigned the Gold Suite. It had six spacious rooms of nothing but gilt and mirrors, unfurnished except for huge piles of cream colored fringed pillows, with fabric stalactites for decoration! The food was processed and very hot, the company as "ethnic" as possible, and the band played the tedious (but loud) three-toned Liann mouthpipe. The ladies reeked of musk and cavyion, and the food was horrid in every restaurant.

Every night Verpalion and his retinue were kept awake by the sonic booms of spacecraft landing every three minutes, the air smelled of sulphur and chlorine, and the mirrors made the entourage edgy. Verpalion stayed four days—just long enough to set up the project—before he retreated to more civilized worlds to recover from chronic indigestion. Since then he has made his visits as perfunctory as possible.

2. Old Drunk This man will provide starport rumors and general information to anybody who will buy him a drink.

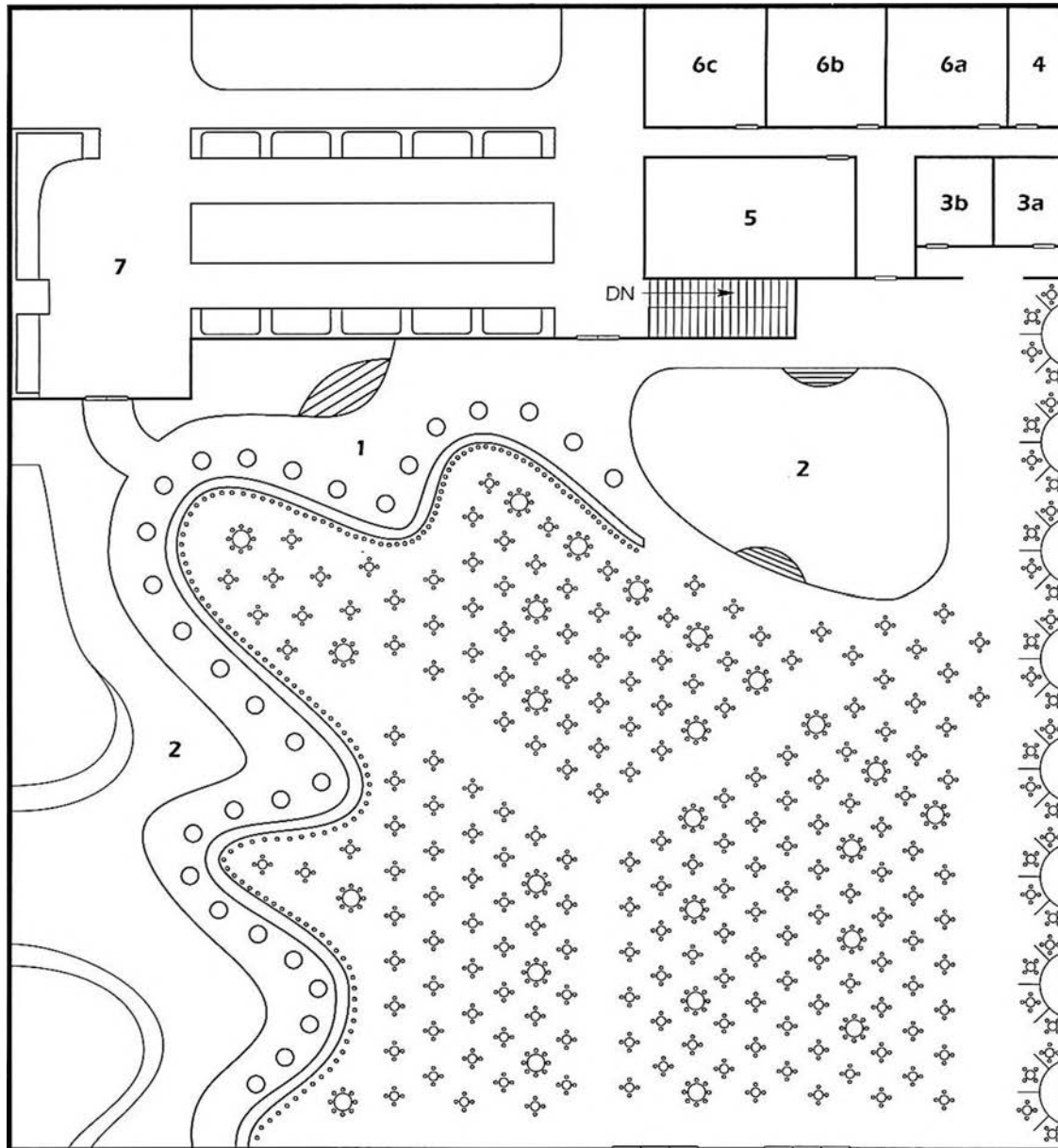
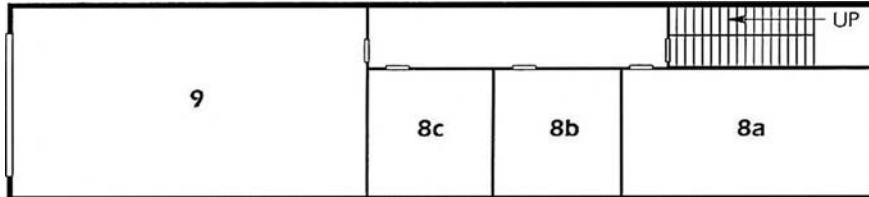
3. Bounty Hunter This encounter could be accidental, or if one particular Rebel has a price on his head or owes a lot of money, the characters could have been followed to Lianna.

4. Young Pickpocket An urchin, aged 10-15, adept at helping him or herself to other people's credits. A difficult *Perception* roll is required to notice the theft. Otherwise the theft won't be noticed until the Rebel looks in his pockets.

5. Arconan Loan Shark A general financier of illegal activities. He will sell general information for a price (200-300 credits). However, if one of the Rebels owes him money, he may try to get it back.

6. Pirates Two to a dozen members of the crew of a Liann pirate cruiser. They will not bother the Rebels. Any Rebel pirate, smuggler, or outlaw may have a friend among the pirates.

GAMEMASTER DIAGRAM Orman's Sky Palace



John Paul Lona

High Table

1. Spacer's Lady The companion of one of the Liann free-traders. She may be of any character type, and generally knows the situation on Lianna very well. She will tell the Rebels general information and background, local news and gossip that is 90% accurate for 40-50 credits.

2-3. Santhe Employees Two off-duty employees of Santhe/Sienar Technologies. They have passes and name badges with holocard identification. They aren't willing to discuss security procedures or business, and if asked about this information, will report the incident to Santhe security guards patrolling the city.

4-5. Commercial Pilots Four Liann free-traders.

6. Dancer The dancer is Fessi, a cute human female who performs at Orman's. She knows Orman deals with the Empire, and can point out Jenna Lars. She will provide news and gossip that is 70% accurate for 50-100 credits.

Meeting with Jenna Lars

The characters don't know Jenna Lars, so they will have to ask a bartender to point out the woman. After a few credits are exchanged, he points to an isolated corner booth. A human woman sits alone. She is paying a great deal of attention to the character(s).

Jenna smiles lazily up at the Rebels. "Is there something I can do for you folks?"

After the appropriate exchange words are used, continue reading aloud:

She gestures for them to sit down and join her at the table, and calls to the bartender to bring them drinks. After the bartender leaves, she puts her elbows on the table and says quietly, "So where's the package?"

After pleasantries have been exchanged, have Jenna ask the characters how their trip to the world was. If they mention anything at all about the odd encounter with the fleet and the cloaked probe Droid, Jenna will become very concerned. Cut to "A Contact."

If the characters refuse to bring up the issue, have Jenna comment that many spacers noticed the Imperial fleet and then ask them if they encountered the ships and if there was any hassle. If the characters absolutely refuse to bring up the matter of the probe Droid, at this point have Darren T. Weeb approach the booth, take a seat, and explain that he overheard some spacers talking about the fleet and how they picked up something that appeared partially cloaked.

A Contact

At this point, Jenna will insist that the characters follow her orders:



In two hours, go to the Imperial Hotel. Check in under the name Gram Seiglo. If you meet someone there who mentions 'Derellium Wine,' she is from the Alliance. She can give you complete information on what you need to do.

Jenna will also give the characters some information on Santhe/Sienar. She will explain that she worked there briefly, and knew they were working on a cloaking shield, but thought that they were years from a breakthrough. This is what she knows:

- It is unlikely that the plans are in the corporate mainframe; they will probably be kept in Lady Santhe's computers in her office.
- There is a private database on the ground floor used to control security systems.
- Lady Santhe does her best to undermine the Imperial governor in every way.

• Jenna will not go to the building with them. She is wanted by the Empire and the local authorities, and will not take the risk. In any case, Weeb won't let her risk herself.

Cut to "The Imperial Hotel."

The Imperial Hotel

The Imperial Hotel is a modern building, nearly 100 stories tall, placed in the heart of Lianna's downtown business district. It is quite exclusive, and its ground floor and three subterranean floors have expensive boutiques with fine fashions, jewelry, flowers, and gift items. Read aloud:

"The Imperial Hotel is a huge glass and chrome building in the center of Lianna. It is quite expensive, and many visiting businessmen frequent the hotel."

The Rebels may check in under their code name and find their suite. It is on the 76th floor, and, as a concession to offworld tastes, has a window. The panorama of the port and city is impressive. Read aloud:

A suite has been reserved for you. It is large enough for comfort, but not overly ostentatious. The Liann tendency to overdone furnishing has been toned down to suit off-world guests. From the window you can see the sea of distant lights that is the port and city of Lola Curich. Off to the north, you can see the lights from Phorus Point, while the southern and western views are dominated by Lianna's neighboring cities of Sesswe and Portharton. Everywhere there are illuminations: blue, yellow, green and red.

Through the damp amber haze that is twilight here, you can see the lights of the city coming on like a sea of stars. Another sea of stars stretches above. They are not the real stars, for the lights and pollution prevent even the brightest from being seen, but the garish man-made stars of landing lights. It seems the roar never stops.

The suite has several large potted plants. The central sitting room has three large blue couches, a small glass table and a holo-entertainment center, featuring no less than 40 different stations.

Orman's Thugs

After the Rebels have discussed some things in Orman's, one of Orman's undercover spies has somehow discovered the characters' true allegiance. Orman has turned in many Rebel agents in exchange for rewards. This time is no different — he decides to send his thugs after them.

Steef

Template Type: Gamorrean

Loyalty: To himself

Height: 1.8 meters

Species: Gamorrean **Sex:** Male

DEXTERITY 3D

Blaster 4D, melee parry 4D, melee 4D+2

KNOWLEDGE 1D

Alien races 2D

MECHANICAL 1D

Repulsorlift operation 3D

PERCEPTION 2D

STRENGTH 4D

Brawling 6D, lifting 6D

TECHNICAL 1D

Equipment: Knife (damage STR +1D)

Background: Steef is loyal but lazy. He prefers sleeping to fighting. In a pitched battle, he will quietly leave.

Wheade Daud

Template Type: Quarren

Loyalty: To himself

Height: 1.6 meters

Species: Quarren **Sex:** Male

DEXTERITY 2D

Blaster 3D

KNOWLEDGE 1D+2

MECHANICAL 2D

PERCEPTION 2D+1

STRENGTH 2D+1

Brawling 3D+1

TECHNICAL 1D+2

Demolition 4D+2

Background: Wheade is a demolitions man, and can't quite figure out what he's doing trying to mug a bunch of Rebels.

Ekh the Red

Template Type: Inept mercenary

Loyalty: To Orman

Height: 1.7 meters

Species: Human **Sex:** Male

DEXTERITY 3D+1

Blaster 4D

KNOWLEDGE 2D

MECHANICAL 3D+2

Astrogation 4D, repulsorlift operation 5D,

starship gunnery 4D

PERCEPTION 2D

STRENGTH 3D

Brawling 4D

TECHNICAL 2D+2

Repulsorlift repair 4D

Physical Description: A young male with curly red hair and freckles.

Background: Orman's number two man, but only because he is loyal, not talented.

There are four bedrooms off the sitting area, each with a double bed and dresser. There are two baths.

The bedrooms are labeled A, B, C, and D. Room A is teal, with a bath and a computer terminal linked to the hotel adnet. It can be used for checkout, or to order room service. Room B is bright pink, and has a window that looks out over the city. Room C is dark red, with a small entertainment center. Room D is royal purple, with the second bath.

The suite has been bugged by Lady Santhe's men. If the sitting room is searched, a Difficult *search* roll will discover the bug in a large potted plant. It is not powerful enough to pick up conversation in bedrooms A and D. There is a second bug in room C behind a dark abstract painting. A Very Difficult *search* roll will discover it. It only picks up conversation in room C. Characters can disconnect the bugs without setting off their internal alarms with a Moderate *security* roll (the alarms are silent, but alert anyone listening in on the bug). If the bugs are triggered, two undercover Santhe

security officers will follow the characters for the rest of the adventure, and while they will not interfere, they will summon eight guards if they are attacked. They are ordered to trail the characters, determine their objectives and report back to superiors. Lady Santhe doesn't want the characters stopped unless they threaten Santhe/Sienar interests. In fact, hopes that the Alliance somehow succeeds in disabling the NOVA plans, but in such a manner that the incident can be written off as "industrial espionage."

If the bugs are not disconnected, everything they pick up, including their conversation with Terri, will be reported to Lady Santhe.

After the Rebels have had a chance to get settled in their rooms, Terri Karl will knock on the door. Cut to "Encounter: Meeting with Terri Karl."

Encounter: Meeting with Terri Karl

This encounter introduces the Rebels to the leader of the Alliance on Lianna, Terri Karl. Read aloud:

The door buzzer suddenly announces a visi-

Sandi

Template Type: Mercenary

Loyalty: To herself

Height: 1.5 meters

Species: Human **Sex:** Female

DEXTERITY 3D

Blaster 3D+1

KNOWLEDGE 4D

Alien races 5D, languages 6D, streetwise 5D

MECHANICAL 2D+2

PERCEPTION 3D+1

Bargain 6D, con 5D+1

STRENGTH 2D

TECHNICAL 2D

Security 3D+1

Physical Description: A fifteen-year old human female with long black hair and big brown eyes.

Background: A con artist trying to get a name through Orman, she has spent most of her life on the streets and likes it there. The other thugs don't take her seriously.

Fish

Template Type: Hired Thug

Loyalty: To himself

Height: 1.8 meters

Species: Human **Sex:** Male

DEXTERITY 1D+1

Blaster 4D

KNOWLEDGE 1D

MECHANICAL 1D+2

PERCEPTION 1D+2

Con 4D

STRENGTH 1D+2

Brawling 3D+2

TECHNICAL 1D+1

Physical Description: Fish is small, wiry and not very dangerous in appearance.

Background: Orman's newest thug, he lacks coordination, strength and common sense. No one likes him; in fact, the other thugs have considered betraying him just to get rid of him.

Adon'aris

Template Type: Twi'lek

Loyalty: To himself, then Ekh

Height: 1.6 meters

Species: Twi'lek **Sex:** Male

DEXTERITY 2D

Blaster 4D

KNOWLEDGE 2D

MECHANICAL 1D+2

Repulsorlift operation 3D

PERCEPTION 3D+1

Con 6D

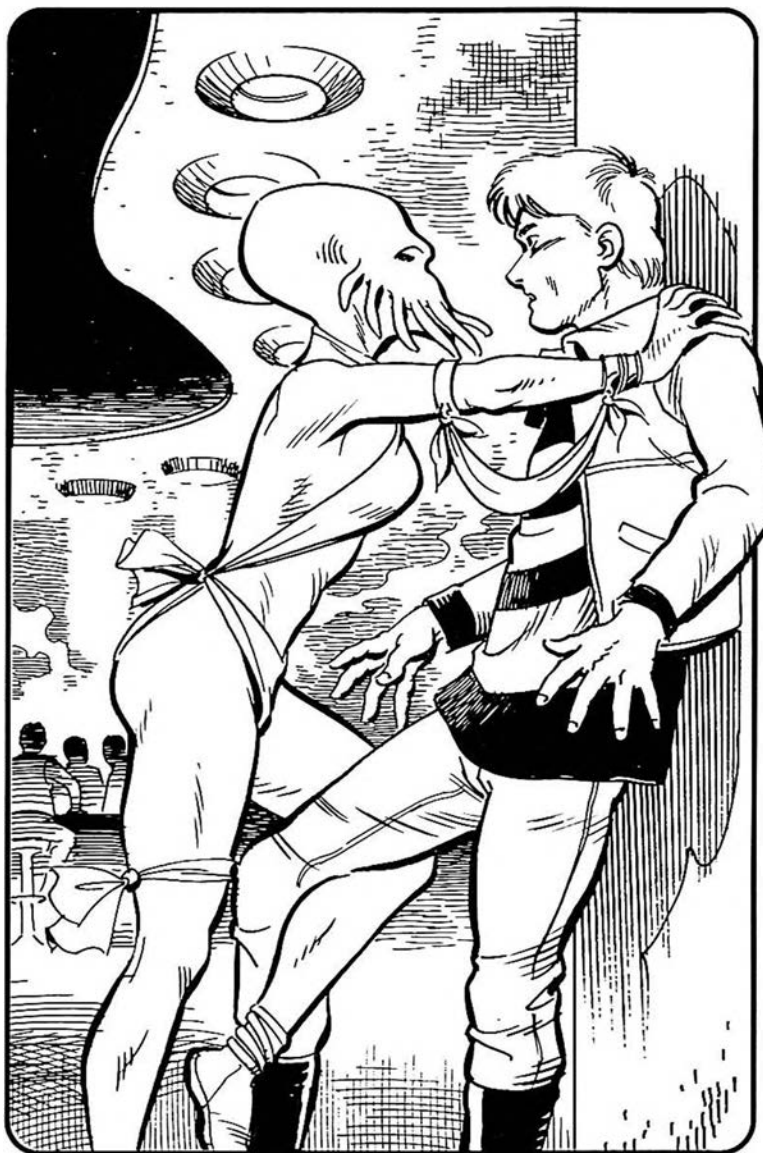
STRENGTH 2D

Brawling 2D+2

TECHNICAL 1D

Physical Description: Adon'aris is a very handsome Twi'lek, but looks is as far as it gets.

Personality: Adon'aris knows his limitations, and prefers sneaking to fighting.



tor. On the other side of the door is a petite blonde carrying a huge tray. She asks, “Who ordered the Derellium Wine?”

After being allowed into the suite, Terri will ask, “How are you doing tonight? Here is your tab!”, while pulling out a datapad that reads, “Is it safe to talk here?” Once given the okay (either because the bugs have been disabled, or because they weren’t discovered), she will use the speech below. If the Rebels indicate that they must go somewhere else, she will suggest a small clothing store she knows and will lead them there. She will then leave. When she joins them, she will have a big backpack with her.

When it is safe to talk, read aloud:

“I thought you guys might need some extra help. I’m Terri Karl. Trust me, I know what I’m doing. Don’t you just love Lianna? I do. And

scrumptious clothes! You’d be surprised how much a credit buys on the open market here. Everything in the world, and I *do* mean everything, is available here. Isn’t that just fantastic?

“So how’s the Alliance? Still in a jam? Lose any more bases? Mercy me, when *are* we going to start winning? Would be nice, wouldn’t it? Anybody want any munchies?”

Terri talks a mile a minute, rarely letting the Rebels get a word in. She will pull the cover off the tray, or open her backpack, and hand them each a very lightweight hold-out blaster. She explains:

“Most of the weapons scanners won’t pick these up. But be careful, they only can shoot about a dozen times before the barrels melt. It was a trade-off for stealth and secrecy.”

In her rapid manner, she will explain that:

- She has talked with one of her contacts and learn that Santhe is working on a cloaking shield, codenamed project NOVA. The Rebels must get into Santhe/Sienar Technologies building to steal the NOVA plans.

- Imperial Advisor Verpalion, the official Imperial representative on the NOVA project, is supposed to arrive tonight to review the plans. During a welcoming celebration that night, the building should be empty. His visit should keep everyone busy while the Rebel team sneaks in.

- Another contact of hers know quite a bit about the building. They will be meeting them at Glaggerick’s Tavern in an hour. She gives them the address.

Read aloud:

“I’ve got to run now. Ta! I have a hair appointment, and then I need to pick up my sandmouse from the PetVac. They get so dusty, you know. You know, this NOVA stuff has made me postpone getting my nails done, and I was supposed to visit this perfectly charming arms dealer from Shensarile V that I met last week. Bye kids!”

A Plan of Action

When the characters enter Glaggerick’s, they will see Terri and a handsome young man they don’t recognize. The room has the same basic layout of Orman’s, but it is a much smaller bar, with no entertainment. The young man is obviously trying to be inconspicuous. Terri introduces himself as “Astenn,” an employee of Santhe/Sienar; he really is Kashan Santhe, the grandson of Lady Santhe, and the one man who can help the Rebels steal the NOVA plans.

