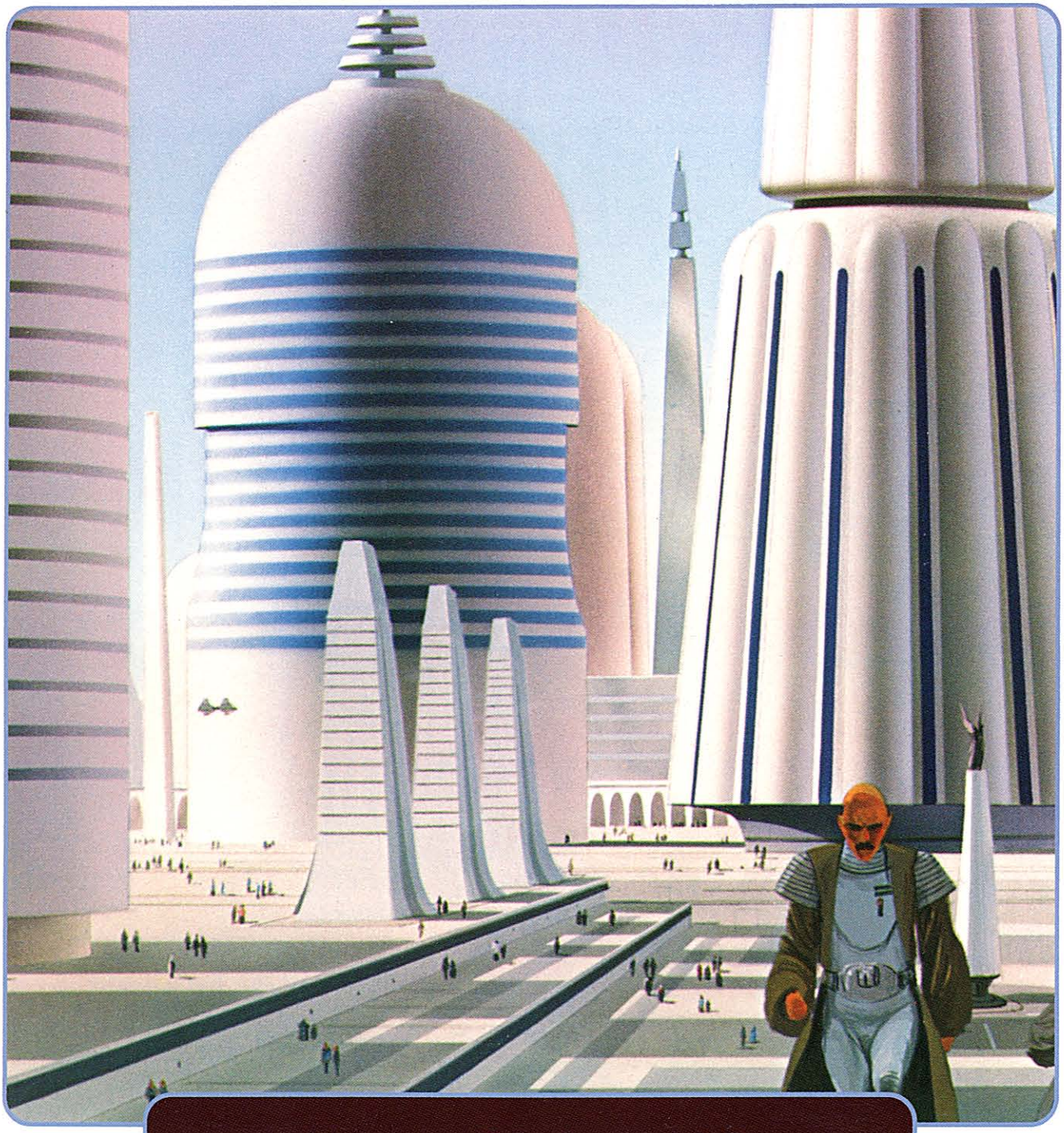
STAR WARS®

# Mission to Lianna

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

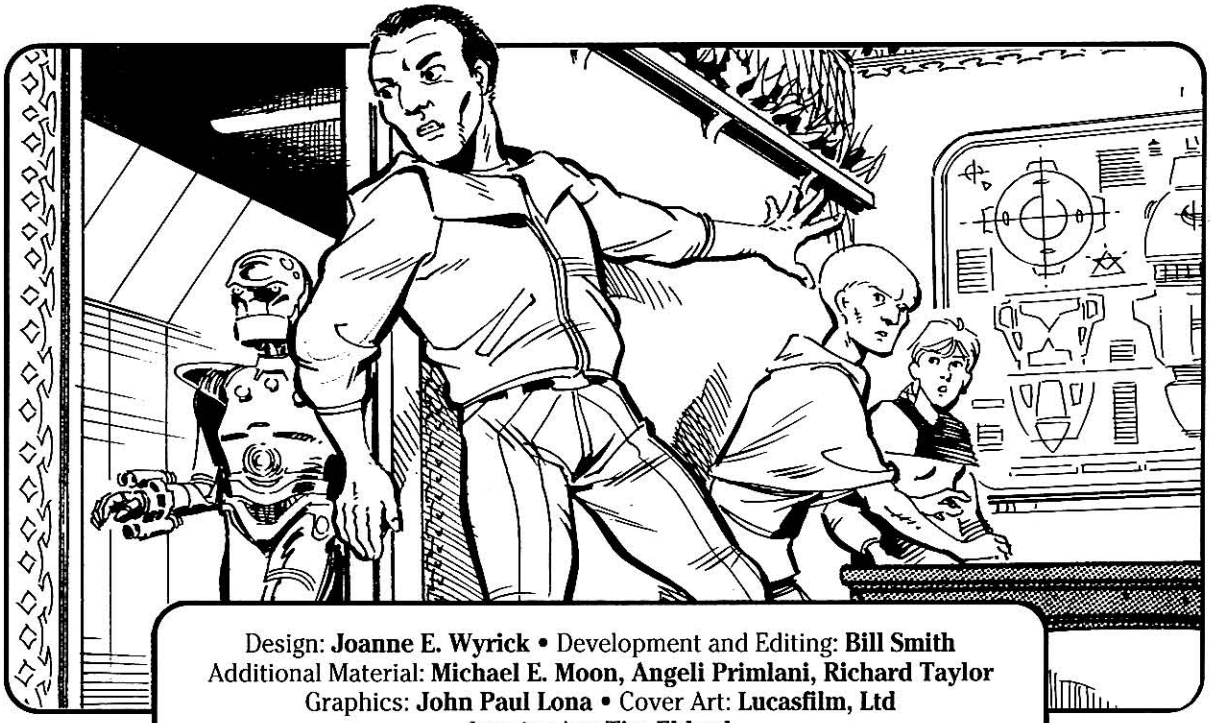


**Adventure amid the glamour and glitz of the cosmopolitan world of Lianna.**

WEST END GAMES®

# STAR WARS®

# Mission to Lianna

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# 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.

