

STAR WARS[®]

GAMEMASTER TOOLKIT

LIVE-ACTION
ADVENTURES



by Anthony Russo



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**LIVE-ACTION
ADVENTURES**

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Introduction

The *Gamemaster Toolkit* is a follow-up to the *Star Wars Live-Action Adventures* rules book. A resource for you, the gamemaster, the *Toolkit* is designed to make your life easier when planning and running live-action roleplaying adventures (LARPs). If you are new to live-action gamemastering, you'll find this book particularly useful.

The *Toolkit* is divided into four major sections. The first section is a primer for planning and running games. It addresses the practical issues involved in adventure planning and execution, from soliciting interest to advice and tips on keeping the adventure itself running smoothly. For players who prefer the diceless live-action experience, two alternate methods of resolving skill checks are presented.

The second section of the book features Ord Mynock Freeport, a detailed spaceport setting for your live-action adventures. Ord Mynock Freeport includes locations for encounters and has numerous gamemaster characters to provide atmosphere and information for players.

The third section consists of four ready-to-run scenario modules for five to eight players. You can use one scenario module for an evening's worth of entertainment, or combine two or more modules for a full-sized live-action adventure for up to twenty-five players. All can be used in conjunction with the Ord Mynock setting.

The last section provides you with new tools to enhance the live-action experience: new item cards, support characters, equipment charts, blank character cards, and more. You can photocopy these items and cut them out for use in your live-action adventures.



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Gamemaster Primer

Into the Fray

As gamemaster, you are playing the role of a one-man (or one-woman) film company. Like a scriptwriter, you need to develop a story or an idea for the adventure. Like a casting company, you need to choose people to play the characters in the adventure. Like a film director, you have to hand out the character parts, organize the locations and your staff (if you have one), and keep the adventure running smoothly for long hours in a cohesive fashion which is fair and entertaining. This is supposed to be fun, right?

It can be, if you are prepared. If you *aren't* prepared — if players must wait long periods of time to talk to you, if some characters accomplish their goals early or are left frustrated because your clues are too obtuse, if you are faced with balancing thirty-five individuals in several different encounter locations over a six-hour-long period all alone — you are looking at a *long* game session.

Star Wars Live-Action Adventures provides the rules and mechanics needed to run a live-action game. It explains how to design scenarios, create characters, how to plan goals for characters, and how to weave their goals into scenarios. In this chapter we take the next step and fit the pieces together — help you design solid adventures, plan ahead, and *be* prepared. No movie company goes into production without logistical matters taken care of — and neither should you.

Soliciting Interest

Since you can't have a game without players, the first thing you need to do in planning a live-action event is assemble a pool of people interested in participating. Spread the word any way you can. If you're lucky, your immediate circle of players will yield enough warm bodies for a first outing. But if you are having trouble stirring up interest, you might need to beat the bushes a bit.

Leave messages on club bulletin boards and advertise at conventions. If there is a local gaming store, ask if you can post a sign or message advertising your game. If there is a college or university nearby, see if you can leave flyers and posters. Some areas have regional gaming fanzines which will allow you to advertise events. Don't neglect the Internet, local BBSs, and online services — if you have a modem, get online and stir up local interest. You don't have to do *all* of this, of course, especially if you aren't ready for a large group. Just keep going until you have the number of players you need.

As a general rule, include the following information in your initial message: that you are looking for players for a live-action *Star Wars* game; what a LARP is (some people might not know); a contact name and phone number (or e-mail address if the message is to be uploaded), and a rough play date.

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Get the names and numbers of the potential players who respond to your advertising. Maintain a list in a notebook, including a side note as to what character type the person might be interested in playing. Don't get into specifics, just use general character types: Rebel, Imperial, Jedi, droid, smuggler, pilot, and so on. Count up the names. Do you have enough for the adventure you have in mind? Too many? Maybe the adventure needs to be smaller or bigger.

Look at the character types, and make sure that the character balance is more or less evenly split between antagonists and protagonists (and enough neutrals to make things interesting). If everyone wants to play Jedi Knights or Imperial officers, some players may have to reconsider their character choices (unless you want to run an all-Jedi or all-Imperial adventure, which can be fun as long as you introduce enough conflict goals among the characters).

You can make the task of squaring away who wants to play what a lot simpler by using a questionnaire players can fill out (we've included a sample adventure questionnaire, which you can photocopy and distribute to potential players). Write down the character types which are available in the adventure and have people write a number down next to their first, second, or third choices. This way, if people don't always get their first choices, they might get their next. You might be surprised how flexible people are in the decision-making, especially when they're excited and they want to play.

A Sample Adventure Questionnaire

Character Selection Form

Your Name: _____

Phone Number: _____

Chose five character types that interest you, and rank them numerically in the order of preference (i.e., "1" is your first choice, "2" is your second, etc.). Character types will be distributed according to player preference and availability.

Assassin
 Brash Pilot
 Bounty Hunter
 Corporate Sector Authority Agent
 Crime Lord
 Curious Explorer
 Dark Side Adept
 Data Slicer
 Diplomat
 Droid
 Elite Bodyguard

Failed Jedi
 Gambler
 Imperial Agent
 Imperial Officer
 Mercenary
 Pirate
 Rebel Agent
 Scout
 Smuggler
 Student of the Force
 Trader

I would prefer to play a character who is: (rank the following in order of preference.)

fiercely loyal to the Rebel Alliance

fiercely loyal to the Empire

quiet supporter of the Rebellion

quiet supporter of the Empire

Indifferent to galactic struggle

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Build the Adventure Outline

Now that you have a rough idea of the character types you need to include in your adventure (based on your survey of potential players), it's time to generate an adventure outline. The outline is a synopsis or overview of the whole adventure. Don't worry about character names or specifics yet. Just get down, into words, the Where/Who/Why/What/How of the adventure. This will help you get a handle on the adventure and spot potential problems before getting into the thick of things.

Where: Where is the adventure taking place? A spaceport? A drifting and out-of-control Dreadnaught? A deserted outpost planet? Cloud City? A sail barge on Tatooine? Write down an adventure setting.

Who: Who is involved? Again, do not get into specific characters as much as identifying groups of characters. The Empire? An Imperial warlord? The Rebellion or New Republic? Pirates? The Corporate Sector Authority? A criminal organization like Xizor's Black Sun from *Shadows of the Empire*? Characters will ally themselves with certain groups, so you should identify them from the start. Later on, break down the groups into representative characters. The Rebel group might have three or four representative characters: a leader or commander, a technical expert, a demolitions expert, and maybe a diplomatic character. Check this with your list of players and fill slots. You will quickly see where some players are not assigned to characters, so you may have to create a new group of characters for them, or reconsider the direction your design is going.

Why: Why are things happening here? This is important, because it drives your adventure scenarios along. Why are these groups of characters here in this adventure setting? Are they bidding for a fabulous object of power? Is there someone or something of importance here? Or are they all here just because Mos Eisley Spaceport is a wretched hive of scum and villainy? By this step, the central theme of your game idea should begin to emerge.

What: What are the conflicts which will arise in the adventure? In this step, you refine your theme and begin to sketch out the conflicts in your adventure — and by analyzing the conflicts, you can begin to develop goals and motivations for characters. You don't need to go into a lot of detail at this point. Your thumbnail notes might consist of just a few phrases which capture a situation or scene: a stand-off in a deserted crime lord's palace, a battle between two hard-bitten foes, a brother and sister from opposing groups reunited, or the struggle to regain control of a huge vessel before it slams into an asteroid.

How: How are the conflicts in this adventure going to be resolved? Every adventure needs an ending. Plan for the resolution of conflicts — you do not want all the characters fighting to the death. Provide a means of escape or a certain event which allows the characters to vanish into the shadows.

Danger on Cloud City

Here is an adventure outline example which applies the Where/Who/Why/What/How principles described above. Reviewing it might help you get a better idea of what goes into the outline process.

Where: Let's set our sample adventure on Cloud City. The setting is a good choice because there are definite locations for encounters, the most casual *Star Wars* fan will be familiar with it, and there's plenty of sourcebook material on the subject available in *Galaxy Guide 2: Yavin and Bespin*. Setting a time period is important here; let's set the adventure a few days after Lando Calrissian announces the evacuation.

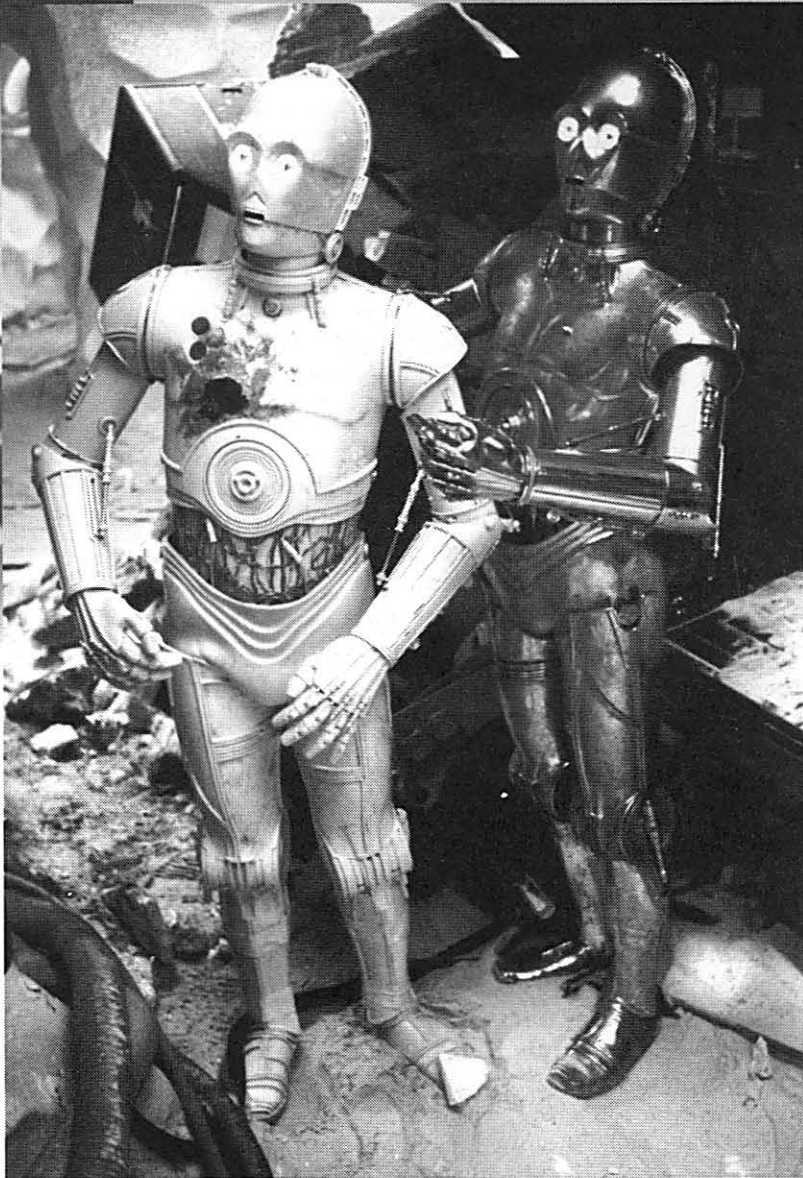
For the sake of this example, let's not worry too much about what *officially* happened at this time. Just as the designers at LucasArts strayed a bit from established continuity to produce exciting and playable computer games, feel free in your own games to tweak events

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for dramatic effect. Not everyone has the time or inclination to keep up with the huge amount of information being produced about *Star Wars* these days, after all. Do try to avoid wanton and obvious contradictions with the movies themselves — some players find that distracting, to say the least.

Who: Who's involved in our Cloud City adventure? Up to this point, the Empire hasn't taken much interest in Cloud City, but after Vader's visit, this has probably changed — we can expect an Imperial garrison force to be running around by now. There is plenty of corporate intrigue here as well, because tibanna gas is mined on Cloud City (tibanna gas has secret properties of interest to weapons manufacturers). The Rebellion also might have a stake on Cloud City, especially if the Empire took a bigger interest there.

Why: Why is Cloud City suddenly the focus of attention by the Empire? Let's suppose that, after Lando Calrissian leaves, a powerful Imperial governor arrives to claim the post of Baron-Administrator of Cloud City. Now the Imperials are on Cloud City in force, and the locals don't want them there.



What: What happens on Cloud City? The “what” often provides the driving force for a scenario. Suppose that, after Lando leaves, the city's central computer suddenly shuts down. It still functions, but the core of the system is locked tight. What if there are rumors about what might be hidden in the computer core — like a fortune in credits hoarded away by Lando or the secret of tibanna gas? A scenario might revolve around attempts to get the computer core back on line. The only way is to insert four access keys into the system — four keys which Lando gave to Lobot. But with Lobot missing, so are the keys. Find the keys and unlock the secret. Easy, right? Not if some of the keys are fake, or if the four keys must be inserted in sequence, or other possibilities. Plus, what if the governor invited several outside conglomerates to send their best troubleshooters to reactivate the core? That might create unrest among the locals, criminals who make their business there, and Cloud City companies who want no further interference.

How: How does this adventure end? When Lobot re-appears. Maybe someone finds him, deactivated in a closet by some power-monger trying to overstep his authority. Lobot's orders from Lando are to protect the citizens, safeguard the secret of tibanna gas, and keep the Empire off Cloud City. Be-

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cause Lobot is a gamemaster character, we can decide how to best accomplish these goals at the sixth and final hour of the game. Many characters are gunning for the Imperial governor, but we don't want to kill this poor character, just give him the scare of his career. So let's have things go sour for the governor, then give him or her the chance to escape like any good villain. Once the governor's gone, the game ends.

Writing the Adventure

Once you have your outline roughed out, you can move on to writing the adventure itself. Adventure design is covered in *Star Wars: Live Action Adventures* (see Chapter Five). The adventure scenarios and characters are the heart of the live-action adventure, so this is where you should spend most of your time.

Referring to your outline, design scenarios which will compliment and advance the action. The number of scenarios you design for your adventure depends on the number of characters which will be involved in the game. Your mileage may vary, but a typical scenario should accommodate at *most* ten characters. If you add more than that, you risk generating bottlenecks at various locations and points in your adventure.

Keep in mind that every character must have something meaningful to accomplish in the adventure. In developing the adventure, match the character types your players want to use up with appropriate scenarios and goals (you can use The Adventure Scenario and Character Goal Design Sheet from *Star Wars Live-Action Adventures*).

The main thing to remember is play balance. For each character who has a goal which calls for a particular outcome from a scenario, there should be a character who has a conflicting or completing goal. You may need to tweak the adventure conflicts to suit the characters a bit, or tweak the characters to suit the needs of the adventure.

In the "Danger on Cloud City" example, everybody wants to get the city's central computer core on line so they can access whatever is hidden inside — the faction that controls the central computer controls Cloud City. The Imperial governor needs the central computer back because the local population is against him and he needs the computer to regain control over the city and its wildly fluctuating breakdowns. A crime lord wants to access the core because there is a huge fortune hidden somewhere among those data cells. The corporate troubleshooters want in because the governor promised the tibanna gas mining contract to the first conglomerate which accesses the computer core. Everybody wants the same thing: the computer core back on line — but they want it in their control. This is play balance.

The twenty-five character ideas for the "Danger on Cloud City" adventure and their character goals are on the following pages. Notice there are three different scenarios: one for the central computer, a mysterious figure (Lobot lurking in the background), and a phony miners strike which could result in tragedy.

Putting Players in Charge

Once you have the character and character types in mind, you need to generate the characters. As you can see from our example (which features twenty-five characters), this can turn into a lot of work. If you have a large number of players, you can save a few steps by giving them the opportunity to choose the attribute and skills they think their characters should have. Even in small groups, this is a good way to give the players some input into the adventure.

Create and give a character creation worksheet to each player. This sheet should include a brief overview of the adventure, the rules for creating a character, the skills list, the generation point total for characters, and the worksheet itself. Have the players fill out the worksheet and return it to you by a certain date.

With the grunt work of assigning stats to the characters out of the way, you can concen-

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"Danger on Cloud City" — Characters, Scenarios and Goals

Character - Character Type Scenario and Goals

- 1. Wonn Ionstrike - Crime Lord**
Central computer - wants Lando's fortune, which is hidden in central computer.
- 2. Henris Octavian - Imperial Governor**
Central computer - wants computer back on line to resolve local disturbances and reveal secrets of Cloud City
- 3. Restria Venteger - Cloud City Exex (Octavian's chief aide)**
Central computer / miners strike - wants computer back on line to protect tibanna gas secrets. Secretly working with Brakka, a tribal guild leader of Ugnaughts.
- 4. Grimorgi Flayre - Wing Guard Marshal (Head of Cloud City Security)**
Mysterious figure - A mysterious figure is helping him solve crimes: find out who and why.
- 5. Mann Do'Kor'chok - Cobalt Conglomerate Viceprex**
Central computer - Win tibanna gas contract for Cobalt Conglomerate.
- 6. Quen Duo - Cyborg Data Slicer (Cobalt)**
Central computer - Obey his boss; fluctuations in programming could make him a murderer.
- 7. Zenia Farlight - Corporate Security Specialist**
Mysterious figure - Find out who the mysterious figure is and put an end to crime lord on Cloud City.
- 8. Wyrn Otro - Galentro Heavy Works Representative**
Central computer - Win tibanna gas contract for GHW.
- 9. Bevos Zorr - Data Slicer (Galentro)**
Central computer - Help his boss win tibanna gas contract.
- 10. Chief Pentro - Galentro Rangers Security**
Mysterious figure - The Mysterious Figure knows the truth about him and miners' strike in another system
- 11. Xavier Gateway - Soaring Star Specialized CEO**
Mysterious figure / miners strike - The Mysterious Figure alerted him to possible danger from a miners strike which threatens Cloud City.
- 12. Gee-Gee Bee Four - Protocol Droid (conversion)**
Mysterious figure / miners strike - Help his master resolve the identity of the mysterious figure.

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- 13. Dango Bolter - Troubleshooter (Soaring Star)**
Mysterious figure / miners strike - Protect his boss from possible threat.
- 14. Loneshot - Bodyguard (for Wonn Ionstrike)**
Central computer - Protect boss.
- 15. K'cri Elban - Casino Owner and Criminal Mastermind**
Miners strike - Plans on blowing up mining operations during strike to get rid of opposition and make mining operations his own. Will pin blame for explosion on Chief Pentro.
- 16. Glongfurrp - Gamorrean Bodyguard (for Elban)**
All scenarios - Protect boss and plant explosives in tibanna mining complex of Cloud City.
- 17. Toln Ne Yerres - Data Thief**
Central computer - Has a hint about the key sequence needed to restore central computer and bring it back on line.
- 18. Braka - Ugnaught Guild Leader (Forger)**
Miners strike - Working with Restria Venteger to threaten a tibanna gas miners strike and make the governor look bad.
- 19. Elea Poista - Exex for Bespin Motors (Rebel Cell Leader)**
All scenarios - Concerned with Imperial presence on Cloud City, protecting Lando's secrets in central computer, and a bomb threat.
- 20. Tristos Arctura - Smuggler Captain**
All scenarios - Works for Elea Poista, has worked with tibanna gas smugglers.
- 21. Odea Aurora - Street Kid**
All scenarios - Works with Arctura, has knowledge of Cloud City duct system.
- 22. Dee Fourpio - Protocol Droid (Elea Poista's)**
All scenarios - Works for Elea Poista. Eventually recognizes mysterious figure is actually Lobot.
- 23. Captain Selgo - Imperial Officer**
All scenarios - Must protect the governor.
- 24. Commerce Advisor Rue - Imperial Bureaucrat**
All scenarios - Has heard rumors of miners strike, believes there's more to tibanna gas than anyone knows.
- 25. Kre Nol-Shod - Octavian's Bodyguard**
All scenarios - A fast-draw killer who is always by the governor's side.

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trate on other character elements such as background, goals, starting credits and equipment. Remember to double-check each player's worksheet before writing up a character card.

Here are character creation instructions and a worksheet you can pass on to your players. The skills list can be photocopied from *Star Wars Live-Action Adventures*.

Character Creation Instructions for *Star Wars Live-Action Adventures*

1. All player characters in *Star Wars Live-Action Adventures* are based on a generation point total. Generation points are used to set attribute and skill scores for your character. The generation point total for player characters in this adventure is 18 for attributes and 14 for skills.

2. What are attributes? Attributes are innate abilities all characters possess and there are six of them: *Dexterity*, *Knowledge*, *Mechanical*, *Perception*, *Strength*, and *Technical*. You have 18 points to set scores for the six attributes. No attribute may have a score less than 1 or greater than 4 (this rule may vary in the case of alien or droid characters — contact me if you want to play a non-human). Write the score number next to the attribute name on the worksheet.

3. What are skills? Skills consist of training, knowledge or abilities associated under certain attributes. They are written down in the spaces provided on the worksheet underneath each attribute. You may choose any skill from the provided list (although some advanced skills, like *medicine*, require you have a first aid score of at least 5 first.) An asterisk by a skill (*) indicates this is a suggested skill your character should have.

4. You have 14 points for skills. To get a skill, add skill points to the attribute score the skill is based on. So if your character has a *Perception* of 2 and you add 2 generation points to have the *sneak* skill, your character has a *sneak* skill of 4. You may not improve a single skill by more than 3 points higher than its base attribute.

5. What if my character does not have a certain skill? Characters can try almost anything in *Star Wars Live-Action Adventures*, even skills they don't know. If your character is trying something and does not have the appropriate skill, use the attribute the skill is based on. So if your character is trying to slip past some guards and your card doesn't show the *sneak* skill, you use your character's *Perception* attribute score instead. It's that simple.

6. What are skill specializations? You are permitted to take one of the 14 generation points for skills and break it into three specialization points. Specializations are very specific areas of knowledge or training for a certain skill. For example, you can specialize your character in different blaster weapons, like heavy blaster pistols. To specialize a character in heavy blaster pistol, write the specialization underneath the *blaster* skill and add specialization points to the skill score. Suppose your character has a *blaster* score of 4. When you add 2 specialization points, your character now has a *heavy blaster pistol* score of 6. Whenever the character uses a heavy blaster pistol, you get to use the *heavy blaster pistol* specialization of 6; using all other blasters defaults to the *blaster* score of 4. Suggestions for specializations are included on the skill list. If you want your character to have a certain specialization which is not listed, contact me. No specialization may be improved by more than two points.

7. When you have finished completing the worksheet, return it as soon as possible.

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Player Character Creation Worksheet

Player Name: _____

Character Name: _____

Attribute Generation Points: _____

Skill Generation Points: _____

Dexterity:	Knowledge:	Mechanical:
_____	_____	_____
_____	_____	_____
_____	_____	_____
Perception:	Strength:	Technical:
_____	_____	_____
_____	_____	_____
_____	_____	_____

Notes:

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Putting Together Character Packets

After you receive and review completed worksheets from players, assemble each character packet. The packet contains all the information the player needs to participate in the adventure. This includes the completed character card, character background and goals on a separate sheet, item cards, Character Point slips and Force or Dark Side Point slips.

Include a photocopy of the Player's Reference Sheet from *Star Wars Live-Action Adventures* in the packet. This reference sheet contains important reminders on running a combat and other game mechanics. A brief introduction of the adventure might also prove helpful. You might also want to include a paper clip so players can keep their materials together. If you are feeling especially generous, include a six-sided die (available in most hobby stores or where you may have purchased this supplement) as a free gift for participating.

Place the materials for each character packet inside a mailing envelope (available from most stationary or general convenience stores) and write the character name or character

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card number on the envelope to help you identify it. Don't forget to check off the completed character from your list.

Character Identification Badges

Another item you may wish to include in the character packets are character identification badges. There is nothing worse than starting a live-action adventure and having to learn the names of 15 other characters! Players who wear character badges do not have to constantly re-introduce themselves.

Character badges also make it useful to note characters who are In or Out of Game. You can require players leaving the game to remove their character name tags until they return In Game.

You can find inexpensive, plastic convention badges (the kind which use safety pins), at most office supply stores. Either write the character names down on the supplied badge blanks or use a computer or word processor to create a professional-looking badge template. Using the template, create badges and print them out on a printer. Cut the badges from the paper and assemble them. We've created a few to get you started. You can find them at the back of the book.

What if you have a character who has a secret identity? Obviously, you do not want to paste the identity on a character badge for everyone to see. Give the player two badges — one with the character's false name on it, and another listing the character's real name (the player can don the second badge when his character's true identity is revealed).

Getting Ready to Run the Adventure

As you create characters and assemble the packets, you should take some time to write down a list of the materials you are going to need to run the adventure. Some necessary items might include extra six-sided dice and props like blasters or other physical representations.

You should also compile a gamemaster's reference manual. Obtain a three-ring binder or storage folder and use it to hold your adventure outline, copies of the character backgrounds and goals, duplicate item cards, Character Points, Force and Dark Side Point slips. If you decide to use random or timed events for your adventure, you should keep the listing in here and away from prying eyes. You should also keep a copy of the *Star Wars Live-Action Adventures* rules handy.

