

STAR WARS

ROLEPLAYING GAME

Gun Nut

A Free *Star Wars* Miniadventure for the Rebellion Era

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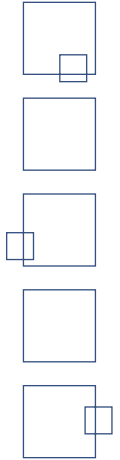


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"Gun Nut" is a *Star Wars Roleplaying Game* adventure for four 3rd-level heroes set during the Rebellion Era. It takes place on Trevura, a planet on the Inner Rim that does brisk traffic in droids. However, the scenario can be modified easily to work on nearly any planet civilized enough to have a sizeable droid population. No special mix of classes is necessary, though the adventure is much easier to start if the heroes have a droid with them.

Background

The Empire constantly seeks technological improvements to help solidify its galactic chokehold. Since the Rebellion has demonstrated a reliance on droids for many tasks, one of the research and development teams on Coruscant has created a new blaster setting that specifically affects droids. Basically, the technical engineers have incorporated the effects of an ion gun into a normal blaster rifle, creating a third setting in addition to stun and kill. This blaster setting is officially called "inhibit," though it's more colloquially referred to as "jawa" by the R&D technicians who adapted the technology taken from the ion guns carried by Jawas of Tatooine.

Meanwhile, an assassin droid known as S-R6 (Essar) has been hired by an underground droid enclave on Trevura to kill the Imperial governor, Merno Blask. Blask is even more bigoted against droids than many fringers are. On Trevura, droids are barely allowed to walk in the streets without being hassled by the local law enforcement.

Blask has heard of a contract on his life, to be carried out by a droid. He's terrified that IG-88 or some other high-level assassin droid is out to get him. Calling in some favors, he's gotten the technicians to arrange a "field test" of their new blasters in Voma, the capital city of Trevura.

As the stormtroopers sweep the city, ionizing and searching every droid they see that even walks funny, the technicians who adapted the technology for blaster rifle use are watching from a distance, taking notes on the equipment's performance out in the field.

Getting the Heroes Involved

If the heroes have their own droid, or if one of the heroes *is* a droid, getting them involved is very easy. The stormtroopers mistake the heroes' droid for one of the rogue droids they're hunting and open fire.

If the heroes have no droid, you can give them a "loaner" for purposes of this adventure. The heroes' patron might send them on a cover assignment to assess and consider purchasing land on Trevura, when the actual task is to escort an astromech droid who carries information about Empire weapons research off the planet.

Scene 1: The Obligatory Stormtrooper Battle

Read or paraphrase the following text aloud to your players:

As you go about your business, you notice an unusually large number of stormtroopers wandering about the city. Working in pairs, they caution everyone to stand back

from any droids, as rogue droids are reportedly on the loose, carrying concealed weapons. Every once in a while, seemingly at random, they fire an ozone-smelling, spherical blue burst of light at a nearby droid. Droids hit by the burst rattle, smoke, and cease functioning. That's all you can make out before the stormtroopers descend on the helpless droid.

Though the stormtroopers loudly explain that they're hunting dangerous rogue droids, they don't mention that they're also field-testing new equipment in the process. They know that their blaster rifles won't hurt any of the organic residents while the weapons are set to inhibit, so they have no compunction about firing into crowds—especially if anyone seems particularly nervous or proprietary about his or her droid.

If the heroes watch the stormtroopers for a while, ask them to make a Spot check. Those who succeed at a DC 20 notice a small cluster of four Imperial technicians standing about a block away, taking notes on datapads. Those who succeed at a DC 25 also notice a hovering spy eye droid (use the M-TD hovering translator droid statistics from page 291 of the *Star Wars Roleplaying Game* core rulebook) watching them from some distance away.

Eventually, a pair of stormtroopers catches up to the heroes. The stormtroopers demand that they step away from their droid in case it's dangerous. If the characters argue or try to negotiate, the stormtroopers ask more politely (and more forcefully) for the heroes to step aside. If the heroes still don't cooperate, the stormtroopers simply open fire with their blasters set to inhibit.

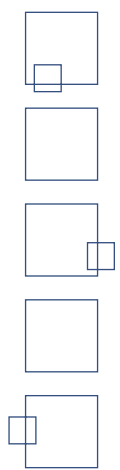
Heroes may block an inhibitor blast from reaching a droid target simply by stepping in the way. The blast does no damage to organic creatures.