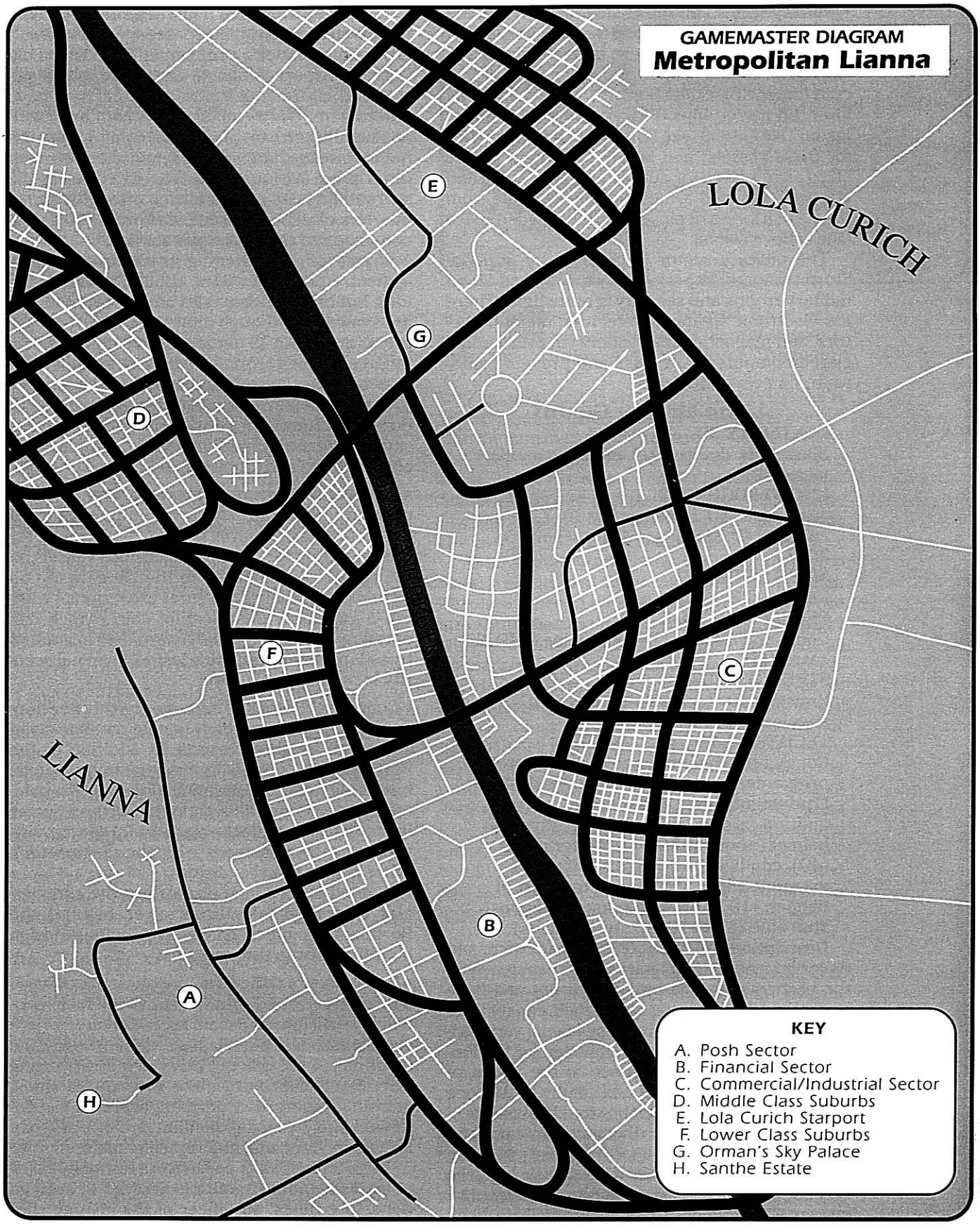
When they are finally permitted to fly down to the starport, it will be late morning. As soon as the ship breaks through the cloud cover, the characters will notice that there is a dreary light drizzle, giving the planet an almost twilight effect. For kilometers around all they can see is the unending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


GAMEMASTER DIAGRAM
Metropolitan Lianna
LOLA CURICH
LIANNA
E
G
D
F
C
B
A
H
KEY
A. Posh Sector
B. Financial Sector
C. Commercial/Industrial Sector
D. Middle Class Suburbs
E. Lola Curich Starport
F. Lower Class Suburbs
G. Orman's Sky Palace
H. Santhe Estate
John Paul Lona

• **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

• **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

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:

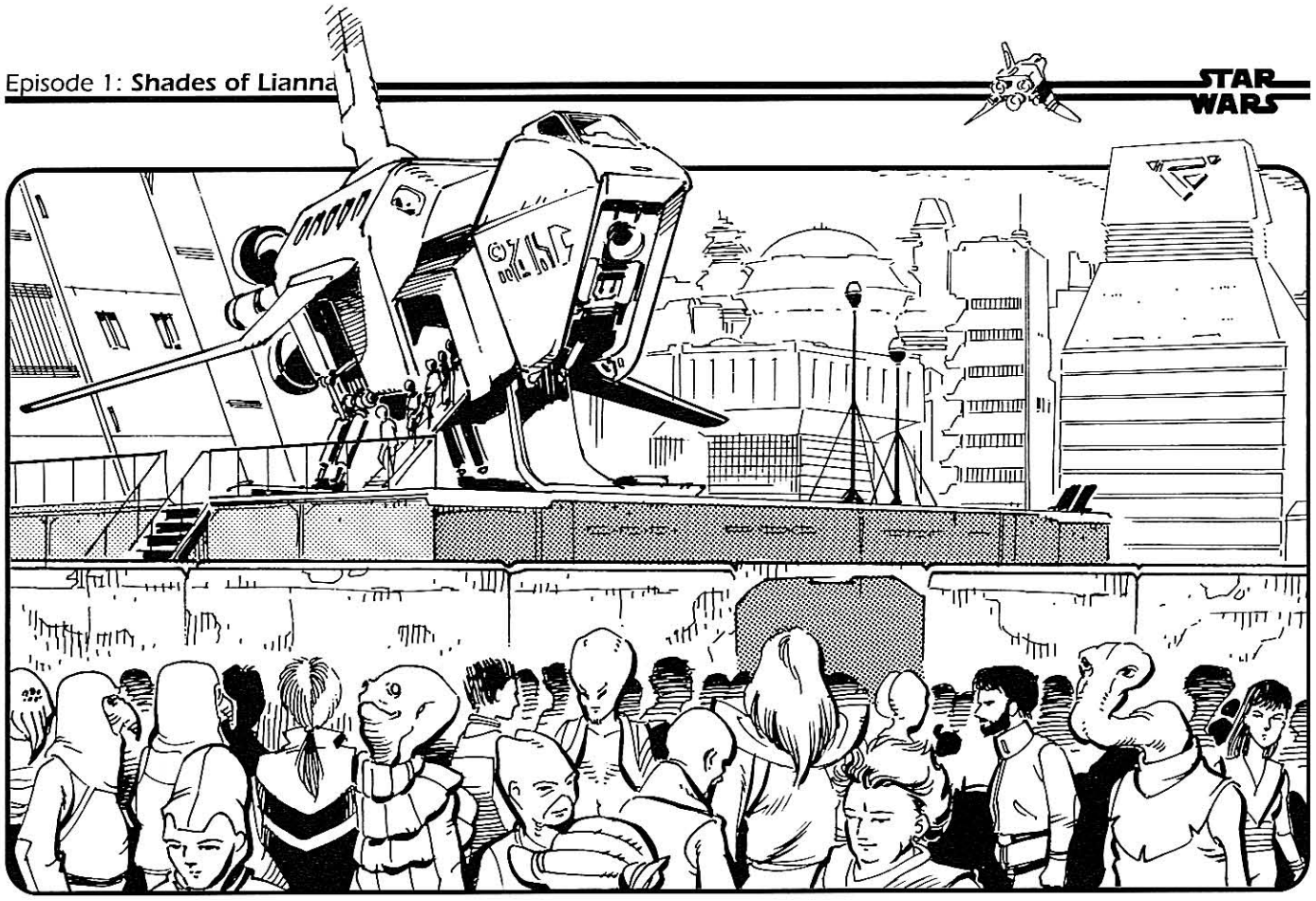
**All around you, the streets of the starport are crowded. There are spacers in from long hauls, brightly dressed revelers, lean and hungry idlers watching the throng from alleyways, and dirty urchin children everywhere. The air is acrid with pollution, and a dirty rain has begun to fall.**