When it's time to run the adventure, gather your players and hand out the character packets — but do not allow players to open them until you are ready to get started. When you hand over the character packet, check any props or physical pieces of equipment the player is carrying for safety violations. When you are ready to start, follow these suggested steps to get your adventure running smoothly:

Pre-game Orientation

1. Introduction: Introduce yourself and make sure you are wearing an identification badge which clearly designates yourself as the gamemaster. If there are any assistant gamemasters helping you, this is the time to introduce them as well. Don't forget to thank everyone for coming out and participating. Tell the players that you will cover many of the points they might have questions about, and that they can ask additional questions after the orientation is over.

2. Packets: Distribute the packets to the players. Tell them to open the packets and to keep the contents secret from the other players. Go through a checklist to make sure they have everything they need to play: an introduction to the game, a character card, a character background and goals sheet, a player reference sheet, item cards, Character Points, Force or Dark Side Points, and so on.

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3. The Character Card: Discuss the character card first. Describe the information on the card and what everything means. Show how each character has six attributes and various skills.

4. Basic Game Mechanics: Discuss the basic game mechanics. Show players how to use a skill or an attribute versus a gamemaster-set difficulty level by rolling a six-sided die. Talk about what happens if a character does not have an appropriate skill. Explain the Wild Die and what happens if a character rolls a Critical Failure or Critical Success. Show the players how to use a Character Point and a Force or Dark Side Point. List the gamemaster commands, especially "Freeze Action," "Resume Action," and "Safety."

5. Combat: Demonstrate a simple combat between a stormtrooper and a smuggler (use existing character cards or make ones just for this demonstration); ask players to volunteer to play these characters. Show how combat is initiated by having the stormtrooper attack the smuggler. Declare involvement by raising your hand and counting to three. Have the stormtrooper and smuggler make *Perception* checks to see who goes first. The first character should attack; explain how the defending character can opt either for an active defense or passive defense. End the combat by resolving any damage.

6. More Combat: Now demonstrate some variants of combat. Have the smuggler step into melee range on his turn and attack the stormtrooper with *brawling*. Next, back the demonstrating characters away and make the smuggler throw a grenade at the stormtrooper. Show how to declare a target location, mark off the number of steps for distance, and make a *grenade* skill roll. Once the grenade is thrown, show the weapon's blast radius, damage effects, and how a character can use *dodge*. Make sure your discussion includes wounds



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and what happens to characters when they exceed the number of wounds on their character cards. Cover the points described in the Player Reference Sheet so players can run their own combats.

7. Questions and Answers: You do not want to overwhelm the players with information, so let the players read their packets now. Have them come to you on an individual basis if there are any important questions about missing items, and how combat or other rules works. After the discussion, break for fifteen to twenty minutes so players can get costumes and props ready. Wish your players good luck and “May the Force be with you!” Get the adventure rolling by playing the “Main Title Theme” to *Star Wars* on a portable CD or cassette music player.

Ending Your Adventure

The end of the adventure and final wrap-up is almost as important as starting your adventure. Before the adventure actually ends, you should warn players vocally that the adventure officially ends at a certain prescribed time. This should entice players to complete remaining goals or put into motion any complex plans they might be concocting.

Ideally, the adventure’s climax will be resolved the way you planned it. This won’t always happen, of course. If the main villain destined to play a key role in the climax is slain in the first hour, you may have to come up with something on the fly.

One possible way to end an adventure which has gone a bit off the tracks is to announce the arrival of Imperial or Rebel reinforcements. By abruptly tipping the balance of power one way or the other, you force a faction to flee, thus ending the adventure in a plausible manner. And escaping from capture or heading for safety with a thrilling jump into hyperspace is always a good way to end any rousing adventure.

When the adventure ends, gather the players together for a post-game meeting. Use this time to describe particularly heroic scenes or actions, as well as award players with small certificates for exceptional roleplaying or costuming. Close down the adventure by generally cleaning up the area, depositing all trash in the proper receptacles, reclaiming any props or equipment which are yours, and finding the closest available couch to lie down on.

Congratulations! You did it!

All you have to do now is get ready to run the next game.

Gamemaster Tips and Tricks

After running a few small adventures tailored for your close group of friends, you may feel ready to run something larger. The advantages of the *Star Wars Live-Action Adventure* rules are that adventures are more dependent on character interaction and less so on constant gamemaster intervention. However, as the number of players increases, so do the logistics required to manage the game. The greater the number of participants, the more scenarios and character goals are required and, in turn, the more the gamemaster is needed to assist players with background or plot information, gamemaster-run events, and referee actions and large combats.

During larger adventures, gamemasters often find themselves bombarded with questions. “Can my character do this?,” “What do I know about this other character?,” “Can I sneak past the guards?,” “What information can my contacts provide about...” and so on. Between juggling actions in other encounter locations, a combat down the hallway, and some player character wishing to tap into an Imperial network, the gamemaster sometimes finds little time to think, let alone breathe!

Using a Comlink System

To help reduce the constant barrage of questions from players during an adventure, you can establish a “comlink system” between the players and gamemaster. Find a cardboard

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shoe box or similar container and paint it black or some other distinctive color. Place the box in a central location where it can be easily found. When handing out character packets, include a small scratch pad and pencil for each player. Instruct the players to write down their questions and character name on a slip of paper, and drop it into the "comlink box." Only you or an assistant gamemaster should have access to the contents of the comlink box.

As you conduct the adventure, drop by the comlink box every ten minutes or so, gather up the slips of paper, and compose answers. You can either write responses back or go to the player and take up the issue with him.

The advantage of the comlink system is that there is a written record of character questions. Having a written record of questions and who wrote them gives your memory a break. A comlink messaging system only works, however, if the both players and gamemaster use and respect the system.

Using Assistant Gamemasters

For large adventures, you'll likely need some help in running the show. Assistant gamemasters are volunteers who are not participating as player characters and can be debriefed on the adventure's characters, scenarios and possible outcomes. They can help you, the primary gamemaster, by refereeing combats, playing gamemaster characters, and can also be situated in encounter locations to watch over character actions.

The best place for assistant gamemasters are in heavily-used encounter locations, such as cantinas. Location-based assistant gamemasters can describe the area to arriving players, referee combats, and play various gamemaster characters located in the area (e.g., a bartender, a bored but nosy droid merchant, a repair technician, a security officer, a medical specialist, or an irritating public official). When used in this manner, assistant gamemasters are not only helping you, but are adding to the atmosphere of a *Star Wars* live-action adventure and getting an opportunity to play as well.

Assistant gamemasters should be knowledgeable enough with the rules of the game to referee combat and simple skill checks. However, they need not be given the authority to answer detailed questions about characters or situations. That responsibility, and all final decisions and judgments, should always remain with you. If players have questions relating to the adventure scenarios or characters, assistant gamemasters should refer them to the comlink system and let you answer their questions.

As you conduct the adventure, check with your assistant gamemasters from time to time. It's a good idea to give them pen and paper so they can note down what some of the characters did during their "watch." From these notes, you can get an overview of the adventure and keep up with the players.

Using Timed or Random Events

An event is a situation or occurrence instituted by the gamemaster which adds to the randomness and the chaos of live-action adventures. Usually, it is something beyond the players' control and can even have an effect on the adventure's outcome.

There are two types of events, timed and random. Timed events are planned and will occur at a certain point during the adventure, either at a particular time, or when a certain action is taken. Random events are those which occur independent of character action or time. A random event might occur once every hour or once at some point during the adventure.

Events should not be used as doomsday devices; that is, they should not be used to kill player characters or tip the balance of power too far in one direction. Be very careful, for instance, in bringing in Darth Vader or Luke Skywalker — even as gamemaster characters, these powerful people will quickly tip the balance of power too far to one faction.

Above all, avoid *deus ex machina* events which unfairly help certain factions to accomplish their goals in a manner other players cannot prevent. Having the Empire arrive *en*

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mass at the climax is a good way to end an adventure as long as the event does not unduly favor the Imperial players (i.e., they can still fail to accomplish their goals when the reinforcements arrive). If, on the other hand, the arriving Imperials hand the Imperial players their goals on a silver platter, the Rebel players are *not* going to be happy.

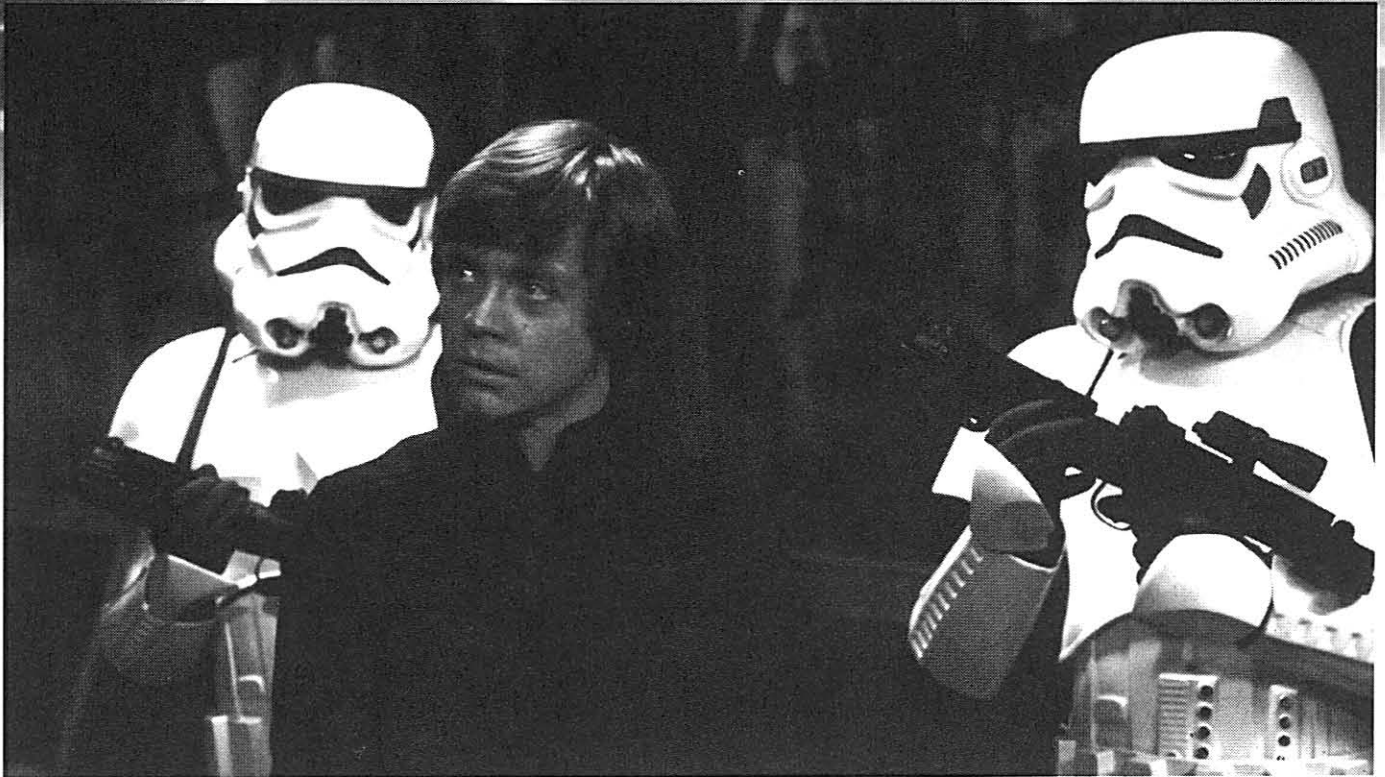
You can use random events to add a twist of fate or a change of luck to certain characters. It's all part of *Star Wars*, where situations can change pretty quickly. On the next page is a Random Event Table which can be incorporated in your live-action adventures. Roll 1D6 at the beginning of every hour during the adventure and apply the random event as instructed. Feel free to customize this table for your own adventures.

Diceless Gameplay

Star Wars Live-Action Adventures uses a streamlined game system which allows players to move freely about without being burdened by rulebooks or large amounts of dice. All attribute and skill attempts, as well as resolving combat and determining damage, use the outcome from a single die.

Some players, however, prefer to dispense with dice altogether when LARPing. To suit these players, we've developed two diceless skill resolution systems you can use instead of the D6 method. The Outcome Cards system replaces dice with a few cards, and preserves the core rules for *Star Wars Live-Action Adventures* you're already used to (it also makes possible a few neat tricks not possible using dice). The Odds and Evens system allows you to conduct attribute and skill checks with one simple contest using hand signals (and it isn't "rock, paper, scissors," either). An optional rule allows you to toss damage checks as well, and boils the game down to its most basic elements (in terms of combat).

You can use whichever system suits you and your players, or tinker with the rules and develop a fourth system of your own design. The important thing is to settle on a system which won't detract from the game. Note that all official *Star Wars* live-action supplements and con events will adhere to the original D6 system.



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Random Event Table

Die Result	Event
1	Break in. Someone has stolen ten thousand credits worth of jewelry and other valuable items. The stolen items have been hidden somewhere in the adventure setting (the goods are hidden with a <i>hide</i> score of 3D6). If the items are found by a searching character, the gamemaster should create an item card for the stolen goods and give it to the character who found it.
2	Breakdown. A random character's ship or vehicle breaks down. The vessel is moderately damaged and takes 1D6 hours to repair. If no character owns a ship, then the breakdown seriously damages all starship or vehicle facilities in the adventure. Ships or vehicles will be unable to arrive or debark until the end of the adventure. A fun variant of the breakdown is sabotage.
3	Pickpocket. A random character has been pickpocketed. The gamemaster asks the lucky player for all item cards in the character's possession and removes one at random. That item is considered lost (the gamemaster can have it turn up at another location later). Large items — like blaster rifles, E-web cannons, ships, and so on — cannot be pickpocketed. If the character is not carrying any item cards, then the character loses all credits in his possession.
4	Random search. Two to four Imperial stormtroopers (or appropriate security personnel) approach a character of the gamemaster's choosing (except Imperial officials, Dark Side adepts, or Imperial military personnel) to check for papers as well as illegal contraband. If the character is trying to hide items from the search, he must make a <i>hide</i> roll. That result is compared to the stormtrooper's search (<i>search</i> skill of 4 plus 1D6). If the stormtrooper's result is higher, the hidden items are found. The character must suffer the consequences of any items considered restricted or forbidden by the Empire. (See the expanded Equipment List on page 90 to determine which items are forbidden or restricted.) The character can also opt to fight the stormtroopers or security personnel.
5	Creature attack. A dangerous predator has broken free and is roaming loose. The creature suddenly appears and attacks those in a random encounter location with surprising ferocity, then mysteriously vanishes again. Creature stats: All stats are 1 except: <i>Dexterity</i> 4, <i>melee combat: fangs</i> 5, <i>melee combat: claws</i> 6, <i>melee parry</i> 5, <i>Perception</i> 3, <i>sneak</i> 6, <i>Strength</i> 6, <i>brawling</i> 7. Five wounds.
6	Explosion! A combination of failing power couplings and faulty systems inflicts a terrible explosion at a randomly chosen game location area. All characters in the location must resist damage equal to a concussion grenade (Damage Rating 6). Dodging or running from the explosion is not possible.

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Outcome Cards

Outcome Cards work just like die rolls. Photocopy the supplied sheet of Outcome Cards (page 22) on a heavier card stock so they will not tear easily and cut them into individual cards to form a deck. Each player should carry a set of cards during the adventure.

The Outcome Cards consist of cards numbered from one through six and three different "wild" cards: Critical Success, Critical Failure, and the Force Card (the Force Card is optional).

At any time a die roll is called for in the regular rules — when using a skill, an attribute, a Force Skill, determining damage from an attack, resisting damage, and so on — the player instead selects one card at random from the deck of an opposing player or the gamemaster. (When offering cards to another player, hold the cards out evenly and face down.)

The selected card is displayed. According to card type, one of the following possibilities occurs:

Number Card: add the number to the appropriate skill score, attribute score or weapon damage rating. This is the character's result for that attempt. The card is returned and the deck is shuffled. When using Outcome Cards, the number cards of "1" and "6" are always treated as number results, not as Critical Failures or Critical Successes. There are specialized Critical Success and Critical Failure cards in the Outcome Card deck.

Example: A smuggler is using his blaster pistol on an Imperial officer. The smuggler picks a card numbered "4" from the Imperial officer's deck. This 4 is added to the smuggler's blaster score for the final skill result.

Critical Success Card: This card is treated as if a "6" had been rolled on the die. The card is put back in the deck and shuffled. The player may now choose again from the deck, this time adding "6" to any number card drawn. Each time a Critical Success is picked, the player adds another 6 and draws again.

Example: A smuggler is using his blaster pistol on an Imperial officer. The smuggler draws the Critical Success Card from the Imperial officer's deck. The card is returned, the deck is shuffled again, and another card is drawn. A card numbered "4" is now picked from the Imperial officer's deck. This 4 is added to 6 for a result of 10, which is then added to the smuggler's blaster score for the final skill result. If the Critical Failure card is picked after drawing a Critical Success, treat the card as a "1."

Critical Failure Card: This card is treated the same as if a "1" had been rolled on the die. The skill attempt, attribute or damage result automatically defaults to the basic score. If this card is picked after drawing a Critical Success Card, treat the card as a "1." The effects of the Critical Failure Card can be negated by using a Character Point.

Example: A smuggler is using his blaster pistol on an Imperial officer. The smuggler draws the Critical Failure Card. Only the smuggler's blaster score can be used for the final skill result.

Force Card: The Force Card is an optional twist we added to the game to take advantage of the Outcome Card system. You can use it or leave it out (you can also add other optional cards of your own design to the decks — perhaps cards customized to each character type).

If a character uses Force Points and draws the Force Card, he may opt to either give himself a Critical Success or his opponent a Critical Failure for this round. If the player draws a Force Card for any other reason, it is treated as a "1."

Example: A smuggler who has a Force Point is firing his blaster pistol at an Imperial officer. The smuggler opts to use the Force Point to increase his score. He

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draws the Force Card from the Imperial officer's deck. He then has the option of giving himself an immediate Critical Success and drawing again (adding 6 to the result of the new card) or giving the Imperial officer a Critical Failure for this round. If a character is given a Critical Failure, any action taken this round remains at its base score. The only way to negate the Critical Failure is by expending a Character Point.

No character may be given a Critical Failure if he has already taken his action for a round.

Using Character Points with Outcome Cards entitles the player to draw from the deck again. This time, the various wild cards (Critical Success, Critical Failure, and Force Cards) do not have their normal effect. Treat the Critical Success Card as a "6," and the Critical Failure Card and the Force Card as a "1." As usual, players should declare the use of Character Points before drawing from the deck.

Remember that using Force Points and Dark Side Points does not affect the Outcome Card system. They boost the character's attribute and skill scores, not the value of drawn Outcome Cards.

If the gamemaster needs to generate an effect (for instance, from a Random Event Table), she should draw a number card from a player's deck, ignoring wild cards like Force Cards.

Odds and Evens

Odds and Evens is a skill resolution system which, like "rock, paper, scissors," does not require dice, cards, or other props. It is quicker and more fluid than the other systems, and also a bit more cut-throat. Though it does have a flaw you must consider before using, you may decide its simplicity more than compensates for its drawbacks (and the flaw in the system can be largely overcome by using an optional rule or the Special Ability Cards described in the next section).

Odds and Evens works a bit like "rock, paper, scissors." Two people square off. One person declares whether the result will be odd or even. Both count "1, 2, 3, shoot," and display one to three fingers simultaneously upon saying "shoot." Add up the number of displayed fingers (from both contestants) for a contest total. The resulting value will be either odd or even. If the result matches the caller's choice (e.g., he called even and the result is even), he wins. If not, he loses.

That is the basic mechanic of the Odds and Evens system. There are two slightly different methods of conducting the check, depending on whether the "roll" is for an opposed or situation check.

Opposed check: Between two players, an aggressor and defender. The aggressor calls odds or evens. The winner adds the contest total to his skill or attribute. The loser adds *half* of the contest total to his skill or attribute (rounded down). Damage is also computed using this subsystem.

Situational check: Between the gamemaster and a player. The player calls odds or evens. If the player wins, he adds the contest total to his skill or attribute. If he loses, he adds half of that value (again, rounded down). The gamemaster receives no points in a situational check.

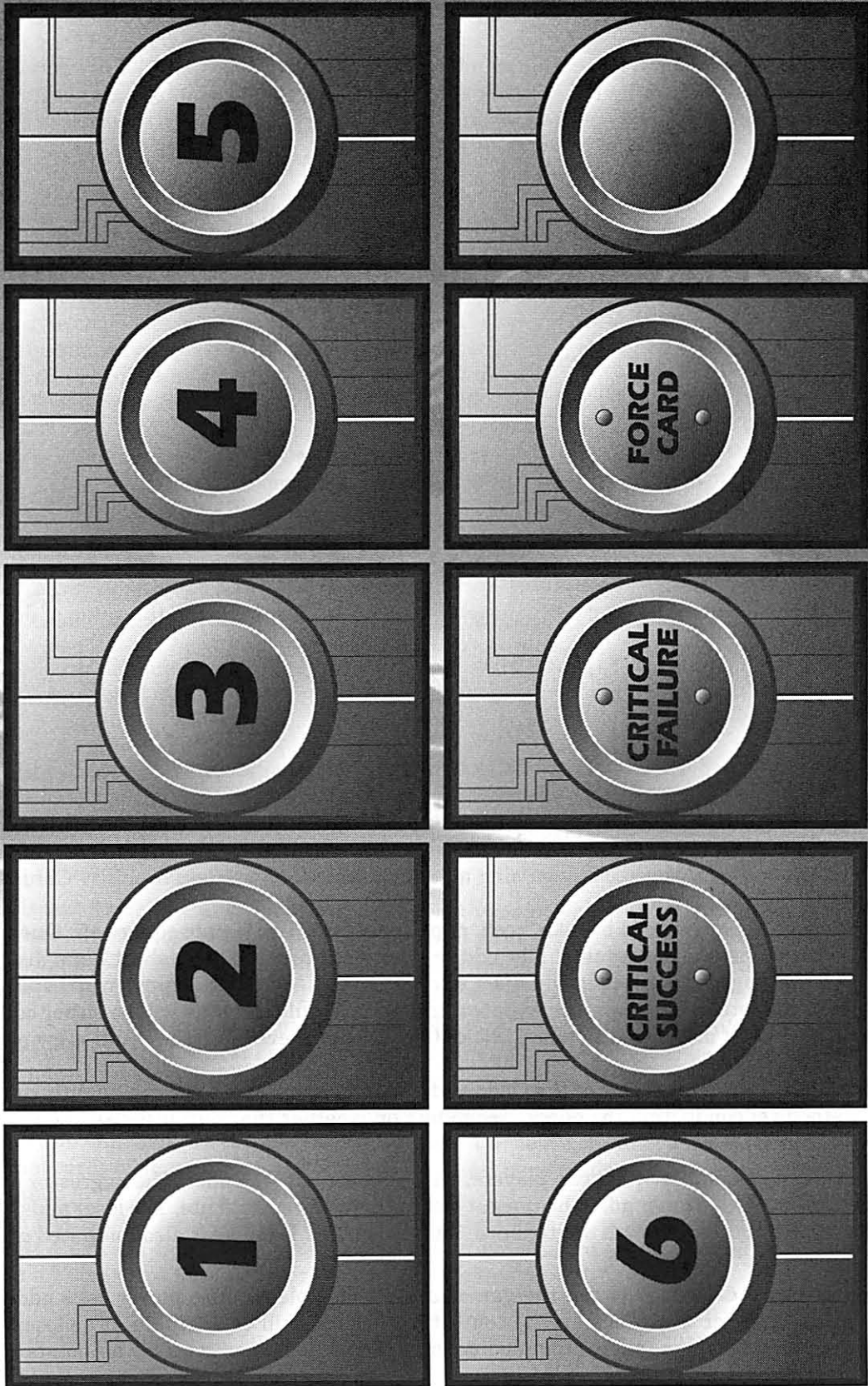
Playing Cards as Outcome Cards

You don't necessarily have to make your own cards to use the Outcome Card system — you can also use regular playing cards. Begin with a standard 52 card deck. Remove cards 6 through ten in all suits (except the sevens), as well as the Jokers. Divide each deck among four players according to suit. Consider Aces and Kings as Critical Successes, Queens and Jacks as Critical Failures, and sevens as Force Cards. Treat all remaining cards as number cards.

Use the cards as described above. Again, you can assign special roles to the Jokers or other removed cards if you like.

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There are a few more changes to the rules we need to mention. In Odds and Evens, there are no Critical Successes or Failures (see the next section for an alternative method of shaking things up occasionally).

Character Points work a bit differently as well. Instead of gaining a random number of additional points, characters receive a +3 bonus to their skill totals for every point spent. So, if a player spends two Character Points, he gets to add 6 to his final "roll." As usual, Force and Dark Side Points can be used to double a character's attribute and skill scores for one combat round.

As was mentioned above, the Odds and Evens system has a flaw worth noting — both the gamemaster and the player can skew the outcome of a situational check. The player will always have an incentive to push for a higher score, while the gamemaster, knowing the difficulty number, can push the score higher or lower according to whim.

Ultimately, this shouldn't be much of a problem, since at worst the gamemaster will wind up ranging from one to two fingers, while the player will range from two to three (you'll have to vary your response to prevent your opponent from "fixing" the result in his favor — either odd or even). This results in an acceptable average result of 4 to 5 per contest (assuming the player wins).

