

VERGESSO DRIFT

The PCs recover the Zann Consortium droid-piloted cargo ship in this adventure. To accomplish this, they must battle deadly vacuum dwelling creatures in zero gravity combat and survive a mutiny of angry weequay.

ADVENTURE SUMMARY

The droid ship was supposed to arrive in a lifeless sector of space with little probability of being found. With five rings of asteroid fields and one settled planetoid, the mostly uninhabited Lybeya system was perfect. The dense fields all but completely block attempts to scan with sensors. Instead, the ship has been discovered by a salvage crew, who has laid a rightful claim to the wreck. The crew has already salvaged the cargo from one hold, but unfortunately for everyone, the ship is infested with scree, a vacuum-dwelling predator. The party will have to join forces with the salvagers to rescue the salvage crew and escape before they are all killed. Following a quick jump to hyperspace, the weequay crew of the salvage company launch a full scale mutiny coordinated with a small pirate fleet. If the party survives all this, they'll earn a decent share of the loot and make new contacts with the Tenloss Syndicate in the Skine and Bajic sectors.

THE VERGESSO ASTEROIDS

The Lybeya system of the Bajic sector is home to five sets of asteroid belts known as the Vergesso Asteroids, named after the Corellian scientist Ecile Vergesso. While there are no true planets there—inhabitable or otherwise—the system does contain an Ororo Transportation shipyard used by the Rebel Alliance and other organizations. Cruisers and fighters are often repaired and refitted in these yards unbeknownst to the local Imperial overseer, Grand Moff Kintaro.

BACKGROUND KNOWLEDGE CHECKS

The PCs can attempt to use their knowledge skills to discover something about the Lybeya system and the Vergesso Asteroids.

A PC can learn the following information through a **Hard [◆◆◆] Knowledge (Outer Rim) check**:

- ☆: The Lybeya system is home to the Vergesso Asteroids, a series of five belts containing seven uninhabitable planetoids in the various orbits
- ☆☺: The Lybeya system is along the Five Veils Route, a hyperspace lane linking the Mid-rim world of Farstine to Synara.
- ☆☺☺: Ororo Transportation runs a shipyard named Vergesso Base near the largest planetoid, Vergesso Prime.

A PC can learn the following information through a **Hard [◆◆◆] Knowledge (Underworld) check**:

- ☆: The Bajic sector is the territory of the Tenloss Syndicate, a conglomerate of criminal front companies. The Tenloss Syndicate is well known throughout the galaxy as manufacturers of disruptor weapons.
- ☆☺ The Black Sun has dealt with the Tenloss Syndicate in the past purchasing disruptor weapons. Relations at this time are tense as parties weigh options following the elimination of the Zann Consortium.
- ☆☺☺: A few of the Tenloss Syndicate companies include Kendamari Casinos, Ororo Transportation, Galindas Exports (fencing), the Lucin Syndicate (distributors of illegal holo-porn), Lucross Collections (loan sharking), and the Natori Association (private security).
- ☆☺☺☺: The local Grand Moff turns a blind eye to activities in the Bajic sector due to substantial bribes.

A PC can learn the following information through a **Hard [◆◆◆] Knowledge (Education) check**:

- ☆: The Imperial official in charge of the Sarin Oversector, of which Bajic is a part, is Grand Moff Kintaro. His current efforts are focused on anti-piracy and uprooting Rebel influence in his territory.
- ☆☺: Ecile Vergesso was a female Corellian scientist who devoted her life to the exploration and study of the asteroid fields, which would later bear her name. She established a research base on Vergesso Prime.
- ☆☺☺ One of Vergesso's key discoveries is that while the asteroids remain fairly static in their orbit allowing for easy navigation, a series of magnetic fields tend to degrade sensors.

A PC can learn the following information through an **Average [◆◆] Knowledge (Xenology) check**:

- ☆: There are no sentient life forms indigenous to the Lybeya system.
- ☆☺: Asteroid fields like these can be home to vacuum dwelling creatures such as Dianoga and mynock.