“Astenn” will very quickly explain the following points:

- The Rebels must steal the NOVA plans and get a copy to Alliance High Command



- The Rebels must disable, but not destroy the NOVA plans. He was able to break into some computers and steal some false computer data strings — the Rebels must insert these false codes into the NOVA plans so that when the device is finally manufactured it won't work, and the research scientists won't know the source of the problem.

- The Rebels are the only ones who can do this because "... to be honest, you're expendable. If you succeed, we can write it off as corporate espionage, and there isn't a data trail back to me. If you fail and are caught, well, you're just a few field agents. If you talk, trust me, I'll make sure you end up dead before you finger me as a Rebel operative. Sorry to do this to you, but that's reality."

- Kashan will supply various false codewords for different computers in the Santhe/Sienar office building.

- The complete plans can only be found on the computer terminal in Lady Santhe's office. This machine must be tampered with.

- Sub-systems of the plan can be found on the 57th floor. There are five distinct computers containing the sub-systems (see Episode Two for the list of sub-systems): all of them must be tampered with, although the characters need not worry about getting copies for the Alliance.

- Kashan can describe the floorplan, but not in great detail. Simulate this by not showing the players the maps of the Santhe/Sienar building.

Instead, have them draw their own from your description of it, as you roleplay Kashan telling the Rebels.

Gamemaster Note

The hold-out blasters Terri gave the Rebels will only fire 1D+10 times before the barrels melt.

A Trip to the Country, or What Happens if the Players Leave Lola Curich by Land

This is designed to be a city adventure. However, if the plans go badly and the players cannot liftoff, or if they are forced to land during the space battle or for any other reason, they will get to tour Lianna's "countryside."

This is an extremely urbanized planet. Every small industrial town borders on every other small industrial town. In fact, each township is divided up by the corporation that it supports, for example, Say Lasarcompfac 5, Santheship 23, or Plutrefin 734. They stretch to the coast in an unending tapestry to the north, southeast and west.

Lola Curich, located on the main continent of Anai, borders right next to the planet's capital, Lianna. Because of its proximity to the government, it is a lively and busy place.

On the coast is Melford, another major city and starport. Melford also happens to be home to the Imperial Star Academy. The prettiest city on Lianna is Melford, with its manicured lawns and relatively clean air. This is an immense complex which boasts a major military and commer-

cial starport — complete with a full complement of TIE fighters and training craft. Going to Melford is a dumb idea for people conducting Rebel activities because pro-Imperial sentiment is higher here than elsewhere and the place is crowded with hot-headed, bored cadets who would just love to get the opportunity to do something cool.

Far to the southwest of Lola Curich are two major starports, Southwest One and Southwest Two. They exploit the mineral wealth of that arid region. They are remarkably boring places to live. They have the largest population density to the south of Lola Curich Starport. The cities were both built to support the mining industry in the early days as a Republican colony.

Along the western coast, there is a long and very high mountain range. The climate is drier along the eastern side of the peaks. This is the

area that was once the provinces of Caldara and Berene, where the native population made its historic last stand. On the western slopes of the mountains, toward the sea, are the richest and most pleasant parts of the planet. What agriculture is left on Lianna is there, but the biggest industry is tourism. There are a number of resorts catering to the middle and upper classes of city dwellers itching for fun, sun, and sand. There is also a small starport, Anxarta, which caters mainly to private vessels and small freighters bringing in foodstuffs for the resorts.

The majority of the countryside, especially along the major roads, is an unending strip of businesses. The only things that are not easy to come by are fresh foods (which must be imported), weapons (which are illegal), and newer, more complicated spaceship parts. Santhe/Sienar and Tolt Industries (a rival starship engineering corporation) have factory outlets along the highways, but they are substandard and overpriced.

There is a second continent called Landra. There are two starports on the wet northern coast: Northwest and Sky City. Sky City is the older of the two. Northwest is a sprawling city and port complex. Both ports have fairly tight security.

Cut-Away to ...

INTERIOR: AN ALLEY SOMEWHERE IN LIANNA. A petite blonde, Terri Karl, is emerging from a bright red landspeeder. Kashan Santhe emerges from the shadows to greet her.

Terri rushes forward to peck at his cheek. "Kashan! Darling! Thanks for helping me out here in this pinch."

"My father knows something suspicious is happening. He called an alert at the starport. They're supposed to scan all outbound ships more thoroughly."

Terri leans toward him, urgency in her voice. "Why now?"

"Verpalion is coming."

"I know. But maybe that's the best distraction security could have. Too many different security forces, not cooperating with each other, all sure somebody else took care of it."

Kashan sighs, his boyish face looking tired. "I'll do what I can."

"Keep your head down, sweetie. I know you aren't happy about telling those guys that they're expendable, but it's got to be done. Cover yourself. You're the best operative I've got."

Cut to ...
EPISODE TWO



Episode Two

Corporate Webs

Summary

The Rebel team visits the Santhe/Sienar Technologies Corporate Headquarters. There they must find their way to Lady Santhe's private office, avoiding security guards, Droids and inquisitive employees on the way. Finally the Rebels can patch into the private database and attempt to retrieve and disable the NOVA plans!

Santhe/Sienar Technologies

Santhe/Sienar Technologies and its subsidiary companies Santhe Passenger and Freight, Curich Engineering, and Sienar Fleet Systems, occupy an impressive office building in Lianna. There are 96 floors. There are no windows in the individual offices, and the building is a huge structure, permex, and transparisteel spire.

The lobby of the building is a huge garden. The garden reaches to the roof, with trees towering nearly fifty stories high, vines hanging from balconies and support spires, fountains coming from the roof to the floor, and bushes surrounding the whole area. The roof over the garden is transparent, although there are several banks of lights near the upper floors to simulate sunlight.

The entire main entrance side of the building is a huge transparisteel construct, with banks of durable windows looking out onto the city of Lianna. Many of the best offices and conference rooms open into the walkway and lobby area, with open areas connecting directly to the walkways surrounding the turbolifts.

The Plan

The characters must somehow infiltrate the building unobserved or unnoticed. They must then secure some means to allow them access to the 43rd floor (where the NOVA plans are stored) and the 57th floor (where vital portions of the NOVA plans are stored) — typically, they will implant a special authorization code into the computers to allow them to take a turbolift to the

floors and also disable the security systems. Then, they must break into the computer systems on each of these floors: on the 43rd floor, they must extract the NOVA plans and then destroy or disable them, while on the 57th floor, they must find the vital portions of the plans and destroy or disable them.

The Security System

The Santhe/Sienar Headquarters Building is equipped with some of the most sophisticated sensor and security systems available in the Empire. Fortunately, the characters have two "ins," Kashan Santhe and Jenna Lars, whose expert knowledge can be of great help — if the characters heed their advice.

The level of security depends upon whether the building is being infiltrated during work hours or after.

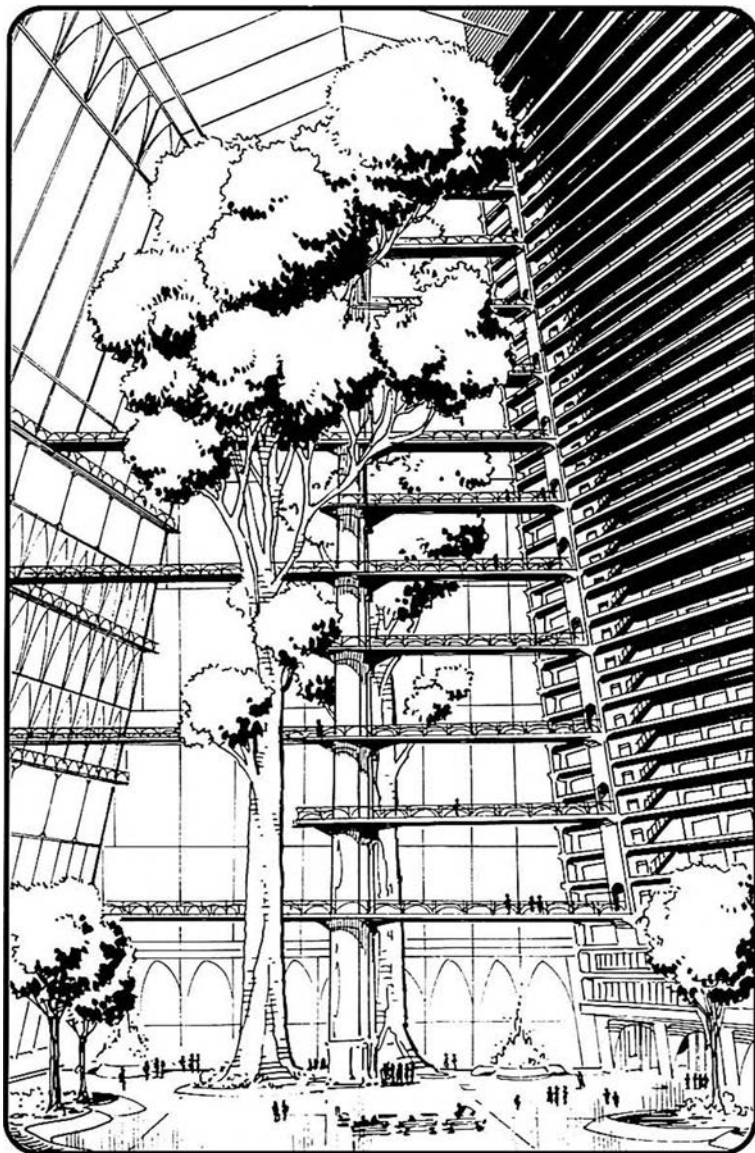
Security Mainframe

The security mainframe is in area 3 on the ground floor. The characters must make a Difficult *computer programming* roll to fake an authorized access code (unless they use one Kashan has provided).

Actions

While the Rebels are in the security mainframe they can discover all kinds of useful information. They can also partially deactivate the building's security systems. The only things which cannot be deactivated from the mainframe are the security Droids. Some examples and difficulty levels are given below. A missed roll will trigger a low level alert. The second missed roll will cause the screen to freeze and the user to be kicked out of the system; additionally, Santhe security outside the building (on city patrol) will be called in, with 12 officers arriving in 3D rounds to assess the situation.

Some of the tasks that can be accomplished from the security mainframe:



Destroy or Disable?

The characters can elect to either destroy or somehow disable the NOVA plans. While destroying them is easier, it will also immediately clue in Phillip Santhe and his engineers that there has been obvious industrial sabotage, and the engineers will merely retrace the development of their work, assuming that they had a successful program underway.

Kashan Santhe strongly urges the characters to somehow change the plans so that no one will notice that they have been tampered with. He suggests that the characters tinker with some of the basic elements that were incorporated into each of the cloaking device's sub-systems; that way, when the engineers try to figure out what went wrong, there are substantial glitches in every aspect of the device, conceivably throwing research back several years.

- Access a map of the building — blueprints will be called up on an *Easy computer programming/repair* roll. Show the characters photocopies of the building maps, as well as give them basic information on the businesses on the floor. On a *Moderate Perception* roll the characters will see a slight “bulge” in the southeast corner of each floor from ground level to the 43rd floor — there should be more room space. If they look above the 43rd floor, they will see that the bulge is no longer there. This is the elevator shaft to Lady Santhe's subterranean shuttle, and it may serve as their means of escape.

- Find out the schedules of the human guards — a *Moderate computer programming/repair* roll.
- Deactivate the autocameras on a specific floor — an *Easy security* roll.
- Deactivate the motion detectors on a specific floor — a *Moderate security* roll.
- Deactivate the laser sensors on a specific floor — an *Easy security* roll.
- Deactivate the automatic lasers on a specific floor — a *Moderate security* roll.
- Set off alarms at other specific locations — an *Easy computer programming/repair* roll.
- Authorize entrance on a restricted floor during day hours — an *Easy computer programming/repair* roll.
- Authorize entrance on a restricted floor during night hours — a *Very Difficult computer programming/repair* roll.
- Deactivate locked doors on a specific floor — a *Difficult security* roll.

Motion detectors These devices are essentially electronic eyes connected with the central security systems. They feed data into the system in the form of a picture. The system analyses the picture to determine what further action is warranted, from beeping a guardpost to firing automatic lasers at the focus of the picture.

A *Moderate Perception* total is necessary to spot a motion detector. The difficulty to *sneak* by is *Easy* for unrestricted floors and *Difficult* for restricted floors.

Laser Sensors There are low intensity laser beams generated on a surface, generally one side of a doorway, and received by a reception plate on the other side of the door. If the continuity of the beams is broken, an alarm is triggered.

The system at Santhe/Sienar does not lend itself to manual operation of the beams at the doorplate. All of the beams in the building are turned on at once by the central security system. A *Difficult search* or *Perception* total is necessary to spot them. A *Difficult security* roll is required to deactivate a particular door's beams at the loca-

tion. A Difficult *sneak* total is necessary to get by them without triggering them.

Heat Detectors These devices detect heat sources within 10 meters of the detector. If they sense a heat source, they will trigger a low grade alert. Usually they are used to keep tabs on an intruder already identified in the system, not to find a new one. They are generally subtle and hard to spot. Shooting them serves to establish a presence as surely as body heat does. Because the heat detectors are more “passive” than the other security systems, a Very Easy *sneak* roll is required to pass by them unnoticed, unless an intruder has already been detected, in which case the difficulty become Easy.

Automatic Lasers Automatic lasers are only activated at night. Automatic lasers work in conjunction with motion and heat detectors to target intruders in a certain area. Once someone has been detected and the security mainframe confirms that the don't belong on the floor, they open fire (the confirmation process takes one round). They have a *blaster* skill of 3D and do 4D damage. They may only fire twice per turn (at the normal penalties).

Stun Gas Stun gas projectors are used where automatic lasers are not desirable, either for aesthetic or practical reasons. The projectors are often used at the entrance to restricted floors. The projectors fill an entire area with stun gas, which does 4D stun damage each round for two minutes. Security guards or Droids are also summoned when the projectors are activated. The gas projectors are not infallible, and may be ignored if characters are wearing breath masks.

Santhe Security Droids Used for random patrols, a total of ten Droids are activated during non-work hours. When an alarm is sounded, one will arrive on the scene 1D turns later. Roll 1D to determine how long until the next Droid arrives, and because they have comlinks they can inform each other where any intruders are. Roll for each Droid until all ten Droids have arrived at the battle scene, or the characters have eluded pursuit. The Droids are deactivated during day work hours.

The Blujay B4J4 Security Droid is repulsor operated, and coasts along the floor. It has no difficulty with stairwells. They are capable of following a clear trail (such as blaster scorch marks on the walls) but are not terribly good trackers. They cannot follow scent, although their sense of hearing is keen. If they are trying to pick up the trail of the characters, use a base difficulty of Easy. If the characters elect to use *hide/sneak* to run away, add the lowest *hide/sneak* total to the base difficulty for the Droids. Characters who are entangled must make an Easy *Strength* total to break free of the ShrinCord.

Santhe Security Droids

Model: Blujay B4J4 Sentry

Height: 1 meter

DEXTERITY 2D

Blaster 5D

PERCEPTION 1D

Search 2D

STRENGTH 2D

Weapons:

Two Heavy Blasters (fire-linked)

Damage: 5D

Two Stun Blasters (fire-linked)

Stun Damage: 7D

Two Grapple-Cable Shooters (fire separately)

Damage: 1D plus entangle (Shrin Cord)

When the Droids first appear, read aloud:

“Suddenly, around the corner floats a security Droid! It’s repulsor operated, and hovers like a malignant creature. Its giant eye fixes upon you as its blaster arm comes up.”

Santhe Security Guards Santhe/Sienar has ten full time security guards for patrols during non-work hours. Three of these guards are stationed at the lobby desk, while the other seven randomly patrol the rest of the building. They have comlinks for instantaneous communication with other guards. During day hours, five guards are on duty in addition to the three in the main lobby, but they will be in a security room on the ground floor unless summoned somewhere because of a disturbance.

Santhe Security Guards

DEXTERITY 3D

Blaster 4D, dodge 5D, melee 4D

KNOWLEDGE 3D

Alien races 4D, cultures 4D, languages 4D

MECHANICAL 1D

PERCEPTION 3D

Command 4D, con 4D, search 5D

STRENGTH 2D

Brawling 5D

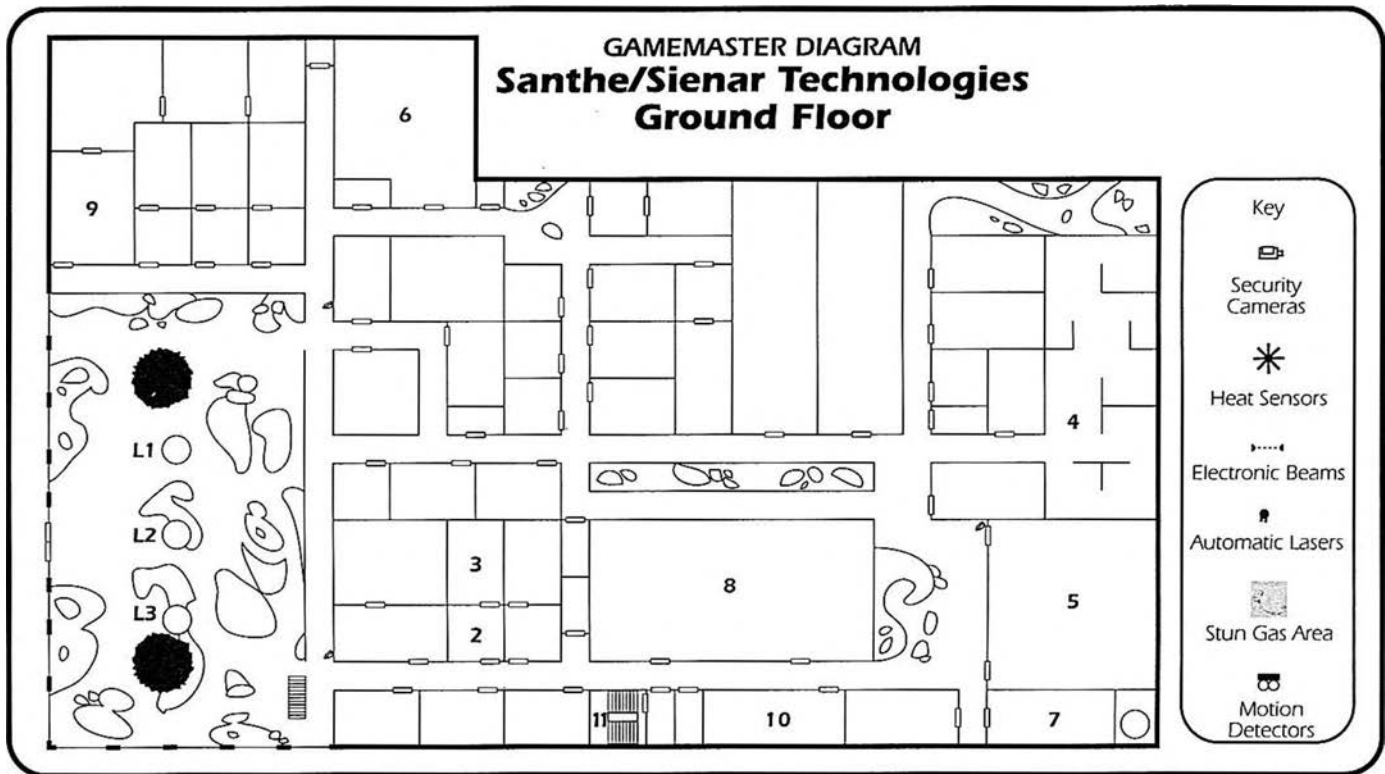
TECHNICAL 2D

Security 4D

Equipment: Blaster rifle (5D damage), comlink, stun club (STR + 3D stun damage), black and silver Santhe Security uniform (+1D), high black boots, comlink

Santhe/Sienar Technologies by Day

The corporate headquarters is huge, and employs thousands of humans and Droids. During the day, any unarmed and unobtrusive party can walk into the lobby and get into the turbolifts without attracting any attention. The main danger would be explaining their business once they exit on another floor. Check under “Infiltration”



Infiltration

The Rebels can enter the building by day disguised as persons with legitimate business — temporary employees, maintenance, technicians, or representatives from other companies — and attempt to gain legitimate access to a computer terminal. This is an easy ploy if the party has a Force user to handle overly curious employees. “You don’t need to see his identification ...”

The characters might even be able to get lots of information for this plan by going to a temporary employment agency, or talking to current or recently released employees. They would probably have to snoop around the city of Lianna to find such individuals, but a few hours of this type of work will probably pay off.

The Mercevan Nagua Method

The “Mercevan Nagua” method is to enter during the day on legitimate business, find a storage cabinet or other quiet place, and wait for the building to close. Unfortunately, many employees work late, and only leave four or five hours after “closing.” This is a trick requiring patience, but it can work as well for the Rebel team as it did for the legendary galactic pirate the method is named for!