If the heroes block the stormtroopers' line of fire, or if they shoot back, the stormtroopers quickly switch their blasters to kill and return fire. The resulting firefight will probably be short and messy. However, the heroes likely will retain their droid.

On the other hand, if the characters comply with the stormtroopers' demands and stand aside, the 'troopers fire on their droid, which stuns it for 2d6 rounds. During that time, the stormtroopers search the droid for hidden compartments, weapons, and contraband. (Roll their Search check against a Hide check on the heroes' droid.) If the heroes' droid has any of these things, the stormtroopers attempt to impound it as well as bring the heroes in for questioning. Only the universal language of violence will get them to relent.

Scene 2: Technical Difficulties

Assuming that the heroes engaged the stormtroopers in battle and prevailed, what happens next depends on what they do with their opponents' blaster rifles. Both the Imperial technicians and the spy eye droid saw the gun battle. The technicians don't appear to take any immediate action, continuing to make notes on their datapads. But the spy eye droid zips away, off to report to someone.





ION GUN VS. INHIBIT SETTING

The inhibit setting basically makes blasters work like ion guns. Though the two types of guns operate from identical power packs, ion guns are designed to channel a stream of energy to short out circuitry, where blasters fire short plasma bursts designed to burn through matter. The conversion is trickier than one would expect, without simply making the blaster rifle twice as heavy.

A blaster rifle with an inhibit setting has the same statistics as a normal blaster rifle, except that it weighs 1 kg more. When set to inhibit, the rifle's discharge looks like a normal blaster bolt, except that the bolt is blue and vaguely spherical. After discharge, it leaves the smell of ozone in the air, as does an ion gun.

When a blaster bolt set to inhibit hits a droid, the droid must succeed at a DC 18 Fortitude saving throw or fall unconscious for 2d6 rounds. When a blaster bolt set to inhibit strikes an organic target, it has no effect.

Firing a blaster set to inhibit drains the power pack of two regular blaster shots.



2A: They Take the Blasters

The heroes can take the dead stormtroopers' blaster rifles if they wish. However, the technicians who are following the stormtroopers will probably notice. If the heroes try to hide or disguise their appropriation of the weapons, give the technicians a Search check to spot what they're doing.

The technicians, though loyal to the Empire, are curious to see how the weapons hold up under rigorous testing. Rather than call in reinforcements right away, they continue to tail the heroes and watch how the weapons perform in the hands of untrained users. If the heroes ever try to talk to or fire on the technicians, they immediately flee and call in other stormtroopers to move in on the heroes' last known position.

2B: They Leave the Blasters

If the heroes don't take the blasters, an ASP labor droid lumbers up and begins collecting the dead stormtroopers' weapons. The labor droid speaks using only the words "affirmative" and "negative" and acts very stupid. In reality, though, the so-called labor droid is Essar, the assassin, picking up the experimental weapons for his private collection. He was alerted to the sudden availability of the equipment by his spy eye droid. Throughout his collection of the guns, he acts the part of a Trevura governmental labor droid on cleanup detail.

Again, the technicians watch and take notes as this occurs. Of course, they don't expect to get any further data from a droid walking off with their experiments. Thus, when it becomes clear that the "labor droid" will walk away with the weapons, they call in reinforcements, requesting stormtroopers to apprehend the ASP droid—and the heroes, as possible confederates in an attempt to steal Imperial property.

Technician Statistics...

For the technicians, use the Generic Technician, Expert 4 template on page 276 of the *Star Wars Roleplaying Game*

core rulebook. As Humans, their additional skill is Search +8, and their additional feat is Sharp-Eyed, which boosts their Search score (already figured in) and gives them a total Sense Motive bonus of +1.

Scene 3: Droidspeak

Continue following the separate A and B tracks from Scene 2, as the heroes engage the droids of Trevura more closely.

3A: Blasters

If the heroes have the inhibitor guns, they're soon approached by a blue-tinted, timid 3PO translator droid. The droid first tries to communicate in the native languages of any aliens who may be among the heroes' group, resorting to Basic only if the characters insist. The droid would rather speak in an obscure language, however, to deter eavesdropping.