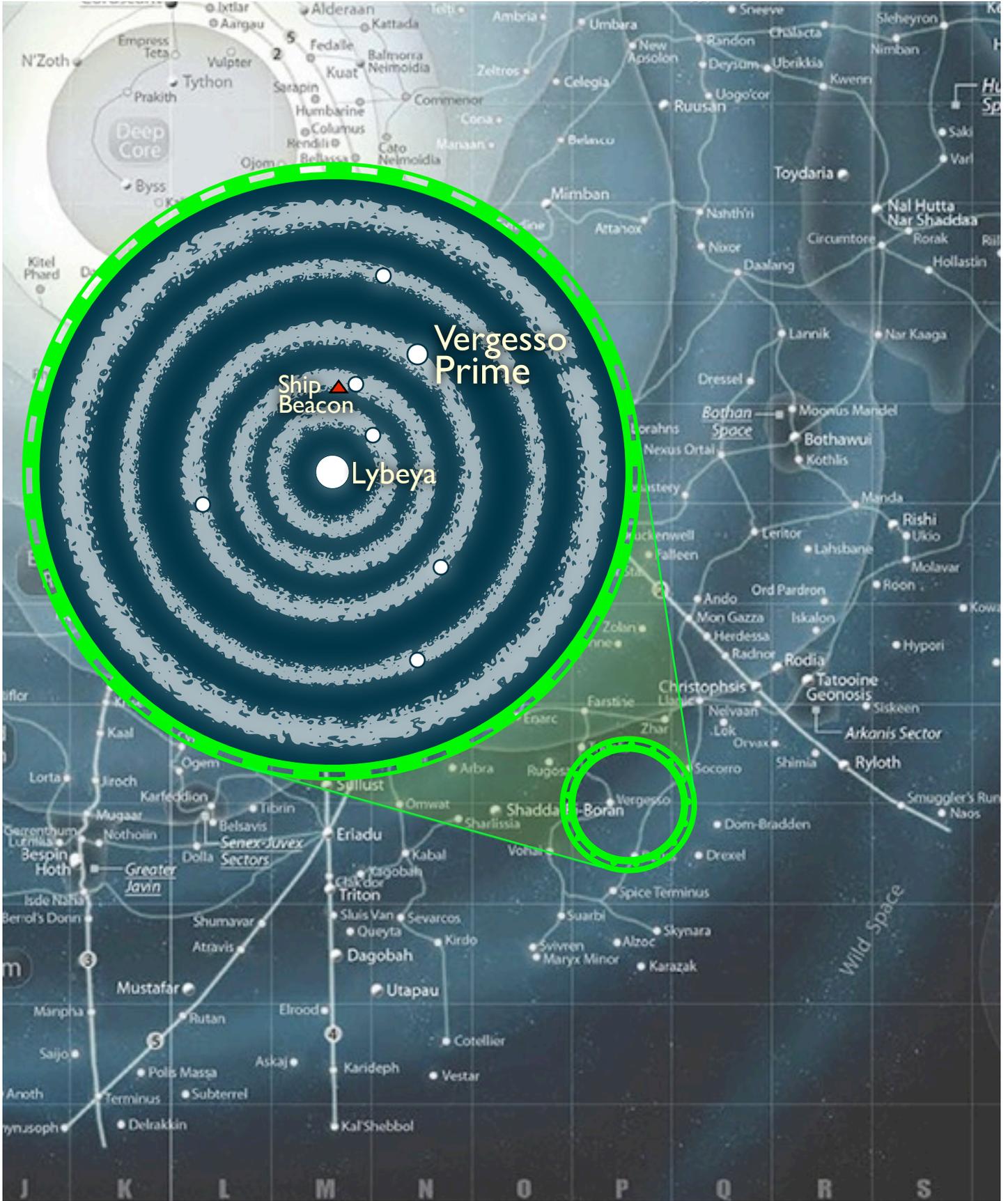
PART I: SALVAGE

TRAVEL TO LYBEYA

The hyperspace journey from Nar Shadda to Lybeya is difficult and slow at times along the Triellus Trade Route. The hyperlane is frequented by pirates and smugglers, but it is the shortest and quickest route to the Bajic Sector. The route circles the galaxy and moves slightly coreward into the Mid Rim, where the PCs must travel along the Five Veils Route from the methane covered world of Farstine to the Lybeya system. In all, the trip takes six days in a class 1 hyperdrive.

The droid Spacemaster transport is in Vergesso II, near the planetoid in the second of the system's asteroid belts.

THE LYBEYA SYSTEM



Upon exiting hyperspace, on the edge of the system, the PCs will encounter the luxury space yacht, the *Veil of Skynara*, on a routine cruise along the Five Veils Route.

THE VEIL OF SKYNARA



A **Hard (◆◆◆) Knowledge (Outer Rim) or (Core) check** may reveal the following information:

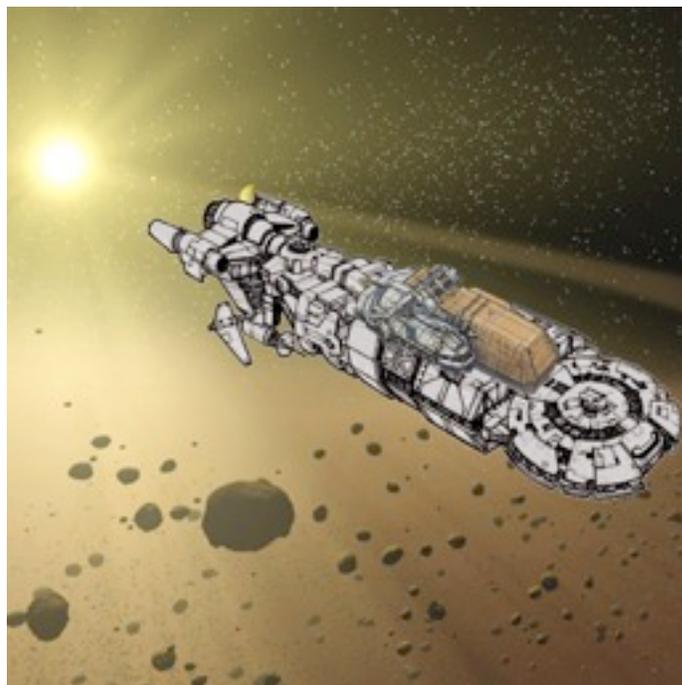
- ✨: The *Veil of Skynara* was a luxury yacht that was constructed in the Vensor Sytem it runs cruises along the Five Veil's Tour between Farstine and Skynara,
- ✨👤: The ship is a large spacecraft, 65m in length, usually reserved for the extremely rich and wealthy. The *Veil of Skynara* can carry up to thirty passengers and is frequently used to host parties. It comes standard with many luxury items, such as gourmet food processors, whirlpool tubs, dance rooms, and an extravagant dining hall. The cabins of the yacht are large and luxuriant, many times with expensive stonework refreshers, genuine carpet, expensive lace and silk beds, and large, open closets. The yacht has every accommodation that the rich and wealthy would desire. A sculpture, also called the *Veil of Skynara*, is carried aboard it and was purchased by the ship's owners at great expense. In addition to this, the ship itself is fairly fast and highly maneuverable.
- ✨👤👤👤: Due to Rebel Alliance activity in the Skine sector, it often has an Imperial escort during the last phase of it's journey.

REACHING VERGESSO II

The droid Spacemaster transport is in Vergesso II, the second of the system's asteroid belts near the planetoid in that orbit. The PCs will have to travel for twelve hours using sublight drives to reach the site of the Spacemaster.

After entering the second asteroid belt, the ship can be found with an **Average [◆◆] Computers check** modified by ■■ due to the interference from negative effects of the field on signals. Broad scans for life or other ships require a **Daunting [◆◆◆◆] Computers check**, likewise

modified with ■■. The PCs will soon discover the ship with a piggybacking *Wayfarer* attached by an assault boarding tube to its dorsal side. Upon entering sensor range, the ship's captain, Bek Solari, hails the PCs and informs him that he has claimed this wreck and all its cargo under all salvage laws that were ever written, Imperial, Old Republic, and so forth. Should the PCs balk, a flight of escort starfighters appear in an attempt to intimidate them. Bek invites the PCs to parlay aboard his ship. Meeting them in a mess area, Bek, a smuggler affiliated with Galindas Exports, discusses the salvage operation at length and attempts to part with the PCs on good terms. The conversation is interrupted when the scree attack the away team aboard the derelict ship.



The Ord-Star attached to the derelict Spacemaster somewhere in the asteroid field Vergesso II

ATTACK ON THE SALVAGE CREW

The full complement of the *Ord-Star* is two dozen—the pilot, co-pilot, engineer, cargo master, and a salvage crew of 14 weequay and 6 human technicians. When the scree attack, the salvage crew lose several members. The first killed during the attack is a human. The scree attack from the direction of the bridge and drive the crew toward engineering. Along the way two weequay are lost—the PCs may try to locate their fusion cutters or carbines with an **Average (◆◆) Perception check**. While retreating, the surviving weequay delay the scree by sacrificing the remaining human stragglers. Just as he seals off engineering with a jury-rigged energy curtain, the drall technician, Trissik, is bitten by a scree but is unable to scrape off the acid. His high-pitched screams of agony are very unsettling, forcing the PCs listening over the *Ord-Star's* intercom to make a **Hard [◆◆◆] Fear check**.

INVESTIGATING THE SPACEMASTER

After a moment of negotiations, Captain Reese offers half of the recovered material in exchange for assistance in rescuing the remainder of his crew. The PCs must don space suits and enter the vacuum of the other craft to search for them. The crew is trapped in engineering and frantically awaits assistance. When the Spacemaster was first infested by the scree, they breached the bridge in a fruitless search for organic lifeforms to consume. Finding only the droid crew, the majority of the scree returned to their hive on the nearby asteroids. Several remain behind, however, and most are still clustered in the vicinity of the bridge. A PC with a scanner determines this with a **Hard (◆◆◆) Perception check** with ■■ due to interference.

The environment aboard the Spacemaster is zero gravity, which is considered difficult terrain requiring twice as many maneuvers to move the same distance as in normal terrain. The central corridor is also cluttered with floating debris which provides some concealment, adding ■ to any Ranged (Light), Ranged (Heavy), Gunnery, and Perception checks. The difficulty for Melee and Brawl attacks is increased by one, but this penalty can be overcome by an **Average (◆◆) Coordination check**.