This flaw has a positive aspect. It can serve as a "fudge factor" you can use to enhance the enjoyment of the game. By pulling down the score, you can discourage players from embarking on potentially foolish actions, or going somewhere not important to the scenario. By pushing it up, you can help someone to survive an attack that might otherwise kill him early in the game, or permit an unexpected but necessary success (of course, you can do the same by lowering the difficulty number, but you get the idea). Players will notice your generosity in giving them threes, however, so to prevent them from figuring out when you are leading them on, throw out the odd three on other occasions as well. You don't want to telegraph your intentions to the players, after all.

Example: A smuggler (*blaster* 3) is shooting at a bounty hunter, who leaps out of the way (*dodge* 4). The two players square off for a skill check. Because the smuggler is the aggressor, he makes the odds or evens call. He calls even. The players count off, and display their hands. The smuggler is displaying three fingers, and the bounty hunter is displaying one finger. Because the contest total of 4 is even, the smuggler wins. He adds 4 to his blaster skill for a result of 7. The bounty hunter adds half of the result to his dodge skill for a result of 6. He fails his *dodge*, but just barely. He can choose to spend a Character Point to boost his result three points to 9 if he likes, in which case he will succeed (unless the smuggler also spends a Character Point).

Example: A Rebel spy is trying to pick an electronic lock (*security* 6). The gamemaster determines that the difficulty level of this lock is 10. The player calls odd, and the two count off. The gamemaster displays two fingers, and the player displays three. The player wins, and adds 5 to his security value for a total of 11. This is enough to tip the balance, and he succeeds.

Optional Refinement 1: There is an additional rule you can add to the Odds and Evens system to greatly rectify the situational check problem, but since it adds another step, you might be better off doing without it if you are after a super-quick and simple system. Still, here it is in case you want to try it out.

In a situational check, the gamemaster and player face off as usual. If the player wins, he adds the contest total to his attribute or skill as described above. If he loses, however, he gains 6 *minus* the contest total. In other words, if he calls odds, and the contest total is 5, he gains only *one* point (6-5=1), even though he won! If he had stuck out only one finger instead of, say, three, he would have gotten a bonus of 3 instead.

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Obviously, this rule encourages both contestants to vary their finger counts, since no one can be sure whether a high result will favor him or her. But again, this extra layer of complexity may be too much for such a quick and dirty system. If you feel the system needs it to work and your players are still unhappy, you might be better off using one of the other systems.

Optional Refinement 2: Toss out damage checks and replace them with a simple system: the first time you're hit, you deduct 1 from all attributes and skills for 10 minutes. If you're hit a second time in 10 minutes, you are unconscious for five minutes — other characters may search you, tie you up, carry you off, and so on (all abstractly, of course). In terms of interacting with other characters, you are Out of Game while unconscious. If you are hit a third time in 10 minutes, you are dead. Each time you are hit, reset the 10 minute clock, and continue to deduct 1 from skill checks.

Once you have gone a full 10 minutes without being hit, you are full healed. A medpac or bacta tank will also bring you up to full speed.

Special Ability Cards

Because there is no Critical Failure or Critical Success with the Odds and Evens system, Special Ability Cards may be created by the gamemaster which allow modifiers to outcomes. These cards are usually played once and then surrendered to the gamemaster. Special Ability cards may also be used to augment the D6 and Outcome Card systems with a little tinkering.

We've provided a sample set of Special Ability cards you can use in your games — these may be photocopied and cut up for distribution to players before an adventure (you may also develop your own). To keep the adventure balanced, it is strongly recommended that you give only one or two Special Ability card to each participant.



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SPECIAL ABILITY

Smuggler's Snap Shot

+2 to final attack
result.

One use only

SPECIAL ABILITY

"This is some rescue!"

Reduce by half any
other character's
result.

One use only

SPECIAL ABILITY

"May the Force be with you!"

+2 to any skill or
attribute score for
one round.

One use only

SPECIAL ABILITY

"I call it luck."

+2 to any *Perception*
or related skill
result.

One use only

SPECIAL ABILITY

"Into the garbage chute, fly boy!"

Automatic Fair
Escape in Combat.

One use only

SPECIAL ABILITY

"These are not the droids you're looking for."

Reduce any op-
posed character's
Perception or
related skill result
by half.

One use only

SPECIAL ABILITY

"Artoo-Defoo, where are you?!"

+4 to *search* skill
result.

One use only

SPECIAL ABILITY

Quick Draw

No action required
to draw weapon in
combat.

One use only

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SPECIAL ABILITY

Droid Smarts

+2 to *Technical* or related skill for one round.

One use only

SPECIAL ABILITY

Gambler's Luck

+2 to *dodge* or defensive result.

One use only

SPECIAL ABILITY

"I'm here to put you back on schedule."

+2 to *Knowledge* or related skill result.

One use only

SPECIAL ABILITY

Bounty Hunter Brawn

+1 to *Strength* for all related actions for one round.

One use only

SPECIAL ABILITY

Skywalker Surprise

+2 to piloting or vehicle operations skill for one round.

One use only

SPECIAL ABILITY

"Bring me the hydrospanners!"

+4 to *Technical* or any repair skill result.

One use only

SPECIAL ABILITY

"I feel the Force!"

Roll die again and add to any result (Critical Success in effect for roll.)

One use only

SPECIAL ABILITY

"Help you I can!"

+4 to *Knowledge* or related skill result.

One use only

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2

Ord Mynock Freeport

"Where so much can happen with so very little effort."

Trader Vox

This section is devoted to Ord Mynock Freeport, a "typical" spaceport setting for use in your *Star Wars Live-Action Adventures*. This overview describes the Freeport, locations for encounters, and certain personalities who make Ord Mynock Freeport their home. You can use this setting immediately with the scenario modules described later on in the *Toolkit*, or design your own adventures to take place here.

To save some space, the Gamemaster characters are presented in a capsule format, which players of the roleplaying game will readily recognize. You can easily transfer the stats and background information to a character card for use in an event.

Welcome to Ord Mynock

The "Ord" designation is a term which dates back to the time of the Old Republic when remote colonies of settlers gathered in protective regions. The "ord" or "fort" was typically the first major settlement built in an unsettled area of space. A fortified city state, the ord served as a haven and shield against hostile forces such as pirate bands and marauding aliens. Today, of course, most regions once protected by an ord world have long since become fully settled and civilized.

Ord Mynock is one such ancient Republic-era colony world, a place which showed little mercy to its first settlers. It is also the exception to the rule — though successful as a trading post in its early days, shifting trade routes soon bypassed it, and this area of space has languished in relative obscurity ever since.

Ord Mynock is something of a paradox: beautiful at first glance, deadly upon closer inspection. The world is covered by jungle forests, murky swamps and huge mountain ranges. Much of the local flora and fauna is aggressive and hostile. In fact, the world's major "accidental" export is the infamous creature which bears the planet's name: mynocks — large, winged parasites which attach themselves to power cables and hull panels of starships. They have been a plague for starship owners and pilots ever since.

Today, its bustling spaceport serves as a waystation for those passing through to somewhere else, and a number of businesses have set up shop in Ord Mynock. Among them is ComNet Corporation. During the days of the Old Republic, Ord Mynock served as a communications outpost and relay station, a function which continues to this day under the privately-owned ComNet. Because of its location, ComNet has a virtual monopoly on communications among systems within the sector.

Miners and xenobiologists occasionally foray into Mynock's dangerous jungles, hoping to strike it rich either in rare minerals or a new form of life which might have useful properties. Ord Mynock is a world full of opportunities, at least for the desperate, enticing many

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to try their luck there.

For those who are interested, here are the roleplaying game stats for Ord Mynock.

Ord Mynock

Type: Terrestrial
Temperature: Temperate and humid
Atmosphere: Type I (breathable)
Hydrosphere: Moderate to plentiful
Gravity: Standard
Terrain: Jungle, swamps, mountains
Length of Day: 22 standard hours
Length of Year: 402 local days
Sapient Species: Mix of humans and aliens
Starports: One standard class
Population: 195,000
Planet Function: ComNet headquarters, mining, pharmaceuticals
Government: Corrupt local administration
Tech Level: Space
Major Exports: Communications, various ores, medicines, foodstuffs, mynocks
Major Imports: High tech



"The Galaxy is Listening!"

**Come Visit Our Modern Ord Mynock
Communications Facility**

Trader Vox Says...

Don't be fooled by all this commercial "come out and visit us!" tripe. Ord Mynock can be a trader's paradise, but if you're not careful, it will eat you alive. And I'm not just talking about the wildlife, either.

The Freeport bureaucracy is stagnant and corrupt — don't expect results if you get tangled up in their bureaucratic web. ComNet isn't something to be trifled with either. Just stick close to Vox, keep your wits ready and your blaster handy.

Ord Mynock Freeport

The Freeport facility is the only spaceport on the planet of Mynock. Once part of the original protective fort, it is a bustling, vibrant urban center, with walkways and other structures built on raised platforms above the humus. No one bothers trying to build directly on the soil any more, since any attempt to dig a foundation only strikes mud. As proof, the walls of the ancient fort are slowly sinking at a rate of a half-centimeter every year, and will eventually collapse into the mire — if the strangle vines don't penetrate and crush them first. Caissons, huge, hollow columns filled with pressured air, keep the platforms and upper levels steady and upright and the whole complex from sinking into the mud.

A Brief Summary of Ord Mynock History

Ord Mynock was initially settled by a military communications unit during the time of the Old Republic. Their mission was to quickly set up a communications relay on the only habitable world of the Mynockra system and so link communications throughout the sector. This first attempt was mired in disaster, since the soldiers had no warning about what to expect on Mynock. The jungle was filled with dangerous predators who stalked the patrols by day and hunted by night. The first attempt to set up a fort failed when the mud swallowed up several heavy defensive cannons and a perimeter sensor.

Finally, the communications relay was set

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up on higher ground and an adequate defense was assembled against the planet's jungle dwellers. The outpost was operational only twelve days when pirates, worried about the sudden appearance of Republic forces in the area, strafed the base and killed hundreds. But the men and women who had come to Ord Mynock were not easily swayed by dangerous crushing vines, hover-vehicle-eating plants, or determined pirates. The communications relay had to go up and stay up.

Landing pits for snubfighters and defensive pickets were cleared from the jungle using picks, shovels and blaster fire. With suitable defensive fighter forces installed at the Ord, the pirates did not return. To escape the jungle and the mud, Republic engineers raised the landing bays and other prominent base structures on columns of pressured air, creating the first level of the historic Freeport.

Once Ord Mynock was established, other enterprising colonists and commercial ventures came to seek out its riches. They found a world teeming with life and rich in resources. They did not heed the warnings of the fort commanders, however, and many who journeyed into the jungle did not come back. And no matter how well pilots inspected their ships, they always found strange bat-winged creatures feeding on power cables and nesting in landing gear recesses and other open hatches. As the story goes, a few creatures managed to leave the planet and found new places to feed and reproduce throughout the settled regions of the galaxy. To this day, mynockes are a bothersome and dangerous nuisance for starship owners everywhere.

Ord Mynock Freeport Overview

Like most large starports, the Freeport serves as a hub for commerce and transportation, not only for the planet but for nearly the entire sector. In the Freeport, traders can find an assortment of goods, services, specialists, mechanics, business hawkers, and a plenitude of beings from many different worlds. The Freeport thrives on the individuality of its citizens, and welcomes all manner of trade and exchange.

The numbered locations described below are keyed to the enclosed Freeport map. This "tourist" map may be photocopied and handed to players as a game prop.

Physically, the Freeport is divided into two circular regions. The Historic District is part of the original fort settlement. Wealthy patrons, government officials, and megacorp executives visiting Ord Mynock frequent the historic region. The Modern District is beyond the walls of the original fort and caters to those who prefer to live on the fringe, both legally and economically. Long-time residents claim the two districts are distinct, and very unequal, communities... even down to the law enforcement patrols and other government-provided facilities assigned to each.

There isn't much worth seeing beyond the districts, since the surrounding jungle is quite hostile. Maintenance teams are constantly checking the outer wall for signs of breakage or disrepair, since the planet's native lifeforms would quickly take advantage of the breach. Land-based speeders, miner craft or transports which enter from the main gate are thoroughly scrubbed and examined before entry into the Freeport is permitted.

Gamemaster Adventuring Note: Adequate warnings about leaving the protection of Ord Mynock Freeport should be sufficient to keep characters from "wandering" out of bounds. However, trips into the jungle in search of missing characters, to mine a valuable resource, or search for rare botanicals, can provide a side adventure.

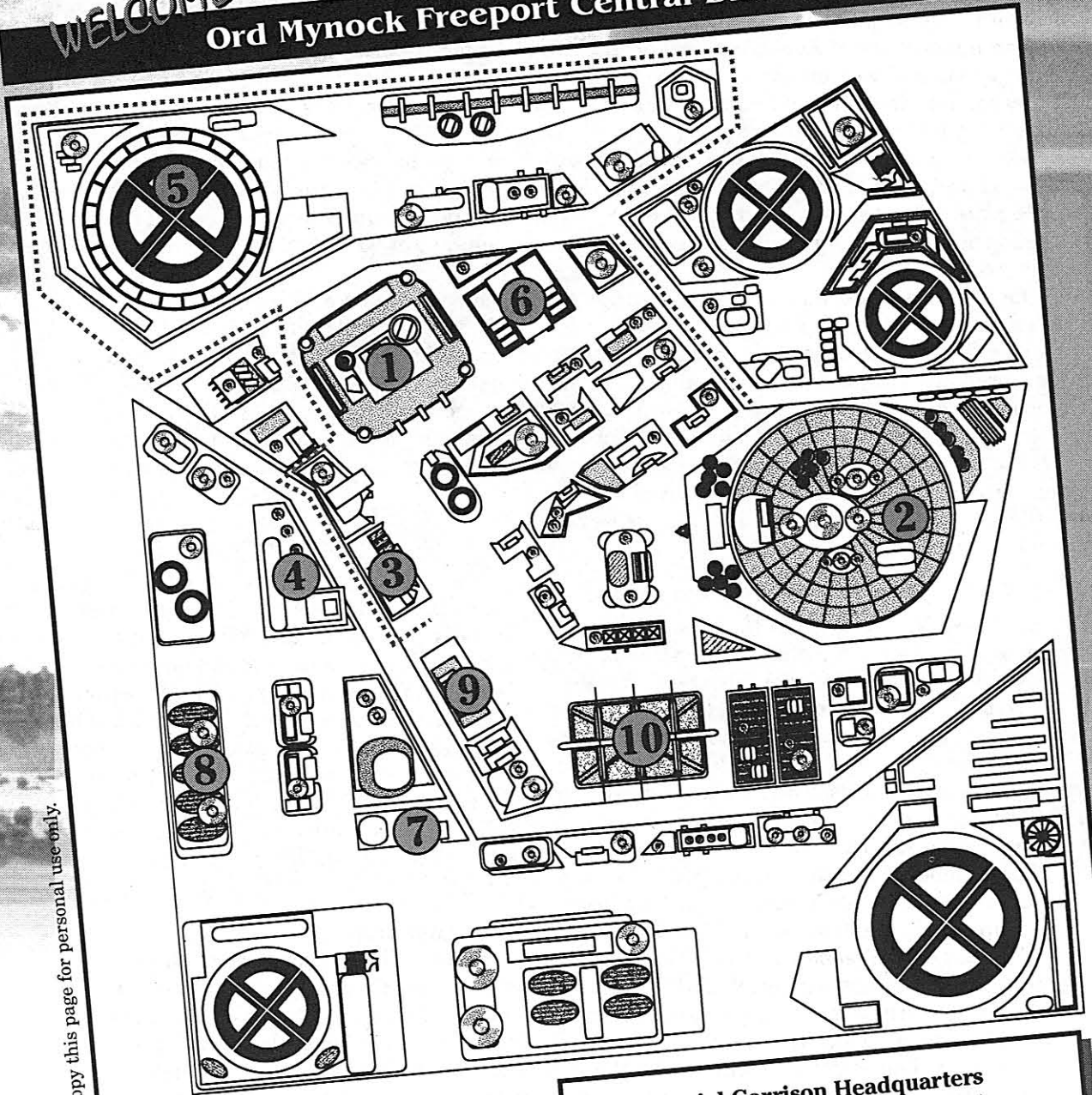
Trader Vox Says ...

The usually tight-fisted Imperial regulations are a little lax around here. Ord Mynock Freeport is a trader's paradise, that's for sure. A little wild sometimes, but the Empire shows the flag occasionally just to remind the locals who's still in charge. The Freeport is not exactly all that free either. ComNet and a lot of other powerful firms keep the bureaucrats and the other admin types' pockets lined with credits. They can revoke your BoSS license as quickly as they will toss you in The Block and sell your ship at auction. Oh, you're probably wondering what The Block is? Keep reading.

STAR WARS LIVE-ACTION ADVENTURES

WELCOME TO

Ord Mynock Freeport Central District



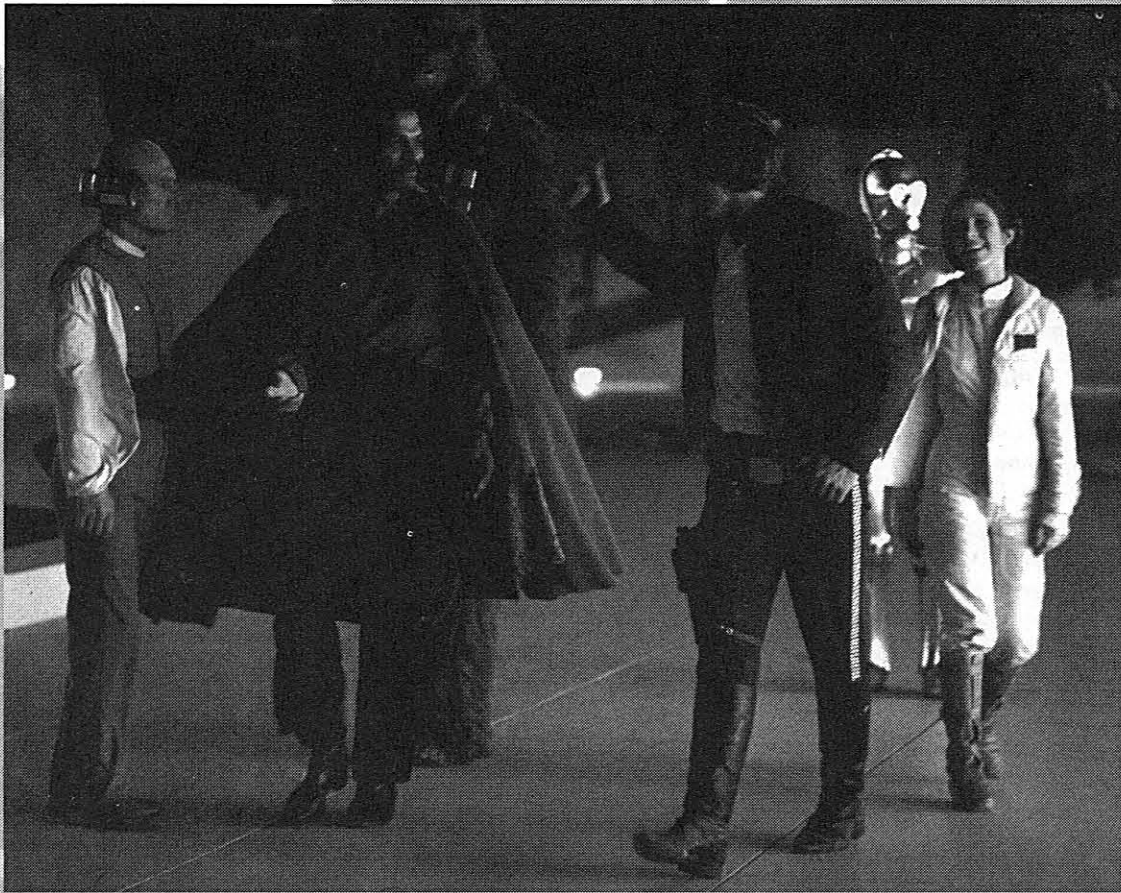
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Original Protective Wall

1. Imperial Garrison Headquarters
2. ComNet Communications Complex
3. Last Stand Casino
4. Pandor's Hydrospanner
5. Docking Bay 63
6. The Block
7. Leezoth's Antiquities and Fine Imports
8. Sliteye's Entertainment Emporium
9. Medical Services
10. Atrium

Thomas O'Neill & Anthony Russo

STAR WARS LIVE-ACTION ADVENTURES



1. Imperial Garrison Headquarters

No Imperial-held world is complete without a garrison of Imperial troops and support personnel. Compared to some worlds, the troop size of this garrison is quite small. But by the standards of this backwater world, the troop compliment is rather high — three hundred Imperial Army troops plus vehicles and probably enough supplies to last for several years without resupply. The large number of soldiers are present to protect the assets of powerful conglomerates like ComNet, which provide more than enough funds to support the Ord Mynock Freeport Security Force (the FSF).

The garrison facilities once housed the first communications team sent to Ord Mynock. Since then, the building has been expanded with several additional levels for barracks, equipment storage and vehicle motor pool. A small landing pad on the roof can adequately service and maintain starships the size of a *Lambda*-class Imperial shuttle. The garrison houses two Chariot command airspeeders, a light assault vehicle (LAV) platoon, transport speeders, and repair crews. The garrison force's principal function is to enforce Imperial decrees, assist Imperial Customs, apprehend wanted lawbreakers and protect the communications complex facility. The garrison is not responsible for public safety, except in the event of major catastrophe such as natural disaster, Rebel attack, or public riot.

Nearly all Imperial officers, officials and visiting dignitaries reside at the garrison. A stormtrooper attachment has been assigned to protect the garrison commander and the planet's highest-ranking Imperial official, Imperial Commander Lyal Frel.

STAR WARS LIVE-ACTION ADVENTURES

Imperial Commander Lyal Frel

Type: Imperial Officer

DEXTERITY 2

Blaster 4, dodge 5

KNOWLEDGE 4

Bureaucracy 5, law enforcement 6, planetary systems 5, value 6

MECHANICAL 3

Communications 4, starship piloting 4, starship gunnery 5

PERCEPTION 4

STRENGTH 2

Brawling 3

TECHNICAL 3

Computer programming/repair 4, security 5

Character Points: 5

Dark Side Points: 1

Wounds: 2

Weapons: blaster pistol (4)

Equipment: comlink, nearly always accompanied by six stormtroopers.

Capsule: Commander Frel is a typical, high-ranking Imperial officer — cold, intolerant of nonhumans, and eager for enhancing his own share of power on wealthy Ord Mynock. With the exception of constantly wheeling and dealing with other figures of power in the Freeport, Frel despises his other mundane duties as garrison commander, preferring to hand them out to his subordinates.

2. ComNet Communications Complex

The ComNet Communications Complex is one of the largest, and perhaps most important, structures in Ord Mynock Freeport. This vast, dome-shaped building houses powerful transmission dishes, laser-link couplings, and other antennas to keep constant communication with the other worlds of the local sector and beyond. The complex has become a symbol for the powerful ComNet Corporation, which owns and maintains the building. The ComNet Dome is home to hundreds of dedicated ComNet technicians, support, and administration staff. It is heavily guarded and patrolled by ComNet's own private security detail.

Deep within the Dome is the central operations floor, a huge room which acts as the communications nerve center for several surrounding sectors. Here, communications traffic of all kinds is relayed, encrypted, processed, and re-transmitted to its intended destination. ComNet virtually guarantees the safety of any transmissions it handles.

Both the Empire and ComNet believe a Rebel attack against the complex would strike a serious blow along many economic and political lines — thus the intense security precautions taken. The building is patrolled by armed rover droids and human security guards.

All employees and visitors must wear complex identification badges which are very difficult to forge (*forgery: electronic* Difficulty of 15). The ID badges are changed daily, as are the access codes. Different badges are issued for every level of the complex.

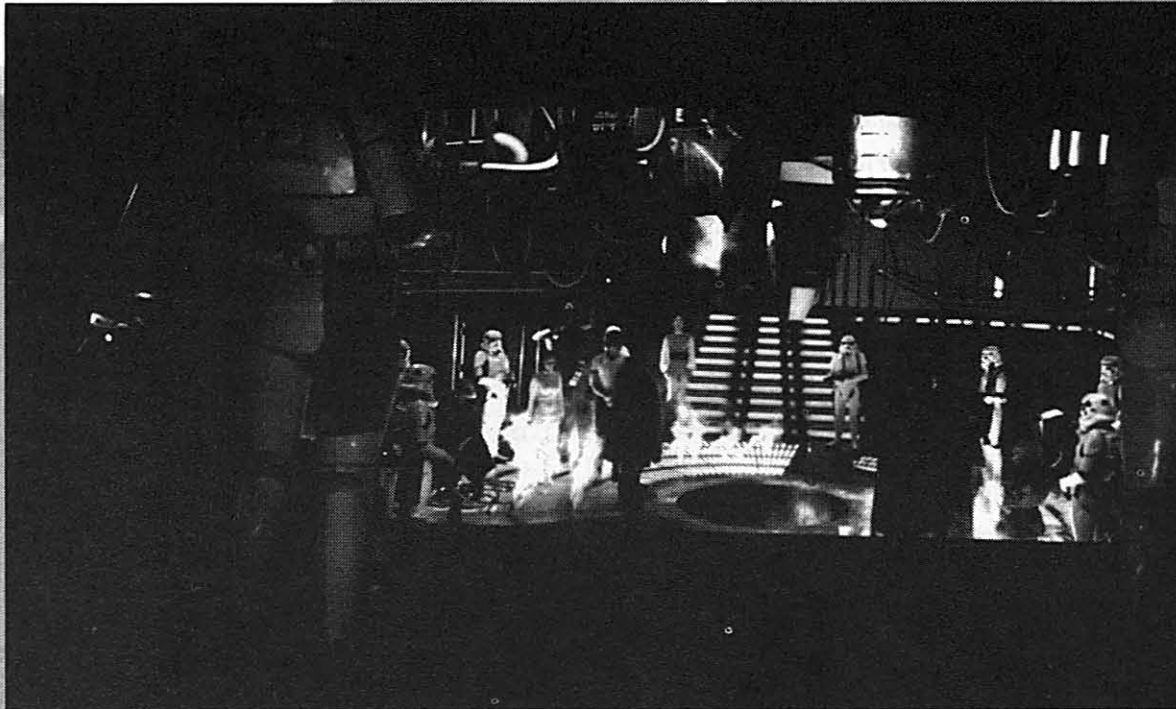
The color of the badges changes every day as well — the colors are chosen randomly from certain palettes which ensure that a distinct color is not repeated within a six day period.