Wait Until Later

The Rebels enter the building during the day on perfectly legitimate business, and then break into the Corporate mainframe. While inside the system, they deactivate the alarms and arrange a safe way to come back later.

for some of the approaches characters may use to get into upper floors.

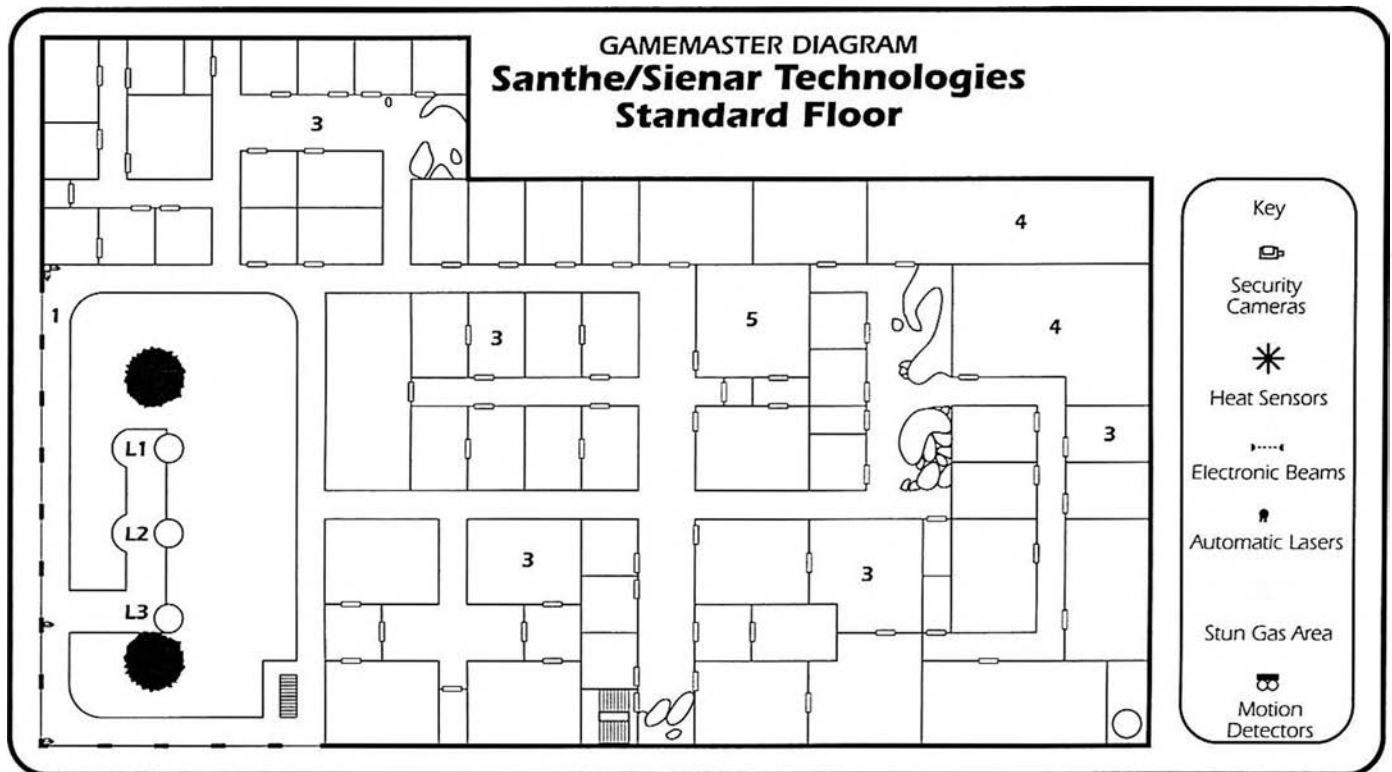
Santhe/Sienar at Night

The key to the night security plan at Santhe/Sienar are the front lobby guards. After normal working hours, they are instructed to thoroughly question any visitors to the building. However, if the characters can get by the lobby area, they will have a great deal of latitude on the unrestricted floors. The restricted floors have a much higher level of security, though.

Gamemaster Note

A plan has been provided of a typical floor, the ground floor, the 57th floor, and the 43rd floor, which has Lady Santhe’s offices. Working hours are MS/8 (Morning Shift) to ES/6 (Evening Shift). However, people often work late, and come in early, so the building is not entirely deserted except in the middle of the night. If the players try to visit something unmapped which you have no interest in, just use the threat of being discovered by security to send them on their way, have the doors locked or just wing it!

There are a number of restricted floors which can only be reached by one of the three large turbolifts. All of the unrestricted floors can be reached from any of the lifts. There is also an emergency fire stairwell. The stairwell entrances are all equipped with motion detectors on the



landings, and the doors are rigged to the central alarm system. Opening the doors will attract 2-4 security Droids in 3D rounds. The alarms can be cut off from the mainframe (see “The Security System”).

Ground Floor

1. The Lobby The huge lobby area is a giant indoor garden, with trees reaching up to the 50th floor, hanging vines, massive fountains and a rough-cut stone floor. The main entrance side of the lobby is built entirely of transparisteel panels, making for a giant window (96 stories tall in fact) looking out upon the city. Three turbolifts are built in the center of the room, disguised by the massive trees. A security desk is just inside the front doors.

The security desk is manned by three human guards. The main entrance doors are equipped with weapon sensors and will be triggered by any weapons with metal parts in them (the scanners will not detect the plastic hold-out blasters provided by Terri, but a Very Difficult *hide* roll is necessary to sneak normal blasters through). The guards will stop any beings who set off the alarms for carrying blasters or behave in an unruly manner; they will not question the casual passersby. Beings with weapons will be escorted out.

Read aloud:

“As you walk in you can hardly believe your eyes. You have stepped indoors, but it resembles

a natural paradise. A rough stone floor lies beneath your feet, while above your head, giant trees tower dozens of stories high. All about is a garden, with flowing fountains and blooming flowers.

“Only the security desk and the three lift tubes soaring up amongst the trees remind you that you are indoors.”

L1. Lift 1 This lift has a Droid operator. It stops on all unrestricted floors and restricted floors 5, 42, and 54. The Droid will call a human receptionist on the requested restricted floor to see if the visitors are permitted. If not, it will not stop on that floor, instead returning to the lobby. It will also stop on the floor if the characters have “proper” (falsified) identification. It will call security at the first sign of violence.

L2. Lift 2 The lift has a Droid operator. It stops on all unrestricted floors as well as restricted floors 65, 71, 88, and 96. It uses the same procedure as the Droid in Lift 1.

L3. Lift 3 The lift has a Droid operator. It stops on all unrestricted floors, as well as restricted floors 43, 57, and 65. It uses the same procedure as the Droid in Lift 1.

2. Security Room During regular work hours, security guards are stationed here. Personal gear is stored here, in addition to security guidelines. If the characters enter here at night, there may be a pair of guards taking a brief break or preparing to go on or off shift.

The Holiday

The arrival of Lord Verpalion has brought about a holiday for all employees of Santhe/Sienar who work in the administrative headquarters. In honor of Verpalion, a huge reception will be held at the Santhe Mansion, starting on the evening of his arrival (the night the Rebels infiltrate the headquarters), and continuing throughout the next day. As a result, all Santhe/Sienar employees have been given the day off, leaving the building deserted not only on the night the characters infiltrate the building, but for the following day as well.

3. Security Mainframe The security mainframe is responsible for monitoring the security level on all floors of the building. If any alerts are triggered, the information is routed to this building, including all sensor information as well as any relevant reports made by personnel.

4. Administrative Personnel The building's administration and maintenance is handled through these offices.

5. Employee Center The employee center is for processing new and temporary employees.

6. Visitor Center All visitors are expected to report to this area for clearance badges unless escorted by appropriate corporate personnel.

7. Conference Room This conference room is used for important, but non-sensitive, conferences, including sales reports and other similar types of meetings.

8. Commissary The general commissary for all employees and visitors. The food is very reasonably priced, and the employees are generally friendly to visitors, especially if they are attractive.

9. Presentation Room The presentation room is used when elaborate holography and other special effects are to be used to enhance corporate reports.

10. Executive Dining Room

11. Emergency Stairwell The emergency stairwell extends up to the roof. However, all of the landings are equipped with automatic cameras, and opening the doors triggers an alarm.

Floors

This is a key to the floors in the Santhe/Sienar building. Restricted floors and the lifts that reach the floor are indicated as below:

Floors 2-4, All Lifts Santhe Passenger and Freight scheduling offices. Scheduling personnel responsible for securing freight from corporations, as well as finding independent ships and company-owned ships for transport. Only low-level scheduling information.

Floor 5 (Restricted), Lift 1 Santhe Passenger and Freight personnel. Most of the illegal cargos are scheduled from this floor.

Floors 6-10, All Lifts Santhe Passenger and Freight, insurance and financing claims.

Floors 11-18, All Lifts Santhe Passenger and Freight payroll department.

Floors 19-24, All Lifts Santhe Passenger and Freight passenger department. Responsible for scheduling and booking of passenger flights.

Floors 25-27, All Lifts Santhe Passenger and Freight sales department. All salesmen track their accounts through the computers on this floor.

Floors 28-34, All Lifts Santhe/Sienar Technologies personnel and administration. These floors are concerned with the day to day operations of the corporation, primarily involving starship manufacture and replacement components.

Floors 35-38, All Lifts Santhe/Sienar Technologies sales. All salesmen in the Allied Tion have an office on these floors, and salesmen keep track of their accounts through the computers on these floors.

Floors 39-41, All Lifts Santhe/Sienar Technologies information and public relations. Catalog disks and public relations personnel operate out of these offices.

Floor 42 (Restricted), Lift 1 Santhe/Sienar Technologies computer pool. All terminals are tied to the corporate mainframe. They are not connected to the private database that holds the NOVA plans, and cannot access it; these computers contain performance data on the various ships, parts and subsystems manufactured by Santhe/Sienar.

Floor 43 (Restricted), Lift 3 Lady Santhe's Executive Floor (see description beginning on page 35). This floor has the only computer containing the complete NOVA plans.

Floors 44-49, All Lifts Santhe/Sienar Technologies computer simulation pool. On these floors, new experimental designs are run through computer simulations to determine expected performance and reliability.

Floors 50-53, All Lifts Curich Engineering administration. Curich Engineering is a huge corporation dedicated to updating and refitting existing ships. In addition to planetary franchises, parts and systems are sold to independent engineers throughout the galaxy.

Floor 54 (Restricted), Lift 1 Curich Engineering executive level. This floor contains sales projections and marketing plans.

Floors 55-56, All Lifts Sienar Fleet Systems system testing. The system testing floors are responsible

for analyzing test data reported by the Empire and other customers in order to determine suggested changes and upgrades in future products.

Floor 57 (Restricted), Lift 3 Sienar Fleet Systems laboratories. The Sienar Fleet Systems labs handle all of the special military projects for the Empire. Security material is often transferred to the private data base (floor 43) to be assembled in its entirety. There are portions of the NOVA plans still in the coldboxes of the Sienar Fleet Systems labs — while the characters are unable to reassemble the NOVA plans in their entirety by accessing these computers, they will have to erase at least some of the prime components in order to derail the Empire's research.

Floors 58-64, All Lifts Santhe Passenger and Freight passenger department. This section of the company is geared more toward flights originating and ending outside the sector.

Floor 65 (Restricted), Lifts 2 and 3 Santhe Passenger and Freight executive level. Projections of business, both passenger and cargo, may be found on these floors, as well as "competitive strategies" in terms of dealing with competing corporations.

Floors 66-70, All Lifts Curich Engineering sales and public relations.

Floor 71 (Restricted), Lift 2 Curich Engineering simulations. Computer simulations and reliability tests are examined on this floor.

Floors 72-87, All Lifts Curich Engineering personnel. These floors handle the complex bureaucracy that keeps this incredibly wealthy corporation in business.

Floor 88 (Restricted), Lift 2 Sienar Fleet Systems special projects. Sienar Fleet Systems special projects is the home of the TIE Interceptor fighter. They are working the kinks out of the original design and beginning work on a new generation of Interceptors. They have another private database accessible only here, and at the Sienar Labs at Anxarta Spaceport.

Floors 89-91, All Lifts Sienar Fleet Systems administration. Long-term corporate goals are determined here, in addition to the day-to-day operation of all off-site facilities.

Floors 92-95, All Lifts Sienar Fleet Systems personnel. The least sensitive information is analyzed and processed from these offices.

Floor 96 (Restricted), Lift 2 Sienar Fleet Systems testing. All scheduling for Sienar Fleet Systems special projects is determined here and stored in the computer system. Each different special project and its corresponding test dates, schedules and performance data, is stored in a separate computer.

Standard Building Locations

If the Rebels decide to visit any of the other floors, here are some of the typical locations that can be used to flesh out the floor. Each floor normally has a reception area immediately off the balcony.

1. Balcony The balcony rings the entire atrium area and leads to any turbolifts that stop on the floor. Immediately off the balcony area is the floor's reception area, where security clearance is checked. Every balcony area is equipped with automatic cameras.

2. Emergency Stairwell Alarms are triggered as soon as the area is entered.

3. Operations Pool This layout is standardized for secretarial, computer, sales and public relations departments. Each office has a terminal hooked into the particular company's mainframe.

4. Conference Room There are a number of conference rooms on each floor of the building. All the conference rooms have huge jade tables, many green "mushroom" chairs, and a viewscreen.

5. Screening Room The screening room is a miniature holo-theater. It generally is used for presentations of projects in the works requiring executive approval.

Floor 43 — Lady Santhe's Office

Lady Santhe's Office by Day

In the daytime the automatic lasers will, of course, be off. In order to stop on the correct floor, the turbolift Droid will buzz the receptionist upstairs. A Very Difficult *con* or *command* roll will convince the receptionist that the Rebels have some legitimate business. There is a fifty percent chance Lady Santhe is in the office.

If the receptionist is not convinced, the lift will not stop on the office floor. If the Rebels come up the stairs, or force the car to stop, the receptionist will hit an alarm on her console. Lady Santhe will leave immediately through the secret turbolift, and guards will begin arriving via the stairwell in two turns. The inner office doors will also seal, requiring a Moderate *security* roll to force them open.

Receptionist, "Ms. Sharockk"

DEXTERITY 2D

Blaster 4D

KNOWLEDGE 4D

Alien races 5D, cultures 6D, languages 5D

MECHANICAL 1D

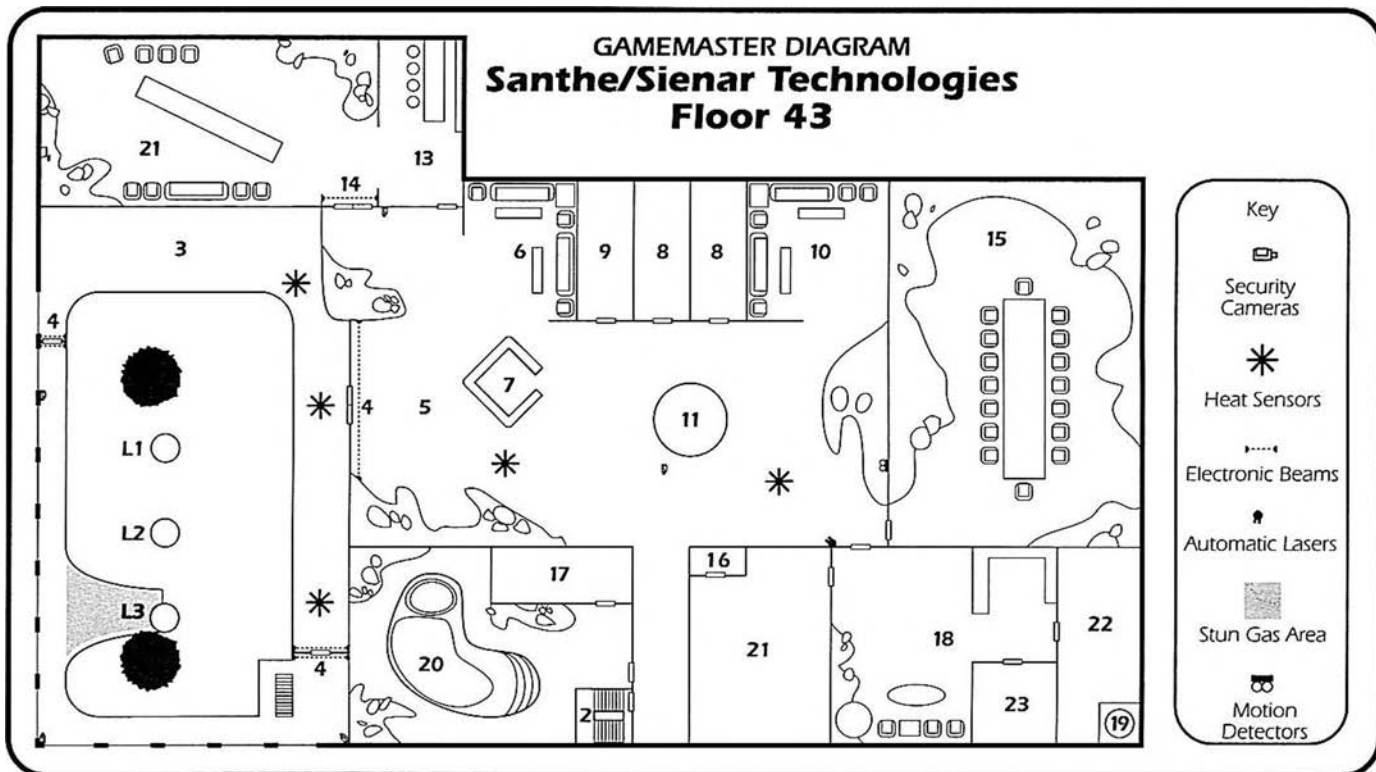
PERCEPTION 3D

Command 5D

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 6D



John Paul Lona

Equipment: Headset comlink/telecom

Description: Very attractive, intelligent and tough as an angry Wookiee, Ms. Sharockk doesn't put up with trouble or arrogance. She feels that preventing "miscellaneous riff-raff" from consuming all of Lady Santhe's time is a sacred task.

1. Lift 3 Turbolift three, which accesses the office, is vermillion carpeted, with glass walls and ceiling.

2. Emergency Stairwell

3. Reception Area The reception area is a friendly shade of green, with plenty of small trees and plants. The wall is all glass, with a magnificent view of the huge trees in the atrium. The light filters through the branches and creates the illusion of looking out into a natural forest.

4. Security Doors Double glass doors provide entrance to the outer office. The door is activated by crossing the electronic beams (the beams must be tripped to open the doors), but if they are tripped after business hours and there are no authorized personnel that are supposed to be on the floor, the doors will seal behind intruders. The doors can be opened with a *Difficult security* total if the characters choose not to cross the beams. Silent alarms will be triggered, summoning security. They cannot be reopened except with a securbar, which is kept in the security room (ground floor, room 2). If characters try to blast through the doors, they have a strength of 6D to resist damage (character scale).

5. Outer Office The outer office is a rich pink with a large lavender chandelier.

6. Alcove An alcove contains a table and seating for visitors.

7. Receptionist's Desk A wrap-around console desk seats the receptionist during the daytime. There is an alarm button on her console, as well as temperature and lighting controls.

8. Restroom A visitors' restroom is off to the left, all done in red marble.

9. Coat closet

10. Alcove A small alcove holds a robo-chef.

11. Computer Work Station There are two terminals here. Both are attached to the corporate mainframe, not to the private database. If the characters make an *Easy computer programming* roll, they will be able to access Lady Santhe's schedule for the next few days — they will learn that Verpalion has arrived in late evening on the day the characters arrived, and that Lady Santhe will be holding a huge reception in his honor on that night, as well as continuing through the next day. They will also learn that she will be out the day after the party because work men need to perform maintenance on the closet in her office.

12. Lounge Done in tasteful purple and silver, and filled with plants, the lounge allows informal meetings in a pleasant atmosphere. The wide windows look out into the atrium.

13. Bar There is a well-stocked bar, and a few tables and chairs.

14. Security Beams Just inside the doors are three laser beams. If broken, they will trigger silent central alarms, summoning security guards. The doors will not open from within after an alarm is sounded.

15. Conference Room The conference room is peach and white, with a large viewscreen on the eastern end, and a profusion of imported plants opposite.

16. Cloak closet It contains a long black cloak.

17. Restroom

18. Lady Santhe's Private Office The office is mostly white, with a large desk and a terminal behind. This terminal accesses the private database (see "Accessing the NOVA Files"). With a *Very Easy computer programming* total the characters will be able to add themselves to the guest list for Lady Santhe's party. There is also a large tree with big purple flowers. Lady Santhe keeps a hold-out blaster (damage 3D+1) in a desk drawer. She will not hesitate to use it if she is threatened.

19. False Wall A *Moderate search* roll will reveal a portion of wall that looks odd. A release beneath the desk opens the doors to this private turbolift that drops to the tunnel beneath the lowest garage level. This tunnel has a track that carries a repulsor car to the Santhe Mansion on the other side of the

city. If the characters take the shuttle, cut to Episode Three, "What a Reception!"