RESCUING THE CREW

As the PCs work their way to engineering, they will encounter some wounded scree (at half their wound threshold). The entrance to engineering is sealed with an electrified field of crackling, humming energy. Disabling the field requires an **Average (◆◆) Mechanics check** to gain access to the controls followed by a **Hard (◆◆◆) Computers check**. ☹☹☹ on either check causes the an overload in the system and the PC to suffer 8 strain and be Disoriented for 2 rounds.

Once the PCs rescue the survivors, they will have to fight their way through a wave of full strength scree to reach the *Ord-Star's* airlock. The recent activity aboard the ship is calling the scree back, and it won't be long before the scree return en masse.

ESCAPING VERGESSO II

Once back aboard the *Ord-Star*, the PCs will have to hurry. Those manning the ships will see scree crawling on the surfaces of the Spacemaster, swarming from nearby asteroids, and propelling themselves through space by expelling gases. They can engage them with starship weaponry, but they should realize that this is ultimately a futile course of action and decide to flee as soon as possible. Captain Solari shouts over the comlink to make for the Skynara System.

It takes six rounds to calculate a jump under normal conditions, but under these circumstance, it requires a **Hard (◆◆◆) Astrogation check**. The stress of the situation and the presence of obstacles in the immediate

area adds a further ■■ to the Astrogation check. Each success after the first reduces the time to calculate the jump by one round to minimum of one round, and the astrogator can take no other actions while inputting the coordinates into the navicomputer. A successful jump to hyperspace scrapes the scree from the ships' hulls, but there is little time to waste. At the end of each round, each ship suffers one point of hull trauma, and the scree breach the hull at the end of the fifth round from Captain Solari issuing the command, unless delayed somehow.

PCs can utilize the starship weaponry, overload the shields, or even employ force powers to delay the scree. For every ten successes (☆) the scree are delayed one round. Track the progress of each PC ship individually.

- Firing the starship weaponry will buy the navigator some time, however. The scree are considered Silhouette 1 for the purpose of difficulty for the Gunnery check, and targeting upgrades such as the advanced targeting array are befuddled by the overwhelming amount of signatures and rendered useless. The check is further modified by the mass confusion which impedes the selection of the best target. This acts as concealment, adding ■■ to all Gunnery checks. A PC can make a **Hard (◆◆◆) Knowledge (Xenology) The check** to analyze the scree attack patterns and direct the gunners, effectively countering the ■■ for the rest of the encounter. Track successes (☆), not damage.
- By overloading the shields, a ship can disorient and possibly kill the scree as they attempt to penetrate the hull. The ship suffers three system strain while the PC makes a **Hard (◆◆◆) Mechanics check**. Successes (☆) count toward delaying the scree. Failure generating ☹☹☹ or ☹ indicates the ship suffers the Shields Down critical hit.
- A Force user can use the Move power to hurl scree from the outside of the starship. Each scree affected in this way counts as a single ☆.

The pilot can also attempt some aggressive maneuvers to shake the scree from the hull, but this is a high risk endeavor. To accomplish this, the ship must be traveling at a minimum of speed 2. The difficulty of the Piloting check is equal to the starship's current speed or **half** of its silhouette (rounding up), whichever is higher. The lower of the two values indicates how many times the difficulty of the check is upgraded. So a Wayfarer flying in this manner at speed 2 would make a **Hard (◆◆◆) Piloting (Space) check**. The asteroid field and debris further complicates the situation by adding ■■ to the check. Success removes enough scree to buy a number additional rounds *equal to speed minus one*, but flying too fast is risky. Failure resulting in ☹ indicates the ship has crashed into some debris and suffers a critical hit.

Should the PCs be at a loss for ideas of what to do, narrate the actions of the *Ord-Star* to give them some hints. Thanks to his co-pilot's superior astrogation skills,

Captain Solari and the *Ord-Star* successfully makes the jump to hyperspace at the end of the fourth round while the escorts remain until after all ships jump. Travel to Skynara requires twelve hours with a class 1 hyperdrive.

PART II: RECOVERY

MUTINY ON THE *ORD-STAR*

Upon arrival in the Skynara system, Solari hails the PCs and requests that they dock to exchange cargo. The *Ord-Star* is lightly damaged as well with 3 points of hull trauma, but the ship has lost all of its shield generators trying to repulse the scree. The three escort fighters are not immediately present and their fate remains unknown at this time. Captain Solari will send a transmission to no avail. A sensor operator actively scanning the *Ord-Star* for transmissions can detect an encrypted beacon with a **Hard (◆◆◆) Computers check**, which could give an indication that something is amiss. Once the ships link up to trade and make repairs, the weequay launch their mutiny, employing their blaster carbines in a vicious attack. The PCs must juggle the personal and starship combats in order to survive:

- **Round 1:** Barak Joray supported by a group of minions focuses his efforts on killing Bek Solari and Den Mumb while any remaining weequay attack the PCs by making good use of the spread barrels on their carbines to target the largest concentration. Bek and Den Mumb are so taken aback by the assault that they can only dive for cover.
- **Round 2:** An alarm signals ships approaching from hyperspace. Any PCs still manning ships observe three “V-41 Assaulter” uglies jump in from hyperspace to aid in the mutiny and keep any escort fighters busy. If all the PCs are aboard the *Ord-Star*, they may assume these ships are the friendly escorts, but a rumble of blaster fire coming their ships says otherwise.
- **Round 3:** The modified Action VI pirate ship, the *Am-Shak Hammer*, enters combat, calling for the *Ord-Star*’s surrender. The ship’s captain is also weequay, Barak’s older brother, Krellek (uses same stats).
- **Round 4:** Two of three Corellian escort pilots arrive from Lybeya, the third having perished fighting off the scree. The two brothers quickly sort out what is happening and engage pirates closest to the *Ord-Star*.
- **Round 5:** The flight of three Z’ceptors arrive and engage the escort pilots in a starfighter dogfight.

To run the combat, track initiative for the each group separately (ie. PCs aboard the *Ord-Star* separate from PCs aboard their own ship). Alternate rounds of personal and starship combat to keep things moving and all players involved. For the sake of the story, Captain Solari should survive the encounter, while the fate of Den Mumb depends on how quickly the PCs can put down the mutiny.

IMPERIAL ENTANGLEMENTS

In the final moments, the *Veil of Skynara* jumps out of hyperspace, escorted by the *Firestorm*, a *Lancer*-class frigate armed with no less than 20 AG-2G quad laser cannons. The remaining pirate starfighters are quickly destroyed in a fusillade of close-range fire as the *Am-Shak Hammer* escapes to hyperspace. The imperial officer asks the PCs if they require assistance, and they can convince him that they are alright with an **Opposed Charm or Deception check versus Discipline (◆◆◆)**. Failure with a ☹ or ☹☹☹ will prompt the Imperial Naval officer to order the PC ships to prepare to be boarded for search. Given that there are over 800 officers and enlisted crew aboard the *Firestorm*, the **PCs should flee**. Outrunning the *Firestorm*’s short-range weaponry should not be a problem for the much faster PC starships.