In fact, the colors vary more than most people realize — ComNet uses a palette of over ten thousand colors. Naturally, most living beings cannot actually discern differences between closely-matched shades, but the various roving security droids and computer scanners can. That ComNet uses such a large palette is a closely-held secret. Colors repeat every quarter century or so, but never in the same order.

Trader Vox Says ...

ComNet makes some grand-sounding guarantees, but you'll be hard-pressed to collect. ComNet's legal division has made it so difficult to label ComNet responsible for the interception or decryption of its comm-traffic that it can easily make this boast. As you'll soon discover, there's a whole side-industry on Ord Mynock devoted to tapping into ComNet's valuable treasure trove of information.

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After business hours, the Dome's security computer periodically requests that each person in the complex insert his identification card in a card scanner located in every room. The *forgery* result of the identification card is checked against the security computer's *search* result. If the access codes do not check out, or if a card known to be of use in the complex fails to check in, 1D6 guards investigate.

Gamemaster Adventuring Note: Characters who want to break into the ComNet Dome face a great number of challenges. Bypassing security should not be as simple as making a single Difficult *security* skill check, but a drawn-out process involving planning, timing, getting past patrols, stealing or forging identification badges, as well as the problems of getting out or running into a staffer or guard. Make it clear to players that getting into the Dome is not so much the problem as getting out!

There is no map provided for the ComNet Dome, since any action there will be necessarily abstract (in the sense that actual rooms can't correspond to a game map). When characters have reason to go there, walk them through it in general terms, or work up your own floorplans to suit your game space.

ComNet Dome Layout

Level 1 (Entry Level). The Entry Level to the Dome consists of the primary security checkpoint. There are six security guards on this level (see stats provided below). Visitors must have proper identification and authority to access other levels. If the characters have an appointment with someone inside the building, the guards check this out as well.

When checking identification at this level, roll a security guard's *Perception* versus the identification's *forgery* result.

Level 2 (General Admin Level). The Admin level is where the clerical work of the Dome is managed.

One guard is stationed in the lobby during business hours. Otherwise, the level is patrolled by a team of rover droids (see stats provided below). Rover droids appear every ten minutes on a 1D6 roll of 2 or less. They apprehend anyone they see after hours, and de-

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mand to see identification. They may also passively search characters for weapons or computer equipment.

None of the computer stations on this floor connect to building security, building maintenance controls (like lighting or fire door controls), or the central operations floor.

Level 3 (Corporate Admin Level). Three guards are stationed at the turboshaft lobby at all hours. The guards verify that characters are allowed in the area both by checking identification and communicating with the Level 1 security office via comlink. Any suspicious activity brings 1D6 more guards who search all characters.

The computer stations here can access mundane building controls such as heating and such, but accessing these functions is not an easy task (it's a Very Difficult *computer programming/repair* check). They do not have access to power or lighting functions, the security computer, or the central operations center.

Level 4 (Technical Operations Center). The security set-up here is the same as that on Level 3, with the addition of a band of patrolling rover droids. The droids roam the corridors in random patterns. A patrol cycle lasts roughly 20 minutes, and for every five

minutes spent in one area, there is a 2 in 6 chance a pair of rover droids will trundle by and ask for ID.

This level consists of a number of large cavernous rooms dominated by computers and rows upon rows of signal processors and control stations. The security computer room is located on this level. If attacked, the security computer will summon guards and rover droids to protect it.

Level 5 (Central Operations Center). There are six guards in the lobby, and dozens of technicians and support staff are present here at nearly every hour of the day or night.

This is the heart of ComNet's communications complex. Tapping or drawing information from this level requires a Moderate to Difficult *computer programming/repair* check and could take up to ten minutes.

The security computer is equipped with a life sensor which tracks the location of every living being on the level. It demands an identification check from every person on the level every fifteen minutes. Failure to comply sets off a general alert, sealing off doors and bringing guards.

Level 6 (Transmission Relays and Antennas). This is the top level of the immense Dome, which is normally accessible only by authorized maintenance crews.

It is crisscrossed by high metal beams, huge dishes, catwalks, crackling energy fields, and dangerous laserlink assemblies.



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Walkways are narrow and falling could result in serious injury or death (falling damage is 1D6+8, with no modification for armor). Hatchways lead to the outside, but there are no exterior ladders or staircases down from this level.

Building Security Computer. All attributes and skills are 1 except: *Mechanical 3, communications 6, sensors 6, Perception 5, search 9.* 1 Wound. Security computer is linked to all sensors, door locks, communication ports, computer workstation ports, and identification badge recognition stations.

Rover Droids. All attributes and skills are 1 except: *Dexterity 2, dodge 3, blaster 3, Perception 3, search 5, Strength 2.* 2 Wounds. Armed with a blaster pistol (Damage Rating 4). Built on a Mouse droid platform, each rover droid operates independently, but can summon guards or the building security computer.

ComNet Security Guards. All attributes and skills are 2 except: *Dexterity 3, dodge 4, blaster 4, Mechanical 3, communications 4, sensors 4, Perception 3, search 4.* 2 Wounds. Armed with a blaster pistol (Damage Rating 4). Other equipment: comlink, identification card reader connected to the building security computer.

3. The Last Stand Casino

The Last Stand Casino is owned by Mortimon Galli, a boisterous, self-proclaimed fortune hunter and swuvehorn player. Galli's establishment stands in the original headquarters of the Old Republic-era fort, a building which no longer houses any governmental offices. Galli keeps up the building's antiquated pre-Imperial appearance, echoing a romanticized, earlier era. Dim red lantern lights, old wooden chairs, holo-stills of classic holo movies, and a jaunty tune from a droid band lend to the place's unique charm.

The casino section in the rear is always busy, offering tables for sabacc, motion rounder and other games of chance. Galli is usually found at his table, playing sabacc with a crafty old gambling droid he calls Mac. Many people love to watch Galli and Mac as they exchange barbs of witticism, poor puns, and general cracks about the Empire — barbed enough to annoy rabidly loyal Imperials, but mild enough to keep him out of trouble (the Imperials drink here too).

The Last Stand is the perfect place for clandestine meetings, making friends, squaring off against a few enemies over a sabacc table, and generally getting to know the real people of Ord Mynock Freeport.

Mortimon Galli

Type: Aging Fortune Hunter

DEXTERITY 3

Blaster 5, dodge 6, grenade 6, melee combat 5

KNOWLEDGE 3

Bureaucracy 4, business 5, law enforcement 4, value 6

MECHANICAL 2

Communications 3, starship piloting 4

PERCEPTION 4

Gambling 6, hide 5, search 5, sneak 5

STRENGTH 3

Brawling 4

TECHNICAL 3

Trader Vox Says ...

There is no love of the Empire on Ord Mynock, a statement made crystal clear at the Last Stand. The tale goes that Mortimon Galli's dear wife was killed by Imperial scouts on the last of his fortune hunts. You'll find a holo-picture of Galli and his beautiful wife hanging over the bar — but don't mention her in front of Galli. He always acts as if it's the last day of the last hour of the hoary Old Republic. His club is frozen in that time, along with the poor man's heart. Still, old Galli is still a fortune hunter; his eyes are always on a prize. If you're looking for something musty and old, Galli will probably want a piece of the action.

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First aid 5, security 4

Character Points: 5

Force Points: 1

Wounds: 3

Weapons: hold-out blaster pistol (Damage Rating 3), walking cane with sword (Damage Rating STR+2).

Equipment: sabacc deck, gambling chips, 50,000 credits.

Capsule: Mortimon Galli has settled down into retirement on Ord Mynock. He likes to gamble, play his swuvehorn and reminisce about the old days. If offered a chance to get back on the trail of adventure in search of an intriguing prize, he will show considerable interest. Traders who regularly pass through Ord Mynock know of his fondness for artifacts and antiques, and occasionally drop by to offer for sale some musty item they have acquired in their travels. There is no telling what might turn up on any given day.

Galli prefers no fighting in his club and shows no apparent allegiance to either the Rebel Alliance or the Empire (though he verbally insults the Empire with glee). He hates the Empire with every fiber within him, but the death of his wife has taken the fight from him. Most of the physical disputes in his club are left to the discretion of his hulking alien bouncer Tinno.

Tinno, the club bouncer. All attributes and skills are 2 except: *Dexterity* 3, *dodge* 4, *brawling parry* 5, *Strength* 5, *brawling* 9. Wounds 5. No weapons. Character Points 5.

4. Pandor's Hydrospanner

Pandor's Hydrospanner is part of a chain of very successful repair and provision establishments found across the galaxy. You can find almost anything at Pandor's, provided it is not restricted, illegal or contagious. Pandor's likes to run a strictly legitimate business. The Empire is less intrusive that way.

The look and appearance of all the Hydrospanner outlets are nearly the same, with shelves of parts and goods available for sale. The Pandor's Hydrospanner here is run by a modified 3PO series protocol droid, D-3P8. The independent droid is very persistent and will follow (i.e. harass) customers until they buy something. Few deny the Hydrospanner offers a tremendous variety in equipment and clothing. Characters can purchase almost everything from weapons to jungle survival and mining gear (all weapon sales are reported to the local Imperial authorities as required by law).

With only a droid in charge, some one might get the temptation Pandor's might be easy to rob — nothing could be further from the truth. The premises are guarded by several droids and a surprisingly effective security system.

Trader Vox Says

Breaking into Pandor's Hydrospanner is probably the stupidest thing someone can try, short of attacking the Imperial garrison. Of course, some no-brain I once knew eventually tried and found out, the hard way, why Pandor's is not some small family business waiting to get robbed. The chain intentionally makes it easy for prowlers to break into their stores because the law is quite clear: once you trespass on private property, the owners can do anything they want to you. After my late friend got past the simple door locks, he ended up face-to-face with a Vindicator Lockjaw guard droid. Before you could say "heavy repeating blaster," that thing chewed up poor old Grungie and spit nothing back out. Talk about efficient!

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In addition to repair and restocking, spacers may also buy or sell vehicles at the Hydrosponder. Pandor's leases several docking bays (35 through 42) for a tiny collection of reconditioned (but always warranted) light transports and snubfighters (refer to *Galaxy Guide 6: Tramp Freighters* for pricing guides for ships and equipment upgrades.) Pandor's agents will always offer a fair, if excruciatingly tiny, price for the players' ship, bemoaning either the ship model's popularity or the level of wear-and-tear. This, and the lack of variety of models for sale, will severely limit the characters' choices of new vessel.

Pandor's also installs vessel upgrades and legal modifications (Dee Three hires some of the local freelance mechanics when he needs such work done). Characters may rent one of the docking bays to do their own work, but Pandor's does not take responsibility for mishaps which might occur.

Dee Three does not make a habit of spying on work being done by people in his bays, but he does drift by from time to time to ensure everything is more or less in order. If he discovers on one of these casual inspections that illegal modifications (like adding heavy weaponry and smuggling compartments) are being done onsite, he will inform the Imperials.

Dee Three-P-Eight

Type: 3PO Proprietor Droid

DEXTERITY 1

Dodge 2

KNOWLEDGE 3

Alien species 5, bureaucracy 5, business 5, languages 8, law enforcement 5, planetary systems 5, value 5

MECHANICAL 1

PERCEPTION 3

STRENGTH 1

TECHNICAL 1

Security 4

Character Points: 5

Wounds: 1

Equipment: Dee Three has similar functions and equipment to most 3PO protocol droids.

Capsule: Dee Three has been running Pandor's for almost ten years now. Like most Cybot Galactica droids, his verbator brain has developed a certain fussiness and lack of patience. He has developed a high degree of salesmanship, and remains firm on his price when he knows customers will be unable to find many of the items his store offers.

If threatened with violence or if he suspects he or his store is in danger, Dee Three uses an emergency silent comlink system to summon officers from the Freeport Security Force. The droid also relies upon the fierce reputation of his Vindicator Lockjaw



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security droid, a four-legged area defense droid noted for the fierceness of its attacks. Few would ever want to tangle with such a dangerous machine.

Vindicator Lockjaw guard droid. All attributes and skills are 2 except: *Dexterity* 4, *dodge* 6, *blaster* 6, *melee weapons: fangs* 6, *Perception* 4, *search* 6, *sneak* 6, *Strength* 4, *brawling* 7. Wounds 4. Equipment: built-in heavy blaster pistol (Damage Rating 5), duramite-tipped fangs (STR+3), enhanced sensor package (adds +2 to *search*). Character Points 3.

5. Docking Bay 63

Typical of the privately-owned docking bays available at Ord Mynock Freeport, Docking Bay 63 has enough room for a medium-sized transport (i.e., one about the size of the *Millennium Falcon*). Bay 63 itself is notable because it's the closest bay to the center of Ord Mynock Freeport — Imperial regulations do not permit any private or civilian bays, much less low-flying air traffic, within half a kilometer of ComNet Corporation's valuable communications array.

In addition to providing the physical space to house, restock and repair starships, docking bays are also used as neutral meeting places between interested parties. There is space for cargo loading, battery and power hookups to recharge systems, flush and drain lines to clear water and purification units. Special exhaust ports are used to catch engine discharges, although these are rarely needed for starships less than a century old.

Because the Freeport is widely used, nearly all of the private docking bays charge about the same fees for restocking of provisions, power charging, storage, and mynock clearing. Reverse-polarity shock fields are used to remove pesky mynocks hiding in niches and recesses on a ship, waiting for a chance to latch on to a power field or bite through a cable. Needless to say, de-mynocking starships has been honed to a fine science on Ord Mynock.

Grom Goluum

Type: Docking Bay Owner

DEXTERITY 2

Dodge 3

KNOWLEDGE 3

Alien species 5, business 5, languages 5, planetary systems 5, value 5

MECHANICAL 4

Repulsorlift operation 5, space transports 5

PERCEPTION 3

STRENGTH 2

TECHNICAL 4

Computer programming/repair 6, space transport repair 6, starfighter repair 5, starship weapon repair 6

Character Points: 5

Force Points: 1

Wounds: 2

Equipment: web belt, starship repair tools, laser torch.

Capsule: Grom Goluum is a Sullustan starship repair mechanic. An honest, hard-working fellow, Grom is happiest when he's chest-deep in the innards of some engine or hatch. If left alone with a ship for too long, he tends to start tinkering with systems until their components either exceed their design limits or abruptly fail. He occasionally offers components rebuilt according to his own specifications at inexpensive prices

Trader Vox Says ...

Spacers and free traders who put their ships in for repairs and maintenance may get Grom as a mechanic. Although the little Sullustan means well, he may replace something with some untested prototype of his own design. Do yourself a favor. If you get Grom, I suggest you go over your ship with a fine-toothed Bantha brush and swap out anything that does not have a company label you recognize.

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(sometimes less than half the cost of brand name systems); A unsuspecting spacer won't realize that his ship has become Goluum's next experiment until too late — for better or for worse.

If a character puts his ship in for repairs at Goluum's, roll a die in secret. On a 1D6 roll of 3 or less, Grom replaces a vital ship's system with one of his own designs. Make two additional die rolls in secret and consult the chart below. The first roll determines what system is affected, the second checks for the reliability of the system. Apply the results when the ship returns to flight.

6. The Block

Die Roll	System	Reliability
1	Hyperdrive (affected skill: <i>astrogation</i>)	At the gamemaster's discretion, the system fails at the worst, most inopportune moment. Repairing the component or system requires a Very Difficult <i>space transports repair</i> or <i>starfighter repair</i> check and requires 1D6 hours to fix. This fix is temporary and the system could fail again — the whole system must be replaced to completely solve the problem.
2	Sublight engines (affected skill: <i>space transports</i> or <i>starfighter piloting</i>)	The component is prone to failure and seriously affects ship's performance. Double the Difficulty Level whenever the skill for the affected system is used.
3	Hull (affects ship's Hull code)*	The component or system fails half the time its operating. The player character must roll a 1D6 before a roll for the affected system (<i>astrogation, piloting, shields, or hull</i>) is made. If the result is a 3 or less, the component fails and is inoperable until a Difficult <i>space transports repair</i> or <i>starfighter repair</i> check is made.
4	Shields (affected roll: <i>starship shields</i>)	The component works, but only marginally so. Use the same rules as above, but the affected system fails on a 1D6 result of 1 or 2.
5	Maneuverability (affects ship's Maneuverability code)*	The component works much better than it should. Add a +2 to rolls involving affected systems.
6	Two systems are affected. Roll again until two different systems have been chosen.	The component or system is completely reliable and works within design expectations.

* Applies only if you are using RPG stats in your game.

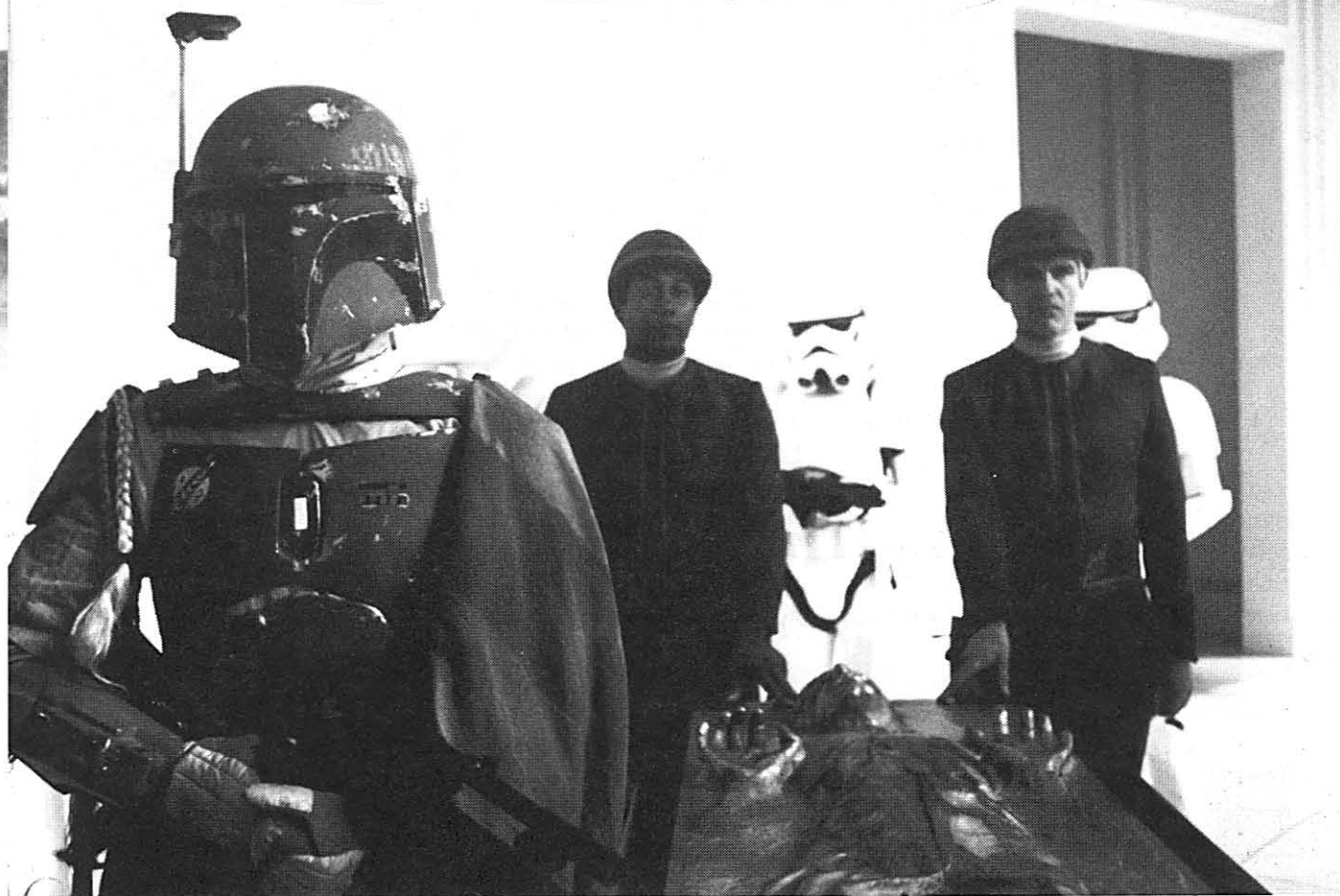
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The Blockhouse is the oldest standing structure in Ord Mynock Freeport. Once used as the barracks for Republic troops when the communications array was being assembled, the building was converted into a security holding facility once Ord Mynock had been firmly established. Pirates captured by Old Republic ships during the base's tumultuous early years were among the first prisoners held here when no other secure building was available at the time. The Blockhouse became the Freeport's detainment facility and was rechristened "The Block" by both inmates and jailers alike.

The structure is two stories tall; a long, low bunker amidst the taller, raised spaceport buildings and private dwellings. The Freeport Security Force has substantially upgraded the building's security and defenses since turning it into its main detention center. Its thick exterior walls are blast proof, and it is the only structure at Ord Mynock Freeport with an underside as thick and protected as the walls and roof. Most of the sewage and drain openings on the underside of the Block are less than half a meter wide in size, making the complex practically invulnerable to infiltration via the sewage system. •

The Block only has one entrance. It is protected by three separate blast doors (like the shield control bunker depicted in *Return of the Jedi*), each with a Strength of 8. The outer door controls have a Security Level of 10. The doors are controlled by the security guards inside. (For an explanation of Security Levels, see page 71 of the *Star Wars Live-Action Adventures* rulebook.)

Inside the Block, all power, computer and communication lines are concealed behind locked and protected panels (Security Level of 10). Controls for doorway and other accesses have a Security Level of 12. Controls for prison cells have a Security Level of 12 and the bars and walls of each cell have a *Strength* of 8. The maximum security cells reside on the



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The Freeport Security Force

The FSF is chartered by the Ord Mynock Freeport bureaucracy to protect citizens, enforce laws and generally keep the peace. The FSF has no ties with the Imperial military except when cooperating in crowd control efforts and other special instances. The lucrative security contract has changed hands numerous times, although the uniforms and the general lax attitude of its staff has not. Because they are part of a private firm, most FSF police officers do not regularly risk life or limb, nor do they pursue their investigations with anything but the usual slow, tangle of forms and other file-keeping requirements.

The force consists of almost one hundred and fifty police officers on street duty, twenty-five roving security monitor droids, and one dozen officers in patrol speeders. Most arrests are based on minor infractions such as firing an energy weapon in a public area, ownership of a restricted weapon, trespassing, petty theft, assault, criminal mischief, burglary, and inappropriate operation of a vehicle on public thoroughfares.

The Historic District of Ord Mynock Freeport has a relatively low crime rate, because most FSF patrols stick to the inner zone, preferring to protect those citizens with the money and power to hire, and rehire, their firm. Street muggings, robberies and other crimes are much more common in the Modern District, where there are fewer security patrols to deter crime. As a show of force, the FSF sometimes stages raids of warehouses and other hot spots of criminal activity, but this is only for the sake of publicity and to stifle the protests of those who live in these regions.

Typical Freeport Security Force Officer. All attributes and skills are 2 except: *Dexterity 2, blaster 3, dodge 3, melee combat: baton 4, Knowledge 3, law enforcement 5, Perception 3, search 4, Strength 2, brawling 3.* Blaster pistol (Damage Rating 4), stun baton (Damage Rating is STR+1 without shock on, STR+2 with shock on — stun damage only), blast helmet and vest (adds +1 to *Strength*; no protection against gas grenades or heavy explosives), comlink, datapad with hard-copy printer (for citations).

upper level of the structure. These solitary rooms have door controls with a Security Level of 14 and the bars and walls of each cell have a *Strength* of 10.

Many of the current residents of The Block are minor felons, traffic scofflaws, starship crews involved in cantina brawls or other carousing, and smugglers intercepted by Customs. Unless the adventure scenario states otherwise, no one is currently being held in the maximum security area.

Freeport Security Force personnel patrol the corridors and run the complex. The administrative area, located just inside the main entrance of the building, is the main command and communications center for the Freeport Security Force and its officers. It is also the location of the Security Chief's office. A motor pool building is located next door to the Block, where FSF patrol speeders, speeder bikes, combat cloud cars, and small personal scooters are kept and maintained.