### 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)

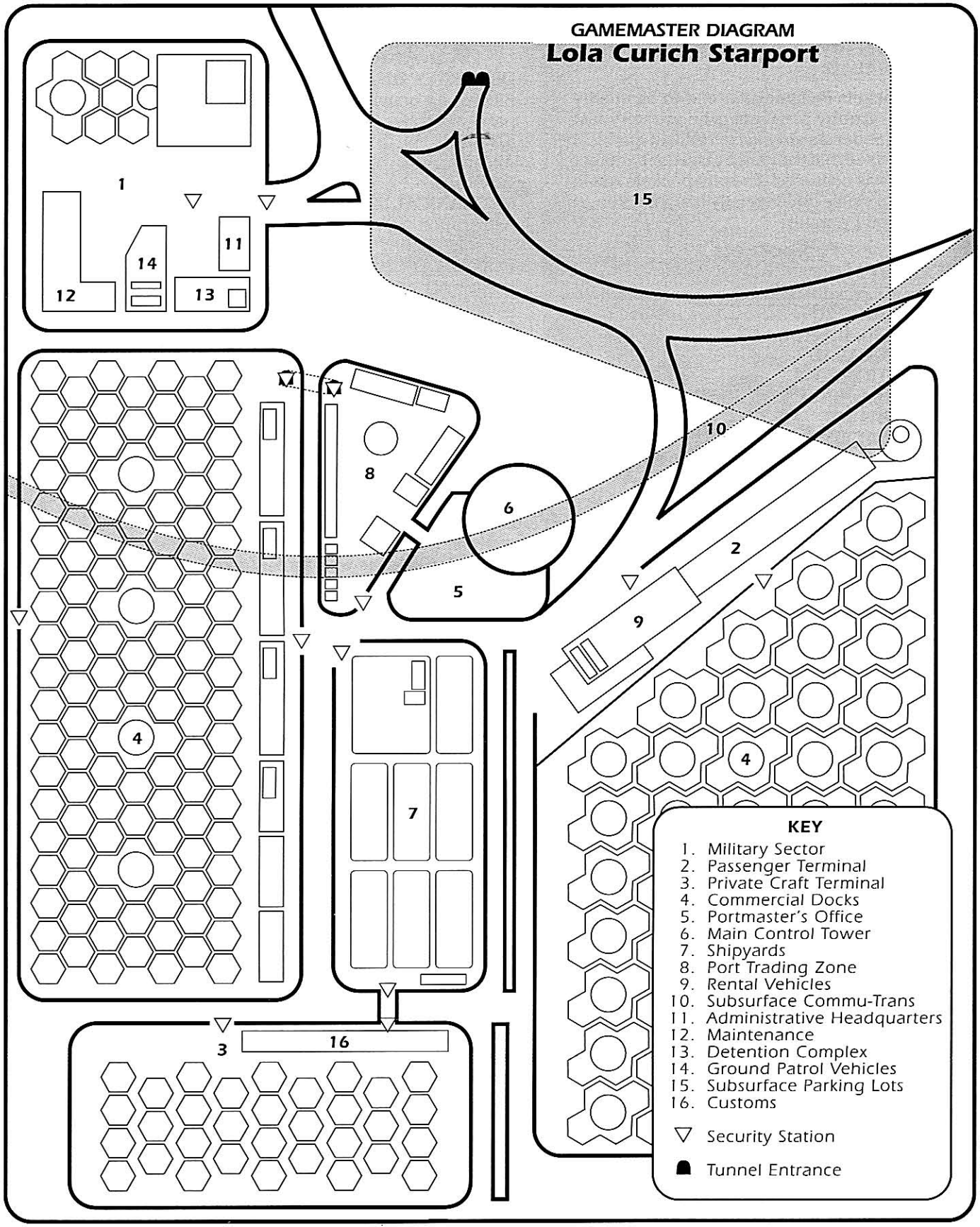
**4-5. Barge Crew** The barge crew are five grubby spacers from the Minos Cluster who are rowdy, looking for fun, and know nothing about events on Lianna, not even rumors. They have illegal holo-vids for sale, as well as contacts for other illegal goods.

**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.


GAMEMASTER DIAGRAM
Lola Curich Starport
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14
15
16
KEY
1. Military Sector
2. Passenger Terminal
3. Private Craft Terminal
4. Commercial Docks
5. Portmaster's Office
6. Main Control Tower
7. Shipyards
8. Port Trading Zone
9. Rental Vehicles
10. Subsurface Commu-Trans
11. Administrative Headquarters
12. Maintenance
13. Detention Complex
14. Ground Patrol Vehicles
15. Subsurface Parking Lots
16. Customs
Security Station
Tunnel Entrance
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-blonde 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 cavryion, 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.

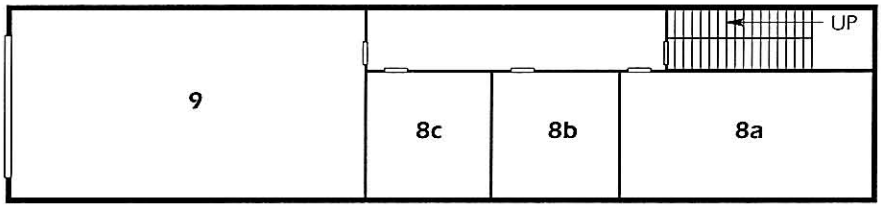
**4. Young Pickpocket** An urchin, aged 10-15, adept at helping him or herself to other people's credits. A difficult *Perception* roll is required to notice the theft. Otherwise the theft won't be noticed until the Rebel looks in his pockets.