LANCER-CLASS FRIGATE

An **Average (◆◆) Knowledge (Warfare) or Hard (◆◆◆) Knowledge (Education) check** may reveal the following information about the Imperial forces in this sector:

- ✨: The *Lancer*-class was a frigate design armed with with 20 AG-2G quad laser cannons, with at least some of these guns capable of being retracted into the main hull of the vessel. This armament is seriously underpowered against other capital ships, but ideally suited for destroying starfighters foolish enough to remain close to a *Lancer*-class frigate.
- ✨☹: The Lancer was propelled by four drive engines and had a hangar bay area on its ventral side, where it could dock two shuttles. In addition, the Lancer has a docking port located on the top of its bow. The ship is fairly slow in comparison to starfighters and patrol boats but is used to screen more important ships in the fleet from their attacks.
- ✨☹☹: With a high build cost and requiring a relatively large crew of over 800, the Imperial Starfleet found the *Lancer*-class too expensive for full fleet deployment. A few frigates made it into various fleets, but most admirals preferred to use, and subsequently lose, their TIE starfighters as anti-starfighter options. As a result, most *Lancer*-class frigates, like smaller ships before them, were assigned to planetary defense and rear guard operations along with interdiction and anti-piracy patrols in the Outer Rim Territories.

HONORING THE AGREEMENT

After all hostilities, Bek Solari honors his end of the deal by transferring an amount of the cargo roughly equal to half of its value. He also requests that some of the PCs accompany him as crew until he can land on Skynara. On Skynara, Solari is able to arrange a meet with the black marketeers of Galindas Exports in the final part of the adventure.

PART III: CASHING IN

ARRIVAL ON SKYNARA

Approaching Skynara, the PCs discover a golden-brown planet with ranges of rocky, gray mountains. Evidence of moisture is present in a few small disconnected seas that dot the planet's surface and the tiny polar ice caps. Penetrating the atmosphere, the ship violently bucks and sways as the pilot becomes accustomed to the severe winds that rip through the upper layers of the atmosphere. The surface of the planet is dominated by loose soil and tall, thin grasses. The planet appears mostly uninhabited save for a few tiny settlements with high walls to protect from the winds. The largest of these settlements, End Point Station, sends landing instructions to the PCs ship.

The spaceport at End Point Station is very modern and much better than can be expected in the Outer Rim. Several luxury space yachts are docked in private hangars. Captain Solari arranges for the *Ord-Star* and the PCs ship to dock at an Ororo Transportation hangar at no charge. The mechanics are ready to begin repairs on the PCs ship at the cost of 500 credits per point of hull trauma. If the PCs wish to perform repairs themselves, they can rent the tools and hangar with the same base cost of 500 credits per point of hull trauma. However, with a successful Mechanics check, each 🎲 reduces the final cost of repairs by 10% (up to 50%). Failure on the check, means that the crew is unable to repair the ship, the attempt has caused an additional point of hull trauma, and the ship must now be repaired by the professional mechanics at the full cost of 500 credits per point (including the additional point from the failed attempt).

A luxury hotel, Skynara Towers, is adjoining the spaceport, which no doubt is intended to cater to the rich clientele that for whatever reason vacation along the Five Veils. Beyond Skynara Towers, the luxuries of the Core stops, and the seedy nature of the Outer Rim begins. The rest of Skynara and End Point Station is a wild place that satisfies pretty much every vice—whiskey, spice, and sex. Most often these vices are the real reasons why rich Core-Worlders venture to Skynara.

BACKGROUND KNOWLEDGE CHECKS

The PCs can attempt to use their knowledge skills to discover something about Skynara.

A PC can learn the following information through an **Average [◆◆] Knowledge (Outer Rim) check:**

- ✨: Skynara is the endpoint of the Five Veils Route, which is plied by luxury cruises to include the *Veil of Skynara*. The planet has no indigenous sentient life and experience perpetual high winds. Racing along the surface on modified sail barges is a favorite pastime for the truly adventurous tourist.

- ✨🎲: The areas of End Point Station beyond the confines of the spaceport are fairly wild and lawless. However, weapons heavier than pistols or one-handed melee weapons are likely to draw unwanted attention from local security personnel
- ✨🎲🎲: The massive spike of a building known as Skynara Towers tapers upward from its buttressed base into the vesica piscis-shaped (pointed oval) upper floors that form a knife cutting edge into the prevailing winds. The lobby contains a popular casino with a strict no weapons policy. A number of shops and restaurants are located on the 2nd floor for pleasure of the guests not brave enough to explore the rest of the planet. Starting with the 6th floor, each level is its own luxury suite, and the views from the 30th are rumored to be spectacular.

A PC can learn the following information through an **Average [◆◆] Knowledge (Underworld) check:**

- ✨: Skynara is under the control of the Tenloss Syndicate, which forms the ruling council for the planet. Representatives from most of its front companies can be found here. While the planet is just as lawless as any other in the Outer Rim, there is one rule that is well understood—do not mess with the tourists.
- ✨🎲: The Natori Association runs the security at major facilities, as with most planets under the control of the Tenloss Syndicate. A company-sized element is located at End Point Station.
- ✨🎲🎲: Teams of Natori soldiers are frequently hired out by wealthy tourists for private security.
- ✨🎲🎲🎲: Skynara Towers is owned and operated as a subsidiary of Kendamari Casinos, a Tenloss Syndicate front company.

A PC can learn the following information through an **Average [◆◆] Knowledge (Education) check:**

- ✨: Skynara is chartered as a “trading and exploration” under the administration of a corporate council. The voting members of the council include a number of prominent companies in system, to include “local” firm such as Skynara Towers and Five Veils Charters as well as regional powers such as Galindas Exports, Ororo Transportation, and the Natori Association.
- ✨🎲🎲: The Galactic Empire has turned a blind eye to much of the criminal activity in this sector for two main reasons—suspected corruption of senior officials and a preoccupation with rooting out the Rebellion.

A PC can learn the following information through an **Average [◆◆] Knowledge (Core Worlds) check:**

- ✨: Skynara and the Five Veils route are a routine destination for wealthy tourists from the Core Worlds. The stellar bodies along the route offer breath taking views.
- ✨🎲🎲: The real reason that tourists come from the Core Worlds is a bustling free zone of sex trade and illegal substances. Rumor has it that a rich being with enough credits can even pay to kill another.

THE NATORI ASSOCIATION

A 180-man company of well-trained mercenaries of the Natori Association is in charge of the security at the spaceport and Skynara Towers. The company contains an 8-man headquarters element (commander, executive officer, senior medic, admin clerk, 2 supply clerks and 2 armorers) and is organized into four 43-man platoons, each with a platoon leader, assistant platoon leader, medic, and four 10-man squads. The platoons rotate through 3 shifts on a weekly basis. Each shift divides its four squads between the duties of “customs inspection”, spaceport terminal security, hotel and casino security (light armament), and an on-duty emergency reserve. A squad remains ready for a one-hour recall for the duration of the shift that relieved it. As part of the monthly rotation, each squad enjoys a week of light duty each month—range training; rest and relaxation; and freelance personal security for rich tourists. Employed in squads of up to ten with blaster rifles, shock prods, and stun grenades, Natori troops pacify any disturbance as quickly as possible.