7. Leezoth's Antiquities and Fine Imports

This small two-story shop is the business location and home of Leezoth, a merchant who deals in rare objects and art. Its location in the high-crime Modern District might lead some to conclude that the shop is a juicy target for robbers, but this is not the case, thanks to Lunk. Lunk is a large, heavy-handed alien hired by Leezoth to watch over his inventory and customers. Apparently, the local felons have decided that dealing with the giant alien is more trouble than the shop is worth.

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Leezoth's shop is filled to capacity with clutter and most of these objects would easily fit under the classification of "junk." Leezoth is nonplused by such accusations and will make every attempt to sell most every object at double its probable value. He is always interested in acquiring more items, especially those which date to the era before the Empire. Some claim the merchant is not above outright stealing to acquire a desired item, while others insist this is just a vile rumor with no basis in fact.

Leezoth and Lunk are available as player characters. Refer to the scenario modules for more information about them.

8. Sliteye's Entertainment Emporium

Located along the outskirts of the Freeport, Sliteye's Entertainment Emporium presents an imposing and glitzy facade, its gaudy holos enticing the unwary with promises of luxurious and exotic entertainment inside. Unfortunately, those entering soon discover that Sliteye's pleasure palace has more in common with the warehouse it once was than the entertainment centers of Coruscant. Sliteye designed it himself, to suit the standards of his "working clientele," the hard-working and hard-spending workers and miners of Ord Mynock. The fashionably dressed snobs who venture out of the inner sanctums of the Historic District looking for low entertainment usually find what they are looking for at Sliteye's — if the regulars don't throw them out on their ears, that is.

The Entertainment Emporium's main level consists of a large, well-stocked bar (serviced by a mixicologist droid), an area given over to tables and booths, and a gravity-adjustable dance area. The grav-controls for this dance region are a bit "flaky" (according to the technicians constantly called in to service it) so Sliteye is content to leave them switched off. The controls for the dance area are located beside the mixicologist droid (Moderate *Perception* or *search* check to see them there.) If the gravity unit is switched on, it automatically fails after a moment, forcing all characters in the region to make Very Difficult *Dexterity* checks to keep their balance.

The upper level, accessible by stairs, is a balcony region with more tables and chairs for more private discussions and deals. Most of the Emporium's business regulars stick to this level. They know about the secret exit door at the back (Very Difficult *Perception* or *search* check to find), which leads to a set of stairs outside the building.

The Entertainment Emporium is owned and operated by the seldom-seen Zelto Sliteye. Sliteye is hard to find and rarely appears there unless conducting private deals of his own. When seen, he is flanked by numerous bodyguards. Zelto Sliteye himself is rumored to be a criminal entrepreneur who has his paws in much of the lucrative deals throughout the spaceport. Characters who ask around town (a Moderate to Difficult *business* or *streetwise* check) learn he primarily deals with smuggling rare ores found on Ord Mynock, but also works in botanicals and other exotic plants for pharmaceutical purposes. The Freeport Security Force leaves him alone and rarely ventures into his place except when conducting searches for known fugitives. Zelto Sliteye is available as a player or gamemaster character. See the section of this supplement on scenario modules for more details.

To the newcomer, the Emporium serves as a base of operations for dozens of local scum and miscreants, among the more visible of the Emporium's patrons is a Devonian named Vasteg and an Aqualish mercenary soldier named Jnoofot.

Vasteg

Type: Devaronian Forger

DEXTERITY 3

Dodge 4, blaster 5

KNOWLEDGE 3

Alien species 5, business 5, planetary systems 5, value 7

MECHANICAL 3

PERCEPTION 4

Gambling 5, forgery 8

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**STRENGTH 2**

Brawling 3

TECHNICAL 3

Computer programming/repair 5, security 6

Character Points: 5

Wounds: 2

Equipment: hold-out blaster (Damage Rating 3), computer terminal, several identification blanks, BoSS permit programs.

Capsule: Characters who make Difficult to Very Difficult *Knowledge* or *streetwise* checks learn the services of Vasteg are excellent, but they do not come cheap. The Devaronian forger works under the protection and occasional employ of Zelto Sliteye, who needs Vasteg's skills to create BoSS permits for smugglers carrying valuable ore products or other goods which the crime lord needs to get past Imperial Customs.

Vasteg makes a side-living creating new identities and has even successfully created a program to bypass ComNet Corporation's own difficult identification check, although the user of the ID was sloppy and entered a restricted area by mistake. He charges three thousand credits for a new identity card, five thousand credits for new BoSS transponder codes for a starship, and ten thousand credits for ComNet Corporation passes, although he cannot guarantee the validity of the passes since ComNet changes the code and color systems all the time (he knows about the large color pal-

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ette used by ComNet, and has developed a feedback loop encoded in his cards which fools scanners into seeing the color they are looking for — the actual badge color must be close enough to pass casual visual inspections, of course).

Jnoofot

Type: Aqualish Mercenary

DEXTERITY 3

Dodge 5, blaster 5, blaster: blaster rifle 8, grenade 5, melee combat: vibroaxe 4

KNOWLEDGE 3

Planetary systems 5, value 7

MECHANICAL 3

Repulsorlift operations 4

PERCEPTION 2

Sneak 4

STRENGTH 4

Brawling 7

TECHNICAL 3

Computer programming/repair 4, demolitions 4, security 4

Character Points: 5

Wounds: 4

Equipment: blaster rifle (Damage Rating 5), two fragmentation grenades (Damage Rating 5, Area of Effect 5), blast helmet and vest (+1 to *Strength* when resisting damage from all weapons except gas grenades and thermal detonators).

Capsule: Aqualishes are known to be brutal, thick-headed beings with quick tempers who make their living as enforcers and soldiers. If Jnoofot was not working as a mercenary, he would probably be seen working for crime lords such as Zelto Sliteye. Jnoofot prefers to work alone and does not like taking orders from beings who are too hasty to get him killed. He hires his services out at the rate of five hundred credits per day, plus an additional five hundred for working with beings whom he considers "trouble makers." Rebels, for instance, are trouble makers. He also disparages at any one who mispronounces his name (which sounds like "Geeknew-fot"). Characters interested in hiring "muscle" for their little expeditions would probably find Jnoofot available for the task.

9. Ord Mynock Freepport Medical Services

Freepport Medical Services is a private facility building not far from The Block, and characters who are injured may be taken there for first aid and treatment. The medical technicians there have enough supplies and personnel to handle almost any emergency.

Typical Med Techs: All attributes and skills are 2 except: *Knowledge 3, alien species 5, Technical 3, first aid 6, medicine 8.* 2 wounds. Medical kits and diagnostic equipment.

Because Medical Services is run as a private company, the cost of treatment is as follows:

Application of medpac: 125 credits per medpac (25 credits plus cost of medpac) This treatment covers minor injuries up to incapacitation.

Major emergency treatment: 250 credits for each wound taken. (Includes wounds suffered from explosions, heavy melee weapons, or if the character is incapacitated or mortally wounded.)

Replacement of lost limbs or senses: 1,000 to 2,500 credits (Treatment includes replacement of limb or installation of cybernetic replacement.)

Bacta tank treatment: Seriously-injured characters may also opt for bacta tank treatment. Follow the rules and procedures described under Bacta Tanks on page 68 of *Star Wars Live-Action Adventures*. The cost of bacta tank treatment is four hundred credits per wound taken (this includes wounds which are over the number of wounds the character may have taken as the result of injuries.)

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The Freeport Security Force is automatically notified whenever a character with serious or suspicious injuries is admitted to the Medical Facility.

10. The Atrium

Ord Mynock Freeport is not without its public gathering places. Designed to showcase the planet's beautiful jungle flora, the Atrium was built as part of an ambitious attempt by city planners to "de-commercialize" the Freeport and make it more appealing to tourists and free-spending travelers. Perhaps the most consistent complaint of the Freeport by visitors and citizens alike was its common "ordinariness." Tired of the usual rows of hotels, warehouses and cantinas typically reserved for spaceport business, the Atrium was intended for those searching for a quiet, safe place to stroll about, meditate or communicate with others.

The Atrium's reinforced, triangular glass enclosure houses many displays of Ord Mynock's more attractive plants, birds and insects. These displays are set behind transparasteel and clear reflector fields to keep the creatures and foliage in place while still offering excellent views. Caretaker droids see to the feeding and maintenance of the exhibits and are programmed to answer questions about the Atrium's residents as well as general questions about Ord Mynock Freeport itself. Recently, the Atrium has also begun adding displays from other, select worlds. These include rare hover beaks from Rynmar, a red-crested aviar swooper from Entralla, cappabellor beetles from Malador, and even small rodents and cloud flies from the arid plains of Tatooine.

The Atrium is a quiet change of pace from the rest of bustling Ord Mynock Freeport. Visitors may purchase light drinks and food from push cart vendors, or procure travel and hotel reservations from booths located here for easy access. Security in the Atrium is much tighter and plainly visible when compared to other regions of the spaceport (any violence or display of weapons is simply not tolerated here). Benches are set up along the pathways, offering a respite and a place to rest. Often local entertainers make their appearance here by giving small concerts and demonstrations of their talents.

The Atrium was built with funds quietly donated by ComNet. ComNet was motivated by more than civic duty; it took the opportunity to rig the entire Atrium for sound. This is a closely-held secret. The Atrium has become a popular place to conduct business, and ComNet uses its spy network to keep tabs on the local competition.

ComNet does more than just monitor the Atrium for competition. It also passes on key information from conversations to the Empire as a small favor for its favored commercial status. The Empire never asks ComNet how it acquires this information, but it is always glad to receive such warnings from such a "concerned private organization."

Keenos

Type: Entertainer and information dealer

DEXTERITY 4

Blaster 5, dodge 7, running 8

KNOWLEDGE 3

Bureaucracy 5, law enforcement 5, planetary systems 5, value 5

MECHANICAL 2

Communications 5

PERCEPTION 3

Hide 5, sneak 6

STRENGTH 2

Brawling 3, climbing/jumping 6

TECHNICAL 4

Computer programming/repair 5, security 6

Character Points: 5

Force Points: 1

Wounds: 2

Weapons: juggling clubs (STR+1). If clubs have been set on fire, add +1 to damage rating.

Equipment: datapad, comlink, assorted juggling items, local auditory jammer (defeats attempts to monitor or listen in on local conversations in a ten-step radius around the user).

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Capsule: Keenos is a local entertainer who frequents the Atrium, delighting locals and visitors alike with his amazing dexterity and awe-inspiring acts of balance. An accomplished juggler and performer, Keenos' best trick is to juggle several clubs which have been lit on fire (while reciting various stanzas of the famous epic poem "The Dread Pirate Kragg"), with his eyes closed. After juggling, he often passes around a floppy hat to accept "donations" to the Old Spacers' Entertainment Hospice, which is mainly himself.

Keenos is well aware of ComNet's secret assets in the Atrium. He carries a device of his own design, an acoustical jammer which nullifies the sensors in a ten-step radius around him. He always switches the device on when conducting "extra business" or when he simply does not want ComNet to hear what he has to say. This jamming comes across ComNet's sensors as mechanical and background noise, leaving Keenos to make deals for information he has gleaned from other visitors to Ord Mynock Freeport. He is sympathetic to the Rebellion and often will do what he can to assist Rebel agents as a contact agent. Keenos is also quite knowledgeable about safe places to hide in the Freeport from Imperial and other eyes.



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Other Places of Interest

A spaceport is a vital nexus of commerce and interaction, where planetary citizens meet interstellar travelers, and Ord Mynock Freeport is no different. For gamemasters and players alike, one can expect a city as large as the Freeport to contain many of the following additional locations:

Banking concerns. Credits and valuables must change hands, and in a spaceport as busy as the Freeport, there are numerous banking and other commercial entities available who will perform currency exchanges, allow for the purchase of Imperial bonds (“Take stock in the Empire!”), and provide loans at reasonable interest rates. Banking concerns also act as negotiators between large commercial transactions and repositories for small, but valuable property. Expect tight security measures and rapid Freeport Security Force response if a banking concern was suddenly subjected to a “heist.”

Mass transit system. Even small spaceports, like Mos Eisley on Tatooine, have a mass transit system, although in Mos Eisley’s case the system consists of banthas and a few dented taxi speeders. In larger cities, citizens and visitors need to get around, and traffic congestion quickly becomes a problem in those cities which do not handle mass transit too well. Some systems utilize a mixture of private speeder cabs, public repulsorlift shuttle buses, monorail trains, or conveyor belt, lift tube, or escalator-style “people movers.” (Imagine a combat or chase on a speeding elevated monorail train and the perils involved!)

Residential areas. Those who work and make their living in a bustling spaceport must live somewhere. Urban residential areas can comprise of deluxe, fenced-off homes for the rich and politically powerful, to tight, claustrophobic boxes for the common wage prole. Expect political and corporate figureheads to live in residences with plenty of electronic and living protection against unwanted intruders.

Repair shops. The *Star Wars* universe has a used, battered look to it. Equipment is rugged and built to last. Expensive items like droids, vehicles and starships are carefully maintained, and are often in service decades or centuries after designers would have expected them to break down for good.

A commercial spaceport often has whole street rows devoted to the repair and resale of specific pieces of equipment. One can easily expect to find lots offering used droids, speeder repair shops, starship engine refurbishers, computer and electronic repair technicians, as well as the shadier types who deal in illegal or blackmarket technology items such as blasters and other energy weapons, data slicing programs, droid and vehicle upgrades, and modified starship sensor suites.

Manufacturing complexes. Located at the outskirts of many cities are huge manufacturing complexes which can take advantage of a large available work force and cheaper sources of power. These complexes often house huge, automated assembly lines or other pieces of equipment. Some manufacturers make only basic components like hydrospanner bolts. Others assemble finished goods, using the spaceport’s commercial docking bays to load huge cargo ships and send their products out to galactic destinations. Expect such plants to have some security considerations to protect their property and workers, while manufacturers who make military equipment can have extensive, and sometimes surprisingly drastic, security precautions.

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Power facilities. No spaceport city can last for very long without a major source of power. Power for vast cities can come from many sources: geothermal, older fission, newer scattered fusion, hydroelectric, and even fuel-burning plants. A power plant is a dangerous place for a combat, since there is the terrifying likelihood that a misfire or poorly-placed weapon discharge can have explosive consequences. Expect power plants to be run by skeleton crews or maintenance personnel assisted by numerous droids. On Imperial-held worlds, power plants are jealously guarded by local militia or even Imperial troops out of fear of sabotage. A power plant location can be the target of an attack or preliminary strike in advance of an invasion.

Water, sewage and waste treatment facilities. Often overlooked, but sometimes ideal as a moody and suspenseful location, the sewers or underground tunnels of a city or spaceport can be home to a dangerous variety of quite literally "underworld" scum. Rodents and even vagrants sometimes live down here, away from the prying eyes of government and other figures of authority.

Play up rumors of creatures of unusual size and other strange happenings down in the sewers, and watch many an adventurers' eyes light up in fascination. Government leaders would be justifiably appreciative if a monster or other danger was appropriately captured or eliminated, and just as hasty to make sure word did not spread of the dangers down below.

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3

Adventure Scenarios

The *Gamemaster Toolkit* would be incomplete without a few adventures to run your players through. There are four modules presented here, each for five or more characters. They are small enough for an evening's worth of entertainment or can be combined together to form larger and longer adventures. They can be combined in any order, though modules 1 and 2 work best together.

These modules are nominally set in the Ord Mynock Freeport, though they are generic enough to be run in settings of your own creation. To use them, read each module's Description and Resolution, as well as the capsule backgrounds and goals for each player character. Encounter Locations suggest possible settings for the module, based on locations described in the Ord Mynock Freeport section.

The item cards in the Appendix can be used to provide most of the equipment characters need. Certain characters have unique item cards, which are on page 53. Others have special abilities, which are on the Special cards on pages 83 and 84. Pages 81 and 82 present the support character cards used in the adventures.

Module 1: The Disgruntled Patron

Description: Deezoth Caraz, a slaver traveling with his bodyguard and two slaves, falls victim to poison. The killer is the slaver's bodyguard, who has managed to put the blame on one slave with the hopes of selling the other. Meanwhile, a Freeport Security Force officer in charge of the investigation hopes to find the real killer. This adventure works best when played in conjunction with Module 2.

Resolution: After the end of the fourth hour, the adventure ends with the arrest or escape of the character accused of the murder of the slaver. (As a timed event at the fourth hour, Freeport Security Officer Nestor Gain receives a warrant to arrest Vok the Bodyguard and hold him for questioning — his purchase of poison at Pandor's Hydrosponder was apparently recorded). If the arrest or escape occurs too early in the adventure, the gamemaster should encourage the other participants to complete their goals in the four hour time period.

Encounter Locations: Last Stand Casino or Zelto Sliteye's Entertainment Emporium. You may use a low-lit, large room (a living or entertainment room, or even a residence's basement will do). One region should be considered the bar. Tables and chairs make up the rest of the room. A portable stereo can be used to play the "Cantina Band" or other *Star Wars* music quietly in the background.

Participants: Deezoth Caraz, Vok, Ara, Kema Forge, Nestor Gain, Zeed Venom.

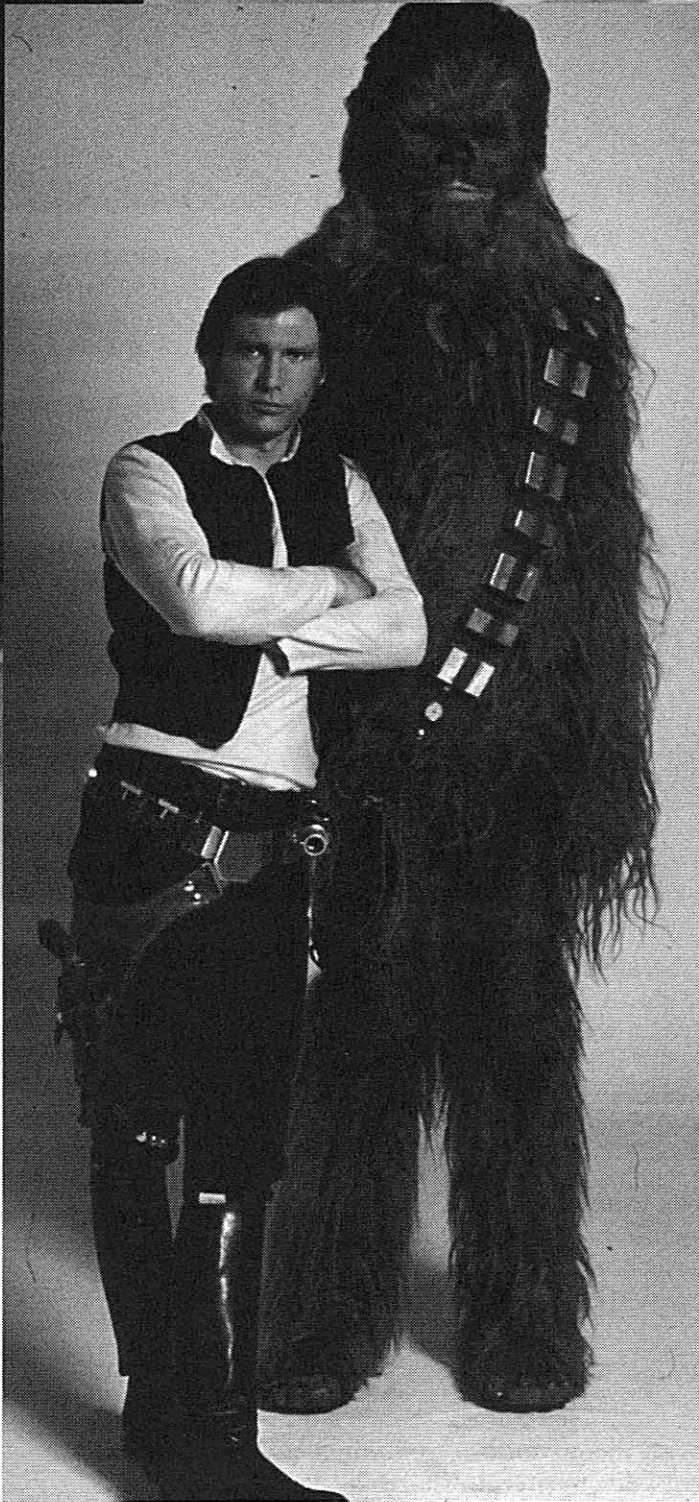
Gamemaster Notes:

- Since Caraz is deliberately killed part-way through the adventure, you might want to take on this role yourself, or assign it to an assistant gamemaster. In this case, drop Zeed

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Venom from the module. If you assign it to a player, let the player take on the role of Zeed Venom later in the adventure.

- Nester Gain makes his appearance after the murder has been committed and the body of Caraz analyzed.



Module 2: The Imperial Assassin

Description: An assassin, posing as an Imperial courier, is hoping to lure a Rebel agent close enough for the kill. The Rebel agent knows only that the courier is carrying plans to a secret project called "Firestorm." A crime boss is hoping to collect the valuable plans as well.

Resolution: The adventure ends after the third or fourth hour with the escape or death of Tiber Quent, the Imperial assassin. By this time, other characters may have tried to obtain the plans in his possession, which are actually worthless. As a timed event, a squad of Imperial soldiers (controlled by the gamemaster) arrives at the end of adventure to arrest those the assassin suspects are Rebels. Those characters must be given the opportunity to fight or escape.

Encounter Locations: Characters may use any of the spaceport locations, although the Last Stand Casino may be used a central setting.

Participants: Ellos Ripfire, Tiber Quent, Cambra Del, Mako Shin-Dar, Zeed Venom, Esroc.

Gamemaster Notes:

- Ellos Ripfire possesses a cutout switch which can cause a power blackout throughout the immediate environs of the spaceport. You need to determine the limitations and effects of this blackout, taking into consideration which locations you plan to use in the adventure. You should also decide how long the blackout will last, how it will affect security systems, and so on. You also need to discuss the uses of the cutout switch with the person playing Ripfire.
- If you are playing this module in conjunction with Module 1, players will likely assume that the death of Caraz is linked to the death of Quent's victims. Anyone analyzing Caraz's death can establish with a Moderate *investigation* or *first aid/medicine* roll that the poison used to kill him was a common pesticide and not an exotic toxin.

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Quent's Poison Kit

Tiber Quent has a compact kit of poisons which he can use to whip up any number of deadly brews. This is a set of vials in a modified medpac. In addition to the vials of poison, the kit includes mixing jars, a small breath mask to use while mixing some of the chemicals, two airhypos, stirrers, and so on.

Use the following chart and rules to conduct use of the poison kit. Quent is trained in the use of the kit, and the person playing him may make use of these notes. If others attempt to use his kit, you may or may not allow them access to these rules (you may want to let them feel their way through the process to stimulate their unfamiliarity with the kit).

Poison Rules

Mixing a poison calculated to kill a member of your own species doesn't take a lot of training. If the target is the same species as the poisoner, the poisoner must make an Easy *alien species* roll and a Moderate *first aid: toxicology* roll. If both rolls are successful, the poisoner has concocted a liquid poison which does 10+1D6 damage to the target in 1D6 minutes (when it is ingested). If either roll fails, the poison is completely ineffective.

Knowing what kills other species is not as intuitive. When attempting to poison members of other species, the poisoner must make a Moderate *first aid: toxicology* roll as above. He must also make an *alien species* roll and check on the following table to establish the poison's effectiveness. If the *first aid: toxicology* roll fails, the poison is ineffective.

Skill Result	Effect
Less than 8	Poison is ineffective
9-11	5+1D6 damage to target after ten minutes
12-15	10+1D6 damage to target after five minutes
16 or greater	15+1D6 damage to target, occurs immediately

Notes: The character trying to mix the poison must make his skill checks with the assistance of the gamemaster. The poisoner will have no idea how it will affect another character until it is administered. Poison can only be administered in food, drink, or through a medpac injection. The poison cannot be turned into a gaseous or contact poison.

When a poison begins to take effect, roll the damage, and allow the target character to make a *Strength* roll. If the character beats or equals the poison's damage, his body successfully resists the toxin, and the poison has no further effect. If he fails, calculate the total damage of the poison. It does not take effect immediately, however. The victim takes one wound every turn, until he has either taken the full damage or is dead. Each turn, he may attempt to beat the poison again (but don't forget the -1 penalty to all attributes and skill scores for each wound taken). If successful, the character defeats the poison. If not, he continues to take damage.

A Moderate *medicine* or difficult *first aid* roll allows a person analyzing a poison to identify a specific type of poison or a counteractive agent. These poisons are rather exotic, and those making their rolls can establish that these toxins are not used by amateurs. Once the poison is identified, the character may use the poison kit or the contents of a medpac to neutralize the poison (the difficulty of the skill roll is equal to the poison's damage when using *medicine*, and the damage +5 when using *first aid*).

Module 3: Precipitator of Doom

Background: Minas-Coth Cray, a powerful Imperial official, has come to Ord Mynock. He boasts that he has captured Princess Leia Organa, one of the leaders of the Rebel Alliance, and is temporarily holding her in the Freeport until a Star Destroyer can arrive to claim her. He is lying, of course, but few know that, and certainly local Rebel agents have to fear the worst.

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Cray hopes to draw local Rebel operatives into the open in a futile rescue attempt, where he can identify and capture them. He is accompanied by a Dark Side Adept who is seeking those strong in the Force to join his dark faction. Meanwhile, a student of the Force has encountered a failed Jedi; only together might they have the power to stop the evil from catching and destroying them.