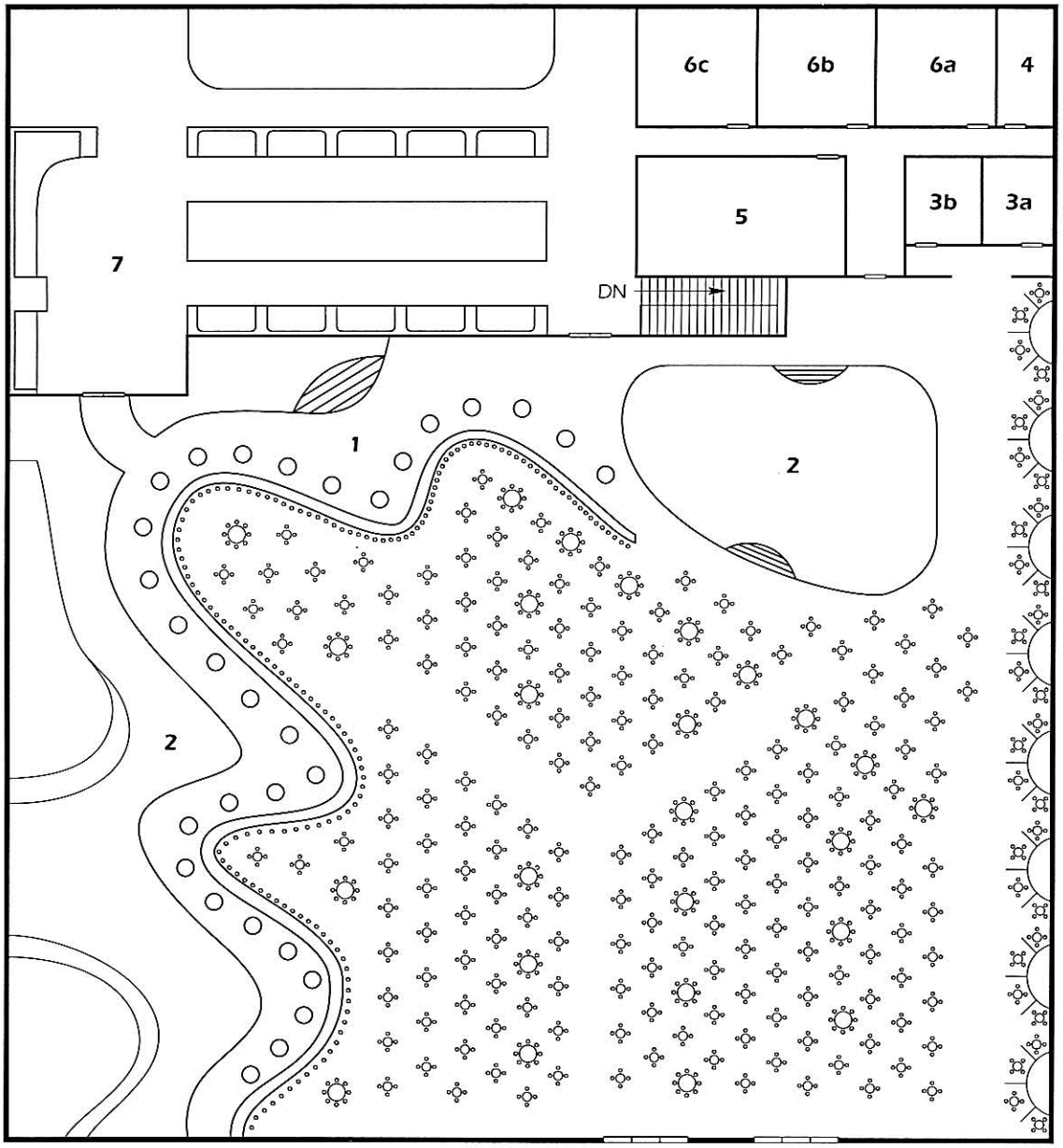
**5. Arconan Loan Shark** A general financier of illegal activities. He will sell general information for a price (200-300 credits). However, if one of the Rebels owes him money, he may try to get it back.

**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

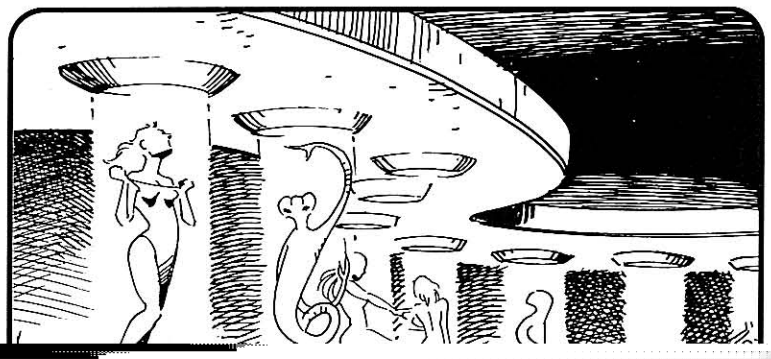
## Orman's Sky Palace



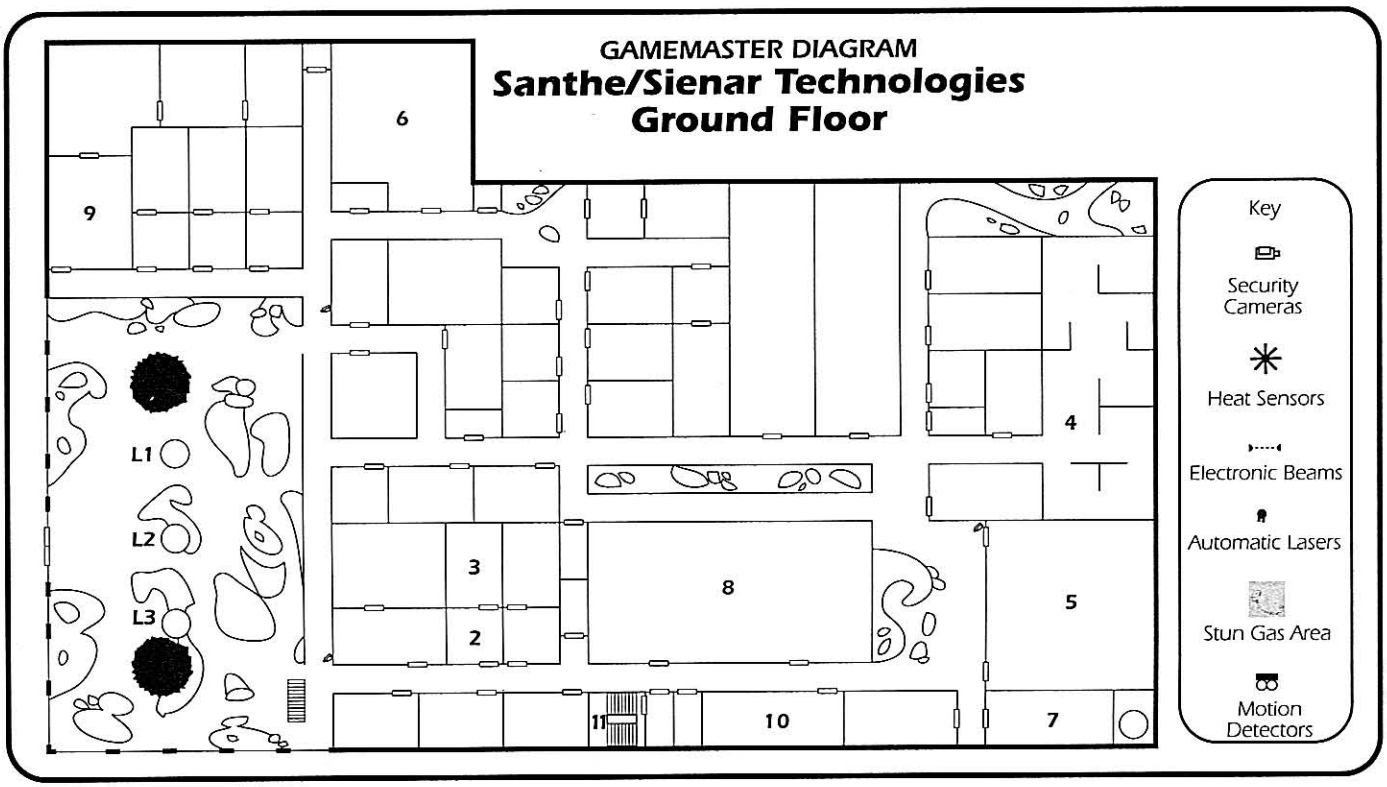

John Paul Lona

## 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. The have passes and name badges with holocard identification. They aren't willing to discuss security proce-




### 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 Mercevian Nagua Method

The "Mercevian 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.