20. Whirlpool This large whirlpool of warm water looks out over the atrium, and is surrounded by delicate blue plants.

21. Bedroom Lady Santhe keeps a bedroom in her private office as she sometimes spends the night here. Shades of teal and blue predominate.

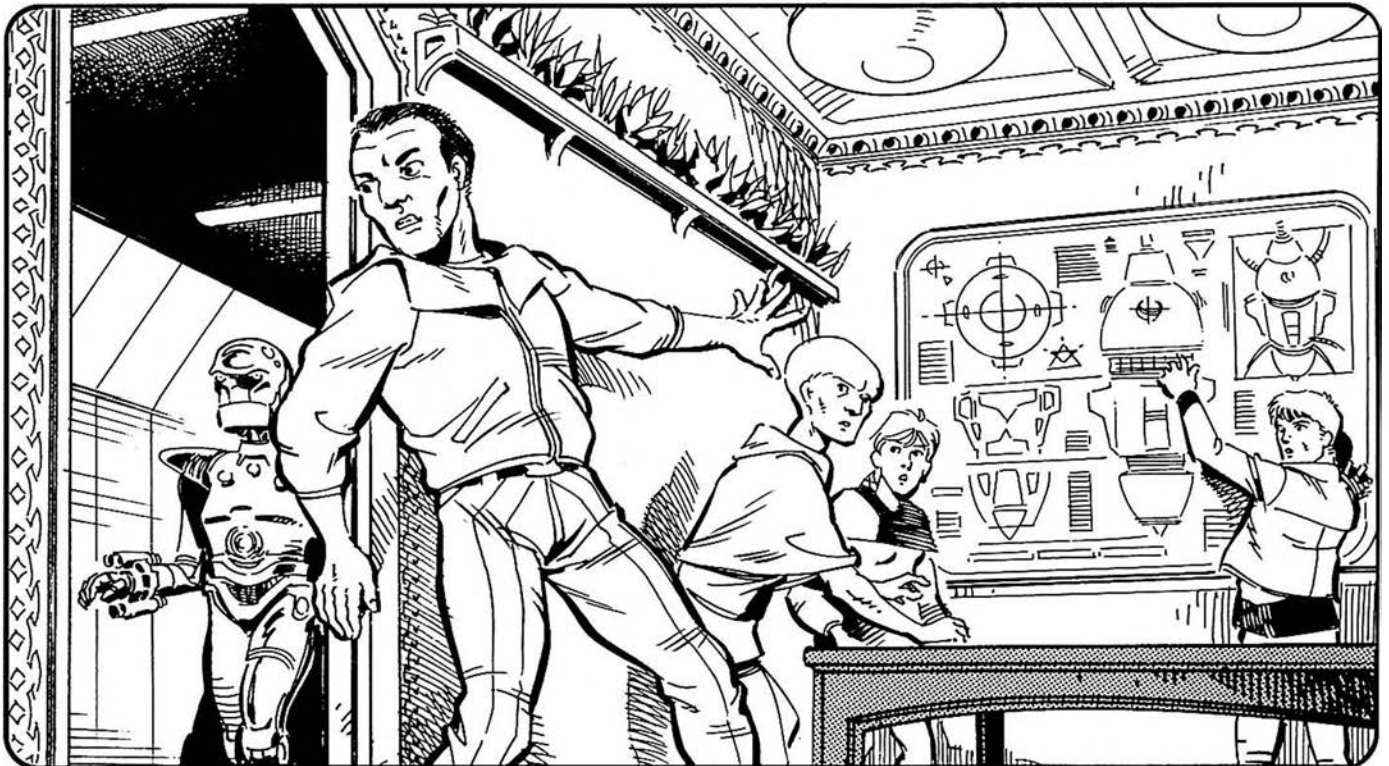
22. Closet Lady Santhe keeps several changes of clothes here. If the characters discover the reference to "maintenance" (see location 11), they will discover the false wall (see location 19).

23. Private restroom

Accessing the NOVA Files

The private database contains information on the Santhe's more clandestine business arrangements. A glance through the files will show that there are many of these. An *Easy computer programming/repair* roll will turn up dealings with Liann pirates, and through them, with the Alliance (see "Lady Santhe and the Pirates").

The NOVA plans require a *Moderate computer programming/repair* roll to retrieve and copy. The process will take four turns. To disable the plans and throw glitches into the basic systems will take fifteen minutes and three *Difficult computer programming* rolls; destroying the plans requires an *Easy* roll and only six turns.



Floor 57 — Destroying the NOVA Plans

The complete NOVA plans can only be found in Lady Santhe's private database. However, there are five distinct portions of the plans which are stored in the computers on the 57th floor and must be destroyed or disabled in order to prevent them from merely reassembling the plans. The five different portions are as follows and the numbers indicate in which lab the appropriate computers are located:

- (10) Emission Modifier
- (11) Low-Energy Baffler
- (12) Emission Analyzer
- (13) Energy Directional Scrambler
- (14) Energy Cluster Blanket

Each of these sub-systems must work together. To plant false information in each system requires the same procedure.

1) A password is required to log on to the computer. A Moderate *computer programming* roll is required to falsify an acceptable password (if the characters choose not to use Kashan Santhe's passwords). Failure at this roll triggers the silent alarms.

2) Planting false information requires a Difficult *computer programming* roll, as well as five

minutes. If the characters attempt to destroy the plans, they only need an Easy *computer programming* roll and one minute.

Floor 57 Locations

Security Please see the map of the floor for the location of various security devices.

1. Balcony This restricted floor has stun gas projectors on the landing adjoining the turbolift. They will be triggered unless the characters have altered the security mainframe on the ground floor so that it will allow the lift to stop there without triggering the alarms.


2. Security Clearance Characters entering this floor must go through a special security scanner: it detects hidden weapons (even the ones Terri gave the Rebels) with a *search* skill of 8D. During daytime hours, two regular Santhe security guards will be checking identification at this location.

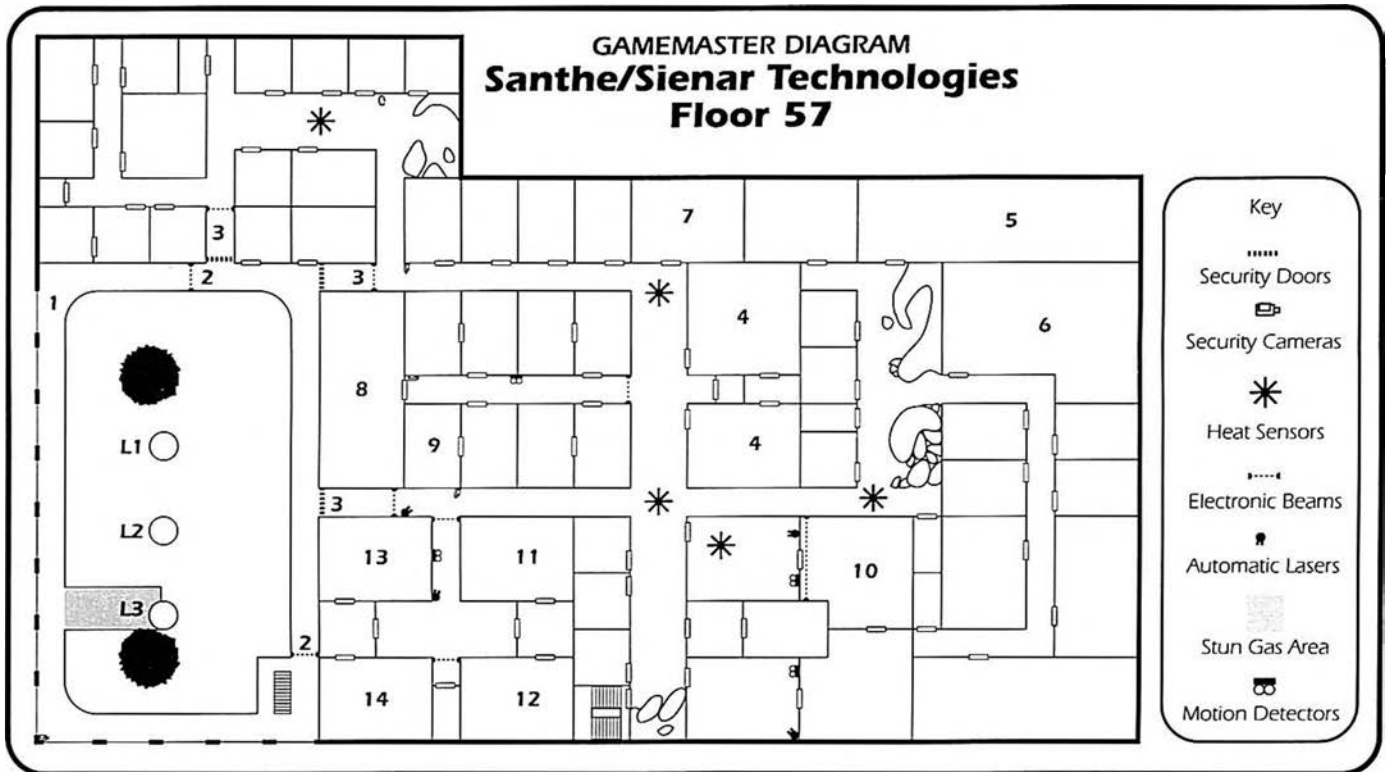
3. Security Doors Double glass doors provide entrance to various sections of the office. The door is activated by crossing the electronic beams (the beams must be tripped to open the doors). The doors can be opened with a Difficult *security* total if the characters choose not to cross the beams.

Lady Santhe and the Pirates

Once the characters uncover the information in the following screen, they will realize that they have an unlikely ally — Lady Santhe herself! Give the characters a photocopy of the following handout:

<p>Dated: 2/68.456/3 From: V. Santhe As per my recommendation, I would like you to direct at least one cargo shipment per month to the following independent traders (enclosure). Payment will be upon my approval only.</p>	<p>Dated: 2/68.456/9 From: V. Santhe Regarding your concerns, I simply suggest that my directive be followed. Any questionable accounts can be routed to my office. I have made arrangements for any lost cargoes.</p>
<p>Dated: 2/68.456/5 From: Santhe Passenger and Freight Lady Santhe: As my analysis shows, the selection of these individuals may be questioned should these records come to the attention of any Imperial officials or tax auditors. Moreover, many of these individuals seem to have a questionable background. None of them are rated for cargo insurance, and are considered "high risk" because of the small size of their firm and a lack of accountability.</p>	<p>Dated: 2/68.456/9 Lady Santhe: No less than six of the ships on your list of "preferred cargo carriers" were forcibly hijacked on their initial shipments. Rebel sympathizers were responsible for each of these actions. Payment for these loads will be forwarded to the appropriate creditors. Your assistance has been most valued to the Alliance. Terri Karl</p>





4. Conference Room This floor has two small conference rooms which are equipped with holo-projectors for presentations.

5. Screening Room A larger and more elaborate conference room, capable of seating about 50 people.

6. Site Coordinator's Office The site coordinator for this project is located in this room. His computer has the complete schedule of testing for the components of the cloaking device. Characters must make a *Moderate computer programming* total to falsify a password. Once inside the system, if they make a *Very Easy computer programming* total, they will learn that the NOVA plans will see a first test in three days on the *Novar's Bluff*, a *Lianna-class Corvette*. The *Novar's Bluff* is currently under very tight security at the *Imperial Space Dock Lianna-6*, in orbit around Lianna. The final prototype of the cloaking shield is scheduled to be completed, based on the NOVA plans in Lady Santhe's office, in two days.

7. Site Assistant's Office The assistant to the site coordinator is based in this office. His computer has the details on the upcoming tests of the *Novar's Bluff* at the same difficulty levels.

8. Phillip Santhe's Office Phillip Santhe is technically head of the NOVA project (although he actually has contributed only a slight amount of labor).

However, he does have information on the testing of the *Novar's Bluff* (see area 6 for more information, with the same computer difficulties).

9. Phillip Santhe's Assistant Phillip's assistant is responsible for keeping him fully updated on the progress of the project. His computer also has all of the information as the computer in area 6.

10. Emission Modifier This office holds the computer for one of the five sub-systems which must be erased or modified to slow the Empire's progress on the NOVA project.

11. Low-Energy Baffler This office holds the computer for one of the five sub-systems which must be erased or modified to slow the Empire's progress on the NOVA project.

12. Emission Analyzer This office holds the computer for one of the five sub-systems which must be erased or modified to slow the Empire's progress on the NOVA project.

13. Energy Directional Scrambler This office holds the computer for one of the five sub-systems which must be erased or modified to slow the Empire's progress on the NOVA project.

14. Energy Cluster Blanket This office holds the computer for one of the five sub-systems which must be erased or modified to slow the Empire's progress on the NOVA project.

Espionage Complete

Considering the degree of security in the Santhe building, it is quite likely that the characters will trip some silent alarms and seal themselves behind security doors. If they have discovered the secret elevator running down to the shuttle in Lady Santhe's office (see the 43rd floor, location 19), they will be able to escape from the building without a major commotion. If they take this approach, cut to Episode Three, "What a Reception."

If they decide to go to the reception, also cut to Episode Three. If they decide to get the NOVA plans and just leave, cut to Episode Four for the beginning of a chase — if you like, you may run the chase straight out, or have them bump into Terri Karl on the way to the reception, and she suggests they come along to the reception to "wait out the search, while I book a transport off the planet." (If this option is used, see "With Some of Terri's Help" in Episode Three.)

Episode Three

What a Reception!

Summary

The Rebels arrive through the secret tunnel only to find a huge party in full swing. It's a lavish reception to honor none other than Imperial Advisor Lord Rodin Hlian Verpalion! He's here with an honor guard and dozens of Imperial officers.

The Rebels must bluff their way past all the guests and Imperials, and even past Lady Santhe herself. Then they must steal a speeder or a sloop and return to their ship.

Getting Started

The party is a chance for some great roleplaying and suspenseful situations. It gives the Rebels a lot of choices. Give them a few minutes to interact with the guests before calling them to the attention of someone on the Party Encounter Table.

The characters will be arriving in the mansion via the tunnel in the office shuttle entrance (area 9).

With Some of Terri's Help

(Use this scene if the characters somehow escape the Santhe/Sienar building, especially if they have triggered the alarms, summoning the city security team).

The characters will be running through the crowded streets of Lianna and Lola Curich, nervously trying to get back to their ship without getting caught by Imperial and Santhe security forces. If the characters have set off alarms in the main building in Act Two, they will encounter several roadblocks leading to Lola Curich Starport. Just as it appears that they are certain to be captured, read aloud:

The roadblock up ahead looks ominous. Heavily armed Santhe guards are stopping every pedestrian and vehicle. They are examining every data disk they come across. Your capture seems certain.

However, a blue landspeeder pulls in front of you. A heavily tinted back door swings up and open. Suddenly a very familiar face peeks out —

it's Terri Karl.

"Don't you guys look like you're in sorry shape. Jump in. I can save your hides."

Once the characters are inside she'll make a casual comment or two on the Rebels lack of finesse ("Nice job of setting off those alarms."), but suggest that they can hide out with her for a while. They're going to have to go to the reception at the Santhe mansion for Imperial Advisor Lord Verpalion, but she reassures them that herself and Kashan Santhe will be able to look out for them. She says that she can keep them hidden for a couple of days, and will then book passage off-world for them, and she can give them a list of contacts to help find an Alliance base somewhere.

This enables the characters to stumble through the party, but with much less of the urgency than if they arrived via the Santhe building. The characters will be able to interact with the personalities

Cut-Away to Verpalion's Arrival

Read aloud:

EXTERIOR: LIANNA DOCKING BAY 5630. In the midst of the gleaming white docking bay a Lambda-class Imperial shuttle is landing. The ramp slides slowly down. Three aides and four guards escort Lord Rodin Verpalion down the ramp. He is an affable looking man in his fifties, wearing civilian clothes. An Imperial officer greets him.

"My Lord Verpalion! It is a very great honor! I am Captain Imre Talberenina, of the First Star Academy of Lianna. A very great honor, sir."

Verpalion smiles. "It's good to see a familiar face. I remember you from the cruiser *Ballista*, from the old days."

"I am overjoyed my lord remembers ..."

"We are servants of the Emperor together," *Verpalion says, and falls into step beside the captain.* "My master was grateful for your loyalty. Let us check and see how plans progress. I fear we will have seen little work from the lazy Lianni ..."

FADE TO BLACK

and hear the rumors, but they will have acceptable garb (provided by Terri) and unless they say something really stupid, the Imperials or Santhe security guards will have no idea that they have the stolen NOVA plans.

What a Reception!

The Santhe mansion is a luxurious place. Even though it is comfortable, it is still quite secure, and the Rebels may have a difficult time leaving without attracting attention, particularly if they are not dressed for a formal reception!

If the Rebels already have the NOVA plans, and are just trying to leave, they will want to get through the crowds as quickly as possible without attracting the attention of Lady Santhe's security guards or the Imperial Stormtroopers. They may, of course, be detained by guests, noticed by Verpalion, or meet any other of a number of disasters. Needless to say, a large armed party can't just walk through without being noticed. They may split up and try to reach different exits, masquerade as guests, or mug a guard. The possibilities are limitless.

If the Rebels haven't yet acquired the NOVA plans, the situation is more complicated. They need to find the computer terminal in the office (Room 16) and have enough time uninterrupted to copy the plans before they can leave. Verpalion will come to use the terminal himself at a suitably dramatic moment! The Rebels will need time to break into the system (use the difficulties and guidelines presented in Episode Two for more information). The computer terminal is linked only to the computer in Lady Santhe's office on the 43rd floor of the Santhe/Sienar building.

The Santhe Mansion

1. Entrance Hall The entrance hall is an immense gallery, carpeted in turquoise, with silver mirrored walls. There are huge green hangings. At the eastern end is a guardroom where one guard watches the corridor junction. There is one other guard either in the hall or outside, occupied with assisting the guests and providing directions. On the southern wall are huge green stone doors carved with fake antique designs copied from Xim the Despot's Royal Palace at Argai.

2. Guardroom The guardroom contains a computer terminal, comlink, and a desk. There are four guards on duty. A back door connects to the barracks. Through the computer terminal the characters will be able to disable the mansion's security measures. See "Mansion Security" for more information.

3. Barracks Each of these large and spacious

rooms is home to six Liann guards. The southernmost room is shared only by the captain and lieutenant of the guard troop. They have a private door to the outside and a door into the staff dining room. The outside door is locked. The captain and lieutenant have magnetic card keys. Without the card keys, the door may be opened with a Difficult *security* roll.

4. Staff Dining Room This is a large, comfortable room with many of the features of a den. There is a holoscreen, lumpy couches, and a floorpit with low seats in addition to several small tables with chairs.

5. Kitchen The kitchen is a full-service facility with all the standard equipment and amenities. There are two cooking Droids and two human chefs. During the party the kitchen will be very busy since a great deal of food is being served. There is an outside door that leads to a small parking area (23). There is a guard at the door, mainly to keep guests from straying into the parking area, and to prevent the staff from stealing the food.

Cooking Droid

KNOWLEDGE 2D

Cooking 5D

STRENGTH 1D

Equipment: Two dozen internalized but extendable arms, each containing specialized cook's utensils, or with digits for preparing food.