Pardon my intrusion, sirs. I am T-3PO, a translator droid. My master couldn't help but notice that you have acquired some unusual ordnance. I am authorized to purchase it from you. I can offer you 300 credits each for those two blaster rifles—an excellent price, considering their purloined nature.

The droid doesn't have the money on hand, but T-3PO assures the heroes that if they accompany him back to his master's workshop, they can make the exchange there in privacy.

Though fishy, the offer is legitimate. T-3PO's master is Essar, who has quickly learned from droids in the area that the heroes stood up to the stormtroopers and took their weapons. Essar has no intention of double-crossing the characters or setting them up for an ambush. He genuinely wants to pay 600 credits for both guns.

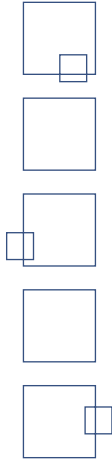
If the heroes accept T-3PO's offer, he takes them to the assassin droid.

The T-3PO unit leads you to a ramshackle garage several blocks away. The inside is dark and dingy, but a battered ASP labor droid dominates one of the back corners of the garage. In a surprisingly fluent voice, the droid says, "Please, enter the chamber. I understand you've caused some stormtroopers to miss their mark today. Good shooting. I'd like to be the first to congratulate you."

If the heroes enter, the 3PO unit closes the garage door, casting them into near darkness. Essar has no need for lights and forgets that non-droids need it to see. Lanterns are available if the heroes request illumination.

Essar is a friendly, even cordial droid, who somehow manages to relate everything to guns. All his metaphors are gun-related, which makes even casual conversation sound threatening. He means no harm; Essar is just overly fond of guns and sees everything through crosshairs glasses.

If asked, Essar explains nearly everything about his current assignment. He can tell the heroes that he is on-planet in the hire of an underground droid resistance, and that he's set his sights on the governor of Trevura, to blow



apart his anti-droid sentiments. As a professional and a collector, he is quite interested in the strange new guns that the stormtroopers seem to be packing.

Essar is very patient in answering questions, but after each inquiry, he brings the conversation back to purchasing the blaster rifles. If the heroes firmly refuse to sell, he turns cold and asks them to leave. Before they open the garage door, he reminds them, “Those guns will be missed more than you will.”

3B: No Blasters

If the heroes allow the “labor droid” to walk away with the blasters, he does so—until his curiosity gets the best of him. As Essar trudges away, he looks back and beckons with a mechanical claw for the heroes to follow. If they ignore the entreaty, they have about five minutes to travel, make plans, or get away before the technicians explain what happened to their superiors and the appropriate stormtrooper reinforcements pinpoint their location. If the heroes have what their patron sent them for (the astromech droid with the weapon information), they can get near their ship or other safehouse before the Imperials arrest them.

However, any adventurer worth her blaster will want to know what a labor droid has to tell her. If the heroes follow Essar, he leads them back to his garage hideout. Once enclosed and relatively safe, the assassin droid drops the ASP act and begins asking them animatedly about their direct experiences with these fascinating new guns. He wants to know what it feels like to be hit by one, how a Human would hold it, and any other experiential information that he couldn’t have gained by watching through a spy eye.

As in Scene 3A, above, Essar will talk about himself or his mission openly, but he constantly brings the conversation back to guns. Keep grilling the heroes until the questioning gets dull or frustrating, then proceed to Scene 4.

Scene 4: Airtight Garage

If the heroes have gotten this far, they’re in Essar’s garage. The garage is a large space, with enough room to park and work on two good-sized land speeders. The room is 60 feet wide and 40 feet long, with two bay doors that open onto an urban alley. Essar sits in the far back corner and seems unarmed, although he can produce a standard blaster rifle and six stun grenades that he carries hidden on his body.

If the heroes posted a lookout, they know that six stormtroopers have approached the building, and are not surprised when a demolitions charge blows one of the doors off its hydraulics. Otherwise, the characters *are* surprised when the door explodes and stormtroopers begin firing into the enclosed space.

This might be overwhelming for the heroes if they didn’t have an assassin droid fighting on their side. In addition, Essar’s 3PO unit is armed with and programmed to use a holdout blaster. While the translator droid isn’t a very good shot, it’s better than nothing.

The stormtroopers here are no longer in “experimental” mode. Their blasters are set to kill. One fires at each hero, one at the 3PO unit, and two concentrate on the wildly dangerous labor droid that’s busy tossing grenades.