MEETING GALINDAS EXPORTS

The crew of the *Ord-Star* was able to recover a decent haul of goods, both licit and illicit, to include mundane communications equipment, blasters, medical supplies, and a small amount of glitterstim. The PCs’ share of the cargo could easily fetch 25,000 credits with the black marketeers of Galindas Exports. Solari readily arranges a meet with his contact, an obese orange-skinned Twi’lek Black Marketeer, named Varyx Vao. The meeting takes place in his private suite on the 20th floor of Skynara Towers.

To get to the meeting the PCs will have to go through hotel security, which means surrendering their weapons—a possible non-negotiable point of contention. Captain Solari readily surrenders his blaster and cutlass in a sign of good faith. If the PCs attempt to conceal weapons, they will be physically searched by a team of Natori security detail. A PC with a concealed weapon must make an **Opposed Stealth vs. Perception (🔴🔵) check** (upgraded due to the thoroughness of the search). Add 🟩 to the check for every point of encumbrance over 1 of the hidden item. The security detail automatically discovers items of encumbrance 4 or greater.

Varyx Vao is a gracious host and offers the PCs a variety of delicacies from throughout the Outer Rim. An attractive and scantily clad female human brings a tray of glasses and a unique crystal bottle containing a particularly strong vintage of Socorran raava. He insists that all the PCs toast with him, filling the glasses anew each time. He makes a toast to the fallen members of Captain Solari’s crew, followed by spitting on the ground to curse Borak Joray. He makes a second toast to the PCs and their bravery. He makes a third and final toast to good fortune.

The Socorran raava is very strong, and a PC must succeed on a **Varying (🔵 per toast) Resilience check** or be Disoriented for the remainder of the encounter (add 🟩 to all checks). A crafty PC could attempt to fool Varyx Vao into thinking he is drinking (such as dumping the drink into a nearby potted plant) with an **Opposed Deception vs. Perception (🔵🔵) check**. Failure on this check obviously insults Varyx Vao and will affect the subsequent negotiations (see below).

The PCs will be able to negotiate more for their goods with an **Opposed Negotiation (🔴🔴🔵) check** modified by 🟩/🟩 depending on the following supporting checks or circumstances:

- Should both he and Den Mumb survive the Weequay mutiny, Captain Solari makes an impassioned plea on the PCs’ behalf. Award 🟩 to the check.
- Should any of the non-droid PCs refuse to toast with Varyx Vao, add 🟩 to the check. If any are caught wasting the Socorran raava, add 🟩🟩 to the check.
- If the PCs mention their exploits on Socorro, Varyx Vao suddenly remembers them from the rancor fight. Since he made a fortune taking the long shot, he is quite amicable toward the PCs. Award 🟩 to the check.
- If the PCs are able to convince the Imperials that they are ok following the mutiny with a successful Charm or Deception check, the black marketeers are more at ease with the deal and the lack of Imperial pressure. Award 🟩 to the check. Should the Imperials request to board and search the PCs’ starship, they will be under Imperial suspicion in the sector. Add 🟩 to the check.
- A PC that previously succeeded on a Knowledge (Underworld) check and is aware of the tense relations between the Tenloss Syndicate and the Black Sun, could attempt use their Black Sun ties as leverage. Depending of the approach this could add 🟩 or 🟩.
- Attempting to intimidate Varyx Vao provokes an adverse reaction and complicates the situation since he feels he is in a position of power on Skynara. Add 🟩 to the check.
- Varyx Vao is incredibly vain and overcompensated for his stunted, misshapen lekku with power and wealth. Flattering him with a successful **Opposed Charm vs. Discipline (🔵🔵) check** grants 🟩 to the subsequent Negotiation check (🟩🟩 for ✨✨✨ and each 🌀 results in an automatic ✨ on the Negotiation check). Insulting Varyx Vao or calling attention to the appearance of his lekku adds 🟩🟩 to the Negotiation check.
- Other actions may grant 🟩 at the GM’s discretion.

Once everyone has said their piece, the PCs will make their check. Additional ✨ or 🌀 raise the value of the goods by 1,000 per ✨ and 500 per 🌀 (and 5,000 per 🌀). The PCs will be able to sell their share even with failure, but 🌀🌀🌀 will result in Favor Obligation 5 (10 for 🌀) with the Tenloss Syndicate. With the negotiations complete, Varyx Vao will arrange for a third party to retrieve the cargo from the PCs ship at a later time.

ADVERSARIES

CAPTAIN BEK SOLARI [NEMESIS]

A dashing pilot from the Corellian Navy, well into his late 50s, Captain Solari is the owner and operator of the nominally successful Ord-Star Salvage Company, a front of Galindas Exports. He longs for the days of high space adventure with a good crew at his command.



Skills: Astrogation 3, Charm 2, Cool 3, Gunnery 3, Knowledge (Underworld) 3, Melee 3, Ranged (Light) 3, Piloting (Planetary) 3, Piloting (Space) 4, Skulduggery 2, Streetwise 4, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Master Pilot (once per round, suffer two strain to perform one Pilot action as a maneuver), Skilled Jockey 2 (remove ■■ from all Pilot checks).

Abilities: None.

Equipment: Caelli-Merced heavy blaster pistol (Ranged [Light]; Damage 8; Critical 3; Range [Medium]; Superior, Stun setting), Corellian cutlass (Melee; Damage 4; Critical 3; Engaged; Defensive 1, Vicious 1), armored clothing (+1 defense, +1 soak), modified Wayfarer-class medium freighter.

THE ORD-STAR-MODIFIED WAYFARER



Hull Type/Class: Freighter/Wayfarer.

Manufacturer: Kuat Systems Engineering.

Hyperdrive: Primary: Class 2, Backup: Class 14.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot, one engineer, one cargo master, six crew.

Encumbrance Capacity: 850 (75 concealed).

Passenger Capacity: 6.

Consumables: Three months.

Cost/Rarity: 139,200 credits/5.

Weapons: Dorsal Quad Laser Cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]; Accurate, Linked 3),

Forward-mounted Heavy Tractor Beam (Fire Arc Forward; Damage —; Critical —; Range [Short]; Tractor 6),

Additional Systems: Assault Boarding Tube.

DEN "DENNY" MUMB-SULLUSTAN CO-PILOT [RIVAL]

Denny is a loyal friend and crew member and has been working with Bek Solari as his co-pilot for years. The Sullustan is also a diehard rebel sympathizer.



Skills: Astrogation 4, Cool 1, Gunnery 2, Ranged (Light) 1, Perception 5, Piloting (Space) 3, Survival 1.

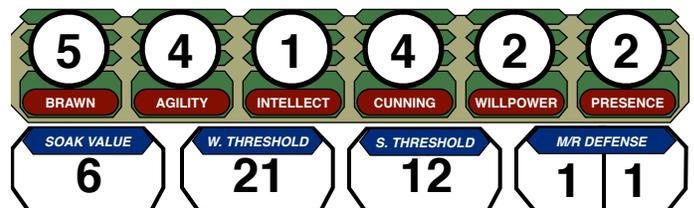
Talents: Skilled Jockey 1 (remove ■ from all Pilot checks).

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), armored clothing (+1 defense, +1 soak).