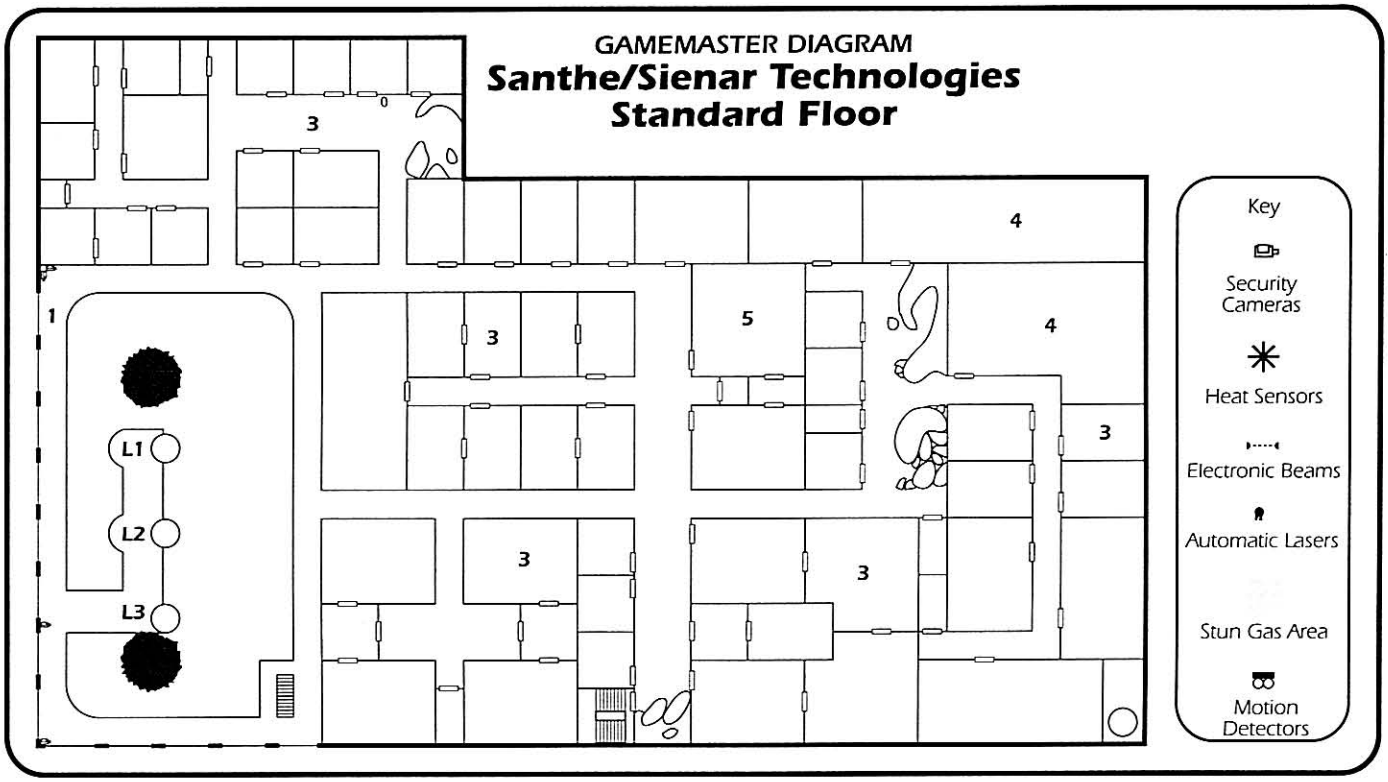
### Santhe/Sienar at Night

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

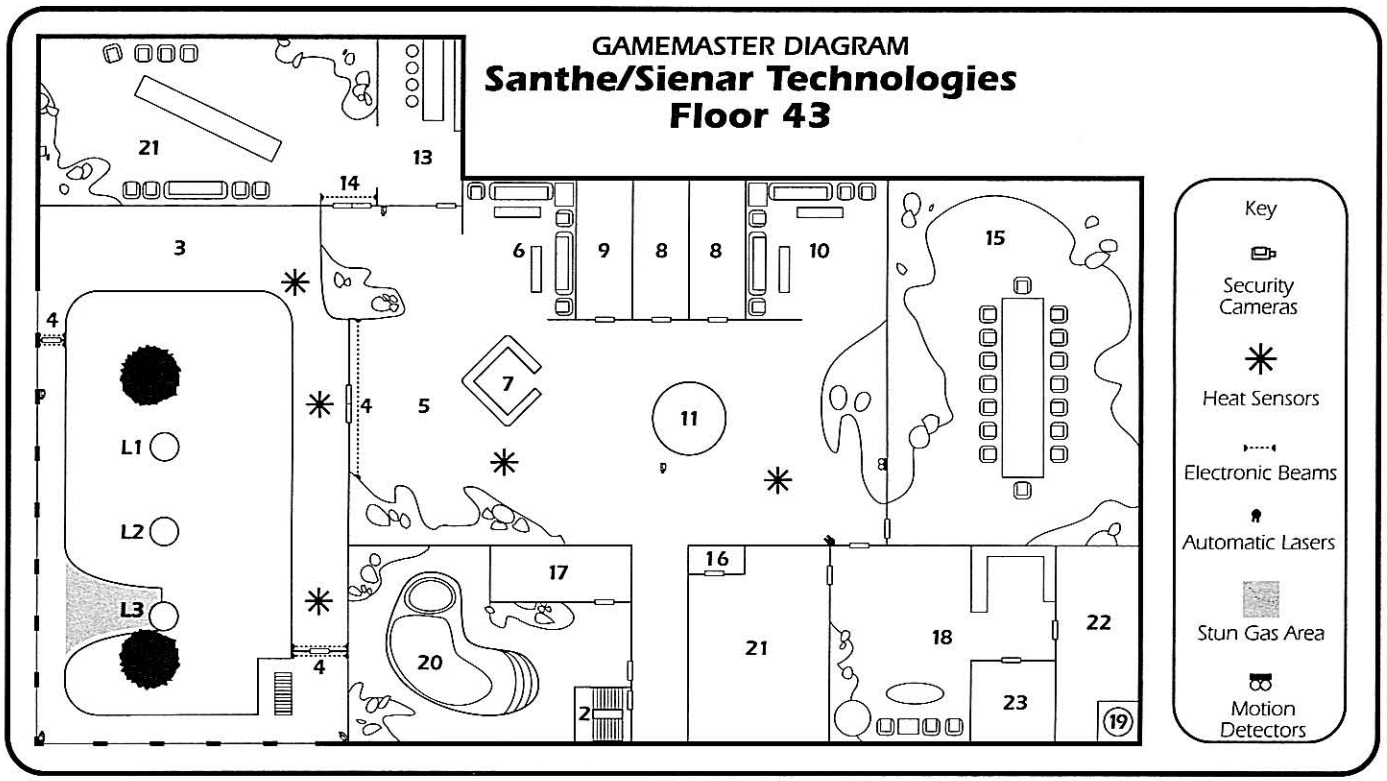
#### Lady Santhe's Office by Day

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




**Equipment:** Headset comlink/telecom

**Description:** Very attractive, intelligent and tough as an angry Wookie, 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.