Human Chef

DEXTERITY 2D

KNOWLEDGE 3D

Cooking 6D, cultures 4D

MECHANICAL 1D

PERCEPTION 2D

Con 4D

STRENGTH 2D

TECHNICAL 1D

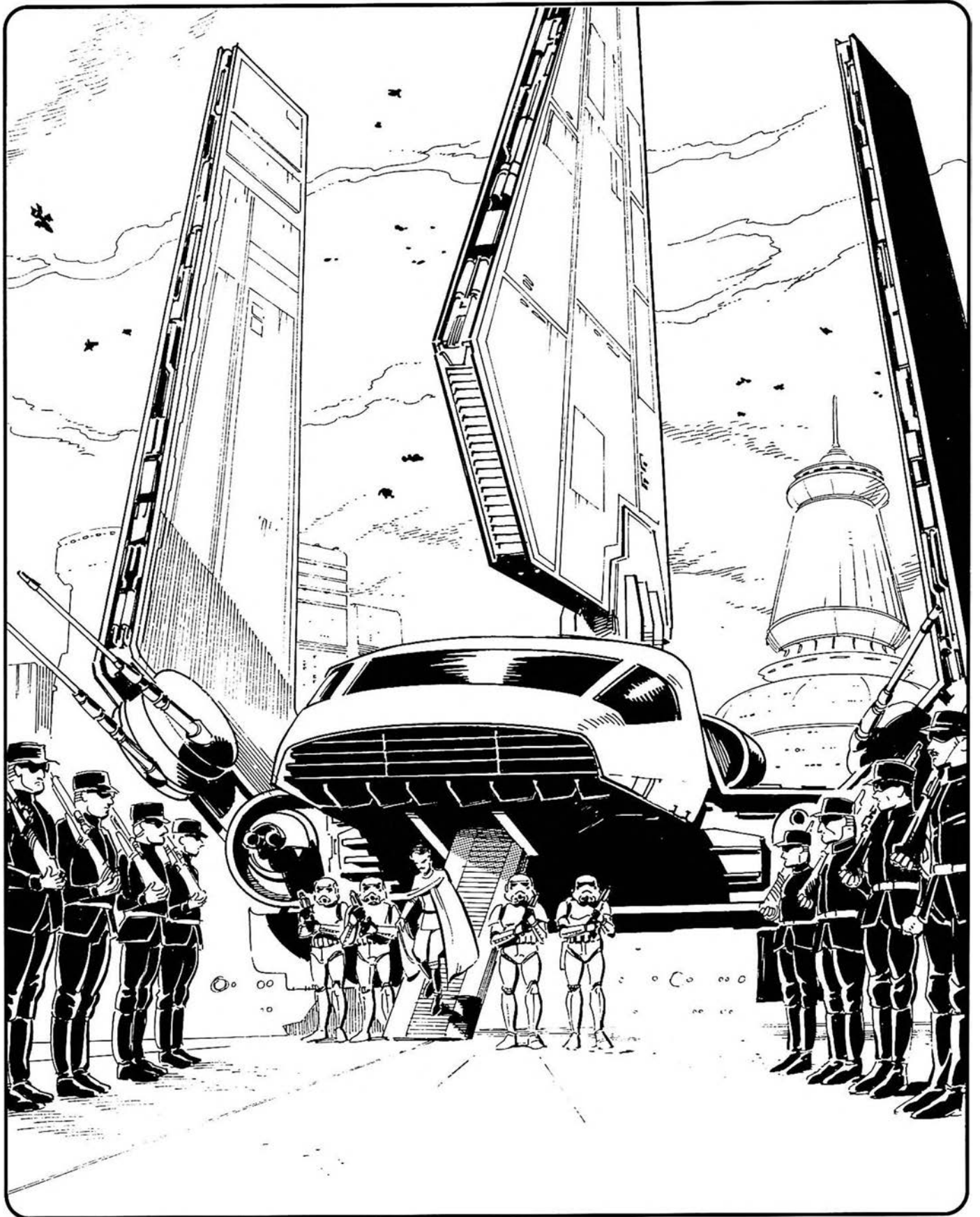
Equipment: Chef's uniform

If the chefs are forced into combat, they will attempt to grab knives (STR +1D) or other suitable makeshift weapons, but they will only fight in order to make good their escape. They will try to summon security. The cooking Droids will be oblivious to anything unless directly attacked or spoken to.

6. Storerooms The storerooms contain bulk food, alcohol, and other household items.

7. Servant's Quarters Each of these small but comfortable rooms belongs to a member of the full-time staff. They contain personal belongings and clothing.

8. The Atrium The central downstairs area opens onto the atrium, which has two gardens filled with exotic trees and plants set in a wide expanse of natural stone. The furniture is ornate and



luxurious, with gold and crimson cushioned benches dropped casually among the greenery. During the party the atrium is very crowded with guests while waiters circulate with trays. There is a guard at each of the entrances to the reception area (area 10).

9. The Office Shuttle Entrance This narrow corridor opens directly into the corridor leading to the storerooms. The corridor is a steep slope, leading to the elevator down to the shuttle tube. The entrance and corridor are generally not guarded, and can be opened from inside the entrance with no effort; however, to enter the corridor from the mansion requires a *Moderate security* roll. There is a call button to send the shuttle back to the office or summon it to the mansion by remote control if so desired.

10. Reception Area Wide open arches lead past impressive double staircases of carved semi-precious purple stone into the atrium. The reception area has a huge gold fountain, and the walls are covered in brilliant pink velour. There are hanging purple screens at either end to provide secluded alcoves. Along the western wall is a huge purple bar. A professional bartender has been hired for the party, and he is hard at work. Many of the more interesting party encounters can originate in the reception area. There are two guards in the reception area in case someone who has had a little too much to drink gets too rowdy.

"Liann Architecture" from Ethnic Architectural Forms of the Tion Hegemony

Unlike the soaring purity of the architecture of the Core Worlds, with elegant white on white and simple lines, Liann architecture emphasizes decoration. Colors are bright and vibrant. Mirrors, gold and silver gilt, and natural stone provide glittering and eye-catching accents to Liann rooms. Even in less-expensive homes, strong colors allow individuality ...

... Another interesting feature of Liann architecture is a result of the polluted and urban lifestyle of Lianna. The ultimate luxury is ornate nature. The homes of the wealthy sport trees, potted shrubs, live animals, uneven stone floors, and elaborate, lush gardens. The Santhe mansion is opulent in the extreme. Its atrium includes exotic plants and jungle atmosphere. On Lianna stark functionality is only for the very poor ...

... One unusual aspect of Liann domestic architecture is the floorpit. Many rooms have a central sunken area that serves as the focus of the room. Bedchambers often have a floorpit filled with pillows, while living areas have couches or entertainment units. Even offices utilize the floorpit for small conference areas, as they allow everyone to see each other and converse freely.

11. Dining Area The dining area has a red marble floor, and a rear wall with floor-to-ceiling holoprojection of lush outdoors. There is a large buffet table set up along the eastern wall featuring many highly spiced delicacies of Liann cooking. The centerpiece of the table is a fountain in the shape of a dewback spewing forth expensive Jhantorian wine. The dining area is actually a massive floor pit, with scores of small tables scattered about the area. There is a guard stationed unobtrusively beside the kitchen door to keep guests out of the kitchen.

12. The Black Library The black library is the only part of the house done in the starkly functional black and white style of the Core Worlds. It contains over five million holo-tapes, holo-books and holo-vids arranged by topic and language along the walls. There are three viewers. Some of the tapes are several hundred years old and quite rare. The library is usually deserted during a party, although it is not locked.

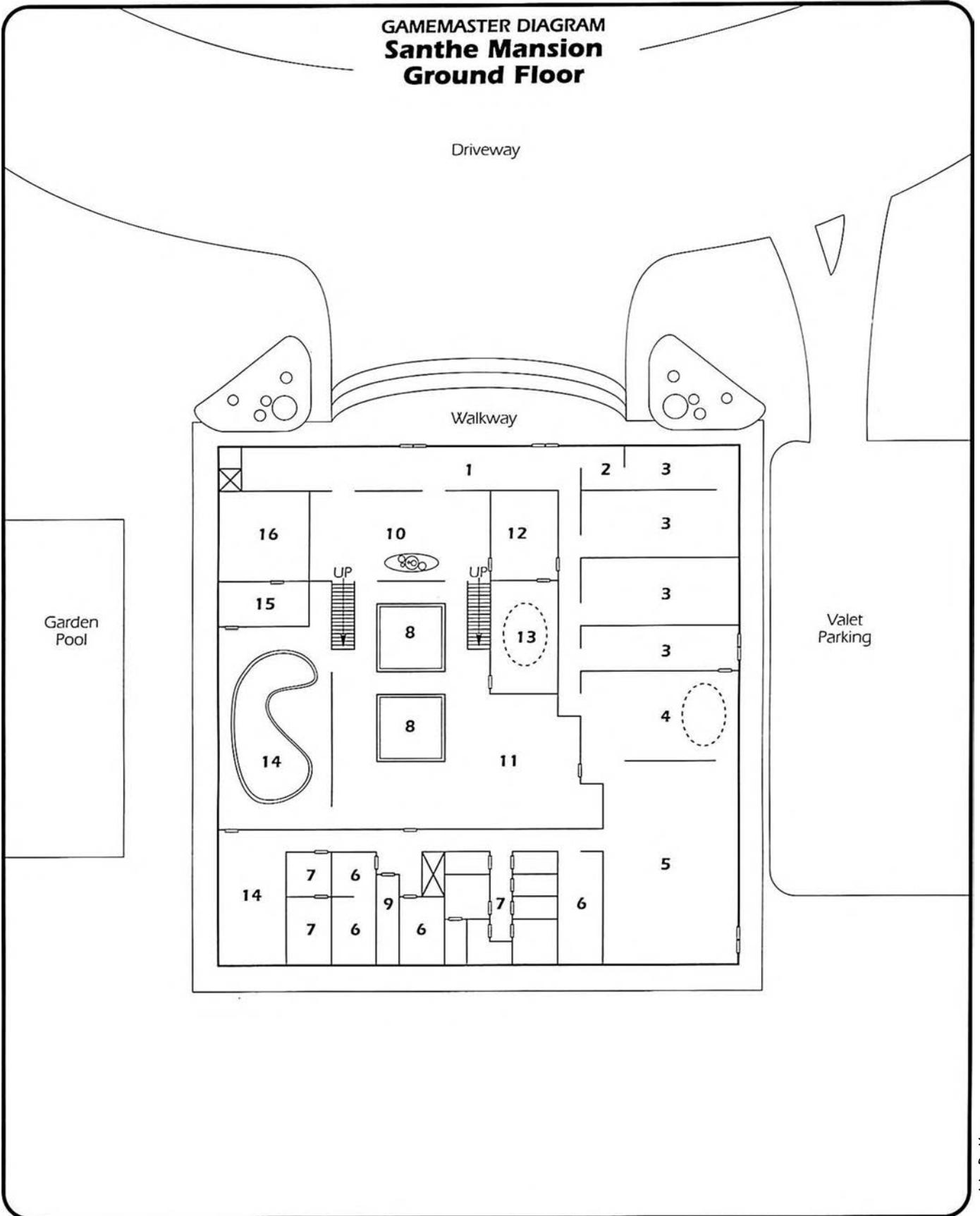
13. The Little Reception Room The little reception room is all white and gold, and contains no furniture except a huge floorpit. During the party it is also very crowded. For the party, the clear windows looking out onto the atrium have been opened and people are crawling through the windows as if they were doors. Phillip Santhe prefers this room, and usually settles down in here with his friends.

14. The Pool The pool contains water and varies in depth from one to three meters. It is made of granite, as is the surrounding deck. Large trees with orange flowers surround it. There are rare and exotic birds singing beautifully in the trees. The birds, however, are fake (Lady Santhe found the real birds made too much of a mess.). There are three orange tents along the western wall which are used as changing rooms. They contain a variety of swimware in different sizes for modest beings, as well the clothing of the guests who are in the pool. During the party there are about thirty-five guests in the pool, mostly young Lianns who are friends of Kashan Santhe.

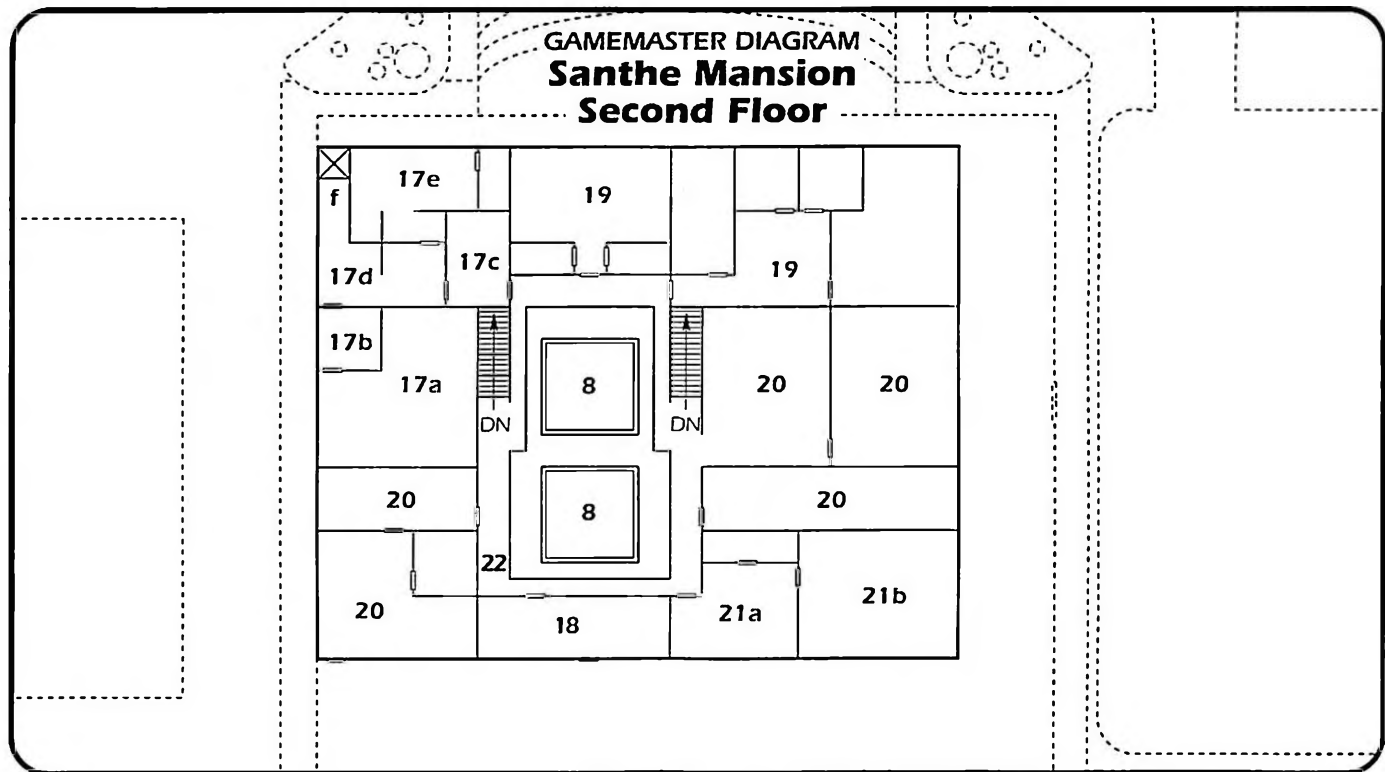
15. Secretary's Office All-glass walls separate the office from the pool area. The door is locked during the party except when Lady Santhe and Verpalion are in the office (room 16). A *Moderate security* roll is needed to force open the door. An alarm will sound if an unsuccessful attempt is made.

16. Lady Santhe's Office The office is large, and done in tasteful midnight blue. There is a huge desk with one terminal, which access the computer system in Lady Santhe's office. Behind the desk is a large painting of the TIE Interceptor starfighter, Santhe/Sienar's latest success. There is a private elevator in the northwestern alcove

GAMEMASTER DIAGRAM
Santhe Mansion
Ground Floor



John Paul Lona



John Paul Lona

that leads up to Lady Santhe’s suite (area 17).

17. Lady Santhe’s Suite The luxurious living quarters for the mysterious Lady Santhe.

17a. Lady Santhe’s bedroom, with a gigantic bed in the base of a flowering tree strung with lights, lambent turquoise walls, and a midnight blue ceiling with iridescent stars painted on in an exact replica of the Liann night sky.

17b. Lady Santhe’s dressing room.

17c. Sitting Room. There are several couches and tables in green, with a small reader in one corner.

17d. Dressing room

17e. Bath, with a sunken pool and malachite walls and floor.

17f. Elevator down to the office.

18. Phillip Santhe’s Suite Crimson, with gold tassels everywhere. The room simply has a bed, a holo-projector and a dresser.

19. Guest Suite This guest suite is currently occupied by Veralpion and his retinue. Walls, ceiling, and floor are mirrored. Everything else is purple. There are no beds, just purple pillows on the mirrored floor. The decor is enough to drive an Imperial officer mad — this, of course, is the idea.

20. Guest Suites The other guest suites are occupied by favored party guests. A few may have retired early, and wonder what strangers are doing in their rooms if the characters show up here.

21. Kashan Santhe’s Suite

21a. Kashan’s sitting room is tan and white, and furnished simply. There is a portable reader, a terminal, and a huge entertainment unit. If Kashan rescues the Rebels before they get into trouble, he will bring them up here to talk.

21b. Kashan’s bedroom, done in brown and gray.

22. Balcony This is the balcony around the atrium. The floor and walls are black marble. There is a guard along the northern balcony with a line of sight down the stairs. He will not bother any guest unless they are going into Lady Santhe or Phillip Santhe’s rooms without them.

Mansion Security

The Santhe Mansion is equipped with extensive security measures to discourage spying and unwanted visitors. The mansion grounds are surrounded by a two and a half meter tall stone fence with vines and bushes growing up on both sides. There is a guard post on each facing (north, south, east and west) so that guards can carefully watch for intruders.

Inside each guard post is a spot light which can be used to check the grounds in case any mysterious movement is spotted on the grounds or near the fences. For the reception, the Santhe family has hired two additional guards for each guardpost.

If there are several alarms, or the guards in the guardroom (area 2) believe that they have to

contend with a serious security problem, they can trigger an alarm to the city security force, with 20 security troops arriving in five minutes. If there is any kind of alarm or disturbance, all guards will be present in 2D rounds.

Mansion Security Guards

DEXTERITY 3D

Blaster 4D, dodge 5D, melee 4D

KNOWLEDGE 2D

Languages 3D

MECHANICAL 1D

PERCEPTION 3D

Command 4D, con 4D, search 5D

STRENGTH 2D

TECHNICAL 2D

Security 4D

Equipment: Blaster pistol (set on stun), comlink

The Party

Throughout the mansion, the reception for Rodin Verpalion is in full swing! About 300 guests are present, and about a third of them are Imperial officers and their wives. The guest list includes :

- Rodin Verpalion and his entourage, who are displeased with their accommodations.
- Lady Santhe, her son Phillip, her grandson Kashan, and her granddaughter Miri.
- The Staff of Twin Star Academies, their spouses,

and a few outstanding cadets.

The other two hundred or so guests were hand-picked by Lady Santhe to drive Verpalion crazy. Most are loudly dressed, and are drinking and being loud. Party guests include:

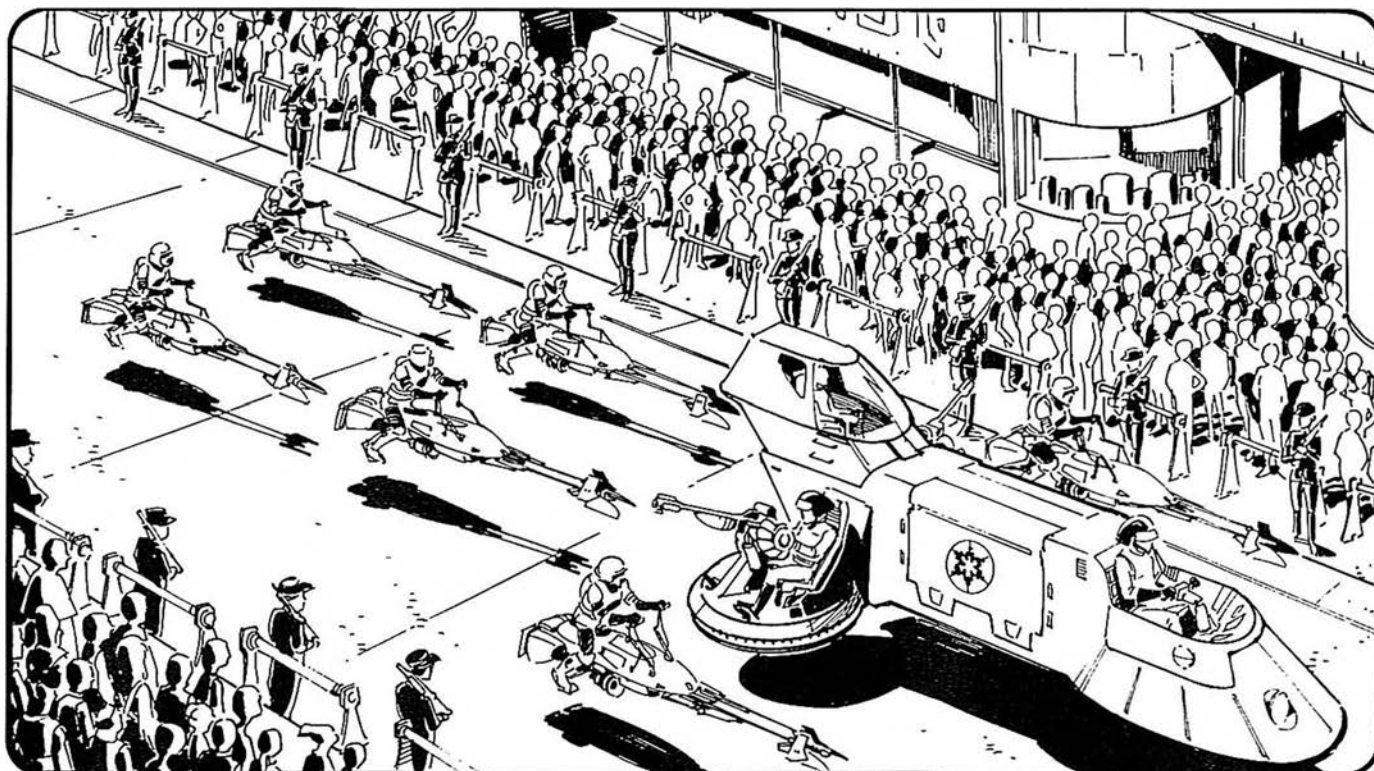
- A troop of Twi'lek acrobats all wearing filmy yellow garments.
- 30 Liann businessmen with no shame. They are trying to look "cultured," with gaudy bright and fluorescent orange, red and blue suits and capes, normally decorated with a corporate logo on the shoulders. They are all dripping with expensive jewelry.
- 80 *nouveau riche* Lianns and their eligible daughters (many of them on manhunts) and their eligible sons (many of them on womanhunts).
- Random soothsayers, entertainer, chefs, spacers and "companions for hire."