BARAK JORAY-WEEQUAY CARGO MASTER [NEMESIS]

A ruthless, cutthroat pirate, Barak is planning a mutiny. He directs the other Weequay through the use of their natural pheromones, leaving Bek Solari totally unaware.



Skills: Coercion 3, Cool 3, Coordination 2, Deception 3, Gunnery 2, Leadership 2, Ranged (Heavy) 3, Melee 4, Resilience 3, Skulduggery 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Feral Strength 2 (+2 damage on all Brawl and Melee attacks), Knockdown (may spend ⊕ to knock target prone with successful melee attack).

Abilities: Pirate Leader (may spend a maneuver giving orders to other pirate allies in medium range, granting them ■ on their next check), Pheromones (Weequay can communicate with other Weequays using pheromones. This is completely non-verbal, and undetectable to any other species nearby. Weequay can only communicate like this if they are within short range of each other).

Equipment: Modified blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Short]; Blast 4 (Spread barrel), Forearm grip (decrease difficulty of making Ranged [Heavy] checks while engaged to an additional ♦), Stun setting), vibrosword (Melee; Damage 6; Critical 2; Engaged; Pierce 2, Vicious 1, Defensive 1), armored clothing (+1 Defense, +1 Soak), space suit.

CORELLIAN ESCORT PILOTS [MINION]

The brothers Seth, Mylkes, and Orin Kyrilles are a trio of Corellian starfighter pilots with rocket fuel for blood. They provide the escort for the *Ord-Star* and overwatch during salvage operations from their HLAF-500 starfighters.

2	3	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	M/R DEFENSE			
2	5	1	1		

Skills (group only): Gunnery, Piloting (Space).

Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), combat flight suit (+1 defense), HLAF-500 Starfighter.

HLAF-500 STARFIGHTER

3	4	+1	DEF/FORE/PORT/STAR/AFT			ARMOR	
SILHOUETTE	SPEED	HANDLING	1	-	-	1	2
			HT. THRESHOLD			SS. THRESHOLD	
			8			8	

Hull Type/Class: Starfighter/HLAF-500.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 2, Backup: None.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot.

Encumbrance Capacity: 6.

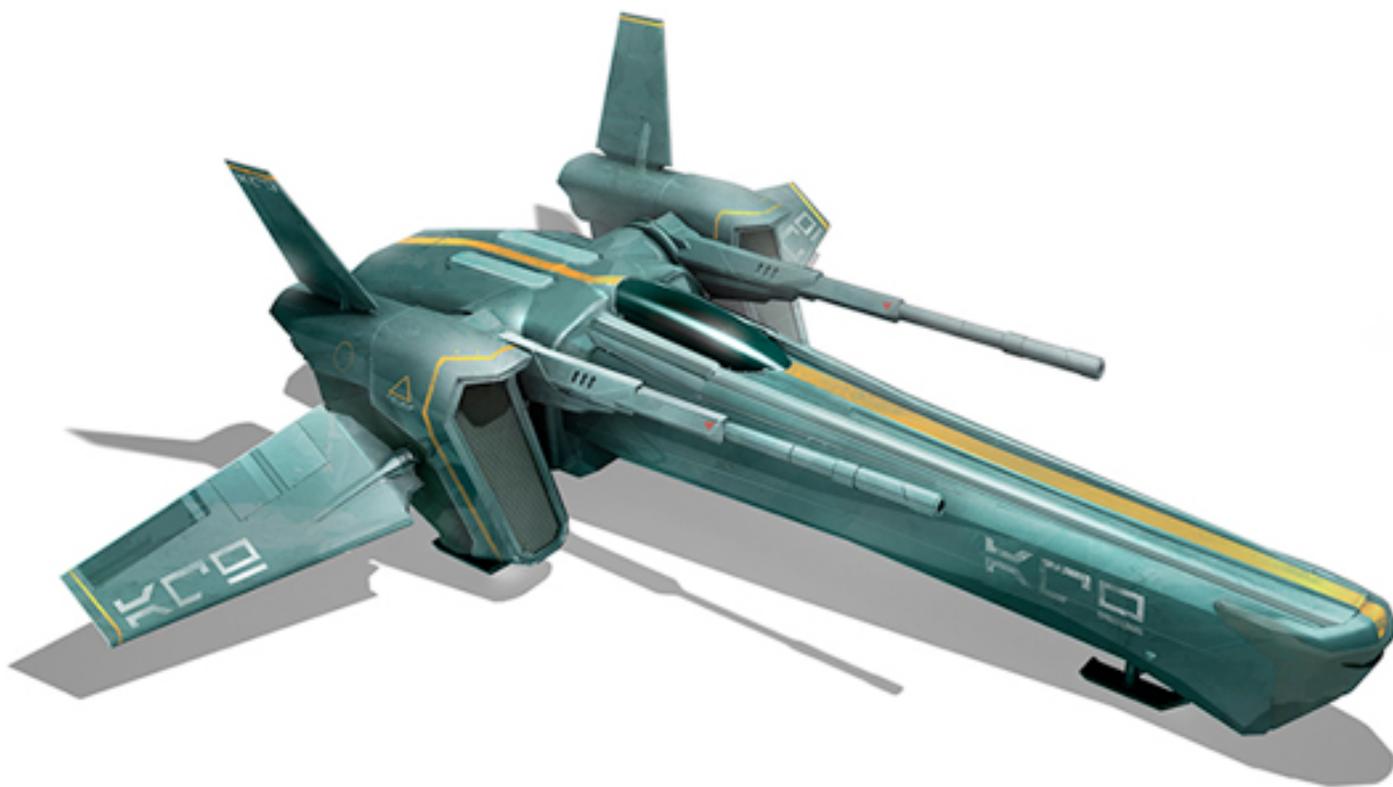
Passenger Capacity: None.

Consumables: Two days.

Cost/Rarity: 70,000 credits/5.

Weapons: Forward mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Breach 6, Blast 6, Limited Ammo 4, Linked 1, Slow-Firing 1).



HLAF-500 Starfighter

WEEQUAY CREW (PIRATES) [MINION]

The Weequay crew members were specifically recruited by Barak Joray when the Ord-Star Salvage Company needed some extra muscle. They dislike working for Bek Solari, who they consider pompous and self-entitled, and have been longing for the chance to mutiny. After their encounter with the scree, they are ready to get revenge for the danger that they feel Captain Solari put them in. The twelve surviving crew fight in groups of up to four.



Skills (group only): Cool, Ranged (Heavy).

Talents: None.

Abilities: Pheromones (Weequay can communicate with other Weequays using pheromones. This is completely non-verbal, and undetectable to any other species nearby. Weequay can only communicate like this if they are within short range of each other).

Equipment: Modified blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Short]; Blast 4 (Spread barrel), Forearm grip (decrease difficulty of making Ranged [Heavy] checks while engaged to an additional ♦), Stun setting), fusion cutter (Melee; Damage 5; Critical 3, Engaged; Breach 1, Burn 3, Sunder, Vicious 3; see *improvised weapon rules p. 212*), padded armor (+2 soak), commlink, tool kit, space suit.

SCREE [RIVAL]

Horrific vacuum-dwelling insects, approximately 2 meters in length, with acid-secreting pincers that eat through the hulls of ships to hunt down the organic material inside.