Resolution: The adventure ends after the third or fourth hour, with Imperial Precipitator Cray capturing or killing as many Rebel agents as possible unless and until he is himself killed. Jedi or other characters must escape the Precipitator, while other characters should try to accomplish as many of their goals as possible. As a timed event, the Precipitator is scheduled to debark from Docking Bay 63 with his "prisoner" at the end of the adventure. This is the Rebels' last chance to "save" Princess Leia Organa.

Encounter Locations: The Block can serve as the central location, since many characters might be trying to sneak inside. Other locations can include the Imperial garrison, Docking Bay 63, and Sliteye's Entertainment Emporium.

Participants: Minas-Coth Cray, Bellarius Drade, Lt. Bendu Carthage, Djinn Kylo, Kara Shuba, Drew Lokii, Zelto Sliteye, Krex Alto.

Gamemaster Notes:

- Any attempt by characters to verify Princess Leia's presence in the detention facility will likely raise suspicion on those characters. There is no way within the game time limit for characters to determine if Princess Leia has truly been captured or not without committing to an action.
- Djinn Kylo owns a holocron. This unique item card is presented on page 53.
- Precipitator Cray's cybernetic eye is powered by a shard which fits Kara Shuba's lightsaber.



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Module 4: The Search for Stoneheart

Background: Stoneheart, a highly-intelligent tactical computer from the days of the Old Republic, is hiding in Ord Mynock Freeport in the body of Candor Six Six Twelve, an innocent-looking protocol droid. Many are looking for Stoneheart, hoping to make a fortune by turning it over to the corporations searching for it.

Resolution: Three-quarters into the adventure (or with help from the investigator character Callis Beck), ComNet finally identifies the droid as the carrier of the tactical computer inside it and brings it inside the ComNet Communications Complex Dome in the hopes of taking its valuable brain apart. The characters trying to help Stoneheart must break him out of the Dome and off Ord Mynock to safety.

Encounter Locations: The ComNet Communications Dome can serve as the central location for this adventure, although a few other Freeport locations will be useful as well.

Participants: Candor Six Six Twelve, Leezoth, Lunk, Callis Beck, Logan Erstar, Gillian Rayburst, Blade Zero.

Gamemaster Notes:

- If this module is combined with Module 3, one of Candor 6612's crystal shards can power the lightsaber of Kara Shuba.
- Candor Six Six Twelve (ala Stoneheart) may utilize three special programs. These programs are described on three item cards on this page. Give these cards to the person playing the droid. Unlike most item cards, these program cards may not be given away, stolen, or otherwise separated from the character.

ITEM CARD

Artifact: The Dakshee Holocron is a relic of another age, when Jedi walked the stars and kept the galaxy safe. The repository of hundreds of years of Jedi knowledge, the holocron is a precious artifact. The Dakshee Holocron emits a faint and mysterious hum which helps a Jedi shut out distractions and attune himself with the Force. The resulting economy of thought and action allows the Jedi locked in combat to concentrate his efforts into one mighty flurry of activity. (For one round only during a combat, a Force-sensitive holder of the Holocron can elevate his Force Skills to a level of 5.)

ITEM CARD

Program: Communications
Stoneheart may patch himself into any station comport and use ComNet Corporation's own powerful communications arrays to monitor and analyze all communications including personal comlinks, secure comlinks, as well as intership and local space traffic. This program adds +2 to Stoneheart's *communications* skill while in use.

A gamemaster is required to utilize this program.

ITEM CARD

Program: Droid programming

In the event of an emergency, Stoneheart can override the programming of a maintenance or low-level droid. He may program the droid to perform simple commands (like patrol a corridor or beep an alert if another character enters an area). This routine adds +2 to Stoneheart's *droid programming* skill while in use.

A gamemaster is required to utilize this program.

ITEM CARD

Program: Download

Stoneheart may use *computer programming/repair* or *droid programming* to download his AI presence into another droid or even the station's computer network which resides in the Hub region. This routine adds +2 to Stoneheart's *computer programming/repair* or *droid programming* skills while in use.

A gamemaster is required to utilize this program.

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STAR WARS® Live-Action Adventures Character Card # 1

Name: Deezoth Caraz	Type: Slaver
Force Sensitive: No	Force Points: 1
Character Points: 5	Dark Side Points: 0
Credits: 1D6 X1,000	Wounds: <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Equipment: Datapad, forged identification	

DEXTERITY: 3	KNOWLEDGE: 4	MECHANICAL: 3
blaster 4 dodge 5	alien species 5 bureaucracy 6	sensors 5 space transports 4

PERCEPTION: 3	STRENGTH: 2	TECHNICAL: 3
forgery 5 gambling 5	brawling 3	

WEAPONS	DAMAGE	AMMO	EFFECT
hold-out blaster pistol	3	10	

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Deezoth Caraz **Character Number:** 1

Capsule

In your travels you pose as an importer/exporter, but in truth, you are a slaver. Your chosen profession is not well regarded by so-called "upstanding" citizens, but you know that many powerful entities like the Empire need slaves and are willing to pay well for them.

You are accompanied by a bodyguard, Vok, and two slaves you are delivering to a Hutt crime lord. You have taken a liking to the slave girl Ara and keep her busy bringing you food and wine.

As the adventure progresses, you get drunk and intimidate the others around you. You decide Vok should watch over the slaves and make sure they don't try to get away. After a while, you begin to stagger around and bump into the other players, claiming you do not feel well. Suddenly, you fall over and die (see your gamemaster about playing another character later).

Goals: Make a lot of credits gambling and get drunk. Impress everyone with your loathsome personality. Then die dramatically.

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STAR WARS® Live-Action Adventures Character Card # 2

Name: Yok	Type: Bodyguard
Force Sensitive: No	Force Points: 1
Character Points: 5	Dark Side Points: 0
Credits: 2,000	Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
Equipment: Spice vials, comlink, pesticide canister	

DEXTERITY: 3 **KNOWLEDGE:** 2 **MECHANICAL:** 2

blaster 5, brawling
parry 5, dodge 5,
grenade 5

communications 3

PERCEPTION: 2 **STRENGTH:** 5 **TECHNICAL:** 2

hide 3 brawling 7 first aid 3
sneak 3 lifting 6

WEAPONS **DAMAGE** **AMMO** **EFFECT**

blaster pistol 4 25

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Yok **Character Number:** 2

Capsule

You are Deezoth Caraz's bodyguard, and a simple-minded giant. Although not a swift thinker, you are big and threatening — and you like seeing people moving to get out of your way. You obey your master by watching over two slaves who are to be delivered to a Hutt crime lord. Your job is a simple one — make sure the slaves do not get away. One of the slaves is a naive girl named Ara. She's from some pre-industrial forest world. The other slave is a down-on-his luck thief named Kema Forge who was sold to your boss by a crime lord. Forge spends most of his time sulking.

You've served your master faithfully for years and gotten nothing but abuse in return. You've finally had enough, and now you just want to be free of Caraz. Earlier today you went to Pandor's Hydrospanner and bought a mynock pesticide. You've just slipped the poison into his drink, and you figure he is going to fall down soon. You hope to pin the blame on one of the slaves. You still have the bottle the pesticide came in, and you need to get rid of that before the action starts.

After Caraz's death, you plan on selling one slave while the other, probably Forge, takes the blame for Caraz's murder. Afterwards you head for freedom, ending the adventure.

Goals: To get away with murdering your master. To set up one slave to take the blame while you escape with the other.

STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 3

Name: Ara	Type: Curious slave
Force Sensitive: No	Force Points: 1
Character Points: 5	Dark Side Points: 0
Credits: 0	Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Equipment: Small bag containing bits of herbs, tree roots, and flower petals	

DEXTERITY: 3 **KNOWLEDGE:** 2 **MECHANICAL:** 3

archaic guns 4
brawling parry 4
dodge 6

PERCEPTION: 3 **STRENGTH:** 3 **TECHNICAL:** 4

hide 4 brawling 5 first aid 5
sneak 5 medicine 7

WEAPONS **DAMAGE** **AMMO** **EFFECT**

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Ara **Character Number:** 3

Capsule

You come from a primitive world beyond the regularly-traveled hyperspace routes. Captured by slavers, you are being taken by the slaver Deezoth Caraz and his bodyguard Yok to a Hutt crime lord. Caraz has warned you and another slave, Kema Forge, to keep your mouths silent, or else he will set Yok loose on the both of you. In the meantime, he badgers you to make trips to the bar and refill his glass.

Before being taken by slavers, you were considered a healer in your tribe, and managed to bring with you some of the herbs and flowers of your native world. Now that you have been given a tiny glimpse of the galaxy, you want to see much more and have begged the other slave, a down-on-his luck thief named Kema Forge, to help you escape. Forge does not seem too interested in having some "curious native" following him wherever he goes. But he's the only one you know.

Goals: To find freedom for yourself and Kema Forge from the slaver and his bodyguard ... and travel this very interesting galaxy.

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STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 4

Name: <i>Kema Forge</i>	Type: Former thief
Force Sensitive: No	Force Points: 1
Character Points: 5	Dark Side Points: 0
Credits: 0	Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Equipment:	

DEXTERITY: 4 **KNOWLEDGE:** 3 **MECHANICAL:** 2

blaster 5, dodge 6,
pickpocket 5

value 5

PERCEPTION: 3 **STRENGTH:** 3 **TECHNICAL:** 3

hide 5
sneak 5

brawling 4

computer
programming 5
security 4

WEAPONS **DAMAGE** **AMMO** **EFFECT**

small knife

STR+1

—

add +1 to hide skill to
keep hidden if
searched

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: *Kema Forge*

Character Number: 4

Capsule

You are a down-on-your-luck thief. You once traveled from world to world, seeking out small deals and cons. Eventually, you got on the wrong side of a local crime boss who put an end to much of your fortune and glory. When you tried to strike back against the miscreant, he captured you and sold you into slavery. Now the slaver, a foul man named Deezoth Caraz, is going to sell you to serve a Hutt crime lord. You don't much approve of this plan.

As the slaver Deezoth Caraz continues his journey to the Hutt, you are traveling with another slave, a young native named Ara. The both of you are kept under close watch by the slaver's bodyguard, a big bruiser who goes by the name of Yok. You are biding your time, waiting for the chance to escape. You even managed to slip one of the knives from the bar into your boot.

The only problem is Ara, who begs you to take her with him. Deep in your heart, you cannot help but sympathize with her. No one should be forced to lead the life of a slave. But your own life and fortune are more important!

Goals: To escape from the slaver and his bodyguard in one piece. Maybe, just maybe, you should help Ara escape too.

STAR WARS LIVE-ACTION ADVENTURES



STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 5

Name: Nestor Gain **Type:** Security Officer
Force Sensitive: No **Force Points:** 1
Character Points: 5 **Dark Side Points:** 0
Credits: 50 **Wounds:**
Equipment:
 Medpac, datapad, comlink

DEXTERITY: 3 **KNOWLEDGE:** 2 **MECHANICAL:** 2

blaster 5, brawling parry 5
 dodge 5, melee weapons:
 baton 5

investigation 6
 law enforcement 5

communications 3

PERCEPTION: 3 **STRENGTH:** 3 **TECHNICAL:** 2

search 5

brawling 4

security 4

WEAPONS	DAMAGE	AMMO	EFFECT
blaster pistol	4	25	
stun baton	STR+2	—	with energy stock
	STR+1	—	without energy shock

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Nestor Gain

Character Number: 5

Capsule

You are a security officer and investigator who arrives shortly after the apparent murder of Deezoth Caraz, a self-proclaimed trader and patron at a local cantina. According to a medical droid, Caraz died by ingesting a poison. The type of poison used is similar to the biochemical makeup of a common pesticide used to kill vermin infestations on starships.

You have currently ordered a search of all transactions of the sale of this type of poison and matching them to the physical identification of those persons who frequent the cantina. You may call upon security to send more officers to assist you in your investigation, if necessary.

Until you receive a reply to your search request, it might be a good idea to interview those who frequent the cantina so you might learn why someone might wish to kill Deezoth Caraz. No one is permitted to leave the cantina until you have completed your investigation.

Goals: Determine who is the killer of Deezoth Caraz and bring that being to justice.

STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 6

Name: Ellos Ripfire **Type:** Rebel Agent
Force Sensitive: No **Force Points:** 1
Character Points: 5 **Dark Side Points:** 0
Credits: 500 **Wounds:**

Equipment:

Slicer kit (+1D to computer programming or security rolls), R2 droid with secret compartment, remote power cutout switch

DEXTERITY: 3 **KNOWLEDGE:** 3 **MECHANICAL:** 3
 blaster 4, dodge 5, grenade 4 investigation 4 space transports 4

PERCEPTION: 4 **STRENGTH:** 3 **TECHNICAL:** 2
 sneak 5 brawling 4 computer prog./repair 4, droid prog. 3, security 4

WEAPONS	DAMAGE	AMMO	EFFECT
hold-out blaster pistol	3	10	
stun grenade	—	1	Renders unconscious 1D6 rounds (DR=5)

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Ellos Ripfire **Character Number:** 6

Capsule

You are a Rebel agent. Your task is to keep your eyes and ears on the various travelers who pass through Ord Mynock Freeport. In your cover job, you work as a technician for ComNet Corporation and repair various on-board systems and droids as they malfunction. When it suits you, you program a droid or piece of equipment so that it deliberately fails while in a specific location. This way, you have an excuse to be in that area when important events are occurring.

Through an information trader, you have learned the identity of an Imperial courier. The courier, Tiber Quent, is purportedly carrying technical plans for an Imperial project named "Firestorm." You have taken it on yourself to rig a power blackout in the spaceport. During the chaos, you hope to get close to the courier and steal the plans. You can trip the blackout at any time by pushing the button on your cutout switch.

You have an R2 repair droid nearby with a hidden compartment where you can hide the plans after you steal them.

Goals: Steal the Firestorm technical plans from Tiber Quent. Help others who want to be free of the tyranny of the Empire.

Player Note: See the gamemaster regarding the use and limitations of your cutout switch. When you are ready to use the switch, quietly inform the gamemaster.

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STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 7

Name: Tiber Quent **Type:** Imperial assassin
Force Sensitive: No **Force Points:** 0
Character Points: 5 **Dark Side Points:** 1
Credits: 5,000 **Wounds:**
Equipment:
 Poison kit, datapad

DEXTERITY: 4 **KNOWLEDGE:** 2 **MECHANICAL:** 3
 blaster 5, heavy blaster alien species 3 space transports 4
 pistol 7, dodge 6, grenade 5
 thrown weapons 5

PERCEPTION: 2 **STRENGTH:** 3 **TECHNICAL:** 4
 search 3 brawling 4 first aid 5
 sneak 5 : toxicology 6

WEAPONS	DAMAGE	AMMO	EFFECT
heavy blaster pistol	5	15	
fragmentation grenade	5	1	area effect weapon (5 step radius)
knife	STR+1	—	melee range weapon

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Tiber Quent

Character Number: 7

Capsule

You are an assassin sent by the Empire to eradicate the Rebel presence on Ord Mynock. The Empire has code-named this plan "Firestorm." To carry out your plans, you are traveling as an Imperial courier carrying plans for a secret Imperial project named, appropriately, "Firestorm." The datapad you are carrying contains material about a proposed weapon which is supposed to ignite a planet's atmosphere — a project which was eventually canceled.

You have spread word of your arrival. Knowing the Alliance will try to take the datapad, you are prepared to quietly eliminate anyone who tries. In addition to blasters, you are armed with a poison kit which allows you to generate a variety of deadly brews.

Goals: Eliminate as many Rebel agents as possible without compromising your identity as an Imperial assassin.

Player Note: See the gamemaster for instructions on using your poison kit.

STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 8

Name: Cambra Del	Type: Pilot
Force Sensitive: No	Force Points: 1
Character Points: 5	Dark Side Points: 0
Credits: 1,000	Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Equipment: 2 medpacs, YT-1000 freighter	

DEXTERITY: 3	KNOWLEDGE: 2	MECHANICAL: 4
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blaster 4
brawling parry 4
dodge 4, melee combat 4

alien species 3
planetary systems 3

astrogation 5
space transports 5
starship gunnery 5

PERCEPTION: 2	STRENGTH: 3	TECHNICAL: 4
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gambling 4

brawling 4

space transport
repair 5, security 5

WEAPONS	DAMAGE	AMMO	EFFECT
blaster pistol	4	25	
vibro-blade	STR+2	—	melee range weapon

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Cambra Del

Character Number: 8

Capsule

A smuggler by trade, you are looking for work and not finding many takers. Just days ago you dumped an illegal haul of spice when you helped a few Rebel agents escape an Imperial prison. In the confusion, you almost lost your life, and your ship was badly damaged. You ended up putting your ship in the repair bays on Ord Mynock and you are still looking for some way to pay off the loan shark who gave you enough credits to fix your ship. Now that the loan is past due, the shark has sent a bounty hunter to collect you and the fifteen thousand credits you still owe.

You were recently approached by a mysterious man in flowing robes. All he said to you was "Keep your eyes on the technician Ellos Ripfire. He's going to need help soon. His caretakers will pay you well for doing so." A cryptic message, but there may be credits in it for you. What the heck?

Goals: Help Ellos Ripfire and make enough credits to pay off the loan shark. Avoid the bounty hunter sent to collect you.

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STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 9

Name: Mako Shin-Dar	Type: Gambler
Force Sensitive: No	Force Points: 0
Character Points: 5	Dark Side Points: 1
Credits: 1D6 X 1,000	Wounds: <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Equipment: Bodyguard support, comlink	

DEXTERITY: 3	KNOWLEDGE: 4	MECHANICAL: 3	
blaster 4 dodge 5	bureaucracy 5 planetary systems 5 value 5		
PERCEPTION: 3	STRENGTH: 2	TECHNICAL: 3	
gambling 5 hiding 5 sneak 5	brawling 3	computer programming/repair 4	
WEAPONS	DAMAGE	AMMO	EFFECT
blaster pistol	4	25	

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Mako Shin-Dar **Character Number:** 9

Capsule

You consider yourself an entrepreneur, a person who seeks out financial opportunities. Of course, your definition might be a bit broader than usual; you like to exploit financial opportunities which are not exactly legal.

You know about the arrival of an Imperial courier who is carrying technical plans for a secret project called "Firestorm." Such plans might fetch a nice price on the black market.

Armed with this knowledge, you hope to locate this courier and make off with the plans. You have bought the services of five armed thugs to help you.

Goals: Locate the Imperial courier and obtain the Firestorm technical plans without getting caught.

STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 10

Name: <i>Zeed Venom</i>	Type: <i>Bounty Hunter</i>
Force Sensitive: <i>No</i>	Force Points: <i>0</i>
Character Points: <i>5</i>	Dark Side Points: <i>1</i>
Credits: <i>1,000</i>	Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Equipment:

Bounty hunter armor (+2 to strength versus physical and energy attacks. * -1 to Dexterity), binders, medpac.

DEXTERITY: 4* **KNOWLEDGE:** 2 **MECHANICAL:** 2

blaster 6 space transports 3
dodge 5
melee weapons 6

PERCEPTION: 3 **STRENGTH:** 4 (6) **TECHNICAL:** 3

search 6 brawling 6 security 5
first aid 5

WEAPONS **DAMAGE** **AMMO** **EFFECT**

heavy blaster pistol 5 15

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: *Zeed Venom* **Character Number:** 10

Capsule

You are a Guild-sponsored bounty hunter. You delight in the hunt and the final confrontation. A professional of the crimson trade, you know that a hunt that ends poorly will only hurt your reputation, and the guild's as well. A poor rep means fewer hunts.

You have come to Ord Mynock to collect a specific bounty (see Goals below.)

Goals:

Module 1: Your bounty is *Vok the Bodyguard*. *Vok* apparently had some serious gambling debts which he never paid off. A casino owner wants *Vok* to pay up — either with 25,000 credits or his life.

Module 2: If you are playing Module 2, disregard the Module 1 assignment. Your bounty contract calls for the capture of the starship captain *Cambra Del* alive. Return her to a loan shark so you can collect your bounty of twenty thousand credits.

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STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 11

Name: Esroc **Type:** Thief
Force Sensitive: No **Force Points:** 1
Character Points: 5 **Dark Side Points:** 0
Credits: 200 **Wounds:**
Equipment:
 Security tools, cloak with many pockets (+4 to hide small objects), R2 unit.

DEXTERITY: 3 **KNOWLEDGE:** 4 **MECHANICAL:** 2

dodge 5, melee weapons 4 planetary systems 5
 pickpocket 6
 thrown weapons 4

PERCEPTION: 4 **STRENGTH:** 2 **TECHNICAL:** 4

hide 5 brawling 4 computer
 sneak 5 programming/repair 5
 security 5

WEAPONS	DAMAGE	AMMO	EFFECT
knife	1	—	melee range weapon

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Esroc **Character Number:** 11

Capsule

You live among the sidewalks and sewers of the spaceport. This underworld is home to a particularly nasty variety of scum. But you know how to avoid the worst of the lot. You travel with a battered old droid named DD-O9, or Dee-Dee.

What you and Dee-Dee do best is a bit of the old con. You approach a fool whose credits seem most likely to part with, and the droid, well ... crashes into them. It's an accident of course, darn droid, he needs his motion sensors adjusted. While your mark is distracted by Dee-Dee, you pickpocket whatever trifle you can find. Afterwards, you go off and find whoever is willing to pay top credit for it.

Goals: Haggle, steal or barter as much valuable stuff as you can get your grubby paws on — without getting caught.

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STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 12

Name: Minas-Coth Cray	Type: Imperial Official
Force Sensitive: No	Force Points: 0
Character Points: 5	Dark Side Points: 1
Credits: 1D6 X 5,000	Wounds: <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Equipment: Stormtrooper support, cybernetic eye	

DEXTERITY: 3	KNOWLEDGE: 4	MECHANICAL: 3
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blaster 4, dodge 5 melee weapons 4 : vibroblades 5	alien species 5 bureaucracy 6 : Empire 8
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PERCEPTION: 4	STRENGTH: 2	TECHNICAL: 2
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search 5	brawling 3	first aid 5 medicine 5
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WEAPONS	DAMAGE	AMMO	EFFECT
hold-out blaster pistol	3	10	
vibro-blade	STR+2	—	melee range weapon

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Minas-Coth Cray

Character Number: 12

Capsule

You are a seldom-seen, hardened noble who takes order from the mysterious Council of Advisors who serve the Emperor. Your reputation and eerie cybernetic replacement eye have earned you the nefarious title of "The Empire's Eye." Why you are on Ord Mynock is something that the Rebel Alliance desperately wants to find out. This is something that you, and the Empire, are counting on to draw the Rebels into a trap.

With several Imperial agents already on the station awaiting your command, you plan to draw Rebels out with false rumors, and then eradicate them. As bait, you have started an irresistible rumor: that you have taken Princess Leia Organa prisoner and are holding her temporarily in The Block detainment facility until a Star Destroyer arrives to take her to Coruscant.

Of course, Princess Leia is not in the detainment facility — the entire plan is an elaborate trap. The trap consists of replacing the security guards in a dead-end section of the detainment facility with elite Imperial stormtroopers.

You are accompanied by one of the Emperor's Dark Side Adepts, Bellarius Drade. The Emperor has long suspected Drade of trying to form his own empire, and wants any reports of suspicious actions immediately.

Goals: Eliminate any Rebel activity on Ord Mynock. Report any treacherous activity on the part of the Dark Side Adept Bellarius Drade or other Imperial officials to the Emperor.

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STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 13

Name: Bellarius Drade	Type: Dark Side Adept
Force Sensitive: Yes	Force Points: 0
Character Points: 5	Dark Side Points: 1
Credits: 1D6 X 2,000	Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Equipment:

Body armor (adds +1D to Strength vs. physical and energy attacks; no penalty to Dexterity.)

DEXTERITY: 3 **KNOWLEDGE:** 2 **MECHANICAL:** 2

blaster 4	language 4
brawling parry 5	: scholar 5
dodge 4, lightsaber 5	

PERCEPTION: 3 **STRENGTH:** 3 **TECHNICAL:** 2

search 4	brawling 4	:lightsaber repair 4
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WEAPONS

DAMAGE

AMMO

EFFECT

lightsaber

5

—

melee range weapon;
lightsaber combat power
may add more to damage —
see page 7B of "Star Wars:
Live Action Adventures."

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Bellarius Drade

Character Number: 13

Capsule

The Emperor has dispatched you to protect Precipitator Minas-Coth from harm and monitor his progress as he enacts a plan designed to lead Rebels on Ord Mynock to their doom. His plan is to circulate the rumor that he has captured Princess Leia Organa, in the hopes of precipitating a doomed and futile rescue attempt.

Displeased to be relegated to the role of bodyguard and protector of one of the Emperor's pitiful advisors, you are consumed with finding your own apprentices and establishing your own power base. You have gained the help and trust of an Imperial officer named Lieutenant Carthage. Through him, you might be able to find an apprentice to turn to the dark side.

Your dreams have been disturbed recently by visions of a great beacon of power. You believe that the answer to your visions can be found on Ord Mynock, and know that by locating this power source, you will emerge either more powerful or utterly destroyed.

Goals: Assist Imperial Precipitator Minas-Coth Cray with the elimination of Rebels on Ord Mynock, and protect him from the enemies of the Empire. Seek out those who might be sensitive to the Force and turn them to the dark side for your own use. Locate an object which may lead to new knowledge of the Force.

STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 14

Name: Lt. Carthage	Type: Imperial Officer
Force Sensitive: No	Force Points: 1
Character Points: 5	Dark Side Points: 0
Credits: 500	Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Equipment: Comlink, stormtrooper support, Imperial shuttle	

DEXTERITY: 4	KNOWLEDGE: 2	MECHANICAL: 3
blaster 6 dodge 6	investigation 3	astrogation 4 space transports 4 starship gunnery 4

PERCEPTION: 3	STRENGTH: 3	TECHNICAL: 3
search 5	brawling 4	computer programming/repair 4 security 4

WEAPONS	DAMAGE	AMMO	EFFECT
blaster pistol	4	25	

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Lt. Carthage **Character Number:** 14

Capsule

You have been placed in charge of the physical security of Imperial Precipitator Minas-Coth Cray, as well as providing troop support for Cray's plan. His plan calls for the elimination of all Rebel activity on Ord Mynock.

To accomplish this, Precipitator Cray has spread rumors suggesting that he has captured Princess Leia Organa and is holding her temporarily in the detention facility called The Block. He does not have the Princess, but knows that Rebels might make every effort possible to try to rescue her. You have been instructed to relay this misinformation to anyone who asks. Of course, your stormtroopers are lying in wait, ready to spring out at a moment's notice to protect Precipitator Cray and capture the Rebel scum.

You are also enraptured with the enigmatic Dark Side Adept, Bellarius Drade, who has been assigned to personally protect the Imperial Advisor. Drade has convinced you that the Emperor is weak and dwindling in power. Drade requires novices so that he may create his own adepts. He also believes that there is an object or artifact that will enhance his own abilities located somewhere on the Anchor.

Goals: Provide troops and Imperial security according to Precipitator Cray's plans. Investigate all Rebel activity and arrest any traitors to the Empire. Follow the dictates of the Dark Side Adept, Bellarius Drade.

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STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 15

Name: Djinn Kylo	Type: Student of the Force
Force Sensitive: Yes	Force Points: 2
Character Points: 5	Dark Side Points: 0
Credits: 500	Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Equipment: Jedi holocron (see item card for details)	

DEXTERITY: 3 **KNOWLEDGE:** 3 **MECHANICAL:** 2

blaster 4, dodge 5 language 4
melee weapon 5
melee parry 5

PERCEPTION: 2 **STRENGTH:** 3 **TECHNICAL:** 2

hide 4 brawling 5
sneak 3

WEAPONS	DAMAGE	AMMO	EFFECT
vibro-blade	STR+2	—	melee range weapon

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Djinn Kylo **Character Number:** 15

Capsule

Ever since you were young, you could see and sense things that no one else could. You had dreams of things which did not happen yet and could feel other peoples' emotions when you got close to them.

When you were sixteen, you were brought to the healers of your people. The elders knew immediately that you were strong in heartsong, what outsiders called the Force. The elders began to teach you chants of the heartsong which they used to heal and relieve the pain of others. The elders were quite surprised when you quickly learned what had taken them years of arduous training and concentration.

Hailed as a child with "strange and wonderful gifts," you were told to seek out others who had an even greater mastery of these powers, those called Jedi Knights. The Jedi were believed to use their own ways of the heartsong to perform almost magical feats. Your destiny lies in finding one of these Jedi Knights. To aid you in your quest, the elders gave you their most prized possession, a strange metallic pyramid called the Dakshee Holocron.

Goals: Seek out a teacher who will guide you in the ways of the Force. Help others overcome the danger and darkness of evil.

STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 16

Name: Kara Shuba	Type: Failed Jedi
Force Sensitive: Yes	Force Points: 2
Character Points: 5	Dark Side Points: 0
Credits: 100	Wounds: <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Equipment: Lightsaber (no power shard), trinkets and baubles, crude tool kit	

DEXTERITY: 3 **KNOWLEDGE:** 2 **MECHANICAL:** 2

blaster 4
dodge 5
lightsaber 4

PERCEPTION: 3 **STRENGTH:** 2 **TECHNICAL:** 3

hide 4	computer programming/repair 4
search 4	security 4
sneak 4	

WEAPONS **DAMAGE** **AMMO** **EFFECT**

vibro-blade	STR+12	—	melee range weapon
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STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Kara Shuba

Character Number: 16

Capsule

What remains of your memory are fond tales of glorious worlds and magnificent splendor which once was the Old Republic. Your visions of glory have since faded with the ascendancy and the cruelty of the Empire. Hiding from the Emperor's purge of the Jedi Knights, you live in the alcoves and niches of Ord Mynock Freeport, begging for handouts and generally making a nuisance of yourself with station security.

Many regard you as an annoying, insane hag. Your madness is a careful disguise, however, designed to direct attention away from you and your past. You keep your eyes and ears open, trading information for food with security chief Drew Lokii, the leader of the Rebel cell on Ord Mynock Freeport. Even Lokii does not know your true background.

You have heard from some of the Imperials that the newly-arrived Imperial Precipitator Minas-Coth Cray has imprisoned the infamous young Rebel Leia Organa in the Block (the local prison). He plans to ship her out again as soon as a Star Destroyer can arrive to pick her up, according to rumor.

You possess a lightsaber which you hide inside your swirling cloak. However, the lightsaber lacks a power crystal shard needed to focus the weapon's blade. Without it, the saber resembles a portable lumen and works only as a door stop. Even though your memory is faded, you wait for a sign which shall signal the return of the Jedi. Your dreams are clouded with visions of a young stranger, a youth who will become the focus of a terrible search by the forces of darkness. You hope you are able to find this youth first and direct him towards the ways of the light side of the Force.

Goals: Learn more about the recent arrival of powerful Imperial officials and officers, and relay what you learn to Rebel leader Drew Lokii. Avoid capture and interrogation by Imperial officials. Seek out the stranger of your dreams and guide him down the path of the light side of the Force. Find a new power shard for your lightsaber.

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STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 17

Name: Drew Lokii **Type:** Security Chief
Force Sensitive: No **Force Points:** 1
Character Points: 5 **Dark Side Points:** 0
Credits: 1,000 **Wounds:**
Equipment:

DEXTERITY: 3 **KNOWLEDGE:** 2 **MECHANICAL:** 3

blaster 6 investigation 4
dodge 5
melee combat 4

PERCEPTION: 3 **STRENGTH:** 3 **TECHNICAL:** 4

search 5 brawling 4 computer programming 5
sneak 4 security 5

WEAPONS	DAMAGE	AMMO	EFFECT
blaster pistol	4	25	
stun baton	STR+2	—	with energy stock
	STR+1	—	without energy shock

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Drew Lokii **Character Number:** 17

Capsule

For you, being the security chief for a busy place like Ord Mynock Freeport has its ups and downs. You are constantly being called upon to quell fights and other disturbances, investigate incidents, keep tabs on Imperial decrees and legal statutes, and watch out for criminals and other wanted fugitives.

In addition to being security chief, you are also the cell leader for the Rebel resistance movement in this sector. Naturally, your position in security is a big help in gathering information for the Alliance. You are trusted by administrators, corporate officials, and by the various locals and residents. You can travel throughout the spaceport and are close to Imperial information sources.

Your hands are full, however, with the recent arrival of a powerful Imperial Precipitator named Minas-Coth Cray, an armor-clad menace named Bellarius Drade, and their own security specialist — Lieutenant Carthage. So far, you are confident these three have no knowledge of your allegiance to the Rebel Alliance. At Precipitator Cray's insistence, a detention cell in The Block has been sealed off, for what purpose you do not yet know. You have seen many stormtroopers patrolling around, but with Cray's importance as "The Empire's Eye," that is to be expected.

You occasionally gets valuable information from a hag named Kara Shuba. She has the interesting trait of popping up whenever you need her the most. With the Alliance desperate to know more information about the seldom-seen Precipitator Cray, you need to find out what he and his entourage are up to ... and soon.

Goals: Determine why Imperial Precipitator Cray, Bellarius Drade, and Lieutenant Carthage have taken control of a detention level on The Block and what the trio are up to. Take action to save the lives and freedom of Rebel agents and sympathizers of the Rebellion without compromising your cover as security chief.

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STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 18

Name: Zelto Sliteye **Type:** Crime Lord
Force Sensitive: No **Force Points:** 0
Character Points: 5 **Dark Side Points:** 1
Credits: 2D6 X 5,000 **Wounds:**

Equipment:
 Bodyguard support, bulk freighter Lamprey Longstar

DEXTERITY: 2	KNOWLEDGE: 4	MECHANICAL: 2	
blaster 3 dodge 4	law enforcement 5 planetary systems 5 streetwise 5	communications 3	
PERCEPTION: 4	STRENGTH: 2	TECHNICAL: 4	
hide 6 sneak 5	brawling 3	computer prog./repair 5, demolition 5 security 5	
WEAPONS	DAMAGE	AMMO	EFFECT
hold-out blaster pistol 1 thermal detonator	3 10	10 1	area effect weapon; 10 step radius

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Zelto Sliteye **Character Number:** 18

Capsule

Loathed and feared for many years, you are the criminal kingpin of Ord Mynock Freeport. Holding court in your entertainment emporium, you earned your title by manipulation, assassination, blackmail, and the virtual elimination of the competition. You also deal in spice and extortion. Most of the criminal element on Ord Mynock Freeport accept your word as law.

You never had much to fear, until an Imperial Precipitator and his dark side magician appeared on the scene a few days ago. You have remained carefully in the background, manipulating and directing activities to avoid Imperial detection. You know you and the Empire will eventually square off. This time, you think you can win. You will hire bounty hunters, hired blasters, and anyone else you can afford to wage war against the Precipitator and his minions.

You have declared your entertainment emporium sanctuary to anyone who wishes to hide there — for a price. One thousand credits guarantees a place of safety. In the meanwhile, you hope a mercenary you have hired, Krex Alto, can terminate the Precipitator ... and so send a message to the rest of the Empire that Ord Mynock is yours alone to rule.

Despite such boasts, you are no fool. You have arranged it so that your bulk freighter, the Lamprey Longstar, can escape quickly before the full wrath of the Empire can be brought down upon you and your criminal court.

Goals: Offer safety to anyone who wishes to hide from the Empire, as long as they can afford the price. Kill the Imperial Precipitator and send his cybernetic eye straight back to the Emperor.

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STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 19

Name: Krex Alto	Type: Mercenary
Force Sensitive: No	Force Points: 0
Character Points: 5	Dark Side Points: 1
Credits: 1,000	Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Equipment:
Bounty hunter armor (+2 to Strength; -1 to Dexterity), grenade launcher, medpac

DEXTERITY: 4 **KNOWLEDGE:** 3 **MECHANICAL:** 2

blaster 6, dodge 6
melee weapons 5
missile weapons 5

PERCEPTION: 3 **STRENGTH:** 3 **TECHNICAL:** 3

sneak 5 brawling 5 first aid 5
security 5

WEAPONS	DAMAGE	AMMO	EFFECT
heavy blaster pistol	5	15	
2 frag grenades	5	1	area effect weapon; 5 step radius
vibroblade	STR+2	—	melee range weapon
flash grenade	—	1	area effect weapon; 25 step radius; Perception and related skills reduced to zero.

Character Name: Krex Alto **Character Number:** 19

Capsule

You are a blaster-for-hire, a soldier of fortune who goes wherever someone needs your services. You have been recruited by a crime lord named Zelto Sliteye to take down an Imperial Precipitator named Minas-Coth Cray who recently arrived at the Freeport.

The Precipitator travels with a tall fellow who wears black armor, but as far as your scouting reports tell you, Bellarius Drade is no Lord Darth Vader. Besides, the bigger they are, the harder they fall. The Precipitator travels with a security officer named Lieutenant Carthage and a detachment of stormtroopers.

Sliteye wants the Imperial Precipitator reduced to a smoking puddle of nothing. You are not about to let your boss down. Naturally, you plan to be careful in planning your assassination; Cray did not get where he is because he was careless.

Goals: Fulfill your contract with Zelto Sliteye and kill the Imperial Precipitator Minas-Coth Cray. The incident should be untraceable enough so that Sliteye will not be blamed for the Advisor's "unfortunate accident." Make even more credits by selling mercenary talents to whoever requires them.

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STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 20

Name: Candor Six Twelve, Protocol Droid **Type:** AI protocol droid

Force Sensitive: No **Force Points:** 0

Character Points: 5 **Dark Side Points:** 0

Credits: 0 **Wounds:**

Equipment:

Humanoid body, photoreceptors add +2 to search or Perception, 4 crystal power chips, 3 special programs (see your item cards for details).

DEXTERITY: 2 **KNOWLEDGE:** 4 **MECHANICAL:** 3

dodge 4

languages 5

communications 4

PERCEPTION: 3 **STRENGTH:** 2 **TECHNICAL:** 4

search 3

sneak 5

computer prog./repair

8, droid programming

5, security 6

WEAPONS

DAMAGE

AMMO

EFFECT

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Candor Six Twelve, Protocol Droid **Character Number:** 20

Capsule

You are an AI computer named Stoneheart once used by Old Republic forces. Working from the depths of an ancient asteroid, you contemplated enemy tactics and sent coded orders to counter their advances. Like many centralized computers, you eventually outlived your usefulness and were shut down and forgotten in your asteroid fortress. You submitted willingly, saddened that you no longer served a purpose.

Somehow during your long slumber, you retained your memories of the era of the Republic. Reactivated by accident, you deployed your sensors to listen to the broadcasts and transmissions of the new era, and were deeply troubled. You found the Emperor and his Empire repulsive, even criminal.

Obeying your command logic to serve the Republic, you have made the long journey to Ord Mynock to join those who hope to restore it. Realizing that you require mobility as well as anonymity during these troubled times, you selected an aging protocol droid named Candor Six Six Twelve to carry your primary command module. Through Candor, who is traveling under the guise that his "master" is Stoneheart, you hope to join the Rebellion.

You are friends with a local gambler named Logan Erstar, who knows the way of the galaxy, although you have not revealed your secret to him yet. Erstar is also friends with the freighter captain who brought you to Ord Mynock Freepport, Gillian Rayburst. Captain Rayburst seems less interested in helping you find the Rebel Alliance, though.

Your ancient, advanced circuitry is focused by special crystal power shards. To pay for the voyage to Ord Mynock, you had to sell one of the four shards you carry. You can function with a minimum of one shard. Once the last shard is removed, your memory is totally wiped and cannot be restored.

Goals: Locate and join the Rebellion by finding its representatives on Ord Mynock and avoid being captured by the Empire. Help Logan Erstar avoid bounty hunters seeking a price on his head.

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STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 21

Name: Leezoth	Type: Artifact Dealer
Force Sensitive: No	Force Points: 0
Character Points: 5	Dark Side Points: 1
Credits: 1D6 X 3000	Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Equipment: Pieces of "junk"	

DEXTERITY: 2	KNOWLEDGE: 4	MECHANICAL: 2
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blaster 4	business 5
dodge 4	streetwise 5
grenade 4	value 5, :artifacts 8

PERCEPTION: 3	STRENGTH: 3	TECHNICAL: 4
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hide 5	brawling 4	computer programming/repair 5 security 5
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WEAPONS	DAMAGE	AMMO	EFFECT
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hold-out blaster pistol	3	10	
1 thermal detonator	10	—	area effect weapon; 10 step radius

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Leezoth

Character Number: 21

Capsule

Special Abilities:

Value: artifacts: The artifacts specialization allows the character to identify the history, purpose and value of various ancient objects.

You specialize in the purchase and sale of rare antiquities. You love to handle ancient artifacts of days long gone, and savor their ancient textures and properties. Your job often requires a certain disregard for the law, and you are well-versed in using the blackmarket to find buyers and sellers.

A few days ago, you used these connections to help a protocol droid named Candor 6612 enter Ord Mynock Freeport without the usual customs and security checks. It isn't your regular line, but the droid offered in payment a rare power crystal shard. This shard was used in some of the oldest computing devices not seen since the days of the Old Republic. You would have done a lot more to possess it, and you would give a great deal to obtain more.

You wonder how a fairly-modern protocol droid came to be carrying such an item around. For this reason, you have ordered your bodyguard Lunk to watch the droid and see what the automaton is up to.

Goals: Sell the power crystal shard for the highest amount of credits. Obtain more shards from the Candor 6612 protocol droid, or find out more about the droid's purpose on Ord Mynock.

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STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 22

Name: Lunk	Type: Merc Bodyguard
Force Sensitive: No	Force Points: 0
Character Points: 5	Dark Side Points: 1
Credits: 200	Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
Equipment: Medpac	

DEXTERITY: 3 **KNOWLEDGE:** 3 **MECHANICAL:** 2

blaster 4, dodge 5
grenade 4
melee weapons 6

PERCEPTION: 3 **STRENGTH:** 5 **TECHNICAL:** 2

search 4 brawling 8 first aid 2

WEAPONS	DAMAGE	AMMO	EFFECT
blaster pistol	4	25	
vibro-ax	STR+3	—	melee weapon
2 frag grenades	5	—	area effect weapon; 5 step radius

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Lunk

Character Number: 22

Capsule

Your services as a bodyguard and enforcer have been bought by the antiquities dealer, Leezoth. Leezoth has ordered you to watch a protocol droid named Candor 6612 as it goes about its business at Ord Mynock Freeport. Leezoth has told you to pay careful attention to see if the droid has any more of the ancient power crystal shards it used to pay for its passage here. Your boss also wants to know what the protocol droid is up to.

Goals: Track the protocol droid Candor 6612 and report on his activities. Determine if the droid has any more crystal shards.

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STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 23

Name: Callis Beck	Type: Investigator
Force Sensitive: No	Force Points: 1
Character Points: 5	Dark Side Points: 0
Credits: 1,000	Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Equipment: Bodyguard support, comlink	

DEXTERITY: 4	KNOWLEDGE: 3	MECHANICAL: 2
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blaster 5 dodge 5	bureaucracy 4 investigation 5 streetwise 5	space transports 3
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PERCEPTION: 3	STRENGTH: 3	TECHNICAL: 3
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hide 4 search 5	brawling 4	computer programming/repair 4, security 4
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WEAPONS	DAMAGE	AMMO	EFFECT
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hold-out blaster pistol	3	10	
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STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Callis Beck	Character Number: 23
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Capsule

You work as a gritty investigator and skip tracer on Ord Mynock. You were hired by ComNet Corporation to locate a being named Stoneheart. For your trouble, you will be paid twenty thousand credits.

The problem is, where does one start to look in a huge, sprawling place like Ord Mynock Freepport? You have one slim lead — you learned through an informant that a droid supposedly owned by Stoneheart has arrived at the Freepport — and its passage here was paid for by an antiques dealer named Leezoth.

Goals: Locate Stoneheart and turn whatever he/she/it is to ComNet Corporation for twenty thousand credits. Once the computer is identified, ComNet security force will obtain the unit and return it to the ComNet Communications Dome for “dissemination.”

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STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 24

Name: Logan Erstar	Type: Gambler
Force Sensitive: No	Force Points: 1
Character Points: 5	Dark Side Points: 0
Credits: 2,000	Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Equipment: Cape, sabacc cheater chip, (+1D to gambling skill)	

DEXTERITY: 3 **KNOWLEDGE:** 3 **MECHANICAL:** 2

blaster 5, dodge 4 melee weapons 5, :vibro-sword 5, melee parry 7	business 4 :military 5 streetwise 4
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PERCEPTION: 4 **STRENGTH:** 3 **TECHNICAL:** 2

forgery 5 gambling 6 hide 5	brawling 4
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WEAPONS	DAMAGE	AMMO	EFFECT
blaster pistol	4	25	
vibro-sword	STR+2	—	melee range weapon

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Logan Erstar **Character Number:** 24

Capsule

Many females regard you as a romantic, dashing, heroic, and certainly the most charming of individuals: Logan Erstar, Baron of Filby. To everyone else, unfortunately, you are an overbearing, good-for-nothing, too-good-looking-for-his-own-good, nerfherding rascal.

You grew up in a world of privilege and like most spoiled children, you had no idea what you had until you lost it. The governing ministers of your world hated royalty and wished for some way to dispose of it entirely. They planted scandal and corruption among the royal families, and soon the people grew tired and angry of hearing of it. Decrees and trials followed, and your royal claims and other privileges as the Baron of Filby were declared void. Exiled from your ancestral home, you became a galactic drifter. Eventually, you made your way to Ord Mynock. There is gambling here, crime lords there, and sneaky off-the-cuff transactions going on almost everywhere.

You always have your eyes on the ladies and sometimes that gets you into trouble. For instance, you recently wooed the wife of a Moff, and the irate fellow responded by sending bounty hunters to collect you! Luckily you have friends to help you out of these situations, such as the pretty tramp freighter captain, Gillian Rayburst. You think you have shaken the bounty hunters off your tail, but who can tell?

You ran into an aging protocol droid named Candor 6612 recently, who was brought to Ord Mynock by Gillian Rayburst. The droid is a bit naive about the galaxy, but it has a lot of ability and knowledge for such an ancient piece of equipment. For some insane reason, the droid wants to contact the Rebel Alliance! You had better be careful — a lot of people seem to want Candor for themselves.

Goals: Avoid the bounty hunters sent to retrieve your head — sans body. Help Candor 6612 find representatives of the Rebel Alliance.

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STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 25

Name: Gillian Rayburst **Type:** Smuggler
Force Sensitive: No **Force Points:** 1
Character Points: 5 **Dark Side Points:** 0
Credits: 1,000 **Wounds:**
Equipment:
 Ghtroc light freighter Sapphire Rayburst,, R2 droid copilot

DEXTERITY: 3 **KNOWLEDGE:** 2 **MECHANICAL:** 4

blaster 5 planetary systems 4 astrogration 5
 :heavy blaster pistol 8 space transports 5
 dodge 4 starship gunnery 5

PERCEPTION: 2 **STRENGTH:** 4 **TECHNICAL:** 3

hide 4 brawling 5 space transports
 repair 4

WEAPONS **DAMAGE** **AMMO** **EFFECT**

heavy blaster pistol 5 15

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: Gillian Rayburst **Character Number:** 25

Capsule

For you, life is best with credits in your pocket, a full flask of jet juice under the seat, and a fat cargo nestled deep in the holds of your ship. You are quite proud of your freighter, the Sapphire Rayburst, and its reputation as a fast ship.

Despite all appearances, you are not your average hotshot pilot without a care in the galaxy. You used to be, until you saw many of your good friends and their lives turned into ruin — no thanks to the Empire. Every once in a while, you help a lost soul escape its grip. Payback comes in many forms.

After docking at Ord Mynock Freeport, you were preparing to move on to your next stop. Suddenly and without warning, Imperial Customs confiscated your ship — you were under suspicion for smuggling. The Imperials did not outright arrest you, but you know it's only a matter of time before Imperial Customs tracks down the last run you made. Officially you were transporting a masterless protocol droid named Candor 6612 to Ord Mynock Freeport as a sort of favor for an antiques dealer named Leezoth.

No one has found the secret compartments in the Rayburst yet, the ones crammed full of illegal spice — about 56,000 credits worth. Unfortunately, Customs has ordered you to get the Rayburst up to the proper new Imperial specs, and the only way you can afford to do that is to sell the spice here on Ord Mynock. You don't know the local spice market, and to make matters worse, Customs is guarding the ship!

Among your friends is a ruffian named Logan Erstar. A scoundrel with a flair for wagging his tongue, perhaps he could help get the spice off the ship and sell it. Unfortunately, that Candor 6612 droid has taken a liking to Erstar and never seems to leave him alone. The droid wants Erstar to find someone for it. Now there are rumors a bounty hunter has been sniffing around, looking for Logan's head. Looks like trouble as usual.

Goals: Get the spice out of the Sapphire Rayburst to bring the ship up to new Imperial specifications (cost is about 45,000 credits). Help Logan Erstar escape the clutches of a bounty hunter. Find out why Candor 6612, and the people he wants to find, are so important.

STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card # 26

Name: <i>Blade Zero</i>	Type: <i>Bounty Hunter</i>
Force Sensitive: <i>No</i>	Force Points: <i>1</i>
Character Points: <i>5</i>	Dark Side Points: <i>0</i>
Credits: <i>2,000</i>	Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

Equipment:
Maglock binders. bounty hunter armor (+1 to Strength)

DEXTERITY: 3 **KNOWLEDGE:** 4 **MECHANICAL:** 3

blaster 5, :heavy blaster pistol 7 investigation 3
dodge 5, grenade 4
missile weapons 4, :rocket dart 5

PERCEPTION: 3 **STRENGTH:** 4 **TECHNICAL:** 3

search 5 brawling 6 armor repair 4
blaster repair 4

WEAPONS	DAMAGE	AMMO	EFFECT
heavy blaster pistol	5	15	
rocket dart/snare line	4	—	missile weapons: rocket dart
2 frag grenades	5	1	area effect weapon; 5 step radius
2 gas grenades	7	1	area effect weapon; 10 step radius (1D6 rounds)

Character Name: *Blade Zero*

Character Number: 26

Capsule

As an Imperial bounty hunter, you have an almost ferocious hatred of Rebels. More than once you have decided to take the commission penalty of delivering them dead rather than alive, for the simple pleasure of killing the fools.