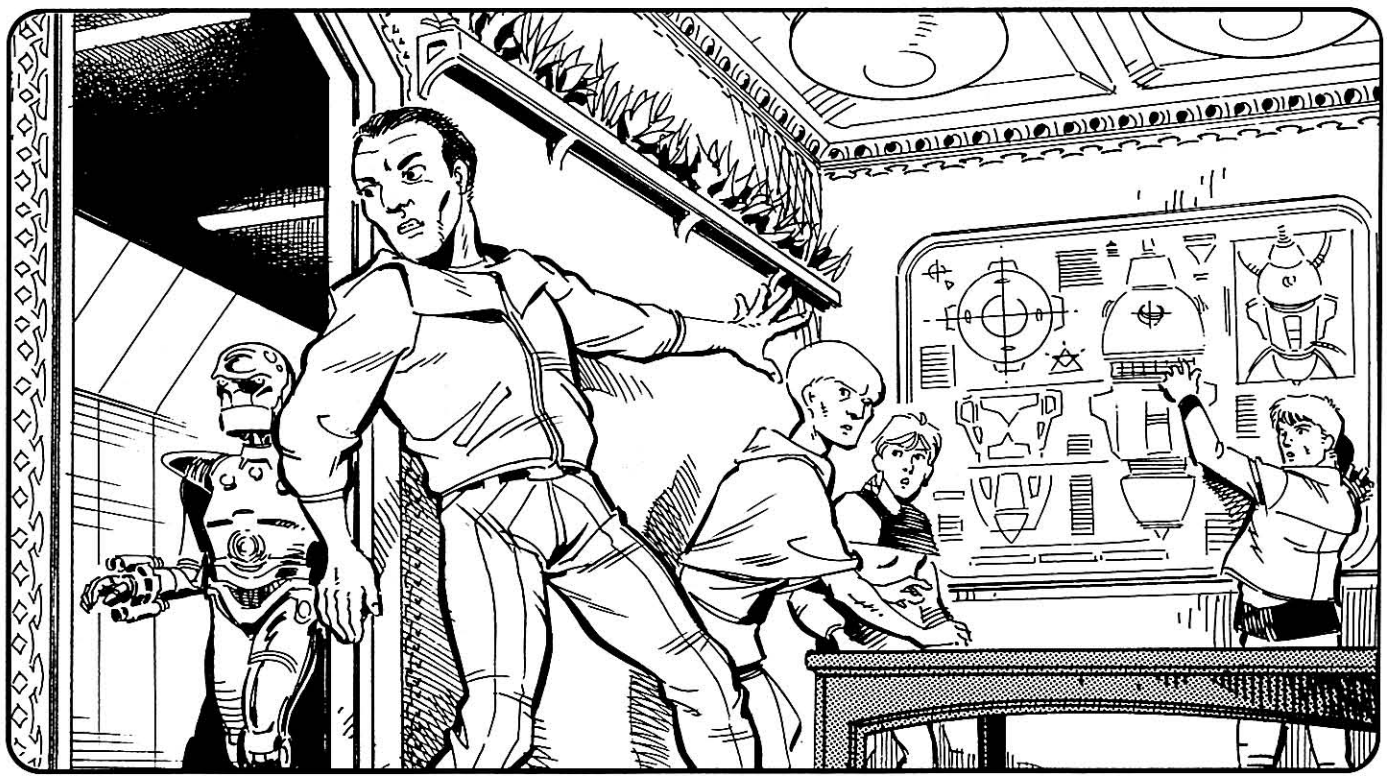
**22. Closet** Lady Santhe keeps several changes of clothes here. If the characters discover the reference to "maintenance" (see location 11), they will discover the false wall (see location 19).

**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

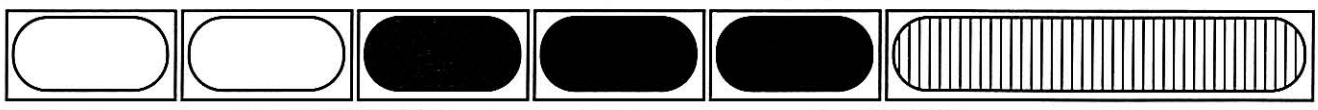
Once the characters uncover the information in the following screen, they will realize that they have an unlikely ally — Lady Santhe herself! Give the characters a photocopy of the following handout:

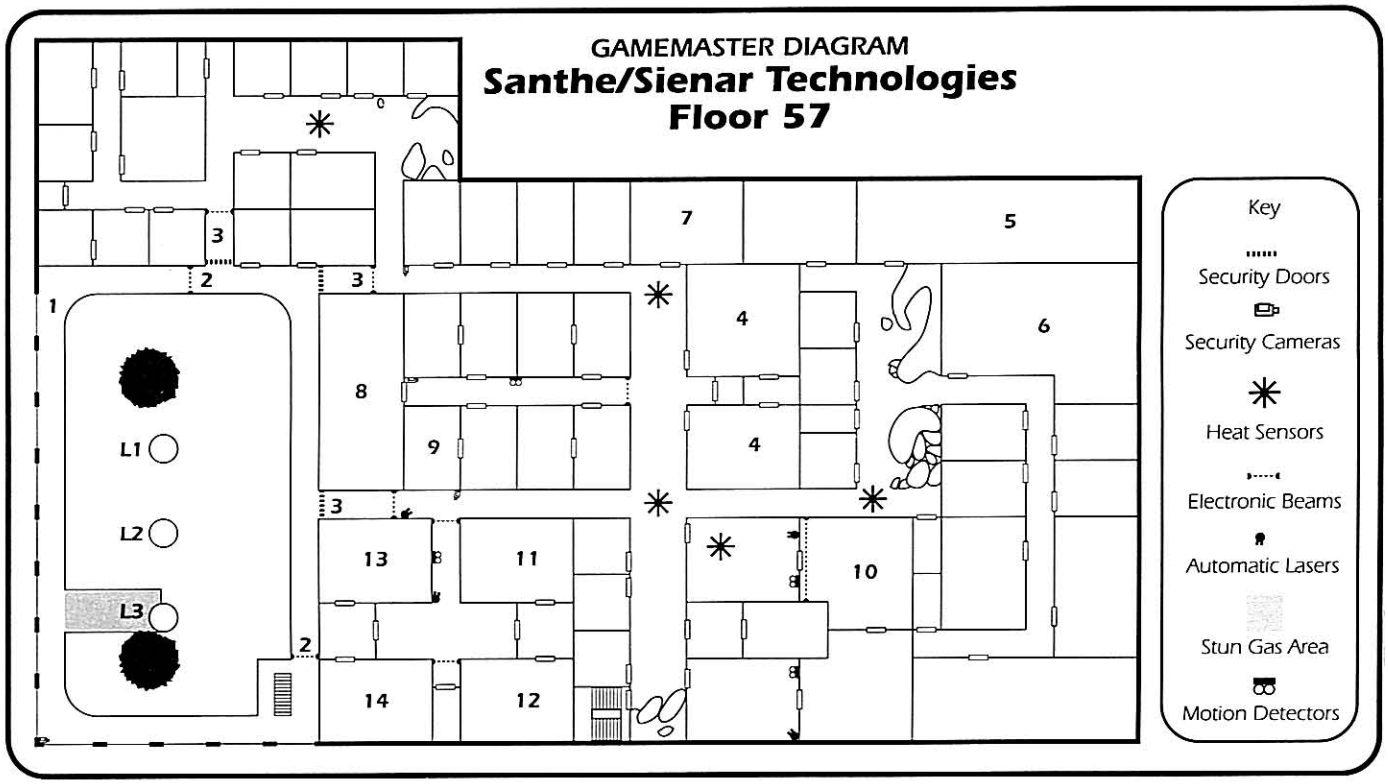
Dated: 2/68.456/3
From: V. Santhe
As per my recommendation, I would like you to direct at least one cargo shipment per month to the following independent traders (enclosure).
Payment will be upon my approval only.