Skills: Brawl 2, Perception 2, Survival 2, Vigilance 3.

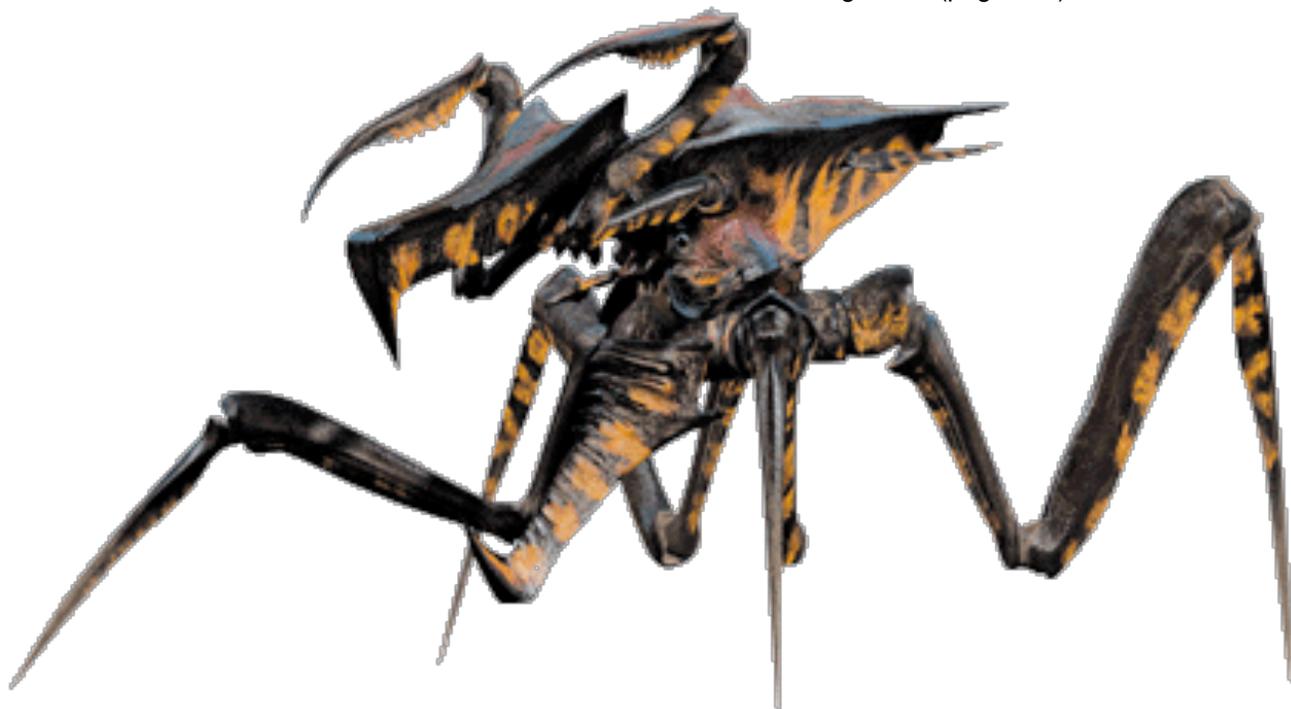
Talents: None.

Abilities: Vacuum Dweller [can survive in vacuum without penalty, and can move in a vacuum environment), Armored Carapace (+1 defense, +1 soak), Acid Secretions (on a successful hit the target must make a successful **Hard** [♦♦♦] **Coordination check** or be exposed to Acid [Rating 6]); targets can scrape off the acid by making an **Average** [♦♦] **Coordination check**; the acid can breach the hull of a spaceship in 5 rounds), Flyer (scree can fly, see page 202).

Equipment: Razor-sharp pincers (Brawl; Damage 7; Critical 3; Engaged; Pierce 2, Sunder).

SPACESUIT COMPROMISE

When fighting the scree, there is a distinct possibility that a PC's suit will become compromised from the acid secreted by the scree's pincers. Repairing the suit requires a **Easy** [♦] **Mechanics check**. Failure to take appropriate action exposes the PC to a vacuum on the following round (page 214).



The Scree

PIRATE PILOT [MINION]

The pirates aboard starfighters fight in groups of three ships each. They prefer to open combat by firing a single volley of concussion missiles before entering into a dogfight. Most often their opponents surrender at that point. While they would rather capture a ship, they will not stop at anything if their survival depends on it.



Skills (group only): Cool, Gunnery, Piloting (Space), Ranged (Light).

Talents: None.

Abilities: None.

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), armored flight suit (+2 soak), various ships.

V-41 ASSAULTER

These pirates, like most in the Outer Rim, employ “uglies”—starfighters jury rigged from the scavenged parts of different ships. The “V-41 Assaulter” is a missile boat that uses the body, quad engines, and concussion missile launchers of an R-41 but replaces the wings with those of a V-Wing fighter, complete with folding wing radiators and light laser cannons. Additionally, the pirates managed to outfit it with the navicomputer of a Preybird Interceptor.



Hull Type/Class: Starfighter/Ugly.

Manufacturer: Scavenged.

Hyperdrive: Primary: Class 3, Backup: None.

Navicomputer: Yes (5 jumps).

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 8.

Passenger Capacity: None.

Consumables: Two days.

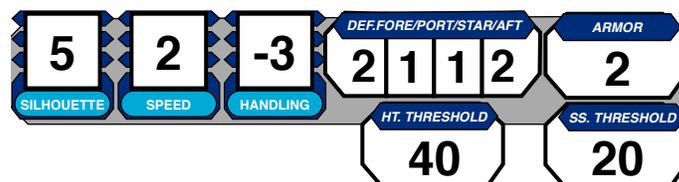
Cost/Rarity: Unknown.

Weapons: Four forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 3).

Two forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Breach 4, Blast 4, Guided 3, Limited Ammo 6, Linked 1, Slow-Firing 1).

AM-SHAK HAMMER—MODIFIED ACTION VI

Named after the thunder god of the weequay religion, this rust-colored, modified Action VI bulk freighter is armed to the teeth with four quad laser cannons. The crew is as well trained as the fighter pilots and use the same stats.



Hull Type/Class: Transport/Action VI.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 3, Backup: Class 20.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: Twenty crew.

Encumbrance Capacity: 10,000.

Passenger Capacity: 5.

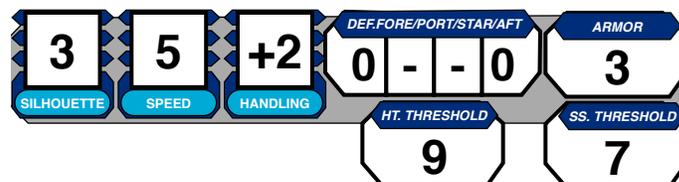
Consumables: Three months.

Cost/Rarity: 232,000 credits/6.

Weapons: Two starboard and two port turret-mounted quad laser cannons (Fire Arc Port or Starboard; Damage 5; Critical 3; Range [Close]; Accurate, Linked 3).