You have been hired to retrieve a local gambler named Logan Erstar. The gambler apparently angered a local Moff enough to pay your somewhat steep fee of 25,000 credits for a guaranteed capture. The Moff wants Erstar's head and little else; you are all too willing to oblige.

Erstar may have friends helping him, but they look like minor problems. All you have to do is wait for Erstar to be alone just long enough....

Goals: Capture Logan Erstar and return his head to the Moff to collect his 25,000 credits.

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STAR WARS LIVE-ACTION ADVENTURES

STAR WARS LIVE-ACTION ADVENTURES SUPPORT CHARACTER CARD# 1

NAME:

TYPE: Stormtroopers

CREDITS:

WOUNDS:

EQUIPMENT:

Stormtrooper armor: +1 to STR when resisting damage, -1 to DEX and all related skills (* already figured in stats).

DEXTERITY: 2*

KNOWLEDGE: 2

MECHANICAL: 2

blaster 3*

blaster: blaster rifle 4*

brawling parry 3*

dodge 3*

PERCEPTION: 2

STRENGTH: 3*

TECHNICAL: 2

brawling 3

WEAPONS

DAMAGE

AMMO

EFFECT

blaster pistol

4

25

vibro-blade

STR + 2

—

melee range weapon

2 thermal detonators

10

—

10-step area of effect

Support Character Cards

The support character cards on this and the next page are for use in the preceding adventure modules. Hand copies of these cards to the players running characters with stormtrooper or bodyguard support (as listed in the Equipment section of the character card).

We've included two additional support character cards on pages 85 and 86. You can incorporate them into the adventures contained in this book, or use them in adventures of your own design.

STAR WARS LIVE-ACTION ADVENTURES

STAR WARS LIVE-ACTION ADVENTURES SUPPORT CHARACTER CARD# 2

NAME:		TYPE: <i>Bodyguards</i>	
CREDITS:		WOUNDS: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	
EQUIPMENT: blast vest (+1 to STR)			
DEXTERITY: 3	KNOWLEDGE: 2	MECHANICAL: 2	
blaster 5 brawling parry 4 dodge 4	law enforcement 4	communications 4	
PERCEPTION: 2	STRENGTH: 3	TECHNICAL: 2	
search 3	brawling 4	security 3	
WEAPONS	DAMAGE	AMMO	EFFECT
heavy blaster pistol	5	25	

STAR WARS LIVE-ACTION ADVENTURES

Special Cards

Sometimes, you won't be able to fit all the character information on the character card and the character information sheet. In these cases, you can use a Special card, like the ones here.

The cards on this and the next page contain information for specific characters in the preceding adventure modules. Photocopy these and hand them out to the appropriate players along with the usual materials.

There are blank cards on the next page you can copy and use in your own adventures.

Bellarus Drade

Special Abilities:

Scholar: The scholar specialization allows the character to recognize and interpret items from the past, especially items written in dead languages and artifacts.

Force Skills: Control 2, sense 2, alter 2

Force Powers:

Control: absorb/dissipate energy, accelerate healing, control pain, reduce injury, remain conscious, resist stun

Sense: combat sense, life detection, life sense, receptive telepathy, sense Force

Alter: injure/kill, telekinesis

Control and Sense: lightsaber combat
Control, Sense and Alter Powers: affect mind

Kara Shuba

Special Abilities:

Force Skills: Control 3, sense 3, alter 2

Force Powers:

Control: absorb/dissipate energy, accelerate healing, control pain, emptiness, hibernation trance, reduce injury, remain conscious, resist stun

Sense: life detection, life sense, magnify senses, receptive telepathy, sense Force

Alter: telekinesis

Control and sense: lightsaber combat, projective telepathy

Control and alter: accelerate another's healing, control another's pain, transfer Force

Djinn Kylo

Special Abilities:

Force Skills: Control 1, sense 2, alter 1

Force Powers:

Control: absorb/dissipate energy, accelerate healing, control pain

Sense: life detection, life sense, receptive telepathy, sense Force

Alter: telekinesis

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STAR WARS LIVE-ACTION ADVENTURES

Minas-Coth Cray

Cybernetic eye: Equipped with macrozoom, infrared enhancement, and reflex retina shade. Adds +1D to Perception in low-light or darkness conditions; adds +2 to Perception when trying to see through in smoke, retinal shade protects against sudden brightness (flash grenades have no effect). Eye adds +2 when using the search skill.

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STAR WARS LIVE-ACTION ADVENTURES

Appendix

The Appendix is a sort of grab-bag collection of cards, charts, nametags, and templates that might come in handy in a *Star Wars* live-action event. You have permission to photocopy anything from the Appendix for personal use only.

On this and the following page are two support character cards you can use in your own adventures. Though both of these cards represent groups of cannon fodder, you can also use these cards to describe individual support characters as well — like a slicer, co-pilot, and so on. You'll find a blank template on page 96.

After that you'll find three pages of item cards, from blasters to Star Destroyers — 18 cards in all. There are also blanks so you can make your own cards.

Note that there are no stats for the various landspeeders and spaceships. Since the LARP game does not currently incorporate vehicle and space combat rules, the vehicle cards represent transportation resources at the disposal of characters rather than military assets. For ex-

STAR WARS LIVE-ACTION ADVENTURES			
SUPPORT CHARACTER CARD# 2			
NAME:	TYPE: Stormtroopers		
CREDITS:	WOUNDS: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>		
EQUIPMENT:	Stormtrooper armor: +1 to STR when resisting damage, -1 to DEX and all related skills (* already figured in stats).		
DEXTERITY: 2*	KNOWLEDGE: 2	MECHANICAL: 2	
blaster 3* blaster: blaster rifle 4* brawling parry 3* dodge 3*			
PERCEPTION: 2	STRENGTH: 3*	TECHNICAL: 2	
brawling 3			
WEAPONS	DAMAGE	AMMO	EFFECT
blaster pistol	4	25	
vibro-blade	STR + 2	—	melee range weapon
2 thermal detonators	10	—	10-step area of effect

STAR WARS LIVE-ACTION ADVENTURES

STAR WARS LIVE-ACTION ADVENTURES SUPPORT CHARACTER CARD# 5

NAME: **TYPE:** Rebel Troopers

CREDITS:

WOUNDS:

EQUIPMENT:

helmet (+1 to STR)

DEXTERITY: 3

KNOWLEDGE: 1

MECHANICAL: 2

blaster 5
dodge 4
grenade 4

law enforcement 3

communications 4

PERCEPTION: 2

STRENGTH: 3

TECHNICAL: 2

search 3

brawling 4

demolitions 3
security 3

WEAPONS

DAMAGE

AMMO

EFFECT

heavy blaster pistol
2 thermal detonators

5
10

25
—

10-step area
of effect

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ample, a character owning a Y-wing can take himself and another person to another planet, whereas a person lacking a spaceship card can't. If you really want to introduce starship combat into your LARP games, you can easily adapt the *Star Wars Roleplaying Game* rules to *Live-Action Adventures*.

Rounding out the Appendix are several pages of equipment charts, nametags you can copy and use in your games, and a blank character sheet and character information card.



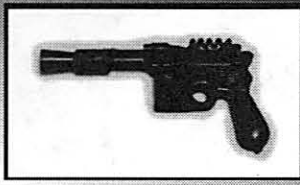
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ITEM CARD



Hold-out Blaster
Skill: *blaster*
Damage Rating: 3
Ammo: 6
Cost: 275 (power packs: 25)

ITEM CARD



Blaster Pistol
Skill: *blaster*
Damage Rating: 4
Ammo: 100
Cost: 500 (power packs: 25)

ITEM CARD



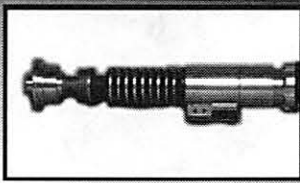
Heavy Blaster Pistol
Skill: *blaster*
Damage Rating: 5
Ammo: 25
Cost: 750 (power packs: 25)

ITEM CARD



Blaster Rifle
Skill: *blaster*
Damage Rating: 5
Ammo: 100
Cost: 1,000 (power packs: 25)
Note: Stock and scope add +1 to skill if one round is taken to aim.

ITEM CARD



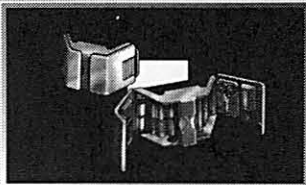
Lightsaber
Skill: *lightsaber*
Damage Rating: 5
Note: See the Armor Comparison Chart on page 63 of rulebook for armor effects.

ITEM CARD



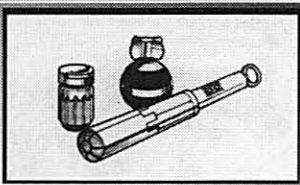
Vibroblade
Skill: *melee combat*
Damage Rating: STR+2
Cost: 250

ITEM CARD



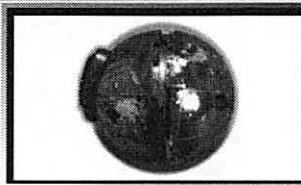
Medpac
An emergency medical kit used to treat injuries.
Skill: *first aid* or *medicine*
Note: See page 67 of rulebook for medpac rules.

ITEM CARD



Fragmentation Grenade
Skill: *grenade* or *demolition*
Damage Rating: 5
Area of Effect: 5 steps

ITEM CARD



Thermal Detonator
Skill: *grenade* or *demolition*
Damage Rating: 10
Area of Effect: 10 steps



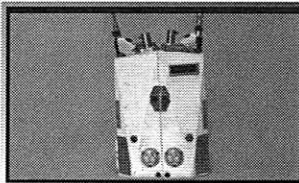
ITEM CARD



Macrobinoculars

Add +2 to *search* when used in poorly-lit areas or when sighting at long range or further.

ITEM CARD



Sensor Pack

Can detect lifeforms or the presence of a comm signal.

Adds +1 to *search* or *Perception*. 25 step radius range.

ITEM CARD

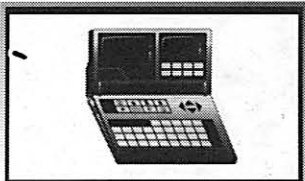


Comlink

A portable comm device used for local transmissions.

Skill: *communications*
Range of 250 kilometers.

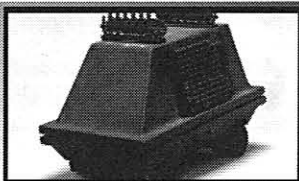
ITEM CARD



Datapad

An electronic information storage device capable of storing vast amounts of data. The information can be encrypted.

ITEM CARD



Mouse Droid

All attributes and skills are 1 except:

DEXTERITY 2

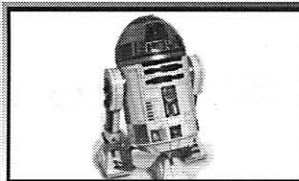
dodge 4, running 6

KNOWLEDGE 2

Wounds: 1

May be programmed to perform 1 task (*droid prog.*)

ITEM CARD



R2 Astromech Droid

All attributes and skills are 1 except:

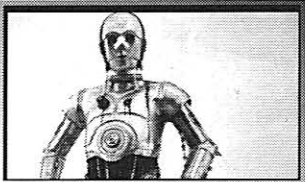
MECHANICAL 2

astrogation 5, starfighter piloting 3, space transports 3

TECHNICAL 2

Wounds: 1

ITEM CARD



3PO Protocol Droid

All attributes and skills are 1 except:

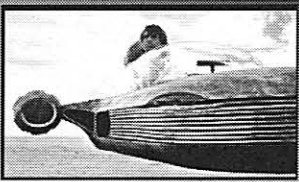
KNOWLEDGE 3

cultures 6, languages

10

Wounds: 1

ITEM CARD



Landspeeder

The rugged Ubrikkian speeder is typical of the sporty models popular with those who favor speed over economy. The speeder carries two people; four in a pinch.

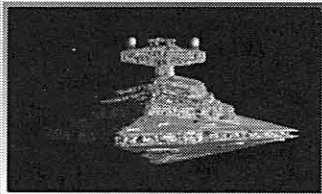
ITEM CARD



Cargo Landspeeder

Cargo landspeeders are sturdy but slow craft which are useful in transporting goods or passengers. The typical cargo landspeeder can carry five passengers in addition to the driver.

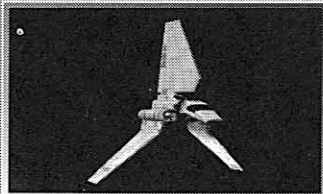
ITEM CARD



Imperial Star Destroyer

A potent symbol of the Emperor's might, the Star Destroyer carries 72 TIEs, a stormtrooper division, 20 AT-ATs, and 30 AT-STs.

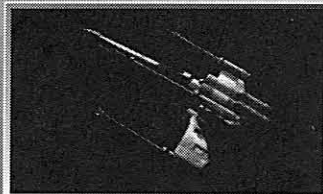
ITEM CARD



Imperial Shuttle

The sleek *Lamba*-class shuttle is used to ferry Imperial officers between ships and down to planets. Carries two pilots and 10 passengers.

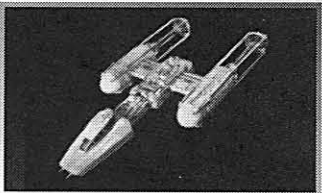
ITEM CARD



X-wing Fighter

The Incom T65-B X-wing is the workhorse of the Rebel fleet. Carries one pilot and an astromech droid.

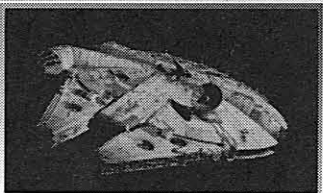
ITEM CARD



Y-wing Fighter

The Y-wing is somewhat outdated, but is in wide use in the Rebel fleet because parts are so readily available. Carries two pilots and an astromech droid.

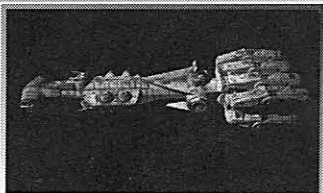
ITEM CARD



YT-1300 Freighter

The YT series is reliable, durable, and easily modified, making it a popular option for independent freighter captains. Carries two pilots and six passengers.

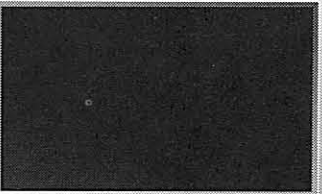
ITEM CARD



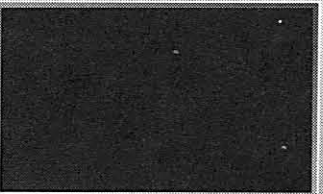
Corellian Corvette

The corvette is a versatile vessel, used for heavy combat duty, cargo transport, and so on. Carries up to 600 passengers.

ITEM CARD



ITEM CARD



ITEM CARD



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STAR WARS LIVE-ACTION ADVENTURES

Equipment Reference Chart

Availability: Specifies where equipment can be found. These codes are general guidelines, and while accurate, local factors may make some devices illegal or more readily available than this chart indicates.

Many restricted items can be found on the black market if one is willing to look hard enough and pay enough money. Sometimes objects are sold on the black market simply to avoid paying lavish tariffs and fees; other times, the black market may be the only way to find a given object on a planet.

- 1 Readily available throughout the Known Galaxy.
- 2 Normally available only in large cities and space ports or on planets of origin.
- 3 Specialized item, normally only available on planet of origin.
- 4 Rare item, difficult to find anywhere.
- F Fee or permit required for purchase.
- R Restricted on most planets, and normally may not be bought or sold without appropriate Imperial, New Republic or other relevant license.
- X Illegal on most planets. Possession and use often violates Imperial, New Republic, or local laws except for specially authorized individuals; penalties may be severe.

Cost: The average cost for that piece of equipment under normal circumstances. Most prices reflect the general price for an "average" piece of equipment in that category — as always, prices vary depending upon brand name, quality of good (if used) and other factors (e.g., a "stripped" landspeeder is much cheaper than one equipped with lots of frills or weaponry). Due to local tariffs and taxes, plentiful or scarce availability, or any number of factors, the price can vary considerably.

General Equipment

Item	Availability	Cost
Breath Mask	1	50
Comlinks (personal)	1	25
Comlinks (military)	2, R	100
Comlinks (vehicle)	1	300
Datapad	1	100
Glowrod	1	10
Macrobinoculars	1	100
Medpac	1	100
Medkit	2	500
Recording Rod	1	30

Droids

Item	Availability	Cost
First-degree droid	2	5,000
Second-degree droid	2	4,000
Third-degree droid	2	3,000
Fourth-degree droid	2	2,000
Fifth-degree droid	2	1,000
R2 astromech droid	2	4,525

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3P0 Human-cyborg relations droid	2	3,000
DeepSpace 9G explorer droid	2	6,700
K4 security droid	2, R or X	7,500

Vehicles

Item	Availability	Cost
Airspeeder	1, F	15,000 (new) 10,000 (used)
Cloud car	2, F	75,000 (new) 18,000 (used)
Landspeeder	1, F	10,000 (new) 2,000 (used)
Sail Barges	2, F	250,000 (new) 50,000 (used)
Skiffs	1, F	25,000 (new) 6,000 (used)
Speeder bikes	2, F	5,000 (new) 1,000 (used)
Swoops	2, F	7,000 (new) 1,500 (used)

Armor

Item	DEX/STR	Availability	Cost
Blast helmet/vest	0 /+1	1	300/300
Bounty hunter armor	-1 /+2	2, R	2,500
Stormtrooper armor	-1 /+2	X	not for sale
Scout trooper armor	0 /+2	X	not for sale
Space trooper armor	-2 / +3	X	not for sale

Energy Weapons

Item	Damage Rating	Ammo	Availability	Cost
Hold-out blaster	3	6	2, R or X	275
Sporting blaster	4	50	1, F	350
Blaster pistol	4	100	1, F, R or X	500
Heavy blaster pistol	5	25	2, R or X	750
Jawa ion droid gun*	4	25	3	400
Blaster carbine	5	100	1, 2, F, R or X	900
Blaster rifle	5	100	2, X	1,000
Sporting blaster rifle	4	100	2, R	900
Light repeating blaster	6	25	2, X	2,000
Heavy repeating blaster	8	generator	2, X	5,000
Wookiee bowcaster	4	6	3, R	900

(not sold to non-Wookiees)

* Affects droids, computers, and electronics only. If the damage result is higher, target is disabled for 1D6 combat rounds.

STAR WARS LIVE-ACTION ADVENTURES

Melee Weapons

Item	Damage Rating	Availability	Cost
Knife	STR+1	1	25
Vibroblade	STR+2	2, F	250
Vibroaxe	STR+3	2, R	500
Force pike	STR+2	1, 2	200
Lightsaber	5	4, X	-

Explosives

Item	DR (Area of Effect)	Availability	Cost
Fragmentation grenade	5 (5)	1, R	200
Concussion grenade	6 (6)	2, R	400
Demp grenade*	10 (10)	3, 4 or R	600
Stun grenade**	5 (5)	1, R	200
Thermal detonator	10 (10)	2, X	2,000
Mine (anti-personnel)	7 (7)	2, X	750
Mine (anti-vehicle)	5 (5)	2, X	900

* Affects droids, computers, and electronics only. If the damage result is higher, target is disabled for 1D6 combat rounds.

** Refer to "Stun Damage" on page 64 of *Star Wars: Live Action Adventures*.

Starships

Item	Availability	Cost
Starfighter	2, R or X	150,000+
Corellian Corvette	2, R	3.5 million (new) 1.5 million (used)
Stock YT-1000 Transport	2, F	100,000 (new) 25,000 (used)
Stock Ghtroc Freighter	3, F	98,500 (new) 23,000 (used)
Sienar Ships Lone Scout	2, F	125,000 (new) 30,000 (used)

Miscellaneous Items

Item	Availability	Cost
Vaccsuit	2	500
Powersuit (salvage operations)	3, R	2000
Thincord	1, 2	10 per 20 meters
Light repair kit	2, 3	50
Droid general repair kit	2, R	350
Lockpick tools	R, X	500
Portable computer terminal	2, R	1700
Lifeform sensor	3, F, R	150
Droid detector (wall-mounted)	2, 3	250
Droid restraining bolt	2, F	100
Droid readable memory chip (depends on model)	3, X	250 each
Astrogation map plug-in	3, F, X	500-1000
Sabacc dealer droid	3	3750

STAR WARS LIVE-ACTION ADVENTURES

Provisions

Item	Availability	Cost
Modest, daily clothing	1, 2	10-20 per item
Expensive clothing	2	40-100 per item
Unique clothing	3	200-1000 per item
Military surplus uniform	2, 3	15 per item
Tool belt	1, 2	20
Survival clothing	1, 2	40 per item
Survival shelter	1, 2	100
Inexpensive lodging	1, 2, 3	20-50 per night
Moderate lodging	1, 2, 3	70-150 per night
Expensive hotel	2, 3	175-250 per night
The Emperor's Suite	2	500 per night

Food and Drink

Item	Availability	Cost
Food (inexpensive meal)	1	5-10 per person
Food (exclusive restaurant)	2, 3	30-60 per person
Survival rations	1, 2	5 (one meal)
Water filtration kit	1, 2	45
Utoz (commercial alcohol)	1, 2, F	5
Lum (distilled beverage)	1, 2, F or X	8

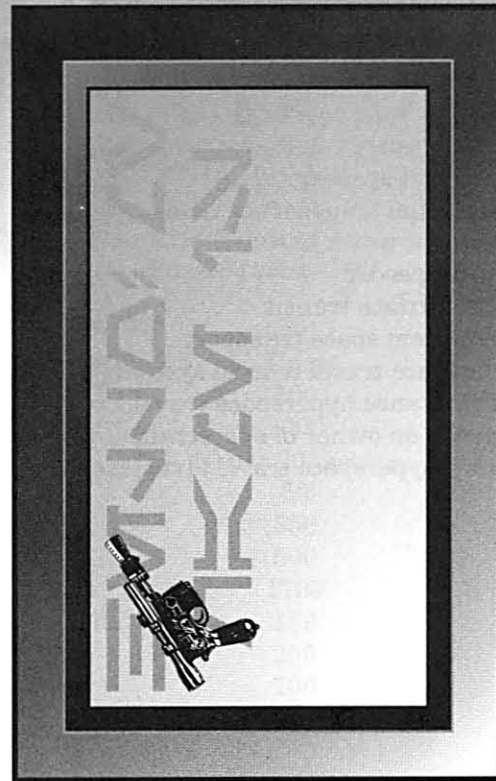
Transportation Services

The costs in this chart are based on most commercially-developed or popular travel worlds. Costs may vary due to availability, fees, and the general state of commerce in the region (since open hostilities tends to upset trade balances and markets).

Service	Availability	Cost
Droid message courier (local)	2, 3	25
Droid message vessel (hyperspace)	2	500
Urban taxi speeder ride	2	3 per km
Commercial transport or transit (surface or water based)	2	1-2 per station
Rent-a-Speeder	2, 3	250 per day
Global surface transit	2, 3	20-100
Intersystem space transport	1, 2	150-450
Hyperspace travel to local system	1, 2	500-1000
Long distance hyperspace travel (depends on owner of spacecraft)	-	-
Luxury hyperspace travel (1st class)	2, 3	25,000

STAR WARS LIVE-ACTION ADVENTURES

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STAR WARS LIVE-ACTION ADVENTURES

STAR WARS® Live-Action Adventures Character Card

Name: _____ Type: _____
 Force Sensitive: _____ Force Points: _____
 Character Points: _____ Dark Side Points: _____
 Credits: _____ Wounds: _____
 Equipment: _____

DEXTERITY: KNOWLEDGE: MECHANICAL:

PERCEPTION: STRENGTH: TECHNICAL:

WEAPONS	DAMAGE	AMMO	EFFECT

STAR WARS® Live-Action Adventures Character Information Sheet

Character Name: _____ Character Number: _____

Capsule

STAR WARS LIVE-ACTION ADVENTURES

STAR WARS LIVE-ACTION ADVENTURES SUPPORT CHARACTER CARD#

NAME:

TYPE:

CREDITS:

WOUNDS:

EQUIPMENT:

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STAR WARS®

GAMEMASTER TOOLKIT

by Anthony Russo

LIVE-ACTION
ADVENTURES

Welcome to the *Gamemaster Toolkit*! The *Toolkit* is a resource for the gamemaster of *Star Wars Live-Action Adventures*, designed to make your life easier when planning and running live-action roleplaying adventures (LARPs).

- Part I features tips on logistically planning and running LARP events. From building up a pool of players to elegant ways of wrapping up a game out of control, it's all here. And if dice and LARPs don't mix in your group, try out the two new alternate diceless systems we've cooked up. One is a flexible card-based system with some cool randomizing features, while the other is a quick and deadly system that, like "rock, paper, scissors," is a hands-only event.
- Visit Ord Mynock Freeport in Part II. A detailed spaceport setting for your live-action adventures, Ord Mynock Freeport includes locations for encounters and has numerous gamemaster characters to provide atmosphere and information for players.
- Part III consists of four ready-to-run scenario modules for five to eight players. Use one scenario module for an evening's worth of entertainment, or combine two or more modules for a full-sized live-action adventure for up to twenty-five players.
- And finally, tools and toys to enhance any *Star Wars* LARP event! Part IV features new Item Cards, Support Character Cards, equipment tables, and more.

A supplement for use with *Star Wars: Live Action Adventures*



A STAR WARS
LIVE-ACTION ADVENTURE