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.

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.

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






**4. Conference Room** This floor has two small conference rooms which are equipped with holoprojectors 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.)

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 handpicked 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.

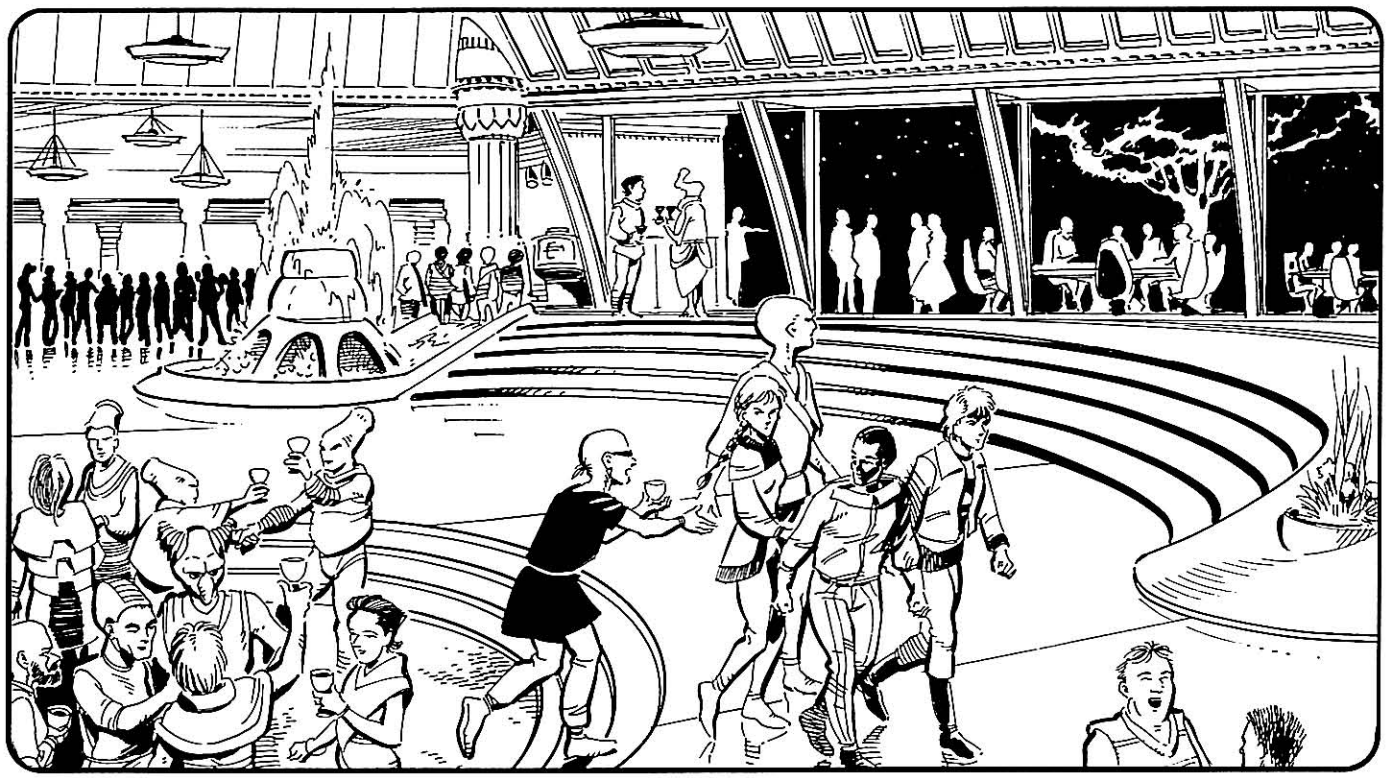
• 80 *nouveau riche* Lianns and their eligible daughters (many of them on manhunts) and their eligible sons (many of them on womanhunts).

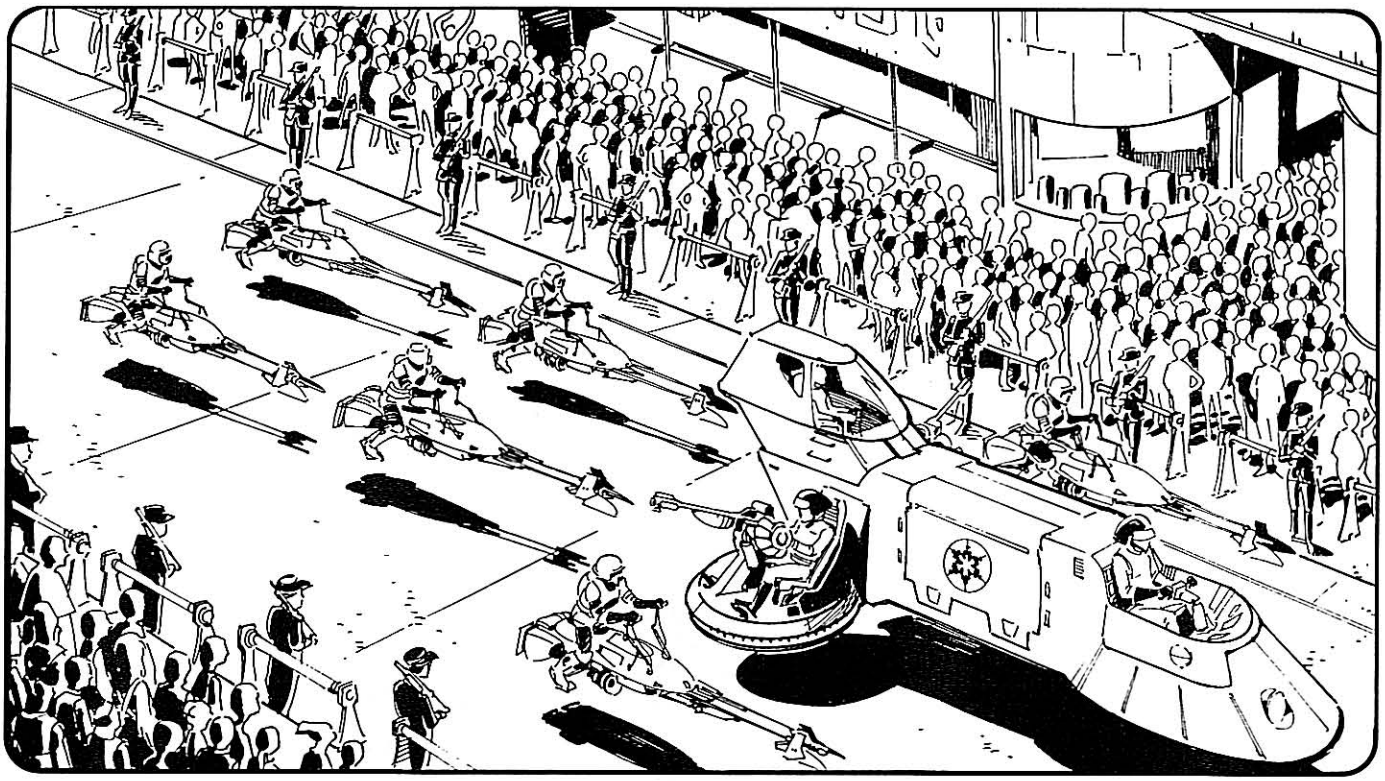
• Random soothsayers, entertainer, chefs, spacers and "companions for hire."