Lady Santhe is trying to remind Verpalion why he hates Lianna, and encourage a short stay. She has invited every offensive person she can think of, and has tipped off the entertainers to act up.

Party Rumor Table

The party is wild and exciting, and all around people are discussing the individuals of Lianna's social scene, primarily the Santhe family. These rumors may be "overheard," or a party goer may ask a character for an opinion on a particular topic. They can be rolled randomly, and used to





add color and background to the adventure.

The party guests are dressed in formal clothes, which on Lianna means bright and ostentatious. The Star Academy staff and Verpalion's entourage will be in uniform of course. If the Rebels are not wearing either type of clothing, they will definitely stand out in the crowd! If the Rebels intend to stay at the party for any length of time they will need to either procure correct clothing, or find a reason not to be wearing it.

A number of the guests are staying upstairs, and have left their luggage in guest rooms. Formal clothing might be found that way. Lady Santhe and her family also have plenty of clothes upstairs. It is, of course, impossible to hide a Wookiee, or a wounded party member this way!

The guard barracks contain spare uniforms, and there are two pairs of coveralls in the catering speeder van.

Aside from this, the Rebels will have to find their own way of not attracting attention!

Rumors

1. "I heard it from a friend that dear Miri Santhe, the Lady's granddaughter, and that Imperial lord were more than just good friends, if you know what I mean. Verpalion's such a pleasant man." (F)
2. "Me and the wife're spending the night. Lots of hoodlums in the streets after dark." (T)
3. "Why, Verpalion's not the only Imperial bigwig here! You didn't know? Why, (voice drops to a

whisper) it's a secret, but Vader's here. He's upstairs right now." (F)

4. "The *Reliant* is a scrapheap. I don't know why they don't decommission her." (F)

5. "He's got a nice polite manner, but he's a torturer and a sadist to the core. Verpalion gives me the creeps, I'll tell you that." (T)

6. "I'm surprised Kashan would dare be here. He believes in that silly religion, the Force, you know." (F)

Party Encounter Table

The party encounter table is to be used at the party at the Santhe mansion whenever the Rebels stick their heads out. It is supposed to create random complications for the Rebels.

Roll 2D of different colors, designating one the "first die" and the other the "second die." If the first die comes up as a 1-3, find the number from the second die on the "Low Roll Chart." If the second die comes up as a 4-6, find the number from the second die on the "High Roll Chart."

Low Roll Chart

1. **Lady Santhe** "Suddenly you become aware of eyes upon you. An elderly woman in a black dress with a robe of purple and scarlet is making her way towards you. She must have been beautiful once, and still is quite attractive, but now her physical presence is overwhelmed by an aura of power."

Lady Santhe has realized that she does not know the Rebels, and is coming to find out who they are.

A Very Difficult *con* roll is needed to convince Lady Santhe that they are actually party guests; if the characters suggest she check the guest list, the difficulty is reduced to Easy if they have added their names via the computer terminal on the 43rd floor (area 18 on the 43rd floor in Episode Two). A Moderate *con* roll will convince her that they are friends of Kashan's, or were invited here by one of the miscellaneous businessmen.

2. Phillip Santhe "Accidentally you catch the eye of a rather stout middle-aged man talking with two Imperial officers." Philip Santhe has also begun to wonder who the Rebels are. Unfortunately for the Rebels, Phillip will call his doubts to the attention of two Imperial officers.

3. Kashan Santhe "Across the room your gaze falls on a dashing young man with a lady on each arm. There is a flash of recognition. He meets your eyes and nods towards the nearest doorway."

Kashan Santhe has suddenly realized the Rebels are here. He will at first seem enraged that they are there, but once the Rebels explain their situation, he will be more understanding. If they have not yet completed their mission, he will attempt to delay Verpalion to give them time to finish. If they have completed the mission, he will give them directions to the kitchen door, and a pass for the guards. He will also give them the security code for Lady Santhe's speeder.

4. Lord Rodin Verpalion "Pardon me, but do you happen to know the time?" Behind you is a pleasant-looking man in evening clothes, flanked by two Imperial officers.

Rodin Verpalion is making himself at home, and circulating among the guests. He has no suspicion of the Rebels, and will have none unless someone starts acting strangely.

5. Curious Imperial Guards "Three Imperial guards, Army soldiers in dress uniform, seem to have seen you. The captain nods to the other two, and they begin to elbow their way toward you."

Something the Rebels have done or said has made Verpalion's guards suspicious. They want to quietly search the Rebels for weapons or anything else that's questionable (like maybe the NOVA plans). This encounter should only be used if the characters have actually done something suspicious, or the gamemaster can think up a suitable reason for the Imperials to bother with them.

Verpalion's Guards

DEXTERITY 3D+1

Blaster 4D, dodge 3D

KNOWLEDGE 2D

MECHANICAL 2D+2

Repulsorlift Op 3D+2

PERCEPTION 3D

Search 3D+1

STRENGTH 3D+1

TECHNICAL 2D

Verpalion's guards wear black uniforms and carry ceremonial blaster carbines (they are still potent weapons, doing 5D damage). He has only brought six from the *Conquistador* to serve as a personal guard.

6. Old Acquaintance Old acquaintance encounters will be with any old friend or enemy of a member of the party who might be a guest. Use your creativity and come up with something exciting! Will they blow the whistle on the Rebels? Must they be avoided? What kinds of complications would a meeting cause? Some suggestions:

- A former senator might be known to Verpalion and half the nobility present.
- A rejected lover from years ago might be accompanying a Liann businessman or even Kashan Santhe.
- A pal from the Imperial Academy, now a teacher at one of the academies, might spot his long, lost friend across the room.
- This is Lianna after all, and even people from strange walks of life could be here — a bounty hunter isn't even out of the question!

High Roll Chart

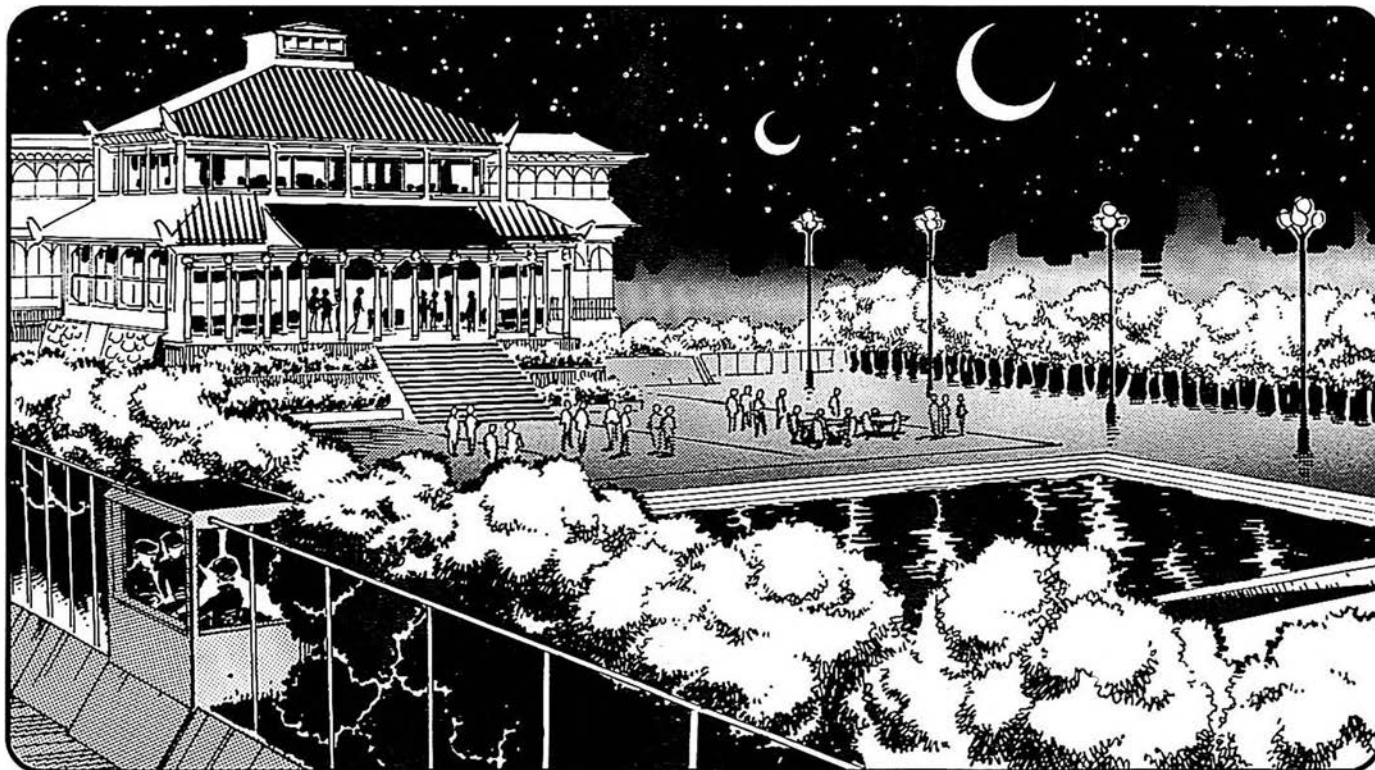
1. Servant Servant encounters will be with a well-meaning waiter who wants to shoo all the guests back to the dining room. He can be quite insistent.

2. Major-Domo 3P0 The major-domo 3P0 unit will attempt to converse with the Rebels in their "native" languages. He will demand to know who they are. If they give a name not on the guest list, he will call the guards to show the gatecrashers to the door.

3. Boorish Alliance Sympathizer The sympathetic boor, Druuven Herr, is friendly to the Alliance. Unfortunately, he is stupid and dull. He will, however, help the Rebels if he can, though he'll probably botch it up.

4. Twi'lek Acrobat The Twi'lek acrobat is one of the troop of entertainers invited to the party. He or she will be certain that one of the Rebels is an old friend from sometime in the past. He is engaging and interesting to talk to, and will "just happen" to be fairly familiar with a world the character in question has spent some time on. He will try to exchange notes on experiences, personalities and such.

5. Soothsayer The soothsayer is the genuine article. Unfortunately she has premonitions of danger for the Rebel party which she insists on communicating to them this very moment (use cryptic quotes like, "the forces of evil are determined to stop you", "I sense great danger in your



future; great danger from those in power”, and “those who you oppose are onto your plans”). If any character takes interest in the subject or demonstrates Force abilities, she will offer to take the character under her wing.

6. Liann Businessman The Liann businessman is here looking for fun. He will relentlessly pursue any attractive female in the Rebel party.

Leaving the Mansion

The Rebel characters have a number of options. First, they may simply walk out through the entrance hall (area 1). If so, go to “The Doormen.” Second, they may leave through the kitchen (area 5) or guard entrance (area 3, with a door), entering directly into the parking lot. If they choose this option, see “The Private Vehicles.” Finally, they may decide to walk away from the mansion, over the mansion grounds and into the city. If they choose this option, cut to “Dangerous Streets.”

The Doormen

The first way out is through the front doors. When a guest leaves, one of the two doormen comes up and asks for the vehicle number. Read aloud:

“The front door opens into a court yard seemingly full of guards. A doorman in black and scarlet steps respectfully up. ‘Greetings, gentlebeings. May I have your vehicle number, please?’”

If the Rebels give a reasonable false number (anything between one and 250), a driver will bring a speeder around. There is a 1-2 chance on 1D that the vehicle has a chauffeur, who will realize that the characters are not the rightful owners and will tell the guards that the Rebels are trying to steal his employer’s speeder. Otherwise, the driver is hired by the mansion and is responsible for the vehicles of guests who drove themselves, and he will not question the Rebels. In the latter case, the vehicle will not be missed for four or five hours.

The Private Vehicles

The second way out is through the Captain of the Guards’ quarters or the kitchen. Unfortunately, a guard is outside the door leading from the kitchen (to prevent guests from entering through the kitchen). The guard will assume the characters are merely party guests who have gotten lost (perhaps the drink is getting to them ...), so they may be able to *con* (make an opposed roll) their way into being allowed to steal a vehicle, or they may decide to simply incapacitate the guard.

Read aloud:

The door slides open into an empty parking lot. Off in the distance you can see two drivers sipping drinks and discussing their opinion of Verpalion (it is not favorable). Before you are several private vehicles.

The characters will have their choice of sev-

eral vehicles. If they are conning the guard, the con will fail if they try to take one of the Santhes' or Verpalion's speeder or the catering van. There are scores of vehicles in the parking lot (use standard landspeeder statistics from page 59 of *The Star Wars Sourcebook*).

Verpalion's Landspeeder

Craft: Void Spider TX-3
Crew: 1
Passengers: 3
Cargo Capacity: 15 kilograms
Scale: Speeder
Speed Code: 2D+1
Maneuverability: 3D
Body Strength: 1D
Weapons: none
Flight Ceiling: 1 meter

Verpalion's speeder is dark blue, with a pale blue leather interior. There is a forward and a rear seat, each of which holds two persons. A Moderate *security* roll is required to break into it without setting off the alarm system. It has an autopilot and cruise control. Verpalion has a driver who was supposed to wait with the speeder, but he has gone off to enjoy the party in the house.

Escort Speeders

Craft: Dromor Motors "Escort Speeder"
Crew: 1
Passengers: 3
Cargo Capacity: 50 kilograms
Scale: Speeder
Speed Code: 3D
Maneuverability: 2D
Body Strength: 2D
Weapons:
 One Small Repeating Blaster
 (concealed in trunk)
Fire Control: 1D
Range: 0-3/50/75/100
Damage: 4D
Flight Ceiling: 2 meters

This vehicle is spartan Imperial grey, and is used to help escort important dignitaries.

Lady Santhe's Landspeeder

Craft: Mobquet Deluxe
Crew: 1
Passengers: 4
Cargo Capacity: 10 kilograms
Speed Code: 2D
Maneuverability: 1D+2
Body Strength: 3D
Weapons: none
Flight Ceiling: 1 meter

Lady Santhe's speeder is black, with tinted shields. It has a black leather interior, cruise control, Xellar entertainment system, and an autopilot. A Moderate *security* roll is required to

break into the vehicle without triggering the alarm system.

The Catering SpeederVan

Craft: SoroSuub LiteVan IV
Crew: 1
Passengers: 1
Cargo Capacity: 1000 kilograms (or 12 people)
Speed Code: 1D
Maneuverability: 0
Body Strength: 3D
Weapons: none
Flight Ceiling: .5 m

The catering van is half-full of foodstuffs in boxes. It has no autopilot or cruise control and is about as maneuverable as a brick. It requires only an Easy *security* roll is required to break in.

Kashan Santhe's Swoop

Craft: Mobquet Nebulox Q Racer
Crew: 1
Passengers: none
Speed Code: 5D
Maneuverability: 4D
Body Strength: 1D
Weapons: none
Flight Ceiling: 350 meters

Kashan's swoop requires a *repulsorlift op* of at least 3D to handle. It is also not possible to carry a passenger at all at speeds above coasting.

Dangerous Streets

The characters will be allowed to leave the mansion grounds on foot, although the Santhe guards will certainly give them a second look. Read aloud:

Behind you the sounds of revelry in the mansion continue. Ahead is the wail of sirens, the endless sounds of starships passing overhead, and the roar of traffic. These are all of the sounds of the Liann night.

The streets of Lianna at night are busy, active and dangerous. While the Santhe Mansion is in a very good neighborhood, and the chances of a dangerous encounter are very low, once the characters have walked more than four or five blocks, they will see Lianna in all its glory and decadence.

Some encounters that may be thrown at the characters:

- Revelers, alien and human, who have had too much to drink and are taunting the characters to fight them.
- An all-night street market crowded with young Liann workers. The people are friendly, but will fight if the characters make snide or obnoxious comments. Interesting bits of background detail would include the smells of the foods, the sights

Cut-Away to ...

Read aloud:

INTERIOR, SANTHE MANSION, NIGHT. *Lady Santhe and Lord Rodin Verpalion are discussing the NOVA plans in the atrium amid the verdant greenery.*

"Madam, permit me to compliment you on your quick response to my queries about the progress of the project."

Lady Santhe smiles airily. "We do have some few moments of initiative, Lord Verpalion. It is a privilege indeed to be able to provide you with the answers you require. At Santhe/Sienar, we pride ourselves on being able to serve our customers with some efficiency."

"Ah, but here you serve your Emperor."

Lady Santhe lowers her eyes so that he will not see

what is in them. "If we are able to do that, then we are well content," *she murmurs gracefully.*

Verpalion raises his glass. "The Emperor's health." "The Emperor's health." *Lady Santhe joins him in the toast.* "And to that of his loyal servant, Rodin Hlian Verpalion. May I call you Rodin? Your charm makes me quite forget formality."

"I would be honored, Lady Santhe." *He nods and smiles.*

"Do call me Valles. A few hundred of my closest friends do."

Cut to ...

EPISODE FOUR



of street performers, and someone trying to steal stolen chronometers, blackmarket datapads and illegally copied holo-disks of popular entertainment.

- Santhe security men on their way to a call of some kind. The characters are just some of the people shoved aside in the rush.
- An attractive member of the opposite sex approaches one of the party members, suggesting that they see the town "all by themselves."

The characters may go to one of the dozens of commutrans stations throughout the city and get a ride to Lola Curich Starport for ten credits each (five credits if they are already in the city of Lola Curich). Cut to Episode Four.

Episode Four

Escape From Lianna

Summary

After leaving Lady Santhe's lavish reception, the Rebels return to their ship through the busy streets of Lola Curich. However, there may be Imperial Stormtroopers guarding the ship, or the hired guns of Orman the Chevin may be waiting for an opportunity to ambush them.

The Rebels must make a break out through the crowded traffic pattern of the starport, and clear Lianna's gravity field to make the jump to hyperspace while evading the forces of the Empire.

In Lola Curich

The Rebels have left the reception at the mansion, but their adventure is far from over. How difficult it is to get back to the ship depends on their actions so far.

If they leave the mansion actively pursued, turn to the section titled "The Chase." If they succeed in sneaking away without attracting any attention, roll twice more on the Starport Random Encounters Table (see Episode One) and resolve the situations that come up (this simulates normal, accidental events in traversing the city and port).

If they leave unnoticed, but have engaged in activity that makes pursuit likely in the near future, roll once on the Random Encounters Table and then turn to "The Chase."

The Chase

Stats have been provided for a variety of ground vehicles that can be found at the Santhe Mansion (see Episode Three). Use the appropriate ones for the ground chase that follows. The chase is divided into four segments. The number of rounds for each segment doesn't represent an exact amount of time, but actually represents a few minutes of time and highlights the most dangerous challenges of the particular portion of the chase. The gamemaster should feel free to improvise other detail, such as highway warning lights,

Santhe security officers who are simultaneously trying to shoot the characters' vehicle and get civilians out of the way, other incidental accidents the characters' reckless driving causes (and, of course, everyone walks away unscathed, in true *Star Wars* spirit).

First Segment

In the first segment, all drivers must make a Difficult *repulsorlift operations* roll in order to remain in control of their vehicles in the crowded streets of Lola Curich. The Rebels are pursued at this point by two Santhe Guards on speeder bikes, while trying to maneuver around slow moving landspeeders, dodge pedestrians who are ignoring warning signs, taking to walkways to get around hoverslides and other such obstacles. Allow this

Cut-Away to ...

Use this cut-away only if the Rebels have NOT made their presence known to Verpalion and his entourage, but somehow triggered alarms in Episode Two.