Z-'CEPTOR

The pirates have rounded out their small fleet with an ugly designed as a surprisingly fast and nimble interceptor. The strange ship is a combination of a Z-95 headhunter and Imperial TIE-Interceptor. An astromech's brain and dome is grafted to the nose of the fighter as a makeshift navicomputer. The main armament is a pair of TIE/IN wingtip lasers linked to a two shortened X-Wing cannons. An auto-blaster turret keeps enemy fighters of its back.



Hull Type/Class: Starfighter/Ugly.

Manufacturer: Scavenged.

Hyperdrive: Primary: Class 3, Backup: None.

Navicomputer: None—Astromech permanently installed.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 8.

Passenger Capacity: None.

Consumables: One day.

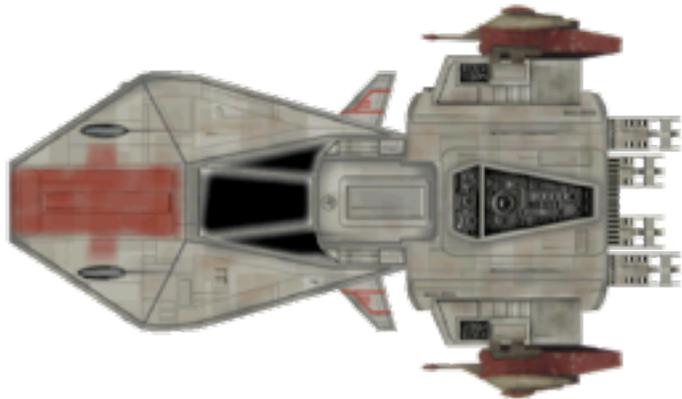
Cost/Rarity: Unknown.

Weapons: Four forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

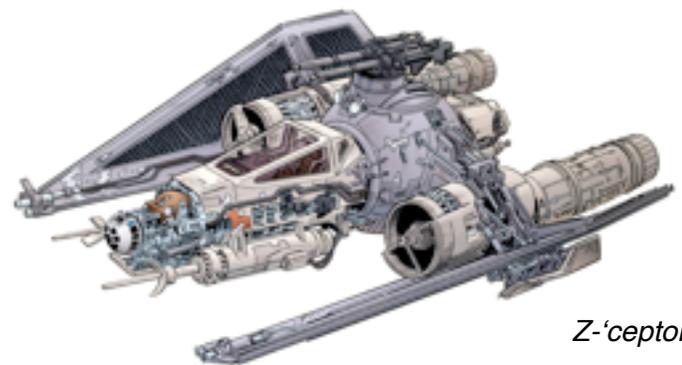
Dorsal turret-mounted auto-blaster (Fire Arc All; Damage 3; Critical 5; Range [Close]; Auto-fire).

SHIPS OF THE PIRATE FLEET

The "Am-Shak Hammer"
Modified Action VI Bluk
Transport



V-41 Assaulter



Z-ceptor

CAPTAIN GERARD— IMPERIAL NAVAL OFFICER [RIVAL]

Captain Gerard is a typical Imperial Naval Officer, cold, aloof, and exceedingly cruel. He despises the fact that he has been relegated to anti-piracy duties in the farthest reaches of the galaxy. Even worse, he hates having to baby sit the bloated and self-entitled civilians aboard the *Veil of Skynara*. While he enjoys making those that he comes into contact with suffer dearly, he has grown rather complacent in the execution of duties. As a result he will avoid having to search the ship of yet another pitiful Outer Rim nerf herder if he can. His frustration and anger is just boiling under the surface of his cool demeanor, however, so a smuggler would do well not to provoke him.

2	3	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
3		11		0 0	

Skills: Discipline 3, Ranged (Light) 2, Vigilance 2.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).
Abilities: Tactical Direction (may spend a maneuver to direct on Imperial Navy minion group within medium range. The group may perform an immediate free maneuver or add to their next check).
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), heavy uniform clothing (+1 soak).

IMPERIAL NAVAL TROOPER [MINION]

These troops are responsible for any boarding actions.



Skills (group only): Perception, Ranged (Light).

Talents: None.

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), blast vest and helmet (+1 soak).

IMPERIAL GUNNERY CORPS [MINION]

These troops man the 20 gun aboard the *Lancer*.



Skills (group only): Gunnery.

Talents: None.

Abilities: Gun Crew (for each Imperial Gunnery Corps member in the minion group beyond the first, reduce the Cumbersome rating of their weapons by 1)..

Equipment: Holdout blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), trooper uniform and helmet (+1 soak).

LANCER-CLASS FRIGATE



Hull Type/Class: Frigate/Lancer.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 1, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 800 officers and enlisted crew.

Encumbrance Capacity: 200.

Passenger Capacity: 40 troops.

Consumables: Six months.

Cost/Rarity: 4,760,200 credits (R)/7.

Weapons: Four dorsal, four ventral, four port, four starboard, and four forward turret-mounted quad laser cannons (Fire Arc All or Port or Starboard or Forward; Damage 5; Critical 3; Range [Close]; Accurate, Linked 3).

VARYX VAO-TWI'LEK BLACK MARKETEEER [RIVAL]

An obese, orange-skinned, yellow-eyed Twi'lek with thick, stunted lekku covered in tattoos, Varyx Vao is a disgusting yet shrewd and resourceful businessman who uses his wealth and influence with Galindas Exports to compensate for the inadequacy of his misshapen lekku.



Skills: Knowledge (Underworld) 2, Negotiation 2, Ranged (Light) 1, Skulduggery 2, Streetwise 2, Vigilance 2.

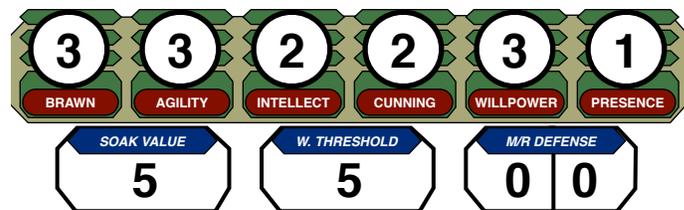
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Black Market Contacts 2 (decrease the rarity of sought items by two degrees when looking on the black market).

Abilities: None.

Equipment: Disruptor pistol (Ranged [Light]; Damage 10; Critical 2; Range [Short]; Vicious 4), Thermal Detonator (Ranged [Light]; Damage 20; Critical 2; Range [Short]; Blast 15, Breach 1, Vicious 4, Limited Ammo 1).

NATORI SECURITY DETAIL [MINION]

Trained and equipped to standards similar to Imperial stormtroopers, the forces Natori Association provide much of the security for Tenloss interests throughout the Bajic sector. They tend to show more restraint, though, and often try to capture their prey. In a fairly lawless corner of space, they are the only semblance of order.



Skills (group only): Athletics, Discipline, Melee, Ranged (Heavy), Ranged (Light).

Talents: None.

Abilities: None.

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), thunderbolt shock prod (Melee; Damage 5; Critical 3; Engaged; Concussive 1, Stun damage), padded armor (+2 soak), 2 stun grenades (Ranged [Light]; Damage 8; Critical NA; Range [Short]; Disorient 3, Stun Damage, Blast 8, Limited Ammo 1), utility belt, extra reloads. Skynara Towers personnel are "lightly" armed and replace the blaster rifle and padded armor with heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), heavy clothing (+1 soak) but maintain all other gear.