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 Wookie, 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

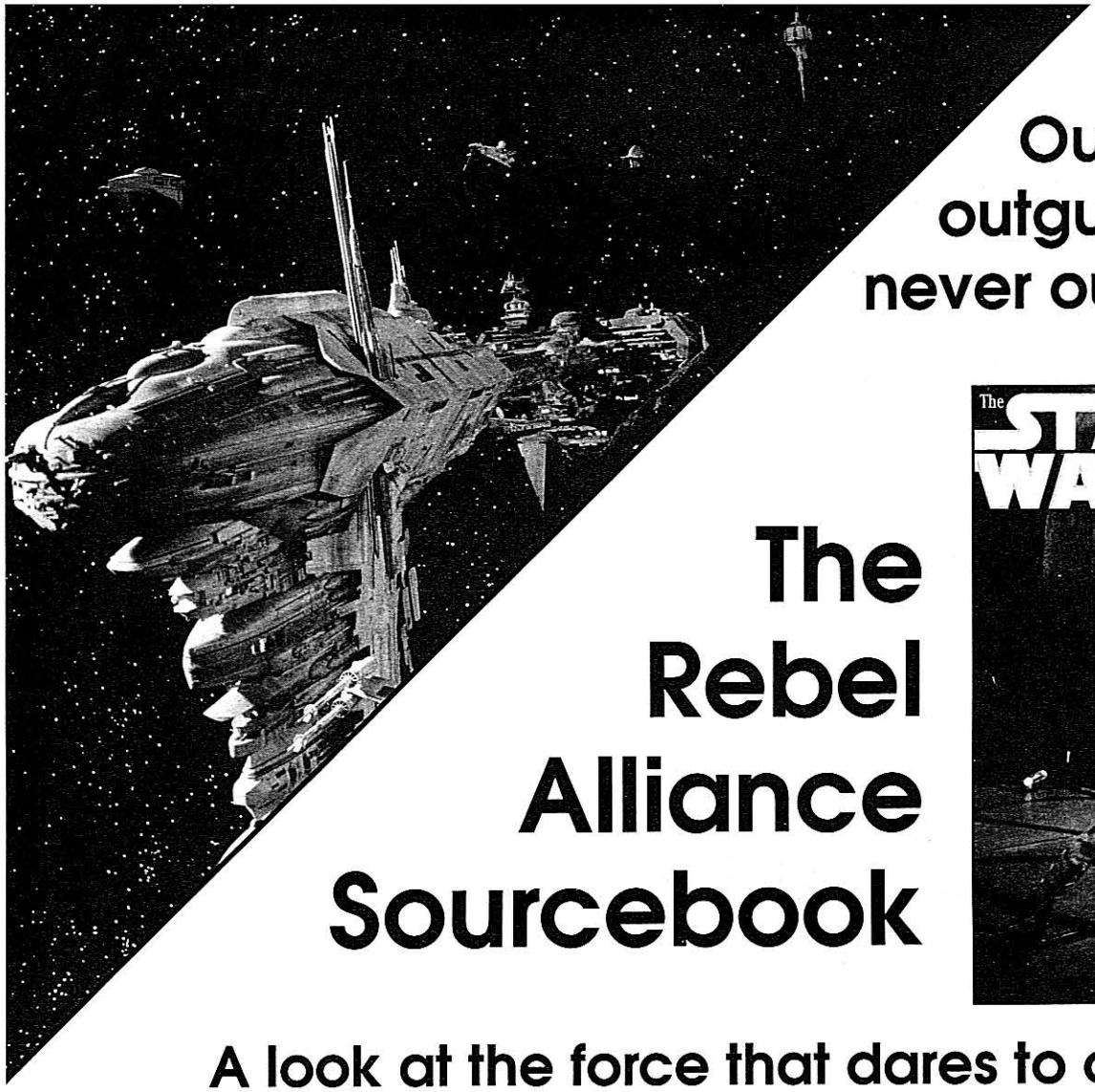
**1. Servant** Servant encounters will be with a well-meaning waiter who wants to shoo all the guests back to the dining room. He can be quite insistent.

**2. Major-Domo 3P0** The major-domo 3PO 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.

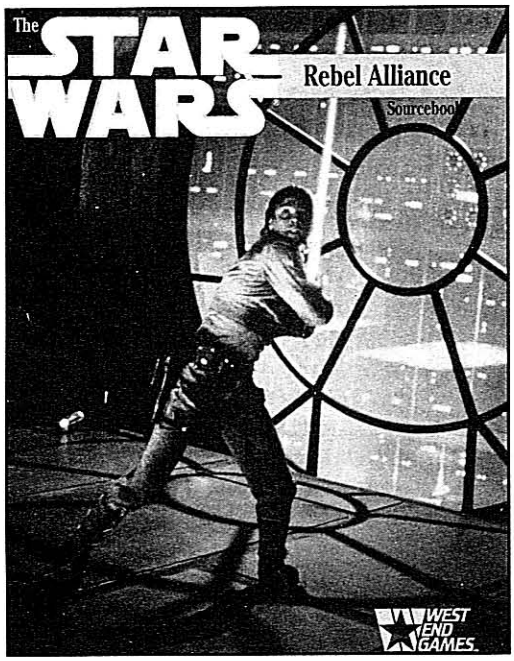
**3. Boorish Alliance Sympathizer** The sympathetic boor, Druuven Herr, is friendly to the Alliance. Unfortunately, he is stupid and dull. He will, however, help the Rebels if he can, though he'll probably botch it up.

**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



# Outnumbered, outgunned, but never outfought...

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by Joanne E. Wyrick

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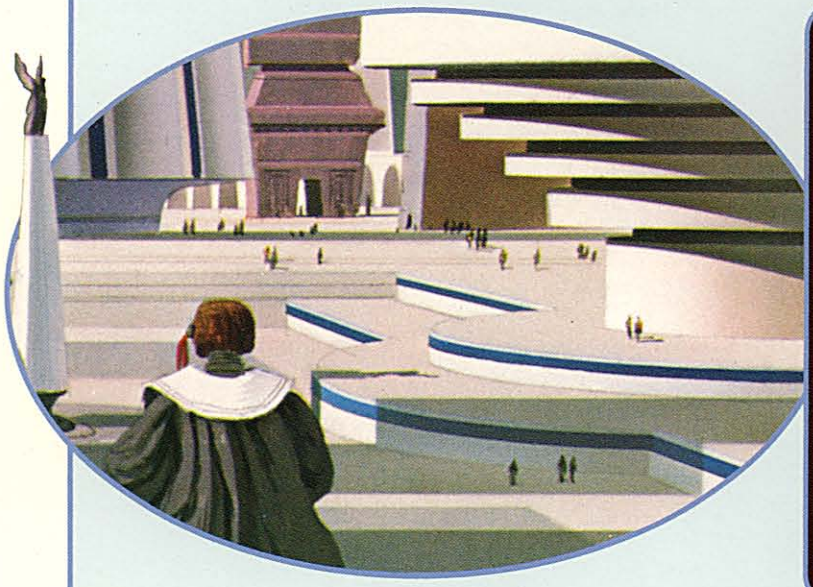
It is up to the characters to infiltrate and destroy the plans before the Empire can put the cloaking shield to work ...



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