INTERIOR: THE SANTHE MANSION. *The reception for Lord Verpalion is still going strong. Phillip Santhe is comfortably resting in a shallow pool, with several very attractive women also enjoying the soothing waters. He is sipping a drink when a Santhe security guard comes up to him.*

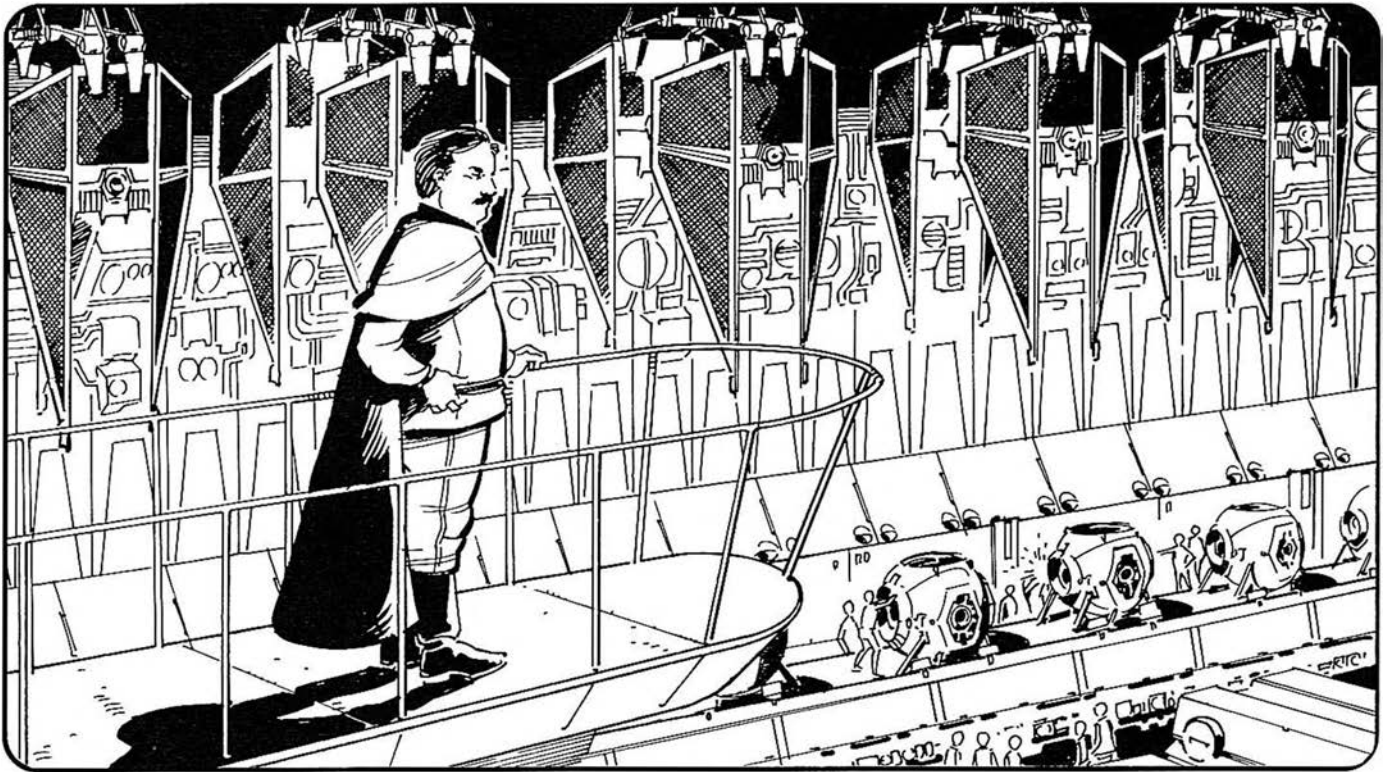
CLOSE-UP: THE SANTHE GUARD WHISPERING IN PHILLIP'S EAR.

"Sir, there has been some kind of disturbance at the headquarters building. It's believed that someone has tried to steal the NOVA plans. Should I notify the Imperial troops and ships in orbit?"

Phillip's eyes grow wide with fear. "Good heavens, no! Let's keep this quiet as long as we can, at least until we figure out exactly what has happened. If we come running to the Empire, we'd look like fools! Notify the city and starport area security forces. They should be able to find any Rebel scum!"

CUT TO ...

The Rebels fleeing to the starport ...



combat to be played out for four rounds before moving to segment two of the chase.

Speeder Bikes

Crew: 1
Passengers: 1
Scale: Speeder
Speed Code: 4D+1
Maneuverability: 3D
Body Strength: 1D+2
Weapons:
 One Light Blaster Cannon
Fire Control: 1D
Damage: 3D

Spicing Up the Conclusion

Many experienced groups of players may be able to get all the way through the mission and enter the Starport without attracting any notice. They played perfectly, and avoided attention and violence. And while it's logically what the players will want to do, it makes for a boring adventure conclusion. It's perfectly acceptable to have the "chance" encounter that blows their cover, sending the starport into full alarm, and forcing the characters to fight their way to their ship and off planet. While it may seem like an arbitrary punishment, this technique is much more in the spirit of the *Star Wars* movies.

Second Segment

In the second segment, all drivers must make a Moderate *repulsorlift operations* roll to remain in control of their vehicles. This segment takes place just outside the Starport area, so the obstacles they will face include preoccupied private vehicles leisurely approaching the starport entrance roads, slow and large public transportation vehicles, and traffic control devices which force the characters' lane to stop and yield to other adjoining roads. At this point, the chase is joined by a Starport control skiff manned by four security guards (standard stats and equipment).

Skiff

Crew: 1
Passengers: 5
Scale: Speeder
Speed Code: 1D+1
Maneuverability: 1D
Body Strength: 2D+2
Weapons:
 One Light Blaster Cannon
Fire Control: 1D
Damage: 3D

Allow this combat to continue for three rounds before moving to segment three.

Third Segment

In segment three, all drivers must make a Moderate *repulsorlift operations* roll again. In ad-

dition to this, all damaged vehicles will take four rounds to get through this segment instead of two. The chase is joined by two Starport security guards on speeder bikes (use the same stats for the First Segment). This section takes place on the massive entry road to the starport, so obstacles include vehicles turning without warning, and inevitably being forced to cut across traffic to get to the approach road for the starport section where the characters' ship is docked.

Fourth Segment

In the last segment all drivers must make a Moderate *repulsorlift operations* roll. All damaged vehicles will take four rounds to get through this segment instead of two. By this time, word of the characters disturbance has reached starport control, and an airborne Starport Control Flitter joins the fray (for stats see "Blasting Out"). This segment ends with the Rebels reaching the docking bay holding their ship. Cut to "Back at the Ship."

Back at the Ship

"There it is — the ship. Everything looks fine. The docking bay seems quiet enough, a haven after the chaos of the streets."

The situation back at the Rebels' ship depends on how they have done so far: If they have gotten into a firefight at the mansion, or in the streets of Lola Curich, they will be pursued by any guards or vehicles they did not eliminate during the chase. Additionally, four rounds after their arrival at the docking bay, 4D stormtroopers arrive (obviously, if there has been a battle at the mansion, the Imperials will know that something is up). Not only could this hamper takeoff, but the picket ships in orbit and the *Warlord* will be alerted.

If the Rebels attracted only Phillip Santhe's attention, 16 Santhe guards will be at the ship, but there will be no Imperial stormtroopers.

If the characters have been able to quietly proceed through the entire mission (with the chase only being triggered by a random event, and only as soon as they entered the city of Lola Curich), then they will have one last encounter on the planet: Orman's thugs (minus any the Rebels have previously taken care of) will have the ship staked out, waiting for the Rebels to return (for stats see Episode One). They are not very good at hiding, and a Moderate *search* roll will locate them in and around the docking bay.

Read aloud:

"Suddenly, you notice a motion off to one side. One of the greasy looking humans from Orman's Sky Palace is trying to look unobtrusive behind a barrel. Behind the landing gear of the ship you can see a foot sticking out as well."

The thugs will try and take the Rebels by surprise. Each thug will have a blaster pistol (4D

damage). If they find themselves outgunned or in danger of being killed, they will run away — Orman isn't paying them enough to die.

It may be possible to come to a bargain with Orman's men. They can be paid off, and they will run from stormtroopers or starport security just as fast as the Rebels (guards will arrive in 3D rounds if the Rebels have raised any alerts between stealing the plans and the starport). Steef and Ekh especially have no desire to run into starport security.

Blasting Out

If the Rebels have been careful and have not attracted the Empire's attention, it is possible to sneak off world. The simplest way to do this is to leave in the ship they came in. They need to request take-off clearance in advance, and leave at the reserved time.

The first hindrance to a safe escape is the amount of traffic that a port the size of Lola Curich generates. The ship may be required to wait for takeoff clearance for several days, giving the Imperials and the Santhe forces plenty of time to figure out what has happened.

The portmaster's office schedules traffic days in advance, assigning landing and takeoff times to the minute. If a freighter does not lift off as scheduled, they may not be reassigned for several days. If they are lucky, they may wait 16 to 24 hours. Therefore, it is prudent to arrange takeoff clearance in advance.

If the Rebels don't, or find that they cannot wait until their assigned time, they have a problem. An Easy *starship piloting* roll will clearly show how congested and dangerous the skies are above the Starport. To take off against the traffic pattern or without clearance requires a high level of skill. The pilot must make four successive Difficult *starship piloting* rolls to avoid collisions in the traffic pattern.

The second hindrance to a speedy getaway is the repulsorlift security vehicles that monitor the landing corridors. These security flitters are lightly armed, but can do damage to a starship.

Lola Curich Starport Control Flitters

Craft: Incom T-40 Flitter

Crew: 1

Passengers: 1

Scale: Speeder

Speed Code: 3D

Maneuverability: 3D

Body Strength: 2D

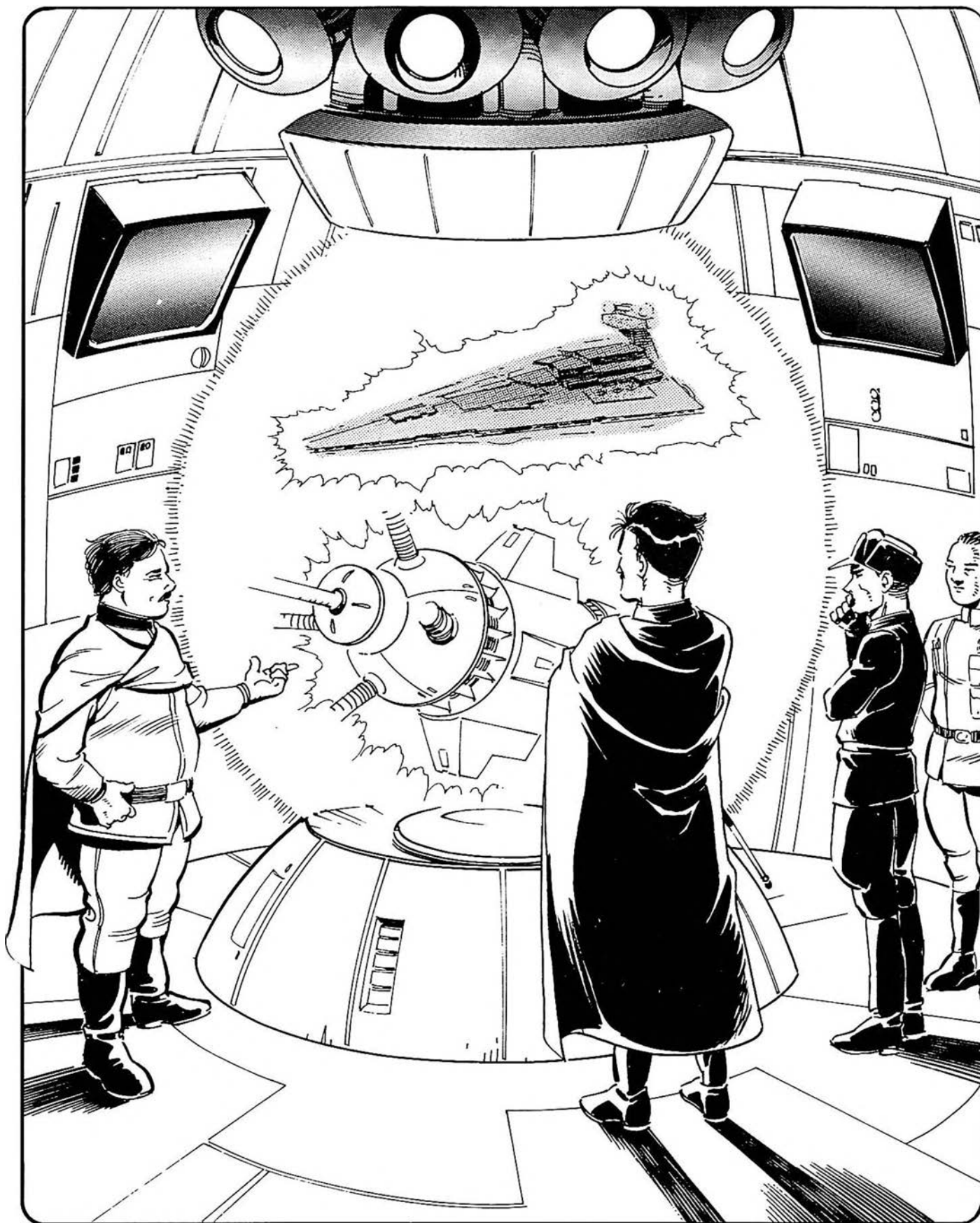
Weapons:

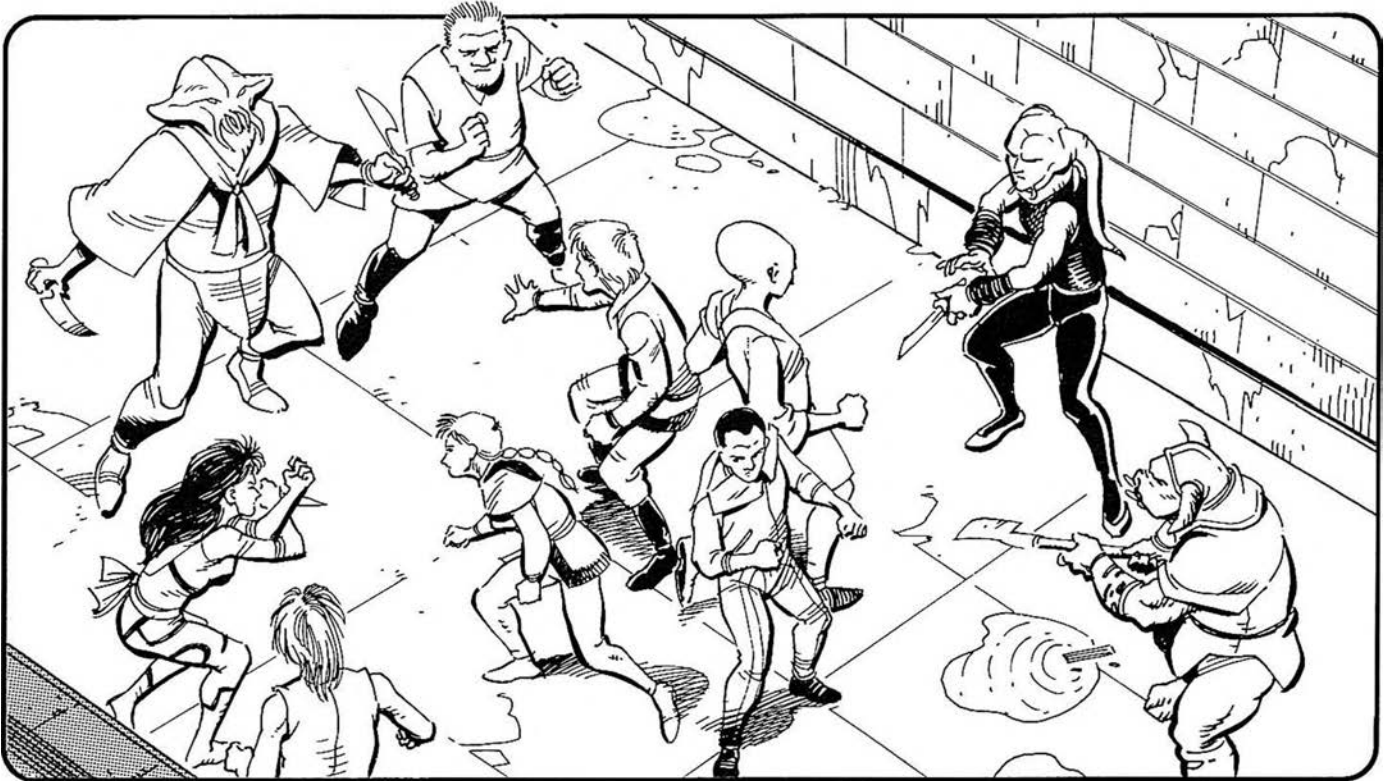
Double Laser Cannons (fire linked)

Fire Control: 2D

Damage: 4D (combined)

Flight Ceiling: 25 kilometers





The third problem is the common to all speedy getaways. In order to make the jump to hyperspace, the ship must be clear of Lianna's gravity field. All pursuit has to be held off at sublight speeds until the Rebels have put enough distance between them and Lianna.

The fourth hindrance is the picket ships. They are posted above Lianna to interdict the Liann smuggling business and deal with the Liann pirates. Usually one ship, the *Audacious*, remains in close orbit around Lianna, while the *Reliant* waits some distance away. The *Audacious* is the slower of the two ships. She herds the escaping vessel into the *Reliant*, who attempts to cut off any escape to hyperspace and shoot out the vessel's drives.

Blasting out of a starport is a very glamorous thing. However, it's a lot harder to blast out of a major port with two picket ships than it is to make a speedy exit from a dinky Rim port like Mos Eisley.

Other Ways Off World

Another way off the planet is to purchase passage on a passenger ship leaving Lianna. There are a great many of these. Tickets are available at the starport terminals for 400-5000 credits depending on the distance and the quality of the accommodations. This is a good lead-in if your next adventure begins on shipboard! If the characters are going to take a passenger liner, the final confrontation with Orman's thugs may take place on the way to the

ship, and it may be desirable to have the Imperials or Santhe security discover the true nature of the Rebel characters at the last minute, or conduct an impromptu search of all bags and computers (a simple way of adding suspense to the final moments of the adventure).

The major passenger line out of Lianna is Santhe Passenger and Freight. Common destinations available on short notice include most of the major ports of the Tion, especially Cadinth, Chandaar, Desevro, Barseg, and major ports in the Cronese Mandate.

Another option is to charter or steal another craft. Many Liann freetraders will book passengers for around 400 credits each, especially if they are handy with a blaster! There are thousands of ships in port, if the Rebels have a mind to borrow one.

The Picket Ships

If the Rebels are pursued, this chase can be very visual and exciting simply because of the huge amount of traffic in orbit around Lianna. Unlike many space chases, where there is only empty space between the characters and the enemy, this area is clogged with small freighters, pleasure yachts, cruise liners, bulk freight cruisers and many more kinds of ships. Describe this chase to the fullest, as the characters go hurtling above, below, and around just about any type of ship imaginable.

Audacious**Craft:** Santhe/Sienar Fleet Technologies*Lianna-class Corvette***Length:** 150 meters**Crew:** 65**Scale:** Capital**Sublight Speed:** 2D+1**Maneuverability:** 1D**Hull:** 3D**Weapons:****Six Double Turbolaser Cannons**

(fire separately)

Fire Control: 3D*Damage:* 4D+2**Shields:** 1D**Reliant****Craft:** Santhe/Sienar Fleet Technologies*Lianna-class Corvette***Length:** 156 meters**Crew:** 75**Scale:** Capital**Sublight Speed:** 3D+1**Maneuverability:** 3D**Weapons:****Four Double Turbolaser Cannons**

(fire separately)

Fire Control: 3D*Damage:* 4D+2**Shields:** 2D

The *Audacious* will attempt to herd the characters' ship toward the *Reliant*. Just as the Rebels might begin to think that they will get away easily, read aloud:

The second picket ship begins to close in front of the desperately bucking Rebel ship. The corvette *Audacious* is attempting to cut off your escape by forcing you toward the corvette! You are caught between the two ships! Shreds of light strike out toward your tiny vessel ...

Even after the Rebels have somehow maneuvered away from the picket ships, they have one more foe to face. This last and most formidable obstacle is Verpalion's Star Destroyer, the *Warlord*. After all the other problems have been escaped, the *Warlord* is still ahead!

Read aloud:

"Suddenly, you see a most terrifying sight. Your rear sensors show the outline of a monstrous Star Destroyer — sure, it's one of the older Victory II Star Destroyers, but it still has enough firepower to destroy your vehicle with ease.

"Your communicator sputters to life. 'Fleeing vessel, this is the *Warlord*. You will slow to a halt immediately. You will prepare to receive boarders. If you do not immediately slow to a halt, we will fire for effect.'"

The Warlord

The *Warlord* is a Victory II class Star Destroyer, seventeen years old and competently commanded. She is assigned to sector patrol and often transports Lord Rodin Hlian Verpalion. Her crew is quite good, although recently her best TIE fighter squadrons have been transferred to a sector with more Rebel activity and have been replaced with green squadrons.