THE NEEDLE IN THE HATESTACK

Essar, the droid that the stormtroopers are looking for, is disguised as an ASP series labor droid. Essar is an assassin droid who works deep undercover. For each mission, he has his central programming and circuits transferred to a different droid shell to ensure anonymity.

Currently, Essar carries only two guns with him, as he didn’t plan to make a hit on Merno Blask today. However, the droid is a connoisseur and collector of various firearms from around the galaxy. He’s very interested in getting his mechanical grippers on Imperial weapon prototypes for his collection.

S-R6 Assassin Droid: Walking labor droid, Expert 1/Soldier 3; Init +1 (Dex); Defense 17 (+6 armor, +1 Dex); Spd 6m, VP/WP 28/14; Atk +7 melee (1d8+4, claw), +4 ranged (3d8, blaster rifle) or +4 ranged (1d6/1d4 Stun DC 15/12, stun grenade); SV Fort +3, Ref +1, Will +3; SZ M; Rep 1; Str 18, Dex 12, Con 14, Int 11, Wis 11, Cha 10. Challenge Code: B.

Equipment: blaster rifle, 6 stun grenades, heuristic processor, infrared vision, locked access, vocabulator.

Skills: Computer Use +7, Craft (gunsmith) +4, Demolitions +7, Knowledge (munitions) +7, Pilot +5, Read/Write Basic, Repair +7, Speak Basic.

Feats: Armor Proficiency (light, med, heavy), Point Blank Shot, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, slugthrowers, vehicle weapons, vibro weapons).

While not inconsiderate of the heroes, Essar wants the stormtroopers down and leads with his stun grenades. The droid avoids catching the heroes in the blast if he can, but he doesn’t sacrifice a good shot for it.

Upgraded Protocol Droid

Essar has found that having a translator droid as a valet and go-between has been a useful investment. Because the droid is in a dangerous line of work, Essar has upgraded the protocol droid to be able to handle himself in a fight, though he’s not a great shot.

T-3PO: Walking protocol droid, Diplomat 2/Thug 1; Init +0; Defense 11 (+1 armor); Spd 8m, VP/WP -/13; Atk +2 melee (1d6, hand), +2 ranged (3d6, hold-out blaster); SV Fort +2, Ref +0, Will +2; SZ M; Rep 1; Str 10, Dex 10, Con 13, Int 16, Wis 10, Cha 10. Challenge Code A.

Equipment: Hold-out blaster, translator unit (DC 5), recording unit (audio), vocabulator.

Skills: Bluff +5, Computer Use +8, Diplomacy +5, Gather Information +5, Knowledge (etiquette) +9, Knowledge (munitions) +9, Sense Motive +5.

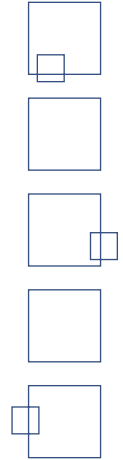
Feats: Armor Proficiency (light), Skill Emphasis (Diplomacy), Weapon Proficiency (blaster pistols, simple weapons).

When the Smoke Clears...

Essar quickly thanks the heroes for their assistance and escapes with the modified blasters if he can. The last stormtrooper to fall would have called for reinforce-

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ments, if possible, so staying in the area is probably a poor choice.

Cue End Credits

If the heroes leave immediately, they can get away clean. Their identities haven't circulated to every Empire representative on the planet, and as long as they aren't running and shooting everything with Imperial markings, they can probably make it to their ship and get away with minimal fuss.

Essar can be a recurring figure for the heroes to encounter throughout their careers. Whenever he encounters them (always in a new droid shell), he recalls them fondly and always remembers the "inhibitor incident." But

the characters will never meet him in downtime. He's always undercover as some other kind of droid, working to eliminate a target or add another new or exotic gun to his collection. If the heroes are of a mind to convince him, Essar might be willing to join the Rebellion's cause, but only if it provides him with more opportunities to travel and collect new guns.

About the Author

Sooner or later you're going to wonder, so I'm telling you now. Jeff Quick is the former Senior Editor of *Star Wars Gamer* and Editor-in-Chief of *Star Wars Insider*. Now he's a game designer for WizKids Games. He lives in Seattle. These things are all as true as the sun.