The Warlord**Craft:** Rendili Stardrive Victory II**Type:** Victory-class Star Destroyer**Length:** 900 meters**Scale:** Capital Ship**Crew:** 6,100**Troops:** 1,550**Hyperdrive Multiplier:** x1**Nav Computer:** Yes**Hyperdrive Backup:** Yes**Sublight Speed:** 3D**Maneuverability:** 1D**Hull:** 4D+2**Weapons:** 20**Turbolaser Batteries** (fire separately)*Fire Control:* 1D*Damage:* 7D**20 Double Turbolaser Cannons**

(fire separately)

Fire Control: 2D*Damage:* 5D**10 Ion Cannons** (fire separately)*Fire Control:* 4D*Damage:* 4D**10 Tractor Beam Projectors***Fire Control:* 2D*Damage:* 6D**Shields:** 3D

The *Warlord* carries a standard wing of TIE fighters, including 48 standard TIEs, 12 TIE interceptors, and 12 TIE bombers. In a standard pursuit situation, 12 TIE fighters will be launched to attack an escaping vessel. An additional dozen will be scrambled only if escape seems imminent, or if the original squadron seems to be getting the worst of it.

Escape

If the players have done well, let them escape to hyperspace. This is supposed to be an exciting scene, full of tension and danger, but it is not supposed to kill off successful players. If the Rebels piloting skills are low or their ships are poor-quality or damaged, cut the number of pursuing TIE fighters down. The Rebels don't have to ever take a shot from the *Warlord*—the mere fact that there is a Star Destroyer back there will provide enough suspense.

When the Rebels have eluded the TIE fighters

and other ships long enough to clear Lianna's gravity well and calculate a hyperspace jump (how long this takes is up to you) they can punch out.

Once they've made the jump, read aloud:

You've made it! The starfield ahead blurs to the disjointed motion of hyperspace. As the ship shoots forward into hyperdrive, the world of Lianna is left far behind.

The Rebels' Plans

If the Rebels check the plans to see if they are intact, they will learn that, if nothing else, the Liann engineers are quite capable of protecting their work. Five hours after the first copy of the plans has been stolen from the computers, a virus hidden deep within the programs is activated: all datapads and computers on which the plans were stored are COMPLETELY wiped out of

all data — this is very unfortunate for any Droid or ship's computer which might happen to have a copy of the plans (in the case of the latter, the ship will simply drop out of hyperspace immediately, since its nav computer and all other major systems have been eliminated — in this case, have the ship emerge in a settled system, possibly setting up a new adventure.).

Denouement

Having escaped into hyperspace, the Rebels have a chance to nurse their wounds and discuss the mission.

Give each character 8 to 12 skill points for successfully completing the mission to Lianna. Extra skill points can be given to players for excellent roleplaying or particularly heroic deeds. The Force points that were properly spent should be replaced.

Cut away to ...

This read aloud should be used only if the Rebels had to make a "spectacular" getaway, drawing the attention of Verpalion.

Read Aloud:

EXTERIOR: THE SANTHE MANSION GROUNDS. *Lady Santhe is standing in the atrium, feeding the fish in an incidental pool. A servant hurries up.*

"My lady, the Rebels are away."

She turns. "And Verpalion?"

"After them, my lady. He engaged the Rebels, but apparently failed to capture them. His Star Destroyer is preparing a jump back to Cadinth so he can report to his master."

"Palpatine." *Lady Santhe makes the word an oath.*

"No matter. Verpalion will return for his tests."

The servant watches her, waiting for further orders.

"That will be all," *she says, and the servant hurries away.*

She waits there by the pool, trying to see something in the spreading ripples as she watches the fish food falling from her hand in a long, silent fall to the surface of the pool. Then a slow smile touches her face.

In the artificial quiet of the garden she says softly,

"Their mission is finished, the Empire's weapon stopped for now. Phillip is oblivious; Kashan is safe from investigation. My mission, however, has just begun."

Cut to ...

INTERIOR: THE BRIDGE OF THE IMPERIAL STAR DESTROYER WARLORD.

Imperial Advisor Verpalion stands quietly, while behind him a nervous looking Phillip Santhe paces. It is several days after the Rebels have left Lianna.

An officer approaches Verpalion and simply nods. With a confident smile, Verpalion looks back at Santhe. "It is ready then. Let us test the *Novar's Bluff*."

Both men take their observation positions, overlooking the majestic ship.

"Engage the shield on my command ... now," *Verpalion orders. He waits for a second, impatient for a report from his officers. Finally, an officer looks up.*

"No change, sir. The ship is easily detectable."

Verpalion's rage is immediate and violent. "Come, Mr. Santhe. We must discuss the capabilities of your engineers and your ability to keep your word. Obviously both are woefully lacking."

MISSION TO LIANNA

CHARACTER TEMPLATES

Terri Karl

Template Type: Young Socialite

Loyalty: To herself, and then the Alliance

Height: 1.3 meters

Species: Human **Sex:** Female

DEXTERITY 3D+1

Blaster 5D

KNOWLEDGE 4D

MECHANICAL 3D+2

Starship Piloting 4D+2

PERCEPTION 4D

Hide/Sneak 5D

Search 5D+2

STRENGTH 2D

TECHNICAL 2D

Starship repair 4D+2



Physical Description: Terri is young, pretty, and energetic. She has platinum blonde hair, and wears a bright red jumpsuit.

Equipment: comlink, hold-out blaster (damage 3D+1)

Background: A member of a distinguished noble family of the Old Republic, Terri Karl has been an Alliance agent for years. Terri discovered that beauty, youth, and an air-headed manner invite people not to consider her a serious threat. She pretends to be interested only in clothes and trendy music. Terri has been a major organizer on Lianna for three years. She has a number of contacts in Lola Curich, including Jenna Lars, Darren T. Weeb, and Kashan Santhe.

Personality: Terri is very outgoing and easy to be with. She prefers to get out of difficult situations by deception.

Quote: "But if I shoot you, it'll just *ruin* my party!"

Lady Valles Santhe

Template Type: Arrogant Noble

Loyalty: To herself, Santhe/Sienar and her planet

Height: 1.3 meters

Species: Human **Sex:** Female

DEXTERITY 3D

Blaster 6D

KNOWLEDGE 5D

Bureaucracy 9D+1

Cultures 9D

Planetary systems 9D

Starship design 6D

Technology 7D+1

MECHANICAL 1D

PERCEPTION 3D+2

Bargain 6D

Command 10D

STRENGTH 2D

TECHNICAL 1D



Physical Description: Lady Santhe is small and fine-boned, with black hair and flashing dark eyes. She has an unmistakable air of authority.

Equipment: comlink, datapad

Background: Santhe/Sienar has led the field in starship design for many decades, and Valles Santhe has proudly carried on the tradition established by her family. She is used to almost unlimited wealth and power, and casually dismisses most individuals. She employs in her many factories a large percentage of the population of Lianna. She resents the Empire and the off-world rule it represents, but doesn't particularly care for the Alliance either. She will do whatever it takes to win Lianna independence.

Personality: Lady Santhe knows how to get what she wants. She treats Verpalion with caution, while she secretly hates him. She wants him to leave with a favorable report for his Emperor as soon as possible.

Quote: "Gentlebeings, I'm certain we can find a way to do business."

MISSION TO LIANNA CHARACTER TEMPLATES

Phillip Santhe

Template Type: Engineer

Loyalty: To himself and the Empire

Height: 1.5 meters

Species: Human **Sex:** Male

DEXTERITY 2D

Dodge 4D

KNOWLEDGE 4D

Starship Design 8D

Technology 7D

MECHANICAL 2D+2

Starship piloting 5D

PERCEPTION 2D

STRENGTH 3D

TECHNICAL 2D+ 2

Starship repair 4D+2



Physical Description: Phillip has light brown hair and olive skin that looks perpetually sunburned. He is self-important, wears pastel shirts, and is short, like most Liann men. He appears to be nearing middle-age.

Background: Phillip is Lady Santhe's only surviving child (the others died during periodic anti-Imperial outbreaks of violence). He is heir to the considerable Santhe fortune. He supports the Empire because he thinks that it took a man like Palpatine to restore order to the galaxy. Rodin Verpalion intimidates him, however. He does not have control over Santhe/Sienar and really wishes he did. He feels the NOVA Project, if a success, will hasten his mother's retirement and his ascension to control of the company. He is Kashan's father.

Personality: Phillip is resentful of everybody. He resents his mother for pushing him around. He resents not controlling the business. He resents the fact that Verpalion has no respect for him. He is shrewd, cunning and cold, and very manipulative of everyone around him, save his mother. He is oblivious to Kashan's activities. He wants to get in a deal with Verpalion and cut his mother out, but Verpalion will have none of it. He is not very bright and has a tendency to whine.

Quote: "Mother — wait for just a minute..."

Kashan Santhe

Template Type: Engineer

Loyalty: To himself and then the Alliance

Height: 1.6 meters

Species: Human **Sex:** Male

DEXTERITY 3D

KNOWLEDGE 4D

Starship design 7D

Technology 6D

MECHANICAL 3D

Starship gunnery 6D

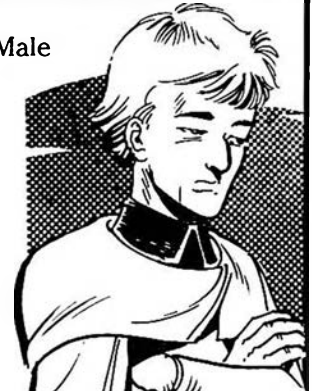
Starship piloting 4D

PERCEPTION 2D+1

STRENGTH 3D

TECHNICAL 2D

Starship repair 6D



Physical Description: Kashan is a lightly built young man in his early twenties. He has dark hair and olive skin, and a dashing manner.

Equipment: comlink, hold-out blaster (damage 3D+1)

Background: Kashan is Lady Santhe's grandson, and a Rebel sympathizer since his student days. He will help the Rebel team, but only if it will not compromise his cover. He believes that his grandmother does not know of his Rebel affiliations. This is not true. Much of the information that Kashan passes to the Alliance, including the existence of the NOVA cruiser, is dropped into his lap by Lady Santhe.

Personality: Dashing and brash, Kashan has a tendency to bite off more than he can chew. He loves his grandmother, and fears her.

Quote: "Look my friends ... you are the best ones for the job, so you must do it. You are also expendable should you fail. That's life."

MISSION TO LIANNA

CHARACTER TEMPLATES

Imperial Advisor Lord Rodin Hlian Verpalion

Template Type: Imperial Officer

Loyalty: To the Empire

Height: 1.6 meters

Species: Human

Sex: Male

DEXTERITY 2D+2

KNOWLEDGE 3D

Bureaucracy 7D

Starship design 5D

MECHANICAL 2D

PERCEPTION 3D+1

Command 7D

STRENGTH 2D

TECHNOLOGY 4D

Computer programming/repair 5D



Physical Description: Rodin Verpalion is a friendly looking man in his late forties. He has gray-blond hair and blue eyes.

Equipment: comlink, datapad

Background: Rodin Verpalion has long been a supporter of Palpatine. He has loyally served the Emperor for years while feathering his own nest. He has amassed quite a personal fortune.

Personality: Verpalion seems to be a friendly and generous person. However, he is a very ruthless man, and quite capable of torturing or killing for pleasure. He was a close friend of the Grand Moff Tarkin, who he believes represented the proper attitude of a servant of the Empire.

Quote: "I see no reason why this business must be conducted with any unpleasantness."

Orman

Template Type: Entrepreneur

Loyalty: To himself

Height: 1.3 meters

Species: Chevin

Sex: Male

DEXTERITY 4D

Blaster 5D

Dodge 5D+2

KNOWLEDGE 3D

Alien races 4D

Cultures 4D

Languages 4D

Planetary systems 4D

Streetwise 6D

MECHANICAL 2D

PERCEPTION 3D

Gambling 4D

Search 3D+2

STRENGTH 2D

TECHNICAL 2D+1

Droid programming/repair 3D

Security 3D+1



Physical Description: Orman is a Chevin, and dyes his skin an iridescent blue to look distinctive.

Equipment: Comlink, hold-out blaster (damage 3D+1)

Background: The owner of the Sky Palace, Orman is a shrewd businessman with extensive dealings in the Liann black market. He is afraid of Lady Santhe. He employs a number of thugs to help him in his "deals." He sometimes spies for Imperial interests on the planet.

Personality: Orman wants to make money, and the Empire has it. He will do anything for the money, although he will preserve his own life to the exclusion of all else.

Quote: "Don't go and get sentimental on me — you're not seeing him anymore. So what if he's going to jail; you'll be rich. Tell me. Everyone has his price. That's just the way it is."

MISSION TO LIANNA CHARACTER TEMPLATES

Captain Darren T. Weeb

Template Type: Smuggler

Loyalty: To Jenna Lars

Height: 1.7 meters

Species: Human **Sex:** Male

DEXTERITY 2D+2

Dodge 3D+2

Blaster 6D

KNOWLEDGE 3D+1

Bureaucracy 4D+1

Streetwise 5D

MECHANICAL 4D

Astrogation 5D

Starship piloting 7D+1

PERCEPTION 4D

STRENGTH 2D

TECHNICAL 3D+1

Starship repair 5D



Physical Description: Captain Weeb has salt and pepper hair and a huge moustache. He wears baggy pants and an old leather jacket. Weeb is on the wrong side of middle age, paunchy, and disreputable looking. Looks can be deceiving.

Equipment: hold-out blaster (hidden, damage 3D+1), tramp freighter *Arcadia*

Background: Weeb has been a smuggler for thirty-five years, and almost served time on Kessel for past "indiscretions." He has been travelling with Jenna Lars for a number of years and is very protective of her. They operate the *Arcadia* as a small business, somehow always managing to get by no matter what the odds. He has his own private score against the Empire and will help the Alliance if it does not put Jenna at risk, although he is suspicious of any Force-user. He knows a lot about Lianna and the Liann people although he is from Curreck himself.

Personality: Weeb is brilliant, but self-educated. He tries to appear slow and "hick." He distrusts anyone who sounds too slick.

Quote: "Women with revolutions! That's what it is, boy! Just stay clear of them and you'll live a whole lot longer!"

Jenna Lars

Template Type: Smuggler

Loyalty: To Darren T. Weeb

Height: 1.3 meters

Species: Human **Sex:** Female

DEXTERITY 2D+2

Blaster 6D

Melee 8D

KNOWLEDGE 3D+1

MECHANICAL 3D

Astrogation 5D

Starship piloting 4D+2

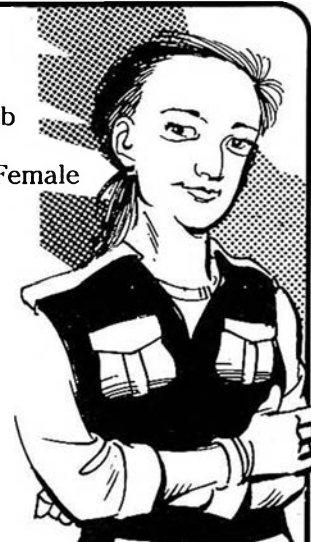
PERCEPTION 3D+2

Bargain 5D

Con 7D

STRENGTH 2D

TECHNICAL 1D+2



Physical Description: Jenna is a short, distinctly Liann-looking woman in her mid-forties. She has long black hair, olive skin and is overweight, but strong. She wears a black jumpsuit with lots of pockets.

Equipment: Comlink, tools

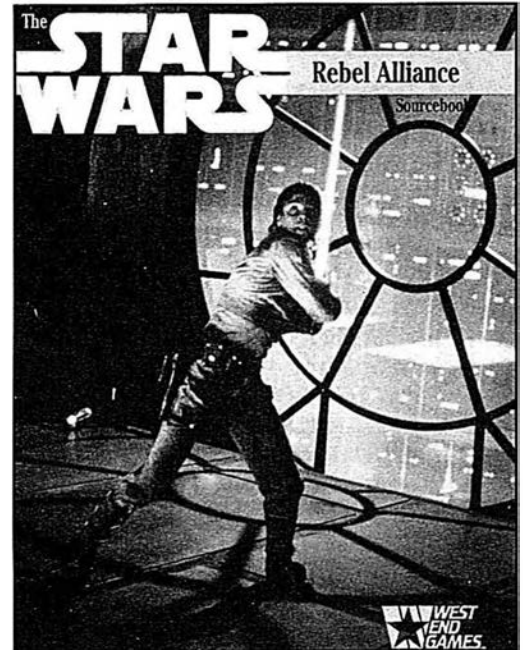
Background: Jenna has been on the run for a number of years. She has played many parts and held many professions, some of them illegal, many of them mysterious. Many things in Jenna's past would make getting caught by the Empire, or even the local authorities, a very bad experience. Since she signed on with Weeb, she plays it straight ... almost. She has quite a lot of information about Santhe\Sienar and Santhe Shipping. She is far more afraid of Santhe security than she is of the Empire.

Personality: Jenna is a very nervous woman. She drinks heavily, but this doesn't cloud her perceptive mind and enhances her suspicious nature. She has had encounters with Verpalion in the past and will avoid him at all costs. She will help the Alliance, but does not take orders from it.

Quote: "Weeb, we have to get off this planet *right now!*"

Outnumbered,
outgunned, but
never outfought...

The Rebel Alliance Sourcebook



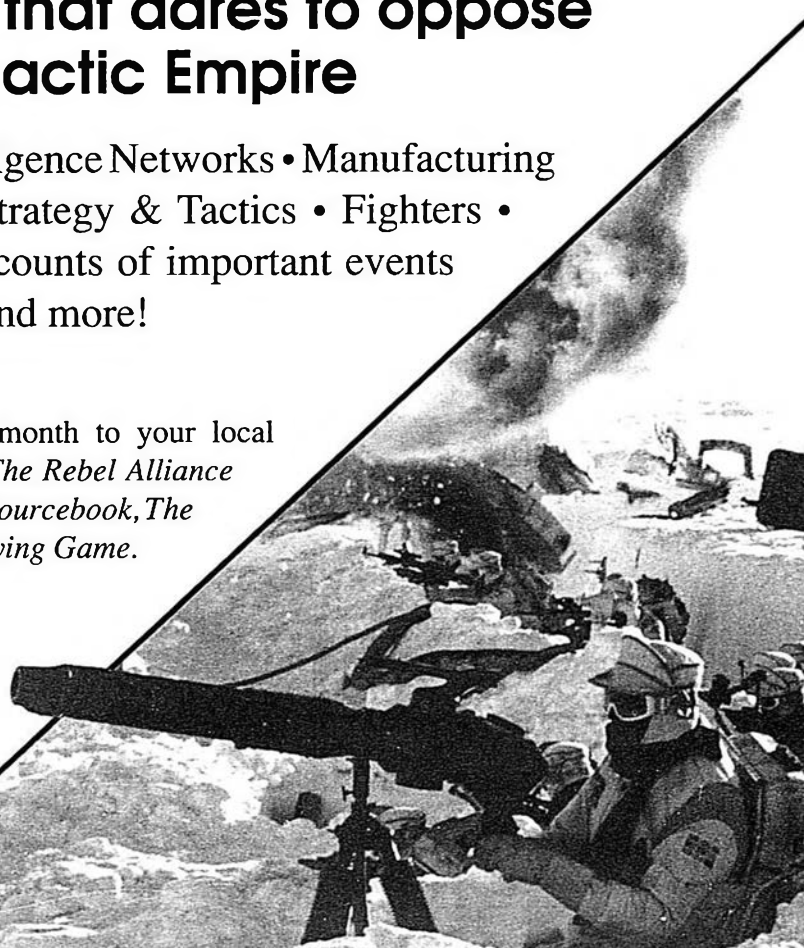
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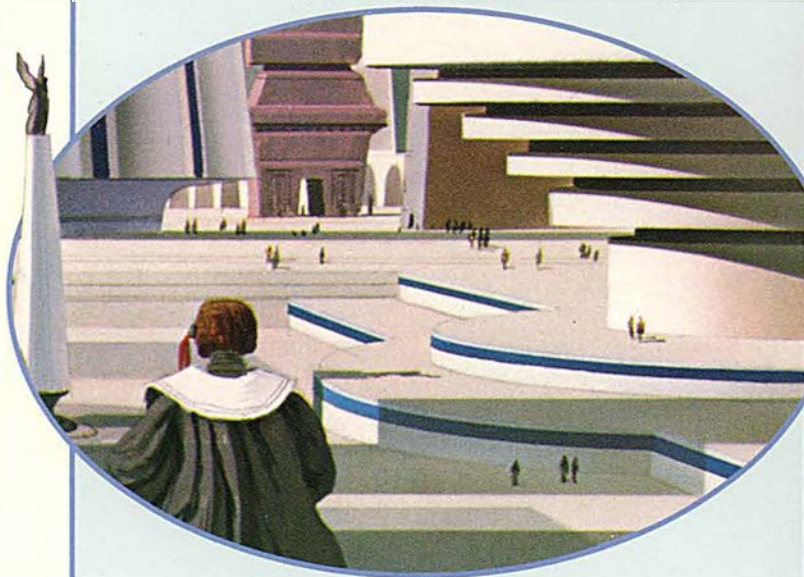
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by Joanne E. Wyrick

The Rebel Alliance's greatest weapon is not the the bravery of its soldiers nor superior training nor advanced weaponry. The Rebel Alliance is built on information.